

Rolemaster Companion™

Supplemental material
for ROLEMASTER,
I.C.E.'s classic fantasy



role playing game
system. New Laws, Old
Magic & optional rules.

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the rolemaster companion

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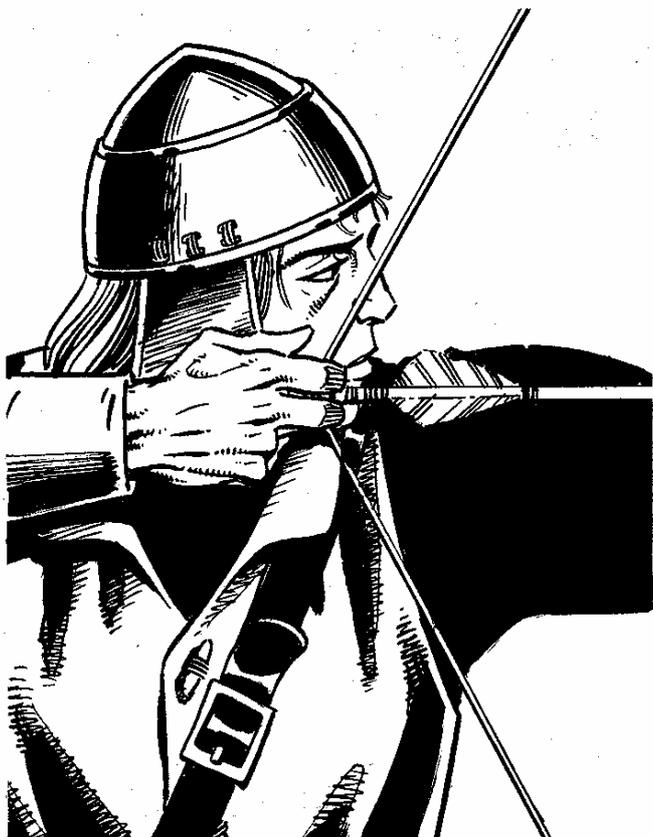
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1.0 INTRODUCTION

The *Rolemaster Companion (RMC)* is a collection of optional rules and spell lists for the *Rolemaster* fantasy role-playing system. Optional is the key word here; a Gamemaster should carefully examine each section of material before using it in his world or campaign. This material runs the gamut from play aids that simply make the standard game mechanics easier to handle to very high powered spells and optional rules. Most GM's will not use **everything** in the *RMC*; there is just too big a diversity in style and power level.

The *RMC* includes a wide variety of material because different role players want different things from a role playing system. Some GM's run a tightly structured game; such GM's probably find that much of the material in this product will not be appropriate for their game unless they modify and experiment with it. At the other end of the spectrum, some GM's run a high powered or loosely structured game; such GM's will probably use most of the material in this product and modify it and extend it and wish that there were more 75th level spells. Most GM's fall in between these two extremes; they will use some of the material, ignore some of it, and modify the rest. The thing to keep in mind is that this is a commercial product. As a company, I.C.E. has to appeal to a large audience and provide material that can be used by most of the customers that use our systems.

Players should keep the above discussion in mind when reading the *RMC*. Some of this material may not be appropriate for your Gamemaster's game. The GM must decide which parts of this material will be used in his world — not the players. The GM should always be the authority in any role playing session that involves his world. The manner in which a GM interprets, modifies, excludes, or includes rules and guidelines is entirely up to him (or her). This is true for the standard rules as well as a set of optional rules such as the *RMC*. A Gamemaster should never feel that the rules are an etched-in-concrete, unbreakable, unbendable, absolutely fixed system; they are provided to help the GM develop, manage, and run his world.

On the other hand, the Gamemaster has an obligation to his players to make clear what the physical laws of his world entail (i.e., the game mechanics). As efficiently as possible, the GM should indicate what rules and guidelines are being used and which ones have been modified or changed. In addition, a GM must strive to be consistent in his decisions and in his interpretation of the rules. Without consistency, the players will eventually lose trust and confidence in the GM's decisions and his game. When this happens a FRP game loses much of its pleasure and appeal. Both the GM and the players must cooperate to have a successful FRP game.

1.1 DESIGNER NOTES

Rolemaster covers a great many of the bases in fantasy; hopefully, the *Rolemaster Companion* enriches that breadth. This supplement began with the Spell Coordination Arcane list, developed to interpret and explain the awesome might of the irresistible *Court of Ardor*. With that began an unending yearning to expand the world of *Rolemaster* with every spell, every creature, every profession, every race, every rule, every game aid, every reality, which I have encountered in play, stories, other FRP systems, personal experience and the *Rolemaster* products themselves.

The attempt has been made in this rules supplement to provide rationale for each new concept and alteration suggested. What more needs to be said? Only two things, and the first is of such critical importance that I desire to make the comment at the beginning of this rulebook rather than at the end.

These rules are optional — every line, every point, every number, every die roll, every limitation, every statistic. In fact, in every FRP game every rule is optional in every detail. GM's, never allow yourself to be bound into a rulebook, bookish, game where the system quickly moves from role playing to Technocracy (who knows the rules the best, or who can shout the loudest, or who can look it up the quickest).

One evening, following a particularly taxing evening with my good friend (the PC's), one of them, Jerry Steinworth, stopped to give me some advice.

He said, "Mark, don't let the players tell you how the game is to be played, what the rules are. Whenever I GM, I make it clear that they are not playing I.C.E. or D&D or whatever. They are playing Jerry's game."

This is the best advice for a GM. Now I am not saying a GM should not listen; you will always find occasions where you have been inconsistent. However, change the outcomes only when you want to. If the players don't like your game, they'll find excuses not to come — a clear message to re-examine your system. But be careful. Your PC's will browbeat you with the same intensity as you or I would browbeat God if we could about the condition of the present universe (which, I understand, He will change someday). In such brow-beating, you have ceased being the GM and the players are now writing your system. As Jerry advised me so I advise you: if a PC ever does not understand the outcome of a particular action, then respond to his queries with; "Um hmm. Sure is strange. How will your character go about finding out why?"

My second comment is briefer. The other reason for this supplement is simply because there are things I wanted in *Rolemaster* which we do not have yet from the good and busy folk at I.C.E., and this game is too good to switch to another. I wanted to be able to make every item of *Ardor*, and *C&T*. I wanted to be able to include generally accepted examples of prime character types in other stories and games. There were myriad spells I wanted in my world. I wanted some of the characters to be able to do more. I wanted everything to be able to be built and explained, at least from the GM's point of view. I had to answer hoardes of questions and interests from the most dogmatic, educated, technical, and capable PC's ever assembled (should I add oldest?).

Finally, in closing, I hope you find as much freedom, delight, and fulfillment of your group's fantasies as I have had in playing *Rolemaster*, and in preparing most of the material in this heavily playtested supplement.

I dedicate this tome in triplicate, first to Jesus of Nazareth, to my wife who is patient with me, and to my gamers who are both a great challenge and a great delight.



*"Seek ye the Ancient Paths.
Find that which is concealed
In unfortunate disregard.
The contemporary
Sports a profane allure;
Offending the wiser mind,
Offending the wiser mind."*

*"It is not that the new
Has nothing to offer,
But that the old is essential.
It the rock of new walls,
It the words of new thoughts.
It the principles of planes.
It the principles of planes."*

*"That which is right is right.
Nothing is gained in walk
Which abandons truths found before.
The obvious is so
Frequently overlooked
It almost always should speak.
It almost always should speak."*

*"Seek ye the Ancient Paths.
Find that which is concealed
In unfortunate disregard.
Enlightenment gives wings,
Power forgotten yet
Gives might to one who is wise.
Gives might to one who is wise."*

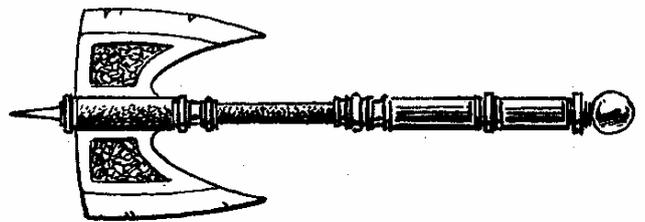
By the Magician, Brand, AMD.

1.2 NOTATION

The material in the *Rolemaster Companion* uses the standard notation from the *Rolemaster* products: *Arms Law & Claw Law (AL&CL)*, *Spell Law (SL)*, *Character Law & Campaign Law (ChL&CaL)*, and *Creatures & Treasures (C&T)*. Those products should be consulted for specific references; for example, the spell lists in Section 2.0 all use *SL* abbreviations and notation in the spell descriptions and the creature descriptions in Section 7.0 use the codes and abbreviations from *C&T*.

Two type of notation for dice rolls are used in this product:

- 1) The range notation, #-#, where the first # is the beginning range and the second # is the end of the range; for example, 1-100 is a roll resulting in a number between 1 and 100 (00).
- 2) The die type notation, #D#, where the first # is the number of dice to roll (and sum the results) and the second # is the "type" (number of sides or possible results from 1 to #) of dice to roll. For example, 2D6 = roll two six-sided dice and sum the results; 1D8 = roll one 8-sided die; 3D10 = roll three 10-sided dice and sum the results.



2.0 OPTIONAL SPELL "LAWS"

Most of the material in this section deals with systems for handling specific magical principles and natural phenomena that can be added to a world or a campaign. The GM should be very aware that such systems can significantly affect the way that magic works in his game. This material includes: Arcane Magic, Section 2.1 (magic that is not keyed to a single Realm); Earthnodes, Section 2.2 (areas rich in magic and power); magical languages, Section 2.4 (using magic languages to enhance the power and effectiveness of spells); and finally, the Ethereal world, Section 2.5 (other planes of existence).

The rest of the material in this section deals with optional ways of handling certain spell guidelines from *Spell Law*.

2.1 ARCANE MAGIC

The primary forms of the *Arcane Magic* presented in this section are the spell lists in Section 3.1. The GM should examine each list very carefully before using it in his campaign; note especially the Ethereal Mastery list and the Earthblood's Way list, which require a very specific world set-up that may not fit in with the GM's. In addition, the Spell Coordination and the Bladerunes lists add the capacity for generating different types of "stored" magic that may significantly increase the amount of non-intrinsic magic occurring in a campaign. A GM should feel free to modify these lists or to design additional Arcane Lists for use in his specific campaign and world system.

The spell lists presented in Section 3.1 are called *The Arcane Spell Lists*, and are supposed to represent ancient areas of magical knowledge that existed before most magic usage became specialized into the three normal Realms of Power: Essence, Channeling, and Mentalism.

One possible rationale for this situation is that there is one underlying power source for all magic, and that spell usage in the three *Realms of Power* has specialized and "easily learned" methods of tapping this power. Thus, as magic usage became more and more widespread, the power utilized became more and more specialized so that it required less formal training and less inherent natural talent. Thus the Archmages (see Section 4.1), who approach magic usage from the single power source view are relatively rare (perhaps because of special talent, background, race, etc.) and require more "formal" training to learn spell lists (2/* development point cost). On the other hand, "normal" *Spell Law* magic users make up the vast majority of spell casters and require less "formal" training (1/* development point cost for spell lists in their area of specialization).

As an analogy, look at the heat from burning (rapid oxidation), the electricity from a battery, and the blast from an explosion as three power sources. Using different "guidelines", technicians and repairmen (i.e., firemen, welders, electricians, demolition experts) easily work with these power sources as if they were separate and very different. However, a chemist (or physicist) would view all three as different manifestations of a single power source: the energy produced by chemical reactions. In most cases, chemists are rarer and require more formal training than technicians. Using this analogy, one can view Archmages as "chemists" (or "physicists") and other spell casters as "technicians".

GUIDELINES FOR USING THE ARCANES SPELL LISTS

(A) Any character with spell casting ability may study Arcane Spells, but the development points and other factors will vary (see below).

(B) When casting Arcane spells, the normal *Spell Law* rules apply (power points, spell casting, RR's, etc.). The power points required come from the

ON ARCANES MAGICS

From the Introduction to Book 4 of *Studies Beyond The Common White Lore*, by Yh'tomit, the Loremaster.

To this point, the great majority, in fact nearly the totality of these Chronicles (as recorded by your humble Lorist) have been accurately compiled from a variety of first-hand sources. However, this preliminary discussion of the Arcane Magic which is now broadly recognized within nearly all esoteric magical lore circles comes from personal dialogues with my own tutor in *Essential Energies, Luas*. You need no discussion of him; his **Principles & Elementaries** is the standard introductory text for magical craft today.

Indigenous to the study of the origins of the Arcane Tomes is the mention of the **Draconic Wizards**, or **Dragon Mages**, as they are commonly called. The necessity for this mention is clarified in this record quilled in my journals on the 60th of Ilarin, 2292 TAI. With the benefit of total recall, I have carefully included, without comment, every word between my teacher and me on 2292 TAI:

"Whence the Arcania? They were placed into my very hands by my master Leilamag. Under his instruction I have mastered them all, ascended because of them, and released them finally to you as a private honor before you disseminated them to the proper colleges and institutes for their perpetuity."

"Master, so they came to you. But whence did Grand Master Leilamag learn these things? And what do you mean, 'ascended'?"

"We must speak of ascension later. But of Leilamag, he was whelmed by energy on the first day of the thousandth year of the third age, and received understanding to research, list, and design the Arcania. He then placed it into my hands."

"Your own master set them down! What ages you speak of! Is this a figure? Are you fey - an Elf? Is even your master an Elf? Do you wear skins which disguise you? Though I came to you I assumed from seeing your flesh that you are but man, wise by essential gift, and not by eon. How can you speak of your lord's revelation in the first millenium? Not to mention that your own years then lengthen far beyond..."

"Yh'tomit, you must not be afraid. I have already taught you to master forces far beyond your frame. And you have done as well as the best of my disciples. But do not think that you have even approached the Limits. Your understanding may yet reach out to grasp and move energies which shape all solid realities and even the planes themselves. Though I must confess, even I wondered and feared when my master left me the night he gave to me the Arcane Library and the ancient language. (I will not bother you by telling you in what year that was!) I was awed enough by the door he had opened to me. Then, no sooner had he departed into the yard, than my whole house was encompassed

by a shadow that blocked the full moon. As the shadow finally passed, I saw the ragged edge of a great wing. I knew then that my master Leilamag was indeed greater than I had dreamed. And I now tell you that this greatness was not merely innate, but it could be shared."

"Master, what is it that you say? Isn't the legend of the Magedrakes one of horror and evil? Would you associate yourself with such dark fantasies? Were you yourself fed on such a tradition? And have I learned these ways from such a history?"

"Not fantasies Yh'tomit. And be aware of your ignorance and your prejudice. All creatures, great or small, have some little choice at least in the road they walk, or fly, even Orcs. And to speak of the evil ones, most of their deeds of death were wrought while just men."

"Men? Master, are these people who have gained the ability to become, I mean, **to be** dragons? And to move back and forth between the form and Essence?"

"Certainly, even you, as you quest for knowledge, grow hungry for power as well? Is power not an aquired taste? Think of it now, when the masses are just beginning to call you lord. Which is greater? To be as the dumb fighters, or like those pathetic magic practitioners who wield their spells like hammers instead of with cleverness. Is it greater calling themselves Dragon Lords and riding the beasts' backs, or to be able to ascend into true might — to take not just the form but also the Essence as well — to be both Dragon and Dragon Lord?"

"So the Arcania were created by the Dragons?"

"I am not sure that 'created' is the best word. This body of magical formulae is extremely ancient. Ancient enough to have been composed before the specialization of magic into three different realms. And because of this, they are accessible not only by true spell casters of each of the three realms, but even by impure magic users, though they may find little benefit from these arcane spells. Though now almost as easily found as the so-called 'open lists,' these are the most erudite spells ever researched. So erudite in fact are they that a few may even wonder what benefit at all they contribute. And because of the complexity of these readily available formulae, only the most determined and prolonged study will enable one to master absolutely all the concepts of only 1 tome. Even a pure magic user will have made no less than seven separate studies to obtain every mastery possible."

Author's Appendix: As you might expect, after this and many other discussions, my master left me in his abode — now given to me, libraries, labs, and all — dumbfounded. It was with some numbness that I noted the sudden and lengthy dimness, followed by the trailing edge of a jagged wing.

spell caster's normal realm(s). An Archmage's power points are calculated by using $(EM + IN + PR)/3$ instead of a single stat. For stat bonuses to apply when resisting Arcane spells use: $(EM \text{ bonus} + IN \text{ bonus} + PR \text{ bonus})/3 + (\text{sum of the 3 racial RR bonuses for magic})/3$.

(C) As for the development point costs for learning the Arcane lists, the GM has a number of options which he can exercise. Some suggestions are given here and the GM can decide which of these he desires to use (he may want to use more than one option), or he may develop a system of his own.

Option 1: The GM may vary the efficiency of a spell pick (see *Spell Law* Section 5.31) for the different professions as follows:

- a. Non-spell Users must make one spell pick to learn every 2 levels of an Arcane list; i.e., 1-2, 3-4, 5-6, etc. Each spell after level 10 requires a separate pick to learn.
- b. Semi-spell users must make one spell pick to learn every 3 levels of an Arcane list through level 15; i.e., 1-3, 4-6, 7-9, etc. Each spell after level 15 requires a type "E" pick to learn, and type "E" picks cost 8/*.
- c. Pure spell users must make one spell pick to learn every 5 levels of an Arcane list through level 20; i.e., 1-5, 6-10, 11-15, 16-20. However, every such pick costs 2/*, and their type "E" picks cost 3/*.
- d. Hybrid spell users, actually more comfortable with the fundamental concepts of lists which bridge all the realms, must make one spell pick to learn every 6 levels of an Arcane list through level 20; i.e., 1-6, 7-12, and 13-20. Those picks cost 2/*, while their type "E" type picks also cost 2/*.
- e. Archmages, being perfectly suited to Arcane magic, may make their spell picks for Arcane lists normally: 1-10, 11-20, 25, 30, 50 (at a cost of 2/*).

Option 2: The GM may opt for an identical spell pick system for every profession, with the rationale that since the Arcane lists are based on the foundational concepts of all magicks, they can be learned by anyone at the same rate. The chief difference for each profession then is simply the development point costs for spell lists (minimum pick cost is 2/*). With this approach, the every profession must make one spell pick to learn every 5 levels of an Arcane list gained; i.e., 1-5, 6-10, 11-15, 16-20. Type "E" picks are made at the individual profession's standard spell list development cost (minimum of 2/*).

Option 3: The GM may opt to select certain Arcane lists to be handled or learned differently than other Arcane lists. For example, he may decide that the Spell Coordination list is an unlikely list for non-spell users and require that it be handled as in Option 1 above. But the GM may also decide that the Shapechanging Ways list is a very natural list for non-spell users and allow them to learn it as in Option 2 above.

Option 4: The GM may decide to use social and cultural means as the primary control and limit on learning Arcane lists. In this case, the GM might select a very generous pick system as in Option 2, but make it extremely difficult in terms of game play to obtain the materials or training necessary to learn the lists.

Option 5: Many special kinds of attributes appear in fantasy and mythology, especially such things as incredible innate talents and special magical abilities. These can be played quite handily by giving a character an inherent spell list which defines the development of the talent or ability. For example, a GM might decide that certain members of a special tribe have the innate capability to transform themselves into animals, and thus gain the Shapechanging Ways list automatically — learning a new spell level in the list each time the character gained a level in experience. Such a list is something which can be given as part of a character's background (perhaps requiring the use of one or more background options, *Ch&Cal* Section 14.23), without changing or unbalancing the rest of the systems in use.

2.2 EARTHNODES

This section describes the phenomena of *Earthnodes*: areas very rich in available magical power. While Earthnodes do increase potential magic use and scope, they also restrict the increase in power to very limited areas that can be controlled by the GM without changing the basic magic system. If a GM decides to use Earthnodes, he can specifically tailor them to his world by controlling their number, size, and placement. Earthnodes allow a GM to create certain areas in his world where special activities (requiring magical power outside of the normal scope of *Spell Law*) can take place; for example, Earthnodes for special item creation, Earthnodes placed so as to create a transportation grid based upon teleportation, Earthnodes as centers of healing, etc.

Earthnodes themselves appear in two forms, called Major and Minor. Major Earthnodes are those which have radii larger than 100', Minor Earthnodes have radii of less than 100'. Most Earthnodes are perfectly circular. Major Nodes can be detected from far away by their tremendous outlay of power by a mere 5th level Arcane spell called *Nodeguide* (see Section 3.12). However, Minor Earthnodes are not detectable at all except from within their actual radii. This makes them very difficult to find, their discovery only being made by a chance detection of a passer through or difficult scanning operations made by masses of highly trained personnel. However, the power available in both Major and Minor Earthnodes is virtually identical and can be accessed by the spells on the Earthblood's Ways list (Section 3.12).

OF EARTHLOOD AND EARTHNODES

By Elenmel, Historian, Scribe, and Astrologer.

Power is essentially the same. This fact is the reality of the early days of magic and is the working theory and principle behind the movement for the reunification of the realms. Whether the power is initiated by a deity and channeled through his disciple, whether the power is harnessed like the great forces of winds and waves by the Essential Magicians, whether it is spun within and cunningly focused by the minds of the Mentalists, the power itself is the same. The raw power courses through empty space, but more primarily through the very fabric of the spheres, including our own.

In the body of the earth, power runs in arteries and veins and coalesces unpredictably in pools, fountains, and reservoirs. This power we call the Earth's blood, and these pools we call Earthnodes (or simply, Nodes). (That they exist we now have no doubt, having defined a second variety of node which we call Minor, probably a misnomer.) Power is concentrated in these places as in no others, so that often reality is dictated as to its paths, at least where those paths are fully circumscribed by the boundaries of these fountains of the earth's blood. Some wise ones have worked for seven "perfect" generations completing their understanding of the wielding of the Nodes, if not understanding the Nodes themselves or the wherefores of their origins. Incredible feats of power and transport, of life and knowledge, are performed by those who master the ways of the Earthblood.

A phenomenon often reported is the high correlation between the node areas and relatively unusual circumstances or structures occurring within those areas. No satisfactory explanations outside philosophical discussions of the leanings of fate have been tendered.

EFFECTS AT EARTHNODES

Earthnodes were initially discovered, and unbound ones are often still located by spell casters in the nodes who discover that their spells require significantly less power than normal, and that recovery of power points occurs very quickly. Spells cast while within the radius of the Earthnode only require 75% of normal PP's. All fractions are rounded up, so that a 4th level spell costs only 3 power points, a 7th level spell costs 6, an 8th level spell also costs only 6, while a 20th level spell only costs 15 power points. A spell caster may also recover his power points more quickly within an Earthnode than without: sleep time (as well as Meditation time) is reduced by a third.

This power can be directly accessed by the spells on the Earthblood's Way list (Section 3.12), as well as in any other way that the GM decides is appropriate.

PLACING THE EARTHNODES

If the GM decides to include Earthnodes in his world, he must note the locations of the Major and Minor Earthnodes on his campaign map or similar record keeping device. He may just place them anywhere that he wants or he may want to use a formal generation process similar to the one described here.

One method for recording the positions of Earthnodes is to simply use a sheet of graph paper to note the locations of the various Nodes and mark it sufficiently with landmarks (or whatever) so that the GM can relate this Node map to his campaign map. A convenient region to be covered by a Node map is about 250 miles by 250 miles. The area can then be covered by a map grid of 25 squares x 25 squares, with each square representing an area of 10 miles by 10 miles.

To determine the number of Earthnodes a given 250 mi x 250 mi area, the GM can roll dice for the number of Major Nodes and roll again for the number of Minor Nodes. A suggested number of Major Nodes is $7 + (1-5)$, with $7 + (1-5)$ Minor Nodes. Alternatively, the GM may use $7 + (1-10)$ or $5 + (2-20)$ or any number he wishes. But playbalance is important to consider in the over-abundance or under-abundance of these "power-wells", hence the play-tested suggestion of $7 + (1-5)$.

A GM may then determine randomly on his 25 x 25 Node grid where the Earthnodes are located or he may place them in appropriate locations on his map or he may use some combination of the two approaches.

PHENOMENA AT THE NODES

One of the most striking characteristics of the Earthnodes (in particular Major Earthnodes) is the way unusual items and beings often turn up within the Node. It appears that either fate (personified) "focuses its attention" on Earthnode areas, or that powerful beings are drawn subconsciously to the magic-rich areas. The GM should randomly determine for each Major Node what important occurrence exists at that node. There is only a 30% chance that a Minor Node will have such an important occurrence:

1. Valuable Herb: Especially rare and noteworthy herb occurring in abundance or in an uncharacteristic environment. It is possible that the herb is of an entirely new specie, produced first by the node. This herb will spon-



aneously generate in this node with a frequency and abundance determined by the GM.

2. Valuable Ore: primarily of magical materials such as laen, eog, keron, ogamur, etc.

3. Major City: Usually a leader in commerce, power, academia, etc.

4. Dungeon: A very complicated and usually subterranean complex.

5. Lair: the Dwelling of a powerful monster or a lair of a large number of smaller monsters.

6. Castle: Usually that of a mighty fighting lord, spell caster, scholar, financier, etc.

7. Shrine: a place holy to a particular deity, being, or principle. Often Shrines are uninhabited, being magical places of worship for the local populace of passers by.

8. Temple: much like a shrine except more often employing personnel and offering services appropriate to the religion represented.

9. Rare Creature: Usually wild in the area, such as a Unicorn, White Hart, Ki-lin, Lammasu pride, etc.

10. Supernatural Dwelling Place: Often of a powerful being, such as a titan, giant, lich, angel, demon, etc.

11. Lord: The Dwelling of a human-type being of great power, often magical perhaps not appearing as a lord at all.

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

2.3 MAGICAL GAME BALANCE

Often a GM will want to correct what he feels to be an imbalance in his game due to a conflict between how he envisions his world and how the *Rolemaster* system handles certain elements of play. The easiest and best way to handle such conflicts is for the GM to change the way that *his game* handles those elements of play. This section provides certain options and suggestions for changing the standard *Spell Law* guidelines concerning the use of magic and spells.

2.31 BASE SPELL LISTS

The standard *Spell Law* guidelines provide a set of Base Lists for each profession (other than non-spell users) and it allows each pure spell user to choose an additional four base lists from the open and closed lists in his realm (*SL* Section 13.4). This guideline may be too restrictive for some GM's and worlds, so in this section we provide some optional ways of approaching this factor.

This loosening of the standard *SL* restrictions may be particularly justified in a world that reflects powerful individuals from mythology and fantasy literature. A GM may use any of these options or combine them in any way he see fit.

Option 1: Allow some of the other professions to choose between one and four additional base lists. This is most appropriate for hybrid spell users and to a lesser extent for semi-spell users.

Option 2: Allow spell users to choose their additional base lists from the other professional base lists in their own realm. A possible reason for doing this is that a broadening of the PC's abilities occurs, which is sometimes attractive if the number of players is small. Otherwise, for example, no one but a pure Cleric can turn undead, no matter how good a Channeling user he is; no one but a Bard can tell what an item is, or has the enhanced ability to study; etc. So, theoretically, it requires about 17 varied characters to cover all of the bases most 5 man parties face. One balancing factor to this freedom is that if a PC does select other professional lists as base lists, he will probably come up short on some of the more basic Open and Closed lists that someone in his profession would normally have. So there is a distinct balancing disadvantage to doing so.

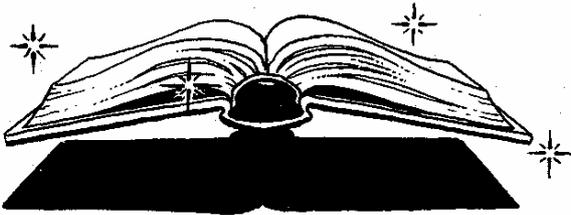
Option 3: Allow spell users to choose their additional base lists from the other professional base lists in their own realm, **but** require that a "pick" to learn such a list cost double normal (e.g., 2/* instead of 1/* for a pure or hybrid spell user, 8/* instead of 4/* for a semi-spell user).

2.32 CHANNELING RESTRICTIONS

In many fantasy worlds, Channeling users are permitted to wear all sorts of armor without infringing on their powers. One can think of a great numbers of fighting Clerics and Paladins in plate, Rangers in chain, and other channeling heroes who don't mind "clanking" around in metal armor. If the GM desires he may decide that some, all or none of the Channeling professions (Clerics, Animists, Healers, Rangers, Paladins, Druids, and Astrologers) are not hindered in their spell throwing by the wearing of any armor, metal or otherwise, as stated in *Spell Law* (3.2 & 12.2) or *ChL&CaL* (4.3). If the GM decides to use this optional rule, all Channeling Realm Base Attack Rolls should be resolved on the General column of Table 10.1.

Alternatively, the GM may decide to only partially eliminate these restrictions: allow metal armor but still use the Extraordinary Spell Failure rules (*SL* 12.2 and *ChL&CaL* 14.42) but divide all the modifications due to metal and metal armor by 50-90% (GM discretion based upon his world).

In either of these cases, the GM may wish to lower Channeling users' development point costs for Maneuvering in Armor (Chain and Plate). Suggested values are 4/* and 5/* for Clerics, Animists, Druids, and Healers; and 2/* and 3/* for Rangers.



2.33 PREPARATION TIME

Standard *SL* rules require 0 to 2 rounds of "preparation" before a spell is cast; this is based upon the difference between the caster's level and the spell's level. The Extraordinary Spell Failure (ESF) optional rules (*SL* 12.2) allow a spell to be cast with fewer preparation rounds but with a large chance of ESF.

This optional rule handles spell preparation as a modification to the spell attack roll (as it is handled in *MERP*). When using this rule, a lack of preparation will make a spell less effective and accurate while increasing the chance of a normal spell failure dramatically. However, additional preparation will make a spell more effective and accurate. This optional rule gives a spell caster many more options and decisions to make during a combat situation, without increasing his power. The suggested modifications are:

- 30 — If caster spends 0 rounds preparing a spell.
- 15 — If caster spends 1 round preparing a spell.
- +0 — If caster spends 2 rounds preparing a spell.
- +10 — If caster spends 3 rounds preparing a spell.
- +20 — If caster spends 4 rounds preparing a spell.

2.4 MAGICAL LANGUAGES

Many fantasy worlds and magics have their own potent languages. If all or part of this optional rule is used, spells cast by incanting in a "relevant" magical language may gain certain benefits: requiring less power from the Caster, having greater potency, and/or giving the Caster better understanding (i.e. experience) of the magic created. The caster must chant in a loud enough voice to be heard by any target(s), and in any case, the volume must be that of a loud speaking voice.

NOTE: *None of these languages is commonly found among non-magically oriented people. Often apprentice Spell Casters will gain access to a language or two that is closely tied to their profession. Some languages have varying social significance and will provoke varied reactions: those who speak Qadosh are often deeply revered and respected, calm and peace will often spontaneously result in people listening to Eirenay, suspicion will prevail toward a user of Kubeia (though it is not inherently evil), hatred will often surround a user of Thanatos or Asebeia, and an awesome fear shall grow around a speaker of Anathema. Note that these are the natural responses of the common folk and not some sort of magical influence.*

ATTEMPTING TO USE A MAGICAL LANGUAGE

When a spell caster attempts to use a magical language, he must make a Magic Language Roll (MLR, 1-100 open-ended) **adding** his linguistics skill rank bonus in the appropriate language **and adding** his stat bonus for his realm (EM for Essence, IN for Intuition, and PR for Mentalism). If the result is greater than 100, the attempt succeeds and the spell and caster receive all appropriate benefits. Otherwise, no benefits are received. After this, spell casting proceeds normally.

MAGICAL LANGUAGES OPTIONS

The GM may want to reduce the development point cost for Magical Language linguistics to 1/* for all pure, hybrid and semi-spell users. Another option is to assign starting pure and hybrid spell users a set number (5 to 10) Linguistic skill ranks for Magical Languages (perhaps as background options or just as part of their background).

The following options describe some of the possible benefits of the magical languages when used with appropriate spells. It should be noted that some spells can benefit from any of several magical languages that pertain in some way to the desired effect:

Option 1: The PP requirement for such a spell is only 75% of normal (round fractions up). For example, a 20th level spell incanted in its relevant language only costs 15 PP; a 7th level spell only costs 6 PP; a 5th level spell costs 4 PP; a 4th level spell costs only 3 PP, but the PP cost for spells lower than 4th level are not affected.

Option 2: The Base Attack Roll or Elemental Attack Roll for such a spell is modified by an additional +5.

Option 3: The duration for such spells is increased 50%.

Option 4: Any experience points directly acquired from casting such a spell are increased by 50%.

Option 5: If a control, summoning, repel, or other similar type spell is spoken in the supernatural language of a being, the target creature's RR is modified by -10.

Option 6: Modify spell failures for such spells by -20 (minimum of 01).

VARYING THE OPTIONS FOR DIFFERENT LANGUAGES

The GM may decide to vary the effect of different languages. Not necessarily all of the languages would provide all of the benefits. For example, *Ihyama* probably would not include Options 2, 5, or 6); *Aionion* would perhaps be confusing or unbalancing with Option 3 on some spells; etc. Perhaps some would provide only a few of the benefits enumerated above, while some other languages might be especially awesome and offer benefits greater than normal (e.g., triple spell durations, 50% power cost reductions, etc.). Options like these are especially attractive if differing languages are appropriate for the same spells — perhaps one language aids better than the other. New characteristics might be developed (e.g., double the radius, area, or number

of targets, etc). However, GM's should strive to be careful to let the players know what effects can be expected from development in magical linguistics.

MAGICAL LANGUAGES AND THEIR RELEVANT SPELLS

Here is a sample set of some languages and their correspondingly "relevant" spells or spell lists.

Aionion: Life Mastery, Time Travel, Restoration.

Aisthasis: Monk's Sense, Night Vision, Dark Vision, Sense Mastery, Sense Control, Sense Through Others, True Sight.

Anathema: Channels (not evil), Repulsions, Against Demons, Utterlight.

Asebeia: Dark Channels, Dark Lore, Dark Contacts.

Aster: Elemental Light, Light, Starlights, Brilliance.

Chaos: Weather, Storms, Clouds, Vibrations, Destructions, Unbarring Ways, Matter Disruption.

Consciousness: Detections, Delvings, Past Visions, Intuitions, Dreams, Locations, Lore, Channel Openings, Presence, Anticipations, Astral Beings.

Earthblood: Transport, Path Mastery, Nature's Awareness, Water Finding, Weather Prediction.

Eirenay: Transferring Ways, Self Healing, Calm Spirits, Healing.

Gnosis: Mind Mastery, Mind Destruction, Mind Merge, Mind Control, Mind Attack, Mind Visions, Mind Erosion, Mind Subversion, Mind Disease, Mind Domination, Memory, Correlation.

Graphay: Symbols, Runes, Study, Text Analysis.

Hudatos: Elemental Water, Water Breathing, Water Forms, Water Walking, Swimming, Liquid Skills, Fluid Destruction, Fluid Manipulation.

Ihyama: Healing, Purification, Body Renewal, Self Healing.

Iruaric: Arcane Spells, Spell Reins, Enchanting Ways, Imbedding, Organic Skills, Inorganic Skills, Bladerunes, Dispelling Ways, Spell Enhancement.

Kubeia: Illusion, Disguise, Shadow, Invisibility, Unseen, Hiding, Change, Shifting.

Logos: Far Voice, Mind Voice, Way of the Voice, Mind Speech, Sound Walls, Sound Control, Sound Projection.

Parapateo: Movements, Telekinesis, Staying.

Petra: Spell Defense, Barriers, Walls, Protections, Inorganic Skills, Inner Walls, Elemental Earth, Solid Destruction, Solid Manipulation, Stone Speech.

Pneumatikos: Spirit Mastery, Summons, Gate Mastery, Elemental Wind, Gas Skills, Gas Destruction, Soul Destruction, Mind Domination, Mind Subversion, Ethereal Beings.

Porneia: Dark Summons, Demons, Evil Entities.

Purosis: Elemental Fire, Mana Fires, Elemental Ice, Cold Solid Manipulation, Solid Destruction.

Qadosh: Channels (not evil), Ceremonies, Holy Vision, Holy Bridge, Angels, Creations.

Skotia: Shadow, Darkness, Night Vision, Utterdark, Dark Lore.

Soma: Physical Enhancement, Monk's Bridge, Body Reins, Damage Resistance.

Spoudazo: Speed, Haste.

Thanatos: Necromancy, Disease, Curses, Physical Erosion, Flesh Destruction, Mind Disease.

Totem: Animal Masteries, Summons, Shapechanging, Nature Spirits.

Xzulou: Plants, Herbs, Deflections Organic, Organic Skills

2.5 LIVING IN THE ETHEREAL WORLD

The concept of other worlds, times, and planes existing next to the "real" world is common to many works of fantasy, mythology, and religion. Such factors are especially key to creating a campaign game or world for fantasy role playing. This section and the spells on the Ethereal Mastery spell list (Section 3.14) refer to a specific "reality" consisting of many such "planes of existence". The GM must examine this material with regards to his own world and decide if it is appropriate to use or if he can modify it for use in his campaign.

The descriptive term "ethereal" formally (as in a dictionary) refers to things of a "heavenly" or "spiritual" nature. The term is often applied to deities, representative spirits (malevolent and benign), hosts of varied monstrous beings, powerful artifacts, as well as varied planes of reality. The existence of both an *Ethereal Plane* and corresponding ethereal beings — and naturally their interaction with the non-ethereal world — are commonly found as intriguing aspects of fantastic literature and game play. As might be expected there is quite a range of different concepts as to what exactly are the nature and characteristics of these ethereal things. The following is one possible description, albeit necessarily incomplete, of the ethereal world referred to by the Arcane spell lists (Section 2.1), particularly the Ethereal Mastery list (Section 3.14).

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

THE ETHEREAL PLANE

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

To a being travelling on the Ethereal Plane, especially one not quite so familiar with it, its nature and appearance can be quite confusing and frustrating. It appears as a great misty darkness through which can be seen at apparently random intervals and positions along the line of the being's travel: doors, gates, accesses to other locations, etc. There are, in fact, an infinite number of these gates opening up to all of the locations in all of the planes.

The destination of each of the myriad gates is not apparent from the Ethereal Plane, and the gates are identical except for two things. First, size as there are lesser and greater gates, each different in the mass and power of being which can pass through. Second, some spell casters have learned ways to mark the gates so that they will be recognizable at a later date and can be utilized again (or avoided).

There is sufficient light (no one knows the source — perhaps it is the diffused radiance of the gates, or the charge of a magic-rich atmosphere) for a common man to perceive by sight other beings or objects quite clearly to about 50'. There is also a constant layer of swirling opaque fog about 18 inches deep on the floor. This fog immediately conceals any objects dropped within the depth of the fog, leaving anyone searching for something the task of groping to find it.

ENCOUNTERS

There exists beings who exhibit a remarkable innate talent for inter-plane travel and are somewhat likely to be encountered when someone dares to travel with the magic of the planes. These beings when met are often referred to as Ethereal encounters, especially if the encounter results from Ethereal

related magic, travel, or a locale for some reason unusually well linked to the Ethereal or other planes. An Ethereal encounter can be impossibly unpredictable since the beings which can wander the planes are myriad both in form and in outlook. Demons, angels, genii, elementals, powerful undead, benevolent beings such as the ki-rin, or terrible evils such as Ordainers are all known wanderers of the planes.

The encounter tables in *Creatures & Treasures* can be used by a GM if he needs to determine the nature of a random or wandering Ethereal encounter. Some of the specific tables for this in *C&T* are: Universal Monsters (p 85), X-over Points (p 86), Burial Areas (p 86), Ruins (p 86), and Enchanted Areas (p 86). The GM might determine which table is to be used randomly, or he might select one based on the nature of his campaign or the location of the encounter (burial areas, ruins, etc). A glance at these tables is all that is required to see that such an event will almost always be very dramatic and significant as a great many of these beings are truly awesome in power.

THE OTHER PLANES

As mentioned earlier, it appears that there are an infinite number of planes, so a comprehensive listing with descriptions is entirely impossible. However, some are especially significant and a few are noted here:



Variant History Planes: These are similar to other planes but differ from them in their history of occurrences. Differences in which battles are won, who died when, the personality of an individual, and so on make these planes interesting and confusing to those familiar with a different planar history. These places may appear similar in some ways to another plane but can be very different in other ways. One striking type of Variant History Plane is referred to as a "Soft" history plane, where time fluctuates in a wild and seemingly random fashion. In a planar location such as this, beings, cities, areas, and items from differing eras of time will interact. One such plane in particular was noted as having variations in time strictly related to locale, where one region might be in a bronze age, and another might be in steel or even rudimentary gunpowder age. Though travellers could move from one region to the next, the natives could not.

Alternate Primes: These support life in much the same way as is familiar: utilizing solar light, food, water, atmosphere, etc., but may have striking differences in the flora and fauna present, the existence or lack of operation of magic, other variations in physics, etc. These variations can be somewhat minor or extreme in their impact and implications for a Traveller.

Elemental Planes: These are the source of power for magics operating in the varied elements and are the home and breeding ground for some elementals. A number of each abound, there being several noted planes of fire, of water, of earth, etc. Some are habitable to humanoids and some are not. Some can be tolerated for a while before death will inevitably result.

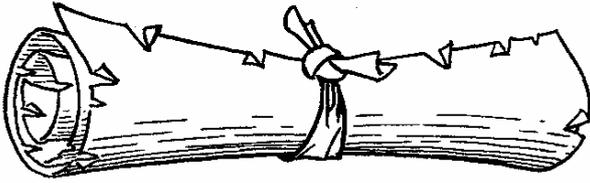
Spiritual Planes: These are the planes most significant for the operation of spiritual beings, including deities, demonic beings, and the dead. Obviously these planes are important reference points for many religions. The following are extremely noteworthy:

Planes of the Messengers: There are two such planes. The first is called the *Abyss* and is the home of demonic spirits. Particularly evil lesser beings may spend eternity as demons for their reward, such as the elf-demons and the much less common man-demons. The Abyss has immediate access to both the Pale and the Void. The second Messenger Plane is referred to by several names, such as *Neamhan*, but always refers to the place of angelic beings, and those of similar moral height. Specific lesser beings often find their blessed eternal destiny here, such as the Elves. This plane has direct access to the Plane of Holy Deity but the beings must usually be summoned before they are permitted to enter.

Planes of the Dead: There are three such planes. Two of these planes are the residences of the quiet dead (not undead). The one called *Tartarus* is a place of torment, holding the tortured spirits of the dead until their final destiny impends. The second is called *Paradise*, and is a place of joy, peace, and rest for those of goodly nature — those reconciled to that which is holy. The Third Plane of Death is the intermittent residence of the undead. It is often referred to as the *Negative Plane*. Sometimes the intermittence of residence is a temporal matter, such as with vampires, who must rest their physical bodies periodically while their foul spirits take sustenance here. Some are intermittent in their stability, being somewhat present in two planes at once, part in the Plane of Undeath, and part in a prime plane. Many spirits so known for sapping the constitution of the living are of this type, such as wraiths, wights, and ghosts. Some undead however are so powerful that their tie with the Plane of Undeath need not be strong, such as the lich, who can dwell for ages in a prime plane without resort to the Plane of Undeath. Some speculate that the forces of evil supply life and power to these devotees in a special way out of deep appreciation for the havoc and terror they wreak.

The Eternal Planes: These are the primary residences of the prime deities, and those closest to them. In addition, these planes are the final eternal dwelling places for mortals after they have waited for judgment in the Planes of the Dead. The *Plane of Holy Deity*, or Heaven, is the home of the the Holy One, the Irresistible Destroyer or All-Creator. The great and wonderful privilege enjoyed by the short-lived mannish races is that their final and eternal destiny is in the Eternal Planes with the Holy One, rather than in the lesser state enjoyed by the good elves in the worthy Plane of Messengers. The second eternal plane is called *Gehenna* and is the awful abode and permanent destiny of the Evil One, He Who Is Fallen, the Pretender and The Accuser. The mannish races which do not bind themselves into relationship with the Holy One find their eternal doom here as tortured, hopeless, and pointless residents of the Plane Where Laughter Is Never Found.

This is only one possible description of the Ethereal matters which may from time to time become important concerns in the role playing sessions. Wise is the player who is reverent and careful in his experience of them.



3.0 NEW SPELLS AND SPELL LISTS

3.1 ARCANES SPELL LISTS

The spell lists presented in this section are called *The Arcane Spell Lists*, and are supposed to represent areas of magical knowledge that existed before magic became specialized into the three normal realms: Essence, Channeling, and Mentalism. See Section 2.1 for some guidelines on the nature of these lists and how to use them.

3.11 BLADERUNES (Arcane List)

BASIC PRINCIPLES:

- A.** All "Runes" on this list are called *Bladerunes*. A Bladerune, when cast, may or may not take effect on the item it is cast upon. The basic chance for a non-magic item to receive a Bladerune is 10% per non-magic plus. For magic items, the basic chance is 20% per magic plus. If the Bladerune fails to implant, the caster **does** lose the power points spent in casting the spell, but he is not subjected to a spell failure unless the spell fails normally.
- B.** An item may receive only a limited number of Bladerunes at one time. This is based loosely on the size of the item. When the *Prime* spell is cast, if the item has never had the spell cast on it before, the item receives an aura which makes the casting of Bladerunes on it possible, and also informs the caster how many Bladerunes it is possible to cast on the item. If a later caster performs a *Prime* (lvl 1) spell on an already primed item, the item is not "re-Primed"; it simply reveals to the Caster the capacity of the item as previously determined.
- C.** Bladerunes are a lesser form of enchantment than an Alchemist would normally perform. The Bladerunes do not "permeate" the item as normal enchantments do. Rather, they are implanted on the "outside" of the item's aura. For this reason, all Bladerunes have conditions under which they will fade and cease to be effective. Once a Bladerune has faded, another may be cast to take its place, or the previous Bladerune may be re-cast on the item. Heavy anti-magic areas or *Dispel* spells may cause Bladerunes to fade.
- D.** Suggested capacities are: Full Shield(10), Sword(6), 2H Sword(8), Short Sword(4), Hand-axe(3), Hammer (6), Halberd(8), Bracelet(1), Gauntlet(2), Staff(8). These may be used as examples to judge the potential capacities of other items.
- E.** Bladerune effects are not cumulative: the OB's of multiple Weapon Runes, the DB's of Shield Runes, the RR mods of Resistance Runes, etc., may not be totalled. Only one of each type of Bladerune may be effective at a time. However, Bladerunes of different types may be utilized together; eg., a wielder might in one round benefit from an OB addition, a DB addition, an RR mod, and an additional critical hit. However, all Runes involved would be subject to their normal rules of "fading".
- F.** A Bladerune that the wielder "wills" to operate may only be activated only when the wielder touches the Bladerune or when the wielder makes a successful "Use Runes" roll (see *ChL&CaL* Table 15.34).

	AREA OF EFFECT	DURATION	RANGE
1—Prime	1 item	—	touch
2—Weapon Rune I	1 weapon	varies	touch
3—Empathy Rune	1 item	varies	touch
4—Shield Rune	1 item	varies	touch
5—Weapon Rune II	1 weapon	varies	touch
6—Haste Rune	1 item	varies	touch
7—Return Rune	1 weapon	varies	touch
8—Minor Death Rune	1 weapon	varies	touch
9—Cleaving Rune	1 weapon	varies	touch
10—Long Flight Rune	1 weapon	varies	touch
11—Resistance Rune	1 item	varies	touch
12—Long Return Rune	1 weapon	varies	touch
13—Weapon Rune III	1 weapon	varies	touch
14—Etched Rune	1 item	varies	touch
15—Renewal Rune	1 Etched Rune	—	touch
16—Defender Rune	1 item	varies	touch
17—Spell Rune	1 item	varies	touch
18—Weapon Rune IV	1 weapon	varies	touch
19—Power Rune	1 item	varies	touch
20—Force Rune	1 weapon	varies	touch
25—Bladerune Research	—	—	—
30—Permanency	1 Bladerune	P	touch
50—Black Rune	1 weapon	varies	touch

- 1 — PRIME (FI)** The caster prepare the item's aura to receive Bladerunes. This spell also determines exactly what Bladerunes are already on an item (if any).
- 2 — WEAPON RUNE I (F)** Increases the item's OB by 10. The Bladerune dims when the additional +10 OB changes the result of an attack (e.g., the +10 causes an attack cause damage when it would have normally caused none, when it increases the severity value of a critical given in combat, etc.) This OB is in addition to the item's normal OB, magical or non-magical.
- 3 — EMPATHY RUNE (F)** When this Bladerune is successfully cast, the item attunes itself to one wielder as defined by the Caster. This wielder must be present and also touch the item. If any other creature attempts to wield the item, all Bladerunes on the item fade and become ineffective, except for Bladerunes made permanent. **NOTE:** *The GM may wish to require that this spell make a RR versus someone picking up the item in order to take effect.*
- 4 — SHIELD RUNE (F)** When cast just before a *Weapon Rune* spell, the *Weapon Rune* normal OB bonus becomes a DB bonus instead. Duration is as for the *Weapon Rune* spell, except that it fades when an attack **against** the wielder is changed from what it would have been if the additional DB had not been present.
- 5 — WEAPON RUNE II (F)** As *Weapon Rune I* except the weapon's OB is increased by 20.
- 6 — HASTE RUNE (F)** Hastes the wielder for 1 round when willed to do so (see F. above); it then fades.
- 7 — RETURN RUNE (F)** Whenever the item is thrown or fired (as from a bow), the item flies back to the wielder who may catch it if desired (otherwise it falls at his feet). Travel is very rapid (approx. 2000'/rd), but the item cannot pass through intervening obstacles. It fades after one use.
- 8 — MINOR DEATH RUNE (F)** This bladerune causes the item to act as an item "of Slaying" vs a particular race or type of creature (chosen by caster when the Bladerune was created). On any hit which achieves a appropriate critical result, the wielder is permitted an additional roll on the Slaying Table; the Rune then fades.
- 9 — CLEAVING RUNE (F)** If an attack with a weapon having this Bladerune succeeds in causing a critical that specifies a body area, any armor that the item has struck will be shattered and rendered useless or bones in an unarmored area will be shattered. If such an attack delivers only concussion hits or a critical that does not specify a body part, roll randomly to see if the target's weapon or his shield are shattered (normally 30%/70%). Magic items and natural material (i.e., "bones", hide, skin, etc) receive a RR, and will not

be effected if successful. After one item/area is shattered the Bladerune fades (even if the item/area resists).

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

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

12 — LONG RETURN RUNE (F) As *Return Rune*, but the item is returned via Long Door (may travel through intervening obstacles).

13 — WEAPON RUNE III (F) As *Weapon Rune I* except the weapon's OB is increased by 30.

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

15 — RENEWAL RUNE (F) Recharges any one faded *Etched Rune*.

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

17 — SPELL RUNE (F) The caster may cast this Bladerune to store any one spell, which may be cast at a later time when a wielder "wills" it (see F. above). The power points must be spent for both the Bladerune and the stored spell. There is a limit to the number of Spell Runes which may be cast on an item. The total number of "levels" of spells stored may not exceed three times the item's Bladerune capacity (see D. above).

18 — WEAPON RUNE IV (F) As *Weapon Rune I* except the weapon's OB is increased by 40.

19 — POWER RUNE (F) The caster may store power points in the item up to the item's Bladerune capacity (see D. above). These Power Points may be used by the wielder at a later time. The Power Points stored are of the same realm as the caster. However, Power Points stored in this way may not be multiplied in any way (such as a Spell Bonus device).

20 — FORCE RUNE (F) The wielder of the item may (before he makes an attack) "will" that this Bladerune be used in that attack. If the attack succeeds in causing a critical result, the attack will cause an additional critical equal in severity to the original (use a separate dice roll). The type of additional critical is pre-selected by the caster.

25 — BLADERUNE RESEARCH (I) This spell is used as a Lord Research spell, but specifically for creating new Bladerune types designed by the caster (see *SL* 9.93).

30 — PERMANENCY (F) The caster may cast this spell in conjunction with any Bladerune spell. If the Permanency spell succeeds, the Bladerune is permanently in effect on the weapon (unless dispelled). The possibility of failure is the same as described in Rule A under Basic Principles above. However, no matter the quality of the weapon, there is always at least an unmodified 10% chance of failure. If the Permanency spell fails, the following effects take place: 1) The Permanency is ineffective but the Power Points are used. 2) The Bladerune is erased and the Bladerune capacity of the item permanently reduced by one. 3) The caster suffers the results of both an Attack Spell Fumble (+50) and a point blank Fireball attack (+50). 4) The item must resist a 30th level magic attack or be broken (Magic Items may make RR). This failure possibility must be checked **again** the first time the permanent rune is wielded. It is possible for a wielder to suffer multiple failures if multiple runes fail simultaneously.

50 — BLACK RUNE (F) As *Force Rune* except that the additional critical is rolled on the "Slaying" column of the Large Creature Table (or the "Super-Large" if the target is Super Large).

3.12 EARTH BLOOD'S WAYS (Arcane List, see Section 2.5)

SAMPLE BACKGROUND MATERIAL: *This Arcane list is the "bread & butter" of transport specialists or professional scholars (such as the Navigators and the Loremasters in the Loremaster world). The list is often not available outside of specialized groups. Player Characters who desire to appropriate any or all of this list, or have items or structures built from this list, must usually agree to the terms of a group which teaches the list. Very often this includes becoming a functioning member of the society (such as the Navigators) and serving an apprenticeship. On rather frequent occasions, members of such groups are permitted some amount of independent life, including adventuring. However, even then, they are responsible to the authority of the group. Earthnodes and Earthblood are discussed in Section 2.2.*

	AREA OF EFFECT	DURATION	RANGE
1—Detect Earthblood	self	—	self
2—Nodestore	self	1 hour	self
3—Earthpresence * c	100'R	1 min/lvl (C)	in node
4—Earthcalm * S	1 target	10 min/lvl	10'
5—Nodeguide	self	—	self
6—Earthsense * c	1 node	C	self
7—Earth's Door	1 target	—	10'
8—Earthblood's Awareness * 100'R/lvl	self	1 min/lvl	in node
9—Earthblood Gather c	self	C	in node
10—Earthgate	1 target	—	10'
11—Earthmight	1 target	1 rnd/lvl	10'
12—Earthcommune	self	—	self
13—Earthkeep * S	self	varies	self
14—Earthcloak	self	varies	self
15—Earthgate True	1 target	—	10'
16—Earthalarm	1 node or areavaries	varies	10'
17—Greater Earthmight	1 target	1 rnd/lvl	10'
18—Earthbeast	—	1 rnd/lvl	10'
19—Earthjar * S	self	varies	self
20—Mass Earthgate	varies	—	50'
25—Earthblood Generation * self	self	P	self
30—Earth Summons	—	1 rnd/lvl	10'
50—Earthguardians	1 target	varies	touch

1 — DETECT EARTH BLOOD (I) Caster determines whether he is within the radius of an Earthnode (see Section 2.2). If the answer is yes, he learns the direction and distance to the center of the Earthnode, and the size of the Earthnode.

2 — NODESTORE (MI) Caster memorizes the location of an Earthnode if he is currently within the radius of one, and attunes himself to it for the purpose of throwing the various Earthgate spells and others on this spell list. This spell takes 1 hour to perform.

3 — EARTH PRESENCE (I*) Each round the caster may concentrate on an area (up to 100'R) within the Earthnode that he is in. He will be aware of the presence of all sentient/thinking beings within that area.

4 — EARTH CALM (DS*) The target is immune to any fear or panic type effects for the duration of the spell.

5 — NODEGUIDE (I) Caster learns the direction and distance to the nearest major Earthnode.

6 — EARTHSENSE (I*) If this spell is active, the caster will immediately become aware of any "familiar" presences in the same Earthnode as the Caster. "Familiar", for this spell, is defined as any intelligent being with whom the Caster has previously observed or communicated with for at least 5 minutes. The Caster will not learn the location of the familiar presence(s) within the Earthnode, but he will know the identity of the being(s).

7 — EARTH'S DOOR (F) If the target is currently within an Earthnode, the caster may teleport (RR's apply) to some other location within the same Earthnode. Resolve the safety of the journey and possible failure or obstruction as *Teleport I* (on the Closed Essence list: Lofty Bridge). If this spell is imbedded into a location within an Earthnode, it may be designed to teleport any being entering the location to another location within the same Earthnode.



8 — EARTH BLOOD'S AWARENESS (I*) As *Earthpresence* above, plus a general knowledge of the actions of each being within the Earthnode (e.g., being is casting a spell but does not know what spell is being cast).

9 — EARTH BLOOD GATHER (F) Caster may recover used power points by absorbing power directly from the Earthnode that he is in. The Caster may absorb 1 power point for every three minutes that he concentrates. Note that the Caster must still spend the 9pp for this spell. The Caster may never increase power points beyond his maximum.

10 — EARTH GATE (F) Caster may teleport the target to any MAJOR Earthnode that he has *Nodestored* and which is within 10 mi/lvl. Possibility for teleport failure is 1%: see *Teleport I* (on the Closed Essence list: Lofty Bridge).

11 — EARTH MIGHT (F) Target absorbs power directly from the Earthnode (that the caster is in) into his body. The target gains the size, strength, physical abilities and defenses (but not appearance or sunlight problems) of a Troll as defined in *C&T*. The GM should determine the type of Troll based upon the primary type of terrain for the Earthnode: Cave Troll (underground and near caves), Forest Troll (in woods and forests), Snow Troll (on glaciers and snow fields), Hill Troll (in mountains and hills), and Stone Troll (almost everywhere else). The GM should probably only allow Mountain and War Trolls in very rare instances.

12 — EARTH COMMUNE (I) If the Caster is within an Earthnode he has *Nodestored*, he may ask a single question which might be answered "yes" or "no" and he will know the correct answer. This power may be used only once per day and only once per week at a given Earthnode.

13 — EARTH KEEP (S*) As *Self-Keeping* (on the Open Mentalism list: Self-Healing Lvl 15), except that the Caster must be within an Earthnode that he has *Nodestored* and there is a maximum duration for the spell (max = lvl x 2 hrs). If the Caster's body cannot be revived within the maximum duration, the Caster will die unless his soul can be kept from leaving his body by other means.

14 — EARTH CLOAK (F) Caster is undetectable by sight, sound, smell, or "Detects" so long as he remains in the Earthnode in which he cast the spell and he does not cast any other magic, move faster than a walk, make an attack, or suffer or give a violent blow.

15 — EARTH GATE TRUE (F) As *Earthgate* above except that Caster may also teleport the target to minor Earthnodes which he has *Nodestored* and the distance limit is now 20 mi/lvl.

16 — EARTH ALARM (I) When in an Earthnode, the Caster may specify that Earthnode or one area within that Earthnode. If that area is entered by an unauthorized presence (specified by caster when the spell is cast), an alarm will be "sounded". The alarm will alert the Caster at any distance. Within the disturbed area, the alarm may be silent or may make a loud raucous, according to the Caster specifications when the spell was cast. The Caster may never have more than one of these spell active at any one time.

17 — GREATER EARTH MIGHT (F) As *Earthmight* above except the characteristics gained are those of a Giant (*C&T*, p. 52) and the Caster also gains the Giant's inherent magical abilities (this includes spells but not power points). The GM should determine the type of Giant based upon the primary type of terrain for the Earthnode: Fire Giant (in volcanos and lava fields), Forest Giant (in woods and forests), Frost Giant (on glaciers and snow fields), Hill Giant (in mountains and hills), Water Giant (in lakes, rivers and the sea), and Stone Giant (almost everywhere else). The GM should probably only allow Cloud, Mountain, and Storm Giants in very rare instances.

18 — EARTH BEAST (F) If the Caster is within an Earthnode he has *Nodestored*, he creates a vicious Earthbeast from the power of the Earthnode. The beast is of animal intelligence, but innately knows and understands the layout of this Earthnode to the extent of the Caster's knowledge, and will follow simple commands from the Caster (even those which will result in the destruction of the Earthbeast). The Earthbeast may be of the form and physical characteristics of any of the mature Lesser Drakes (*C&T* page 26). At the end of the duration, the Earthbeast disperses back into pure magical energy and is reabsorbed into the Earthnode whence it was created.

19 — EARTH JAR (S*) As *Earthkeeping* above except if the duration is exceeded, the Caster's soul remains within the Earthnode rather than going away into the appropriate after-life. For a period following the soul's departure of 1 day/lvl the Caster is "in" the Earthnode and may re-enter his own body if it is healed and within the Earthnode or he may enter and possess another dead body which has been made capable of life. If none of these conditions are fulfilled within the 1 day/lvl duration, the Caster will reform into one of the "greater" or "major" undead (*C&T* p. 41), and will usually adopt its

normal alignment and character (GM's option). The Caster may intentionally depart his own body (or any other body he has "obtained" prematurely) to enter without corpus into the Earthnode as outlined above. The timing of the 1 day/lvl limit begins the moment the Caster enters the Earthnode without a body.

20 — MASS EARTH GATE (F) As *Earthgate True* except that the Caster may transport to any Earthnode within 30 mi/lvl which he has *Nodestored*. The Caster may also take along "passengers" and "baggage" at an additional power cost of 1 PP per 50 pound unit. **Example:** The Caster is going to teleport himself, a 220 pound fighter, an 80 pound thief, and 3 pieces of baggage weighing 110, 70, and 35 pounds. Total power point cost of the trip is 33 power points as follows: 20 points for the spell (which teleports the Caster), 5 for the fighter (4 complete 50 pound units plus a fraction of another), 2 for the thief, 3 for the 110 pound piece, 2 for the 70, and 1 for the 35.

25 — EARTH BLOOD GENERATION (HS*) As *Regeneration True* (on the Open Mentalism list: Self-Healing Lvl 50) except that Caster must be within an Earthnode which he has *Nodestored*, and recovery takes 10-100 hours.

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

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



3.13 ENTITY MASTERY (Arcane List)

BASIC PRINCIPLES:

A. Several of the spells on this list are required to form and animate an artificial being. Entities in this category are golems and constructs. For each of these a "body" must be formed and animated by the appropriate spell. A suggested basic cost of a golem or construct body is the level of the creature cubed (ie., raised to the third power, Lvl x Lvl x Lvl) in gold pieces plus the cost of the material needed to make the body (i.e., a Mithril golem is going to cost a lot more than a steel golem). The time required to fashion the body is the level of the creature squared (ie., Lvl multiplied by Lvl) in days. If the maker of the body does any other activity during the period that he is making the body, time is increased doubled. The maker must cast the appropriate spell once each day that he is making the body.

B. *Creatures & Treasures* contains the statistics and descriptions of all of the entities, as well as important information relevant to their creation.

C. Command and instability spells may also be used on entities from other planes only if the GM decides it fits in with his world system.

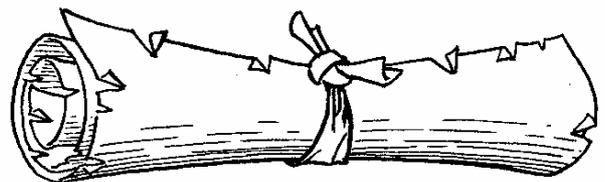
D. Elementals, Servants, and Guardians take between 2 rounds and their level in rounds to fully form (roll randomly or allow the summoner to make a maneuver roll with difficulty based upon how quickly he is trying to make it form).

	AREA OF EFFECT	DURATION	RANGE
1—Familiar	1 target	P	touch
2—Detect Entity * c	10°R/lvl	C	self
3—Homunculous	—	24 hr	touch
4—Minor Construct Spirit	1 body	P	touch
5—Servant Spirit	—	1 min/lvl	10°/lvl
6—Command I * c	1 target	varies (C)	10°/lvl
7—Lesser Golem Spirit	1 body	P	touch
8—Lesser Warder	—	1 yr/lvl	touch
9—Command II * c	1 target	varies (C)	10°/lvl
10—Lesser Construct Spirit	1 body	P	touch
11—Weak Elemental c	—	1 rnd/lvl (C)	10°/lvl
12—Minor Golem Spirit	1 body	P	touch
13—Command III * c	1 target	varies (C)	10°/lvl
14—Greater Warder Spirit	—	1 yr/lvl	touch
15—Major Golem Spirit	1 body	P	touch
16—Command IV * c	1 target	varies (C)	10°/lvl
17—Guardian's Spirit	—	varies	touch
18—Instability c	1 target	1 rnd/lvl (C)	touch
19—Greater Spirit	varies	varies	varies
20—Command V * c	1 target	varies (C)	10°/lvl
25—Golem Spirit True	1 body	P	touch
30—Command VI * c	1 target	varies (C)	10°/lvl
50—Shard Spirit	—	P	touch

- 1 — **FAMILIAR (M)** As *Familiar* on the Closed Presence list: Gate Mastery.
- 2 — **DETECT ENTITY (P)** As *Presence* on the Mentalist Base list: Presence, except that the spell only detects artificial beings and entities from other planes.
- 3 — **HOMUNCULOUS (FM)** Allows the caster to create a homunculous which will function as his familiar. The caster must obtain a vat or caldron with a capacity of at least two cubic feet. For 12 days the caster must put his own blood into the vat (5 points damage to himself each day). On the 13th day, the caster puts twice as much of his own blood into the vat, and then places his familiar into the vat. The familiar is "absorbed", but the caster does not suffer the normal penalties associated with its death. Then this spell is cast for the final time and the homunculous is generated. During this process the caster must cast this spell each day and any spell failure means that he must start over. See *C&T* for details on this creature.
- 4 — **MINOR CONSTRUCT SPIRIT (F)** Forms and animates a Minor Construct body.
- 5 — **SERVANT SPIRIT (F)** Creates a "Servant" (a very minor elemental) from a nearby source of the element as described in *C&T*.
- 6 — **COMMAND I (M*)** As *Demon Mastery I* on the Evil Magician list: Dark Summons, except that any artificial being or elemental of 5th level or

less may be "mastered" if its creator is not present or "in contact" with the artificial being. This spell succeeds automatically for the creator of the target (unless the spell fails), but RR's apply if anyone else casts this spell. If the spell is not successful, the target will attack the caster. In addition, the permanently animated artificial beings (golems, constructs, and shards) may be given instructions that they will follow outside of the normal command range of this spell.

- 7 — **LESSER GOLEM SPIRIT (F)** As *Minor Construct Spirit* except that golems of 5th level may be formed and animated.
- 8 — **LESSER WARDER (F)** To use this spell the caster must pay the level of the warder squared in gold pieces (for Alchemical solutions). Immediately the caster must instruct the warder concerning its charge (see *C&T*).
- 9 — **COMMAND II (M*)** As *Command I* except that artificial beings of 10th level or less may be "mastered".
- 10 — **LESSER CONSTRUCT SPIRIT (F)** As *Minor Construct Spirit* except that a Lesser Construct may be formed and animated.
- 11 — **WEAK ELEMENTAL (F)** As *Servant Spirit* except a weak elemental is formed.
- 12 — **MINOR GOLEM SPIRIT (F)** As *Lesser Golem Spirit* except that a greater construct or a golem of 10th level or less may be formed and animated.
- 13 — **COMMAND III (M*)** As *Command I* except that artificial beings of 15th level or less may be "mastered".
- 14 — **GREATER WARDER SPIRIT (F)** As *Lesser Warder Spirit* except that each animal must be larger than 400 pounds and a greater warder is created.
- 15 — **MAJOR GOLEM SPIRIT (F)** As *Lesser Golem Spirit* except that a golem of 15th level or less may be formed and animated.
- 16 — **COMMAND IV (M*)** As *Command I* except that artificial beings of 20th level or less may be "mastered".
- 17 — **GUARDIAN'S SPIRIT (F)** As *Weak Elemental* except that the Guardian (see *C&T*) generated is permanent (until slain). However, it may not move more than 5' per the caster's level from the location it is to guard.
- 18 — **INSTABILITY (F)** When used against an artificial being, this spell causes the target to unform. Every round that the caster concentrates, the entity must attempt to make an RR. If it fails, it is limited to 25% of normal movement or combat, may not throw spells, is in agony, and loses a percentage of all its characteristics equal to the amount by which it failed. When the entity is reduced to 0%, it is destroyed and all that remains is an amorphous mass of the material that made up its body. Any round that the entity succeeds with its RR, the caster takes damage equal to 10% of his original total hit points but may continue to maintain the spell if he is not prevented by some other occurrence. If the entity survives the spell, all its reductions and damage done to it are restored.
- 19 — **GREATER SPIRIT (F)** As *Lesser Golem Spirit* except that a golem of 25th level or less may be formed and animated or a strong elemental may be formed.
- 20 — **COMMAND V (M*)** As *Command I* except that artificial beings of 25th level or less may be "mastered".
- 25 — **GOLEM SPIRIT TRUE (F)** As *Lesser Golem Spirit* except that any golem may be formed and animated up to the level of the caster.
- 30 — **COMMAND VI (M*)** As *Command I* except that artificial beings of up to the caster's level be "mastered".
- 50 — **SHARD SPIRIT (F)** The caster must prepare a laboratory for the growth and storage of the shards. Because of their bizarre configuration and mystical dependence on each other, 5 lesser shards must be created before 1 greater shard may be grown. The caster must spend gold pieces equal to (Lvl x Lvl x 10) per growth tank, where the Lvl refers to the shard to be created. These costs are in addition to those mentioned in A. above, and they include the compounds, poisons, gems, and creature parts necessary. Each vertical doored vat may only grow one shard at a time. In a number of weeks equal to the level of the new shard, the thing will come to life.



3.14 ETHEREAL MASTERY (Arcane List, see Section 2.5)

SAMPLE BACKGROUND MATERIAL: *It should be noted that this list contains among the most dangerous spells ever researched. Therefore most magical libraries are required by local authorities to make these spells available only to those who have secured a permit specifying permission/time/place of study or use. Many authorities also require testing of the user's mental stability and national loyalties by a certified specialist. See Section 2.5 for suggested details concerning the nature of the Ethereal plane.*

	AREA OF EFFECT	DURATION	RANGE
1—Blur	self	1 min./lvl	self
2—Shadow c	self	10 min./lvl(C)	self
3—Blink c §	self	1 rnd./lvl(C)	self
4—Phase Store	1 item, 5lb./lvl	1 day./lvl	touch
5—Phasing c §	self	1 min./lvl (C)	self
6—Conjuring Circle I §	5'R sphere	1 min./lvl	10'
7—Ethereal Room §	10'x10'x10'	10 min./lvl	30'
8—Shift * §	self	—	self
9—Ethereal Vision c	5'/lvl	C	self
10—Conjuring Circle II §	5'R sphere	1 min./lvl	10'
11—Ethereal Door	self	—	self
12—Lesser Ethereal Gate §	7'x4'	1 day./lvl	5'
13—Conjuring Circle III §	5'R sphere	1 min./lvl	10'
14—Voice of Summons §	1 being	C	self
15—Traveller §	self	—	self
16—Conjuring Circle IV §	5'R sphere	1 min./lvl	10'
17—Signpost	—	P	touch
18—Contact Other Plane §	self	10 rnds	self
19—Conjuring Circle V §	5'R sphere	1 min./lvl	10'
20—Greater Ethereal Gate §	20'x20'	1 day./lvl	5'
25—Planar Displacement §	target	P	1'/lvl
30—Conjuring Circle VI §	5'R sphere	1 min./lvl	10'
50—Disjunction §	30'R	—	0'

§ — These spells have a 1-10% chance of triggering a random ethereal encounter (see Section 2.5). The GM should vary this in general or on a case by case basis.

- 1 — **BLUR (F)** Causes caster to appear blurred to attackers subtracting 10 from all attacks.
- 2 — **SHADOW (F)** Caster and objects on his person appear to be a shadow, and thus are almost invisible in dark and shadowy areas.
- 3 — **BLINK (F)** When he concentrates, the caster is able to "blink" out of the normal plane for up to a number of rounds equal to his level. He will reappear whenever he ceases to concentrate. While "blinked out" he has no perception of anything occurring during his absence. He returns to exactly the same spot with the same orientation as before.
- 4 — **PHASE STORE (F)** Caster store inanimate material of up to 5 pounds./lvl. The material is in an "ethereal storage space" and is completely undetectable from the normal plane. The caster must specify a storage time (up to 1 day./lvl) after which time the material will reappear at the exact spot that it was "stored". If the caster is at the spot where he stored the material, he may cancel the spell and retrieve the material. However, there is a 1% chance per day stored that someone or something from the ethereal plane will take the material and it will not return normally.
- 5 — **PHASING (F)** Allows caster to put himself "out of phase". Caster is invisible to those on the normal plane and he can see the normal plane only on a very blurred basis (-50 to all perception rolls). The caster can not affect or be affected by anything (attacks, spells, etc.) on the normal plane; except that ethereal and undead creatures (also similar creatures at the GM's discretion) can perceive and may attack the caster normally (and he may perceive and attack them). The caster may move at a rate of 30'/rnd, but at a risk of "dissembling". Each round that the caster moves, his chance of dissembling is 1%/10' (or fraction thereof) moved that round. If the caster is dissembling,

his soul departs his body, which then reappears on the normal plane (i.e., he's dead).

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

7 — **ETHEREAL ROOM (F§)** Creates a 10'x10'x10' ethereal space that is undetectable from the normal plane. The inner surface of the room is uneven with lots of protuberances that things can be secured to. The space can be entered or exited from a 4'x8' door that appears randomly within 30' of the caster (always in a non-solid area: air or water). The door may be entered or exited by anyone, but it is only visible to the caster and ethereal and undead creatures. When the duration of the spell is up or the caster cancels the spell, everyone and everything in the room will reappear in normal space in the area immediately adjacent to the door (i.e., if the door is on the ground, they will appear on the ground; if the door is in the air, they will appear in the air).

8 — **SHIFT (F*§)** When cast during any portion of a round, caster will shift away from this plane and back again almost instantly with the same orientation (facing). During the shift, he may move up to 2.5' per level from his original position. The caster may specify the distance and in which direction he wishes to move, but there is a 30% chance that the direction will be random. The caster will never materialize in solid material but will instead remain on the ethereal plane (see Section 2.5) for 1-100 rounds and then reappear in an open random area within 2.5'/lvl of his original position. All attacks directed against him in his original position will miss except for area attacks which include the destination point as well as the original position. However the caster always suffers at least -30 to orientation and activity after a blink (for attacks/maneuvers/etc).

9 — **ETHEREAL VISION (U)** Caster can see invisible and ethereal objects within 5'/lvl (beings, gates, "signposts", etc.).

10 — **CONJURING CIRCLE II (FM§)** As *Conjuring Circle I* except that a Type II Circle is created.

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

12 — **LESSER ETHEREAL GATE (F§)** A Lesser gate is opened to the ethereal plane, 7' tall by 4' wide. It is not visible except on the ethereal plane or by ethereal vision. Only creatures "small enough" to pass through may pass, though unusually powerful creatures (20 levels+) may rip the gate, producing a greater gate and come through. It should be noted that almost an infinite number of gates are visible from the ethereal plane: to many planes, times, and places (see Section 2.5). Therefore most persons will become lost almost immediately after entering the ethereal plane.

13 — **CONJURING CIRCLE III (FM§)** As *Conjuring Circle I* except that a Type III Circle is created.

14 — **VOICE OF SUMMONS (FM§)** Caster may summon by name any being on the ethereal plane or other appropriate planes (see Section 2.5). The caster must issue the summons into a gate or be ethereal himself. Each round there is a 35% chance the desired being will hear and a 15% chance a random being will hear. This spell does not control the summoned being though the being will be heavily influenced (-20 RR) to come to the caster.

15 — **TRAVELLER (F§)** Caster may move into and on the ethereal plane.

This spell must be cast again to become move back onto the normal plane (at his original position) unless the caster passes through a gate/is summoned/etc.

16 — CONJURING CIRCLE IV (FM§) As *Conjuring Circle I* except that a Type IV Circle is created.

17 — SIGNPOST (F) Allows the caster to make some form of identifying mark on the "inside" (ethereal side) of an ethereal gate. The spell must be cast from the ethereal plane and serves simply to identify a gate otherwise identical to the infinite number of other gates. This virtually assures knowing the destination of the marked gate (the destination must have been previously known — as if just entering from the other side.) This spell may also be used to change or erase already existing "signposts".

18 — CONTACT OTHER PLANE (FM§) Caster sends his mind to another plane for advice, information, etc. from a random being. Probabilities of truthfulness, willingness, knowledgeability, etc. are determined by characteristics of the being contacted. There is a chance of temporary insanity (min 10 weeks) based upon the nature of the plane (see Section 2.5) contacted: another prime 10%; elemental plane 20%; positive/negative 30%; the Planes of the Messengers 40%; the Planes of the Dead 50%; The Eternal Planes 60%; etc.

19 — CONJURING CIRCLE V (FM§) As *Conjuring Circle I* except that a Type V Circle is created.

20 — GREATER ETHEREAL GATE (F§) As *Lesser Ethereal Gate* except that any creature may pass through with no effort. "Visible" dimensions usually about 20' high by 20' wide.

25 — PLANAR DISPLACEMENT (F§) Transport target to a randomly determined plane. When this spell is cast against non-magic users it possible that they may never be seen again.

30 — CONJURING CIRCLE VI (FM§) As *Conjuring Circle I* except that a Type VI Circle is created.

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

3.15 MANA FIRES (Arcane List)

	AREA OF EFFECT	DURATION	RANGE
1—Torchfire	1 hand	10 min/lvl	self
2—Warm Inorganic	1 cu/lvl	24 hr.	10'
3—Woodfires	1'R	—	1'/lvl
4—Wall of Fire	10'x10'x6'	1 rnd/lvl	100'
5—Heat Inorganic c	1 cu/lvl	C	10'
6—Heat Armor	1 target	1 min/lvl	10'
7—Fire Ball (10'R)	10'R	—	100'
8—Fireblade	self	1 rnd/lvl	100'
9—Heat Inorganic	1 cu/lvl	C	10'
10—Fire Ball (20'R)	20'R	—	100'
11—Greater Fireblade	self	1 rnd/lvl	100'
12—Circle of Fire	10'R	1 rnd/lvl	100'
13—Metal Fires	1 metal object	1 rnd/lvl	100'
14—Fire Armor	1 target	1 min/lvl	10'
15—Fire Ball (40'R)	20'R-40'R	—	100'-300'
16—Battle Fires	10'R	—	30'/lvl
17—Wind of Flame c	200'x20'R cone	1 rnd/lvl (C)	200'
18—Immolation	5'R	1 rnd/lvl	self
19—Raze	50'x50'x50'	1 rnd/lvl	100'
20—Long Fires	10'R	—	100'/lvl
25—Stone Fires	300 sq'x3'	1 rnd/lvl	100'
30—Death Blaze	1 target	1 rnd/10% fail	10'
50—Conflagration c	varies	varies	10'/lvl

1 — TORCHFIRE (F) Causes a normal flame like that made by a torch to spring from the caster's hand (the hand must be empty while this spell is in effect). It will ignite items like a torch but will not harm the caster. If the caster makes and unarmed attack that delivers a critical (usually a Martial Arts Striking attack) there is a 50% chance that the target will take an additional "A" heat critical.

2 — WARM INORGANIC (F) This spell will cause any inorganic substance (metal, stone, liquid, etc) to be warmed to 100 degrees (F). The spell will effect 1 cu/lvl at the rate of 1 cu/rnd. Magic substances and substances carried or worn by a being get a RR each round to terminate the spell.

3 — WOODFIRES (F) As *Woodfires* on the Magician Base list: Fire Law.

4 — WALL OF FIRE (E) As *Wall of Fire* on the Magician Base list: Fire Law, except that the caster may increase the level of severity of the critical caused by the wall for every additional 4 PP he spends in casting the spell.

5 — HEAT INORGANIC (F) As *Warm Inorganic* except that material can be heated to 500 degrees (F) at a rate of 100 degrees/rnd of concentration (still only 1 cu/rnd is affected). The material will cool normally when the caster stops concentrating.

6 — HEAT ARMOR (D) As *Heat Armor* on the Open Essence list: Elemental Shields.

7 — FIRE BALL (E) As *Fire Ball* on the Magician Base list: Fire Law.

8 — FIREBLADE (E) Causes a broadsword-shaped blade of fire to spring forth from the Caster's empty hand. The Caster may make melee attacks with it using his directed spell bonus (with an additional +20), doing damage on the Firebolt chart with a +20 OB. Normally, this "blade" may not parry or be parried. The Caster may throw the blade at any time (even on the round of casting): the thrown blade is treated like a normal *Firebolt* (on Magician Base list: Fire Law).

9 — HEAT INORGANIC (F) As *Heat Inorganic* above except that the material may be heated until it melts.

10 — FIREBALL (E) As above except that the area of effect is a 20'R.

11 — GREATER FIREBLADE (E) As *Fireblade* except that the "blade" is two-handed sword shaped, it requires both empty hands to use, it delivers double concussion hits, and its additional bonus is +35. The same directed spell skill may be used for both this spell and *Fireblade*.

12 — CIRCLE OF FIRE (E) As *Wall of Fire* except that the wall forms a circle with a 10' radius. The caster may increase the severity of the critical given by one for every additional 12 PP he spends for the spell (A = 12, B = 24, C = 36, etc).

13 — METAL FIRES (F) As *Metal Fires* on the Magician Base list: Fire Law.

14 — FIRE ARMOR (D) As *Fire Armor* on the Open Essence list: Elemental Shields.

15 — FIRE BALL (E) As above except that the caster may cast a 40'R fire ball with a range of 100', or a 30'R one with a range of 200', or a 20'R one with a range of 300'.

16 — BATTLE FIRES (F) As *Fire Ball* (Lvl 7) except that the range is 30'/lvl.

17 — WIND OF FLAME (F) As *Hard Wind* on the Magician Base list: Wind Law, except that the cone is only 200' long with a 20'R base and the criticals delivered are "A" heat criticals.

18 — IMMOLATION (E) Caster's body is covered with powerful flames. He is immune to all forms of fire. Anyone within 5' suffers an "A" heat critical (no RR). Anyone in physical contact suffers a "C" heat critical. Physical attacks from the caster that deliver a critical also deliver an "A" heat critical. All items on the caster's person are immune to Fire for the duration of this spell, but any materials he touches (or walks on, etc) after he immolates must make an RR or be ignited.

19 — RAZE (E) As *Firestorm* on the Magician Base list: Fire Law, except that the area of is 50'x50'x50' but only "A" heat criticals are given.

20 — LONG FIRES (F) As *Fire Ball* (lvl 7) except that the range is 100'/lvl.

25 — STONE FIRES (F) As *Stone Fires* on the Magician Base List: Fire Law.

30 — DEATH BLAZE (F) Target suffers an "E" heat critical each round for 1 rnd/10% failure.

50 — CONFLAGRATION (F) This terrible spell is sometimes called the Ritual of Destruction. As *Raze* above except criticals given are "B" criticals, and Caster may increase the area of effect by 50'x50'x50' every 3 rounds by concentrating (he must be within 10'/lvl of each newly affected area as it is ignited). The areas must be connected and each individual area will be active for 1 rnd/lvl (i.e., the earliest areas effected will extinguish first). The Conflagration crosses all obstacles unless a magical barrier is encountered which requires an RR. The caster may discontinue the burning in an individual area by concentrating for one round or he may cancel the whole spell normally.

3.16 SPELL COORDINATION (Arcane List)

	AREA OF EFFECT	DURATION	RANGE
1—Spell Store	self	varies	self
2—			
3—			
4—			
5—Bypass Stored Spell	self	varies	self
6—Store Other's Spell	self	varies	self
7—Rapid Response I	self	1 rnd/lvl	self
8—Contingency	self	varies	self
9—			
10—Complex Spell II	self	varies	self
11—Additional Stored Spell	self	varies	self
12—Rapid Response II	self	1 rnd/lvl	self
13—			
14—Complex Spell III	self	varies	self
15—Multiple Spell	self	1 rnd/lvl	self
16—Multi-user complex	self	varies	self
17—Rapid Response III	self	1 rnd/lvl	self
18—Complex Spell IV	self	varies	self
19—Bypass Stored Spell II	self	varies	self
20—Complex Contingency	self	varies	self
25—Complex Spell Store	self	varies	self
30—Multiple Spell True	self	1 rnd/lvl	self
50—Complex Spell V	self	varies	self

1 — SPELL STORE (U) Caster may cast this spell with any spell he wants to store; then the stored spell may be cast at any time with no preparation. The *Storing* spell costs the same number of power points as the spell stored. No other spell may be cast while a spell is stored.

5 — BYPASS STORED SPELL (U) After casting this spell, the caster may cast one spell normally even if he has a different spell *Stored*. The stored spell is not affected.

6 — STORE OTHER'S SPELL (U) As *Spell Store* except that the caster may store a spell cast by another (willing) spell user of any realm. The spell caster for the spell to be stored must expend the PP's normally required and the caster of the storage spell must expend an equal number of PP's. Both must be in physical contact. If the level of the spell to be *Stored* is greater than the caster's (of this spell) level, an Extraordinary Spell Failure roll is normally required for this spell to succeed.

7 — RAPID RESPONSE I (U) Within the duration of this spell, no preparation rounds are required for the caster's next spell.

8 — CONTINGENCY (U) Caster may store a *contingency* spell that is activated by any one condition specified when the spell is cast (e.g., falling, death, stunned, etc.). This does not count as a *stored* spell; other spells may be stored and cast while this effect remains dormant until triggered. Only one *Contingency* spell may be "stored" at a time.

10 — COMPLEX SPELL II (U) Caster may combine the effects of two non-attack/non-elemental spells. Caster must expend PP's for both spells and 10 PP for this spell. This spell must be cast first, but the two spells to be combined may be cast simultaneously. If necessary caster must specify the order in which the spell effects will take place.

11 — STORE ADDITIONAL SPELL (U) In addition to a normal *Stored* spell, the caster may store one additional spell. The first stored spell must be activated first unless a *Bypass Stored Spell* spell is used. Caster must have a spell already stored for this spell to be of any use. If the caster uses his first stored spell, he may store another without affecting his *Additional Stored* spell.

12 — RAPID RESPONSE II (U) As *Rapid Response I* except that up to two spells may be cast without preparation rounds.

14 — COMPLEX SPELL III (U) As *Complex Spell II* except that the effects of up to three spells may be combined and the PP cost for this spell is 14 PP.

15 — MULTIPLE SPELL (U) Within the duration of this spell, caster's next elemental attack spell will fire (attack) twice in the same round at the same target or area. Separate spell attack rolls must be made for each attack. PP's must be expended for each attack plus the 15 PP's for this spell. If the caster uses a directed spell bonus it must be divided anyway the caster wishes between the two attacks.

16 — MULTI-USER COMPLEX (U) This spell affects the next *Complex Spell II* that the caster casts, allowing other spell users to cast the spells to be combined. That is, the caster could cast this spell, then he would cast a *Complex Spell*, then a second spell user would cast one of the spells to be combined, and a third spell user would cast the other spell to be combined (the 2nd or 3rd spell user could be the same or one of them could be the caster of this spell). All participants must be in physical contact and must be willing to cooperate. The casters may of different realms. The sum of the levels of the spells combined may not exceed the level of the caster of this spell times the number of spells combined.

17 — RAPID RESPONSE III (U) As *Rapid Response I* except that up to three spells may be cast without preparation.

18 — COMPLEX SPELL IV (U) As *Complex Spell II* except that the effects of up to four spells may be combined and the PP cost for this spell is 18 PP.

19 — BYPASS STORED SPELL II (U) As *Bypass Stored Spell II* except that both a *Stored* spell and an *Additional Stored* spell may be bypassed.

20 — COMPLEX SPELL STORE (U) As *Spell Store* except that a *Complex Spell* may be stored. This spell must be cast (20 PP), then a *Spell Store* must be cast (PP = highest lvl spell to be combined), then a *Complex Spell* must be cast (normal PP cost), and finally the spells to be combined and stored must be cast (normal PP cost).

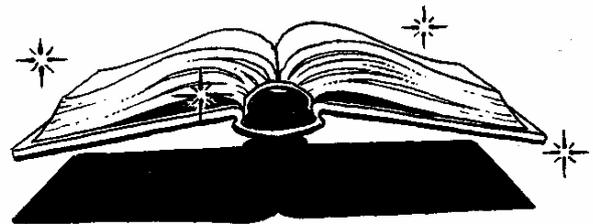
25 — COMPLEX CONTINGENCY (U) As *Complex Spell Store* except that it is stored with and acts like a *Contingency* spell instead of a normal *Spell Store*.

30 — MULTIPLE SPELL TRUE (U) As *Multiple Spell* except that the next elemental attack spell may make 3 attacks.

50 — COMPLEX SPELL V (U) As *Complex Spell II* except that the effects of up to five spells may be combined and the PP cost for this spell is 50 PP.

EXAMPLE: Suppose a 30th level Magician wants to have contingent on him a spell which upon his death will teleport him to his favorite Healer (if they are separated by 300 miles or less). Working with him is a 30th level Astrologer who has *Mind Stored the Healer*. To combine and store the appropriate spells, he needs *Complex Contingency* (25 PP), *Contingency* (30 PP = highest level spell to be combined), *Multi-User Complex* (16 PP), and *Complex Spell II* (10 PP). The spells to be stored are the Astrologer's *Finding True* (30 PP, to locate the healer), and the Magician's *Teleport I* (10 PP, to accomplish the travel). The Magician expends 91 PP and the Astrologer expends 30 PP. A spell failure on any of the six spells involved will negate the whole process.

NOTE: As an option, the GM may decide to make the duration for 'Rapid Response' spells 1 min/lvl instead of 1 rnd/lvl.



3.17 SHAPECHANGING WAYS (Arcane List)

	AREA OF EFFECT	DURATION	RANGE
1) Plant Study	1 plant	1 minute	5'/lv
2) Animal Study	1 animal	1 minute	5'/lv
3) Plant Facade	self	10 min/lvl	self
4) Animal Tongues	self	10 min/lvl	self
5) Beast Study	1 beast	1 minute	5'/lv
6) Animal Facade	self	10 min/lvl	self
7) Change Size	self	10 min/lvl	self
8) Beastly Tongues	self	10 min/lvl	self
9) Change to Kind	self	10 min/lvl	self
10) Plant Form	self	10 min/lvl	self
11) Plant Tongues	self	10 min/lvl	self
12) Blank Thought c	self	C	self
13) Empathy c	self	C	100'
14) Animal Form	self	10 min/lvl	self
15) Misfeel c	self	C	self
16) Tracks	self	10 min/lvl	self
17) Animal's Way	self	10 min/lvl	self
18) Beast Form	self	10 min/lvl	self
19) Plant Change True	self	10 min/lvl	self
20) Animal Change	self	10 min/lvl	self
25) Animal Change True	self	10 min/lvl	self
30) Shapechange	self	10 min/lvl	self
50) Shapechange True	self	10 min/lvl	self

1 — **PLANT STUDY (I)** Caster studies and memorizes the form and structure of one type of plant for later use with the spells on this list.

2 — **ANIMAL STUDY (I)** Caster studies and memorizes the form and structure of one type of animal for later use with the spells on this list.

3 — **PLANT FACADE (F)** Allows caster to appear as any 1 type of plant that he has studied. Caster retains his size and will not smell or feel like the plant; it is a purely visual illusion.

4 — **ANIMAL TONGUES (I)** Caster gains knowledge of any one "studied" type of animal.

5 — **BEAST STUDY (I)** As *Animal Study* except that magical, legendary, or fabled beasts may be "studied".

6 — **ANIMAL FACADE (F)** As *Plant Facade* except that the caster may appear as any one "studied" animal type.

7 — **CHANGE SIZE (F)** As either *Shrink Self* or *Enlarge Self* on the Closed Essence list: Living Change, except that the duration is up to 10 min/lvl.

8 — **BEASTLY TONGUES (I)** As *Animal Tongues* except that the "tongue" may be that of any one "studied" magical, legendary, or fabled beast. Some powerful beast types may receive an RR versus this spell (e.g., Dragons, Great Eagles, Unicorns, etc.)

9 — **CHANGE TO KIND (F)** Caster can alter his form to that of any desired humanoid race.

10 — **PLANT FORM (F)** As *Plant Facade* except that the caster can take the form of any plant that he has "studied" (he will look and feel like the plant). He can vary his mass from 75% of normal to 200% of normal.

11 — **PLANT TONGUES (I)** As *Animal Tongues* except that the "tongue" may be that of any one "studied" plant type.

12 — **BLANK THOUGHTS (P)** As long as caster does not move, his mental patterns will appear to be those of any specified animal that he has "studied".

13 — **EMPATHY (I)** Caster can understand and/or visualize the thoughts and emotions of any one plant or animal.

14 — **ANIMAL FORM (F)** As *Animal Facade* except that the caster can take the form of any animal that he has "studied" (he will look and feel like the animal). He can vary his mass from 75% of normal to 200% of normal. He doesn't get the physical abilities of the animal (e.g., movement, combat, senses, etc.).

15 — **MISFEEL (P)** To magical or mental detections, the caster may appear to be any plant, animal, or beast that he has "studied".

16 — **TRACKS (F)** Caster's tracks and footprints may appear to be those of any one creature that he has "studied".

17 — **ANIMAL'S WAY (F)** As *Animal Form* except that but caster also gains the movement abilities of a chosen animal that he has *Studied*. Caster may vary his mass from 50% of normal (minimum) to 400% of normal (maximum).

18 — **BEAST FORM (F)** As *Animal Form* except that the caster may take on the appearance and feel of any "beast" that he has "studied". He doesn't get the physical or special abilities of the beast.

19 — **PLANT CHANGE TRUE (F)** As *Plant Form* except that the caster may also assume the scent and physical characteristics of a chosen plant that he has "studied". Caster may vary his mass from 50% (minimum) to 400% (maximum).

20 — **ANIMAL CHANGE (F)** As *Animal's Way* except that the caster may also gain the physical attack capabilities of the form and may vary his mass from 1/20th to 40x normal.

25 — **ANIMAL CHANGE TRUE (F)** As *Animal Change* but caster gains all physical attributes of the form: movement, attack abilities, sight, hearing, smelling, etc. Caster may vary his mass from 1/40th to 400x his own mass. If the spell fails the caster takes on the form but his mind is submerged in a mind equivalent to the creature's and spell duration is increased 100x.

30 — **SHAPECHANGE (F)** As *Beast Form* but caster also gains the movement and physical attack capabilities of the form and may vary his mass from 1/40th to 400x his actual mass. Spell failure is handled as in *Animal Change True*.

50 — **SHAPECHANGE TRUE (F)** As *Beast Change* but caster gains some (GM discretion) of the special abilities of the beast (dragon breath, etc). The basic possibility of a spell failure is raised to 15%. A spell failure is handled as in *Animal Change True* except that the spell duration is increased 500x.



3.2 DRUID BASE SPELL LISTS

The spell lists in this section are the base spell lists for the Druid profession (see Section 4.17).

3.2.1 ANIMAL MASTERY (Druid Base List)

	AREA OF EFFECT	DURATION	RANGE
1—Animal Sleep I	1 animal	1 min/lvl	100'
2—Small Animal Restoration	1 animal	P	touch
3—Animal Tongues	self	1 min/lvl	self
4—Animal Sleep III	3 animals	1 min/lvl	100'
5—Animal Mastery I c	1 animal	C	100'
6—Animal Location	1 mile R	—	self
7—Befriending c	10'R	C	self
8—Medium Animal Restoration	1 animal	P	touch
9—Animal Empathy c	1 animal	C	100'
10—Animal Summons I c	1 animal	1 min/lvl (C)	1 mi/lvl
11—Animal Mastery III c	3 animals	C	100'
12—Animal Lifegiving	1 animal	P	10'
13—Animal Summons III c	3 animals	1 min/lvl (C)	1 mi/lvl
14—Animal Call	1 animal	—	1 mi/lvl
15—Animal Mastery V c	5 animals	C	100'
16—Large Animal Restoration	1 animal	P	touch
17—Animal Summons V c	5 animals	1 min/lvl (C)	1 mi/lvl
18—Animal Lifegiving	1 animal	P	10'
19—Greater Animal Restoration	1 animal	P	touch
20—Animal Summons X c	10 animals	1 min/lvl (C)	1 mi/lvl
25—Animal Restoration True	1 animal	P	touch
30—Animal Lifegiving True	1 animal	P	10'
50—Animal Summons True c	1 animal/lvl	1 min/lvl (C)	1 mi/lvl

1 — ANIMAL SLEEP I (M) Puts any non-humanoid animal to sleep; will not affect enchanted or "intelligent" animals.

2 — SMALL ANIMAL RESTORATION (H) Caster may heal any non-fatal damage(s) in any animal 10 pounds or less. Healing takes 1-600 minutes depending on severity.

3 — ANIMAL TONGUES (I) Caster gains knowledge of one animal tongue.

4 — ANIMAL SLEEP III (M) As *Animal Sleep I* except it affects 3 targets.

5 — ANIMAL MASTERY I (M) Allows caster to control the actions of any 1 animal.

6 — ANIMAL LOCATION (I) Caster can locate members of any 1 species of animal or he can find out what species are in the area.

7 — BEFRIENDING (M) All animals within 10' will act friendly towards the caster; does not allow animal control.

8 — MEDIUM ANIMAL RESTORATION (H) As *Small Animal Restoration* except an animal of 150 lbs or less may be healed, or animals 10 lbs or less may have fatal damage(s) healed (does not restore soul).

9 — ANIMAL EMPATHY (I) Caster can understand and/or visualize the thoughts and emotions of any 1 animal.

10 — ANIMAL SUMMONS I (FM) Caster can summon any 1 animal within range (if any), as long as concentration is applied caster controls the animal. The animal is a random representative of specified species.

11 — ANIMAL MASTERY III (M) As *Animal Mastery I* except caster can control 3 targets.

12 — ANIMAL LIFEGIVING (H) As *Lifegiving* (Lvl 17) on the Cleric Base list: Life Mastery, except that only the soul of a **animal** may be restored.

13 — ANIMAL SUMMONS III (FM) As *Animal Summons I* except caster can summon and control 3 animals.

14 — ANIMAL CALL (M) Caster can summon (call) any 1 known specific animal.

15 — ANIMAL MASTERY V (M) As *Animal Mastery I* except caster can control 5 targets.

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

17 — ANIMAL SUMMONS V (FM) As *Animal Summons I* except caster can summon and control 5 animals.

18 — ANIMAL LIFEGIVING (H) As *Lifegiving* (Lvl 25) on the Cleric Base list: Life Mastery, except that only the soul of a **animal** may be restored.

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

20 — ANIMAL SUMMONS X (FM) As *Animal Summons I* except caster can summon and control 10 animals.

25 — ANIMAL RESTORATION TRUE (H) As *Small Animal Restoration* except an animal of any mass may be healed, or animals 30000 lbs or less may even have fatal damage(s) healed (does not restore soul).

30 — ANIMAL LIFEGIVING TRUE (H) As *Lifegiving True* (Lvl 50) on the Cleric Base list: Life Mastery, except that only the soul of a **animal** may be restored.

50 — ANIMAL SUMMONS TRUE (FM) As *Animal Summons I* except caster can summon and control 1/lvl animals (e.g. a 50th lvl could summon 50 sheep, etc).

3.2.2 DRUID'S PEACE (Druid Base List)

	AREA OF EFFECT	DURATION	RANGE
1—Calm I	1 target	1 min/lvl	100'
2—Question	1 target	—	10'
3—Calm II	2 targets	1 min/lvl	100'
4—Hold Kind c	1 target	C	100'
5—Calm III	3 targets	1 min/lvl	100'
6—Befriend	1 target	1 hr/lvl	100'
7—Calm V	5 targets	1 min/lvl	100'
8—Mass Animal Calming	1 animal/lvl	1 min/lvl	100'R
9—True Hold c	1 target	C	100'
10—Calm X	10 targets	1 min/lvl	100'
11—			
12—Persuasion	1 target	1 day/lvl	1'/lvl
13—			
14—Shout Of Calm *	50'R	1 min/lvl	self
15—Mass Animal Calming	1 animal/lvl	1 min/lvl	10'R/lvl
16—			
17—Lord Calm	20 targets	1 min/lvl	10'/lvl
18—Lord Persuasion	20 targets	1 day/lvl	50'R
19—Long Calm	1 target	1 day/lvl	300'
20—Mass Calm	1 target/lvl	1 min/lvl	100'
25—Calm True	1 target	P	100'
30—Earth Calm	10'R/lvl	1 min/lvl	self
50—Battle Calm	50'R/lvl	1 hr/lvl	self

1 — CALM I (M) Target will take no aggressive/offensive action, and will fight only if physically attacked.

2 — QUESTION (M) Target must answer a yes or no question truthfully.

3 — CALM II (M) As *Calm I*, except that 2 targets may be affected.

4 — HOLD KIND (M) Humanoid target is held to 25% of normal activity.

5 — CALM III (M) As *Calm I*, except that 3 targets may be affected.

6 — BEFRIEND (M) Target believes caster is a good friend.

7 — CALM V (M) As *Calm I*, except that 5 targets may be affected.

8 — MASS ANIMAL CALMING (M) Caster can calm a number of animals equal to his level.

9 — TRUE HOLD (M) As *Hold Kind* except that it will hold any target.

10 — CALM X (M) As *Calm I*, except that 10 targets may be affected.

12 — PERSUASION (M) Target is convinced of a single fact expressed by the caster (unless irrefutable counter evidence is given).

- 14 — **SHOUT OF CALM (M*)** Everyone in the radius must RR or be calmed.
 15 — **MASS ANIMAL CALMING (M)** RR Mod: -20. Allows a caster to calm a number of animals equal to his level.
 17 — **LORD CALM (M)** RR Mod: -20. Allows caster to calm up to 20 targets.
 18 — **LORD PERSUASION (M)** As PERSUASION except that caster may persuade up to 20 targets.
 19 — **LONG CALM (M)** RR Mod: -20. Caster can calm any 1 target.
 20 — **MASS CALM (M)** Caster calms a number of targets equal to his level.
 25 — **CALM TRUE (M)** Caster can calm any 1 target.
 30 — **EARTH CALM (F)** Within the radius, caster may "calm" a natural phenomena (quakes, storms, winds, etc) or he may cancel a magically created natural phenomena.
 50 — **BATTLE CALM (M)** Caster calms everyone within the radius.

3.23 DRUIDSTAFF (Druid Base List)

BASIC PRINCIPLES:

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

B. The GM may want to make one special (perhaps magical) wood particularly appropriate for a Druidstaff (e.g., Mallorn). Such a wood could increase the normal Druidstaff properties by +5 for OB, and by +1 for a spell adder, and perhaps by 1 for a spell multiplier.

	AREA OF EFFECT	DURATION	RANGE
1—Minor Druidstaff	piece of wood	P	touch
2—Organic Weapons I	self	1 hr	self
3—Warp Wood	piece of wood	P	100'
4—Lesser Druidstaff	Minor Druidstaff	P	touch
5—Hammerstaff	Druidstaff	1 rnd/lvl	touch
6—Organic Weapons II	self	1 hr	self
7—Druid Symbol	Druidstaff	varies	touch
8—Greater Druidstaff	Lesser Druidstaff	P	touch
9—Recall Staff	Druidstaff	—	50'/lvl
10—Animal Staff c	Druidstaff	1 min/lvl (C)	touch
11—Bridge	Druidstaff	1 min/lvl	touch
12—Lesser Holy Symbol c	10'R	C	touch
13—Organic Weapons III	self	1 hr	self
14—Silver Druidstaff	Greater Druidstaff	P	touch
15—Birdstaff c	Druidstaff	1 min/lvl (C)	touch
16—Greater Holy Symbol c	10'R	C	touch
17—Thunderstaff	Druidstaff	1 rnd/lvl	touch
18—Great Hammerstaff	Druidstaff	1 rnd/lvl	touch
19—Beast Staff c	Druidstaff	1 min/lvl (C)	touch
20—Golden Shillelegh	Silver Druidstaff	P	touch
25—Organic Weapons IV	self	1 hr	self
30—Lord Druidstaff	Golden Druidstaff	P	touch
50—Druidstaff True	Lord Druidstaff	P	touch

1 — **MINOR DRUIDSTAFF (F)** Allows the caster to take a suitable piece of oak, ash, yew, elm, linden, or mallorn and form a Druidstaff with these characteristics: +1 spell adder, +5 quarterstaff, and it can be thrown as a spear (treat all criticals as Krush criticals).

2 — **ORGANIC WEAPONS I (F)** With proper materials the caster may create 1 short bow, 1/2 long bow, 1/3 composite bow or cross-bow, 1 spear or javelin, 2 arrows or bolts, 1/3 of a shield, 1 weapon haft, etc. The process takes 1 hour. The weapon's basic OB bonus is -5 (non-magical). The spell may be cast additional times to either finish a partially completed item and/or increase the weapon's OB bonus by +5 per casting (to a maximum of +5). Remember: the weapon's OB bonus is **not** magical.

3 — **WARP WOOD (F)** Destroys the straightness, strength, and form of a

piece of wood up to 1 lb/lvl.

4 — **LESSER DRUIDSTAFF (F)** As *Minor Druidstaff* except that it turns the Druid's Minor Druidstaff into a +10 quarterstaff that is a +2 spell adder. It can be thrown as a spear (use Krush criticals) using the range and range modifications of a javelin.

5 — **HAMMERSTAFF (F)** Doubles concussion hits given with the Druidstaff in melee.

6 — **ORGANIC WEAPONS II (F)** As *Organic Weapons I* except that the basic OB bonus is 0 and it may be increased to a max of +10.

7 — **DRUID SYMBOL (U)** Caster may store one spell on his Druidstaff to cast later with no preparation (only one such stored spell at a time).

8 — **GREATER DRUIDSTAFF (F)** As *Lesser Druidstaff* except that it turns the Druid's Lesser Druidstaff into a +15 quarterstaff that is a +3 spell adder or a x2 multiplier (caster chooses when it is created). It can be thrown as a spear using the range and range modifications of a javelin, but attacks are resolved using the attack table for a War Mattock.

9 — **RECALL STAFF (F)** Will return the caster's Druidstaff to his outstretched hand at a rate of 1000'/rnd.

10 — **ANIMAL STAFF (F)** Transforms caster's Druidstaff into an animal no larger than 200% of the caster's mass which is treated as a familiar (see *Familiar* on Closed Essence list: Gate Mastery). Animal cannot be a flying creature.

11 — **BRIDGE (F)** When the caster's Druidstaff is placed on the ground (usually at the edge of a chasm), this spell will cause it to expand and change into a 2' wide wooden bridge (length of no more than 5'/lvl) with no railings. It will only bear 1000 lb/lvl. Caster may return the Druidstaff to normal and pick up it at either end.

12—**LESSER HOLY SYMBOL (D)** When cast on a Druidstaff, this spell works as a *Protections Sphere I* (on Cleric Base list: Protections) except that it is mobile and the bonus is +10.

13 — **ORGANIC WEAPONS III (F)** As *Organic Weapons I* except that the basic OB bonus is +5 and it may be increased to a max of +15.

14 — **SILVER DRUIDSTAFF (F)** As *Lesser Druidstaff* except that it turns the Druid's Greater Druidstaff into a +20 quarterstaff that is a +4 spell adder or a x3 multiplier (caster chooses when it is created). It can be thrown as a spear using the range and range modifications of a sling, but attacks are resolved using the attack table for a War Mattock.

15 — **BIRDSTAFF (F)** As *Animal Staff* except that the Druidstaff may be transformed into a flying animal of up to 50% of the caster's mass.

16 — **GREATER HOLY SYMBOL (D)** As *Lesser Holy Symbol* except that the bonus is +15.

17 — **THUNDERSTAFF (F)** Caster's Druidstaff delivers an electrical critical in addition to a normal critical delivered by the Druidstaff (severity is equal to the normal critical's).

18 — **GREAT HAMMERSTAFF (F)** As *Hammerstaff* except that concussion hits are tripled.

19 — **BEAST STAFF (F)** As *Animal Staff* or *Bird Staff* except that the creature may be an animal or a legendary creature of animal intelligence (no magical abilities except perhaps flight). The creature mass may not exceed 50%/lvl of the caster's mass.

20 — **GOLDEN DRUIDSTAFF (F)** As *Lesser Druidstaff* except that it turns the Druid's Silver Druidstaff into a +25 quarterstaff that is a +5 spell adder or a x3 multiplier (caster chooses when it is created). It can be thrown as a spear using the range and range modifications of a shortbow, but attacks are resolved using the attack table for a War Mattock.

25 — **ORGANIC WEAPONS IV (F)** As *Organic Weapons I* except that the basic OB bonus is +10 and it may be increased to a max of +20.

30 — **LORD DRUIDSTAFF (F)** As *Lesser Druidstaff* except that it turns the Druid's Golden Druidstaff into a +30 quarterstaff that is a +6 spell adder or a x4 multiplier (caster chooses when it is created). It can be thrown as a spear using the range and range modifications of a composite bow, but attacks are resolved using the attack table for a War Mattock.

50 — **DRUIDSTAFF TRUE (F)** As *Lesser Druidstaff* above except that it turns the Druid's Lord Druidstaff into a +40 quarterstaff that is a +7 spell adder or a x5 multiplier (caster chooses when it is created). It can be thrown as a spear using the range and range modifications of a long bow, but attacks are resolved using the attack table for a War Mattock.

3.24 NATURE'S FORMS (Druid Base List)

	AREA OF EFFECT	DURATION	RANGE
1—Hues	self	1 min/lvl	self
2—Resist Elements	self	1 min/lvl	self
3—Plant Facade	self	10 min/lvl	self
4—Silent Moves	1'R	1 min/lvl	self
5—Underwater Breathing	self	1 min/lvl	self
6—Animal Facade	self	10 min/lvl	self
7—Self-cloaking c	self	C	self
8—Study Form	1 form	1 min	touch
9—Shadow	self	10 min/lvl	self
10—Plant Form	self	10 min/lvl	self
11—Prot. from Elements	self	1 min/lvl	self
12—Blank Thoughts c	self	C	self
13—Animal Form	self	10 min/lvl	self
14—			
15—Animal Thoughts c	self	C	self
16—Animal Way	self	10 min/lvl	self
17—Plant Change True	self	10 min/lvl	self
18—Animal Change	self	10 min/lvl	self
19—Beast Form	self	10 min/lvl	self
20—Animal Change True	self	10 min/lvl	self
25—Beast Change	self	10 min/lvl	self
30—Beast Change True	self	10 min/lvl	self
50—Shapechanger	self	10 min/lvl	self

1 — HUES (F) Caster can take on the physical coloration of any 1 organic object he is in contact with (+5 to +50 modification to stalking/hiding attempt depending upon the situation, GM discretion).

2 — RESIST ELEMENTS (D) Protects caster from natural heat up to 200 degrees F, natural cold down to -20 degrees F; gives +10 RR vs heat spells and cold spells.

3 — PLANT FACADE (F) Allows caster to appear as any 1 type of plant. Caster retains his size and will not smell or feel like the plant; it is a purely visual illusion.

4 — SILENT MOVES (F) Caster can move silently, so long as he does not create a sound originating more than 1' from his body.

5 — UNDERWATER BREATHING (F) Caster is able to breathe under water.

6 — ANIMAL FACADE (F) As *Plant Facade* except caster may appear as any 1 type of animal.

7 — SELF-CLOAKING (F) Caster blends into surrounding terrain and has a +75 hiding bonus. Caster may not move (appreciably) without destroying the effect.

8 — STUDY FORM (I) Caster studies and memorizes the form and structure of one type of animal or plant for later use with the spells on this list.

9 — SHADOW (F) Caster appears as a shadow; provides near invisibility in dark areas.

10 — PLANT FORM (F) As *Plant Facade* except that the caster can take the form of any plant that he has *Studied* (he will look and feel like the plant). He can vary his mass from 75% of normal to 200% of normal.

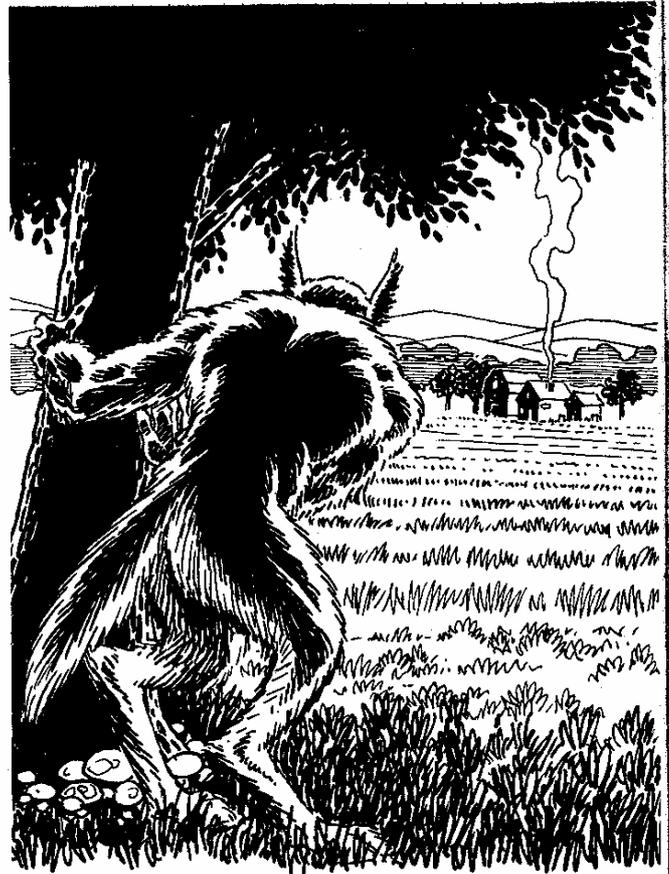
11 — PROTECTION FROM ELEMENTS (D) As *Resist Elements* except it protects caster from any natural temperature extremes and gives a +25 RR vs heat or cold spells. It also means elemental attack rolls are at -25.

12 — BLANK THOUGHTS (P) As long as caster does not move, his mental patterns will appear to be those of any specified animal that he has *Studied*.

13 — ANIMAL FORM (F) As *Animal Facade* except that the caster can take the form of any animal that he has *Studied* (he will look and feel like the animal). He can vary his mass from 75% of normal to 200% of normal. He doesn't get the physical abilities of the animal.

15 — ANIMAL THOUGHTS (P) As *Blank Thoughts* except that the caster can move while the spell is active.

16 — ANIMAL WAY (F) As *Animal Form* except that but caster also gains the movement abilities of a chosen animal that he has *Studied*. Caster may



vary his mass from 50% of normal (minimum) to 400% of normal (maximum).

17 — PLANT CHANGE TRUE (F) As *Plant Form* except that the caster may also assume the scent and physical characteristics of a chosen plant that he has *Studied*. Caster may vary his mass from 50% (minimum) to 400% (maximum).

18 — ANIMAL CHANGE (F) As *Animal Way* except that the caster may also gain the physical attack capabilities of the form and may vary his mass from 1/20th to 40x normal.

19 — BEAST FORM (F) As *Animal Form* but caster may take on the appearance and feel of any beast (usually a legendary monster) that he has *Studied*.

20 — ANIMAL CHANGE TRUE (F) As *Animal Change* but caster gains all physical attributes of the form: movement, attack abilities, sight, hearing, smelling, etc. Caster may vary his mass from 1/40th to 400x his own mass. If the spell fails the caster takes on the form but his mind is submerged in a mind equivalent to the creature's and spell duration is increased 100x.

25 — BEAST CHANGE (F) As *Beast Form* but caster also gains the movement and physical attack capabilities of the form and may vary his mass from 1/40th to 400x his actual mass. Spell failure is handled as in *Animal Change True*.

30 — BEAST CHANGE TRUE (F) As *Beast Change* but caster gains some (GM discretion) the special abilities of the beast (dragon breath, etc). The basic possibility of a spell failure is raised to 15%. A spell failure is handled as in *Animal Change True* except that the spell duration is increased 500x.

50 — SHAPECHANGER (F) Caster may use any of the lower spells on this list up to 1/rnd.

3.25 STONE MASTERY (Druid Base List)

	AREA OF EFFECT	DURATION	RANGE
1—Stones Throw (Small)	10'R	—	100'
2—Stoneheal	10 cu'/lvl	P	100'
3—Stonespeech	1 target	1 min/lvl	touch
4—Stones Throw (Medium)	10'R	—	100'
5—Magic Stone	1/2 lb rock	10 min/lvl	touch
6—Stonewall	10'x10'x1'	1 min/lvl	10'
7—Stones Throw (Large)	10'R	—	100'
8—			
9—Magic Stone	1/2 lb rock	1 hr/lvl	touch
10—Corridor	3'x6'x1'/lvl	P	5'
11—Stonewall True	10'x10'x1'	P	10'
12—Animate Rock c	100 cu'	1 rnd/lvl (C)	100'
13—Spike Stones	5'R/lvl	10 min/lvl	100'
14—Stonemeld	20'/100 cu'	P	touch
15—Stonemold c	1 cu'	C	touch
16—Curvewall	10'x5'Rxl'	P	10'
17—Petrify	1 target	1 day/10% failure	50'
18—Great Stoneheal	(lvlxlvl) cu'	P	10'R/lvl
19—Earth Elemental c	—	1 rnd/lvl (C)	10'/lvl
20—Earthbones Empathy	10'R/lvl	C	1000'/lvl
25—Great Earth Elemental	—	1 rnd/lvl (C)	10'/lvl
30—Petrification True	1 target	varies	50'
50—Quakes	varies	varies	touch

1 — **STONES THROW (F)** Stones (at least 1 pound's worth) within a 10'R of the caster are hurled at the target. Results are rolled on the Ram/Butt/Bash attack table (AL&CL Table 11.16) with a "small" maximum result. Normal DB's versus missiles apply and Directed Spell skill may be developed and applied to this spell attack.

2 — **STONEHEAL (F)** Caster may repair damage, cracks, or breaks in a stone object or a mass of stone (up to 10 cu'/lvl).

3 — **STONESPEECH (I)** Caster can communicate with any 1 stone if it possesses any required animate qualities (GM and world dependent).

4 — **STONE THROW (F)** As above except that maximum attack result is "medium".

5 — **MAGIC STONE (F)** Caster prepares 1 small rock (approx. 1/2 lb). Preparation lasts either 10 min/lvl or until the stone strikes something (e.g., it is thrown, fired, dropped, etc.). If the stone "hits someone" (i.e., delivers hits when dropped, thrown, or used in a sling), there is a small explosion. Roll an additional attack on the Water Bolt table (no modifications) on anyone within a 2'R of the explosion point. The only person usually affected is the person who was "hit" (unless you drop the stone on your foot or fall on a bag of Magic Stones).

6 — **STONEWALL (E)** Summons a wall of rough-cut stones up to 10'x10'x1'. The wall must rest on a solid surface.

7 — **STONE THROW (F)** As above except that maximum attack result is "large".

9 — **MAGIC STONE (F)** As above except that the spell lasts 1 hr/lvl and the explosion has a 5' radius (i.e., multiple targets can be affected).

10 — **CORRIDOR (F)** Creates a 3'x6' corridor that is 1'/lvl long through any nonmetal, inorganic material. The corridor can be opened at a rate of 1'(length) per rnd as the caster concentrates.

11 — **STONEWALL TRUE (E)** As *Stonewall* except duration is permanent.
12 — **ANIMATE ROCK (F)** Caster can cause 100 cubic feet of stone to rise up and move. The caster must concentrate for the stone to perform action; and if he stops concentration, the stone will stand motionless until he concentrates again or the duration runs out. If used in combat the animated stone has the characteristics of a Weak Earth Elemental.

13 — **SPIKE STONES (E)** Creates an area of very sharp spiked stones from rock occurring naturally in the effected radius. Any creature moving through part of area containing spikes must make a moving maneuver (at least "extremely hard") for every 5' moved through. If a fall occurs, the creature receives (1-5) + 100 dagger attacks (only armor DB's modify this).

14 — **STONEMELD (F)** Fuses two stone surfaces together: a seam can be up to 20' long or a section of stone blocks can be fused (up to 100 cu').

15 — **STONEMOLD (F)** For as long as he concentrates, caster may mold 1 cu' of stone with his hands as if it were putty; then the stone will harden.

16 — **CURVEWALL (E)** As *Stonewall True* except that the wall may be curved up to a semi-circle.

17 — **PETRIFY (F)** The target's bones will gradually (takes 1 hr) petrify for 1 day/lvl of the caster. The bones will eventually become very heavy (-90 to all activity) and will cease blood production (2 hits/hour).

18 — **GREAT STONEHEAL (E)** As *STONEHEAL* above except caster may repair up to lvl x lvl cu' and the range is 10'/lvl.

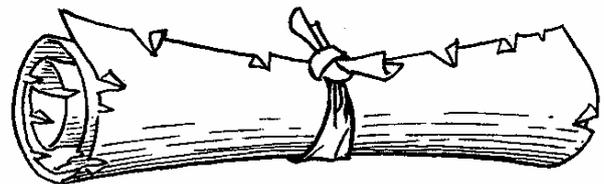
19 — **EARTH ELEMENTAL (F)** Summons and controls a weak earth elemental. If concentration is interrupted then the elemental goes on a mindless rampage until concentration is resumed. Caster can dismiss the elemental before the duration is over by concentrating. The elemental disappears when the duration is over.

20 — **EARTHBONES EMPATHY (I)** Allows caster (he must be in contact with the ground) to visualize and sense activity of those in contact with the ground and in a specified 10'R/lvl area (within the range). Alternately, the caster may sense the direction and distance (within the range) to a significant target with which he is familiar (a particular individual, an army, etc).

25 — **GREAT EARTH ELEMENTAL (F)** As *Earth Elemental* above except that the caster may summon and control a strong earth elemental.

30 — **PETRIFICATION TRUE (F)** As *Petrify* except that the target's entire body is petrified and the process only takes 6 rounds (treat as if the target is in suspended animation). This spell lasts until it canceled by the caster or it is dispelled or until someone this casts spell or *Petrify* (Lvl 17) on the target.

50 — **QUAKES (F)** Caster can cause an earthquake, with the spot he touches as the epicenter. The start of the quake can be delayed up to 1 rnd/lvl. The severity of the quake on the Richter scale is determined by a roll: (01-20) = 5.5, (21-45) = 6, (46-65) = 6.5, (66-80) = 7.0, (81-90) = 7.5, (91-95) = 8.0, (96-98) = 8.5, (99-100) = 9.0. The GM should read up on Earthquakes before this spell is used or allowed to be used.



3.26 TREE MASTERY (Druid Base List)

NOTE: *The Sentient Trees: Treeherds, Slowroots, and Awakened Trees mentioned in some of these spells are described in C&T on page 51. If the concept of such trees and guardians of trees doesn't fit into the GM's world, he should eliminate or replace those spells.*

	AREA OF EFFECT	DURATION	RANGE
1—Speed Growth (x10)	10'R	1 day	touch
2—Plant Restore	1 plant	P	touch
3—Plant Tongues	self	1 min/lvl	self
4—Speed Growth (x100)	10'R	1 day	touch
5—Plant Growth (x2)	1 plant	P	touch
6—Plantskin *	self	1 rnd/lvl	self
7—Path Control	3'R	10 min/lvl	5'
8—Plant Growth (x3)	1 plant	P	touch
9—Speed Growth (x10)	100'R	1 day	touch
10—Tree Restore	1 tree	P	touch
11—Plant Growth (x5)	1 plant	P	touch
12—Animate Tree c	1 tree	C	10'/lvl
13—Wall of Thorns	10'x10'x5'	10 min/lvl	100'
14—Seek Sentient Tree	self	1 min/lvl	10'/lvl
15—Tangle Weed	1vl'x1vl'	1 hr/lvl	100'
16—Firestop	10'R/lvl	—	100'
17—Rouse Slowroot	1 slowroot	1 hr/lvl	touch
18—Plant Growth (x10)	1 plant	P	touch
19—Seek Sentient Trees	10'R/lvl	—	self
20—Tree Door	self	—	self
25—Restore Sentient Tree	1 sentient tree	P	touch
30—Speed Growth True	10'R/lvl	1 day	touch
50—Waken Slowroots	1 mi R/lvl	10 min/lvl	self

1 — SPEED GROWTH (F) Allows caster to increase speed of growth for any 1 species of plant by x10.

2 — PLANT RESTORE (H) Caster may remove damage from any 1 plant (not a tree). Damage gets a RR based on severity/extent.

3 — PLANT TONGUES (I) Allows caster to understand the language of any 1 plant species. Note that most plants do not have a language.

4 — SPEED GROWTH (F) As above except that the caster can increase rate of growth by x100.

5 — PLANT GROWTH (F) Allows caster to double the potential size of any 1 plant. When fully mature the plant will achieve twice its normal size.

6 — PLANTSKIN (D*) Makes caster's skin as tough as bark (treat as AT 4).

7 — PATH CONTROL (F) Allows caster to open or close a path through flora. Caster may do both (i.e. opening a path in front of him and closing it behind him).

8 — PLANT GROWTH (F) As above, except that the caster can triple the potential size of any 1 plant.

9 — SPEED GROWTH (F) As above, except that the caster can increase speed of growth by x10 within a 100'R.

10 — TREE RESTORE (H) As *Plant Restore* except that the caster may remove damage from a tree.

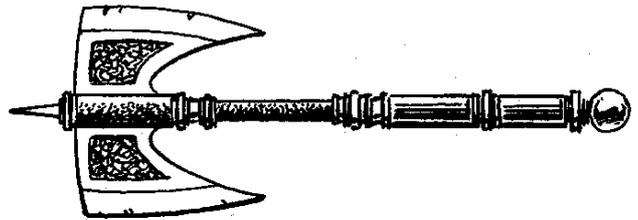
11 — PLANT GROWTH (F) As above, except that the caster can increase a plant's potential size by x5.

12 — ANIMATE TREE (F) Caster may animate and control the actions of a tree. OB/Hits/etc. are based on the size and type of tree (e.g., a large oak is equivalent to an Awakened Tree, see *C&T*).

13 — WALL OF THORNS (F) Summons a wall of very tough pliable thorns up to 10'x10'x5'. Anyone moving through the wall receives 1-10 Tiny attacks (OB: +50) per foot of wall moved through. The wall must rest on a solid surface.

14 — SEEK SENTIENT TREES (P) Caster learns direction and distance to the nearest Sentient Tree (see *C&T*, p. 51) within range.

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



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

17 — ROUSE SLOWROOT (F) Caster may rouse a Slowroot (see *C&T*).

18 — PLANT GROWTH (F) As above, except that the caster can increase a plant's potential size by x10.

19 — SEEK SENTIENT TREES (F) Caster learns the location of every Sentient Tree within the radius.

20 — TREE DOOR (F) Allows caster to enter one tree and then exit from another tree up to 100'/lvl away.

25 — RESTORE SENTIENT TREE (H) As *Plant Restore* except that the caster may remove damage from a Sentient Tree.

30 — SPEED GROWTH TRUE (F) As *Speed Growth* except that the caster can increase rate of growth by x10/lvl in a 10'R/lvl.

50 — WAKEN SLOWROOTS (F) Caster wakens all dormant Slowroots within range.



3.3 NIGHTBLADE BASE SPELL LISTS

The spell lists in this section are the base spell lists for the Nightblade profession (see Section 4.16).

3.31 DISTRACTIONS (Nightblade Base List)

	AREA OF EFFECT	DURATION	RANGE
1—Nightvision	self	10 min/lvl	self
2—Confusion	1 target	1 rnd/10% failure	100'
3—Dark Control c	20'R	C	10'
4—Watervision	self	10 min/lvl	self
5—Darkness	100'R	10 min/lvl	touch
6—Extinguish Minor	1 fire	—	100'
7—Beguile	1 target	1 day/lvl	10'
8—Darkvision	self	10 min/lvl	self
9—Smokeflash (50') *	self	—	self
10—Extinguish Major	1 fire	—	300'
11—Blinding	1 target	1 rnd/10% failure	100'
12—Smokeflash (100') *	self	—	self
13—Utterdark	5'R/lvl	1 min/lvl	100'
14—Darkness	20'R/lvl	10 min/lvl	touch
15—Smokeflash (300') *	self	—	self
20—Smokeflash (50'/lvl) *	self	—	self
25—Shout of Confusion *	50'R	1 rnd/10% failure	self
30—Darkness	50'/lvl	10 min/lvl	touch
50—Clouds of Darkness	100'/lvl	1 hr/lvl	100'

1 — **NIGHTVISION (U)** Caster can see 100' on a normal night as if it were daylight.

2 — **CONFUSION (M)** Target is incapable of making decisions or initiating action; may continue to fight current foes or in self-defense.

3 — **DARK CONTROL (F)** Caster can vary the intensity of darkness in the area, but he cannot lighten it past its natural state.

4 — **WATERVISION (U)** As *Nightvision* except that the caster can see 100' even in murky water.

5 — **DARKNESS (F)** Creates an area up to 100'R about the point touched (the point is not mobile); darkness is equal to the darkest night.

6 — **EXTINGUISH MINOR (F)** Caster can extinguish any 1 fire source up to the size and volume of a normal fireplace fire.

7 — **BEGUILE (M)** Caster may speak one lie to the target, who will believe it to be the absolute truth until presented with irrefutable evidence to the contrary.

8 — **DARK VISION (U)** As *Nightvision* except that the that caster can see in any darkness, even Utterdark.

9 — **SMOKEFLASH (FE*)** As *Leaving* on the Closed Mentalist list: Mind's Door, except that distance is limited to 50' and the caster may cause a bright flash and obscuring 5'R cloud of smoke at either the beginning or endpoint of travel. Only the caster may move using this spell.

10 — **EXTINGUISH MAJOR (F)** As *Extinguish Minor* except that fires the size of bonfires and housefires can be extinguished.

11 — **BLINDING (M)** Target is blinded.

12 — **SMOKEFLASH (FE*)** As above except that the movement limit is 100'.

13 — **UTTERDARK (F)** Creates a 5'R/lvl of utter darkness; no nonmagic light can exist and magic light (except for Utterlight) must make a RR.

14 — **DARKNESS (F)** As above except that the radius is 20'R/lvl.

15 — **SMOKEFLASH (FE*)** As above except that the movement limit is 300'.

20 — **SMOKEFLASH (FE*)** As above except that the movement limit is 50'/lvl.

25 — **SHOUT OF CONFUSION (M)** As *Confusion* except that all beings within 50' must make a RR.

30 — **DARKNESS (F)** As above except that the radius is 50'/lvl.

50 — **CLOUDS OF DARKNESS (F)** Creates a "cloud" of darkness that has a radius of up to 100'/lvl and drifts with the wind. The darkness is as in *Darkness* above.

3.32 PHANTOM'S FACE (Nightblade Base List)

	AREA OF EFFECT	DURATION	RANGE
1—Study c	self	C	self
2—Face Shifting	self	10 min/lvl	self
3—Misfeel Kind c	self	C	self
4—Facade	self	10 min/lvl	self
5—Misfeel Calling c	self	C	self
6—Change Size	self	10 min/lvl	self
7—Misfeel Power c	self	C	self
8—Impersonation Facade	self	10 min/lvl	self
9—Change To Kind	self	10 min/lvl	self
10—Mind Tongue c	self	C	10'
11—Waterlungs	self	10 min/lvl	self
12—Misfeel c	self	C	self
13—Mind Tongue c	self	C	100'
14—Change	self	10 min/lvl	self
15—Nondetect c	self	C	self
20—Unpresence c	self	C	self
25—Misfeel True	self	1 min/lvl	self
30—True Change	self	10 min/lvl	self
50—True Form	self	10 min/lvl	self

1 — **STUDY (I)** Caster studies and memorizes the appearance and mannerisms of a being for later use with another spell.

2 — **FACE SHIFTING (P)** Allows caster to alter the form of his face.

3 — **MISFEEL KIND (P)** Caster appears to be of any race he chooses to magical or mental detections.

4 — **FACADE (E)** Caster has a limited illusion on himself that allows him to look like any humanoid race within 20% of his own size. The illusion moves as the caster moves.

5 — **MISFEEL CALLING (P)** As *Misfeel Kind* except that the Caster's profession may be misrepresented.

6 — **CHANGE SIZE (P)** As either *Shrink Self* or *Enlarge Self* on the Closed Essence list: Living Change, except that the duration is up to 10 min/lvl.

7 — **MISFEEL POWER (P)** As *Misfeel Kind* except that the level can be misrepresented.

8 — **IMPERSONATION FACADE (E)** As *Facade* except that a specific person can be impersonated with regards to looks. The person must have been *Studied*.

9 — **CHANGE TO KIND (P)** Caster can alter his entire body to the form of another humanoid race (no increase in mass). This cannot be a specific person.

10 — **MIND TONGUE (M)** Caster can speak mentally with any sentient being and to the being it will seem as if the Caster was speaking in the being's own language.

11 — **WATERLUNGS (P)** Caster can breathe air or water at will.

12 — **MISFEEL (P)** Allows the Caster to use all the lower *Misfeel* spells at once.

13 — **MIND TONGUE (M)** As above except that the range is 100'.

14 — **CHANGE (P)** As *Change to Kind* except that the caster can assume any organic form within 1/2 and 2x his mass, but does not obtain any special abilities.

15 — **NONDETECT (P)** Caster and objects on his person cannot be detected by and "Detect —" spells.

20 — **UNPRESENCE (P)** As *Misfeel Kind* except that the Caster appears to have no Presence.

25 — **MISFEEL TRUE (P)** As *Misfeel* except that the Caster does not have to concentrate.

30 — **TRUE CHANGE (P)** As *Change* except that a specific being can be duplicated if the being has been "Studied"

50 — **TRUE FORM (P)** Caster can use *Nondetect*, *Misfeel True*, and any one of the *Change* spells simultaneously without concentrating. By concentrating for one round, he can change all of the parameters on the spells that he wants (e.g., in one round he could change his form, his appearance, his apparent level, his apparent profession, etc.).

3.33 PHANTOM MOVEMENTS (Nightblade Base List)

	AREA OF EFFECT	DURATION	RANGE
1—Landing *	self	—	self
2—Body Control * c	self	1 maneuver	self
3—Stillness	self	2 hr/lvl	self
4—Phantom Step	1'R	1 min/lvl	self
5—Underwater Movement	self	10 min/lvl	self
6—Spider Climb	self	1 min/lvl	self
7—Leap *	self	1 rnd	self
8—Long Dive *	self	—	self
9—No Trace	self	C	self
10—Cling	self	1 min/lvl	self
11—Wallwalking	self	1 min/lvl	self
12—Phantom Landing *	self	—	self
13—Wallrunning	self	1 min/lvl	self
14—No Sense c	self	C	self
15—Windwalking	self	1 min/lvl	self
20—Ceiling Walking	self	1 min/lvl	self
25—Windriding c	self	C	self
30—Mote Form	self	1 min/lvl	self
50—Wind Ride	self	1 min/lvl	self

1 — **LANDING (F*)** Allows the caster to land safely in a fall of up to 20'/lvl, and to take that distance off the severity of any longer fall.

2 — **BODY CONTROL (U*)** Adds 50 to any one maneuver involving Balance or "Contractions" (see Secondary Skills in *ChL&CaL*).

3 — **STILLNESS (U)** Caster is able to assume a death-like sleep state. He will appear to be dead by his physical signs. Caster must establish a signal and/or duration when the sleep will end, up to a maximum of 2 hr/lvl. The caster will be very difficult to waken (-70) without a proper signal or before the duration is over. During the sleep, the caster heals and recovers power points at twice normal rate, and requires only 10% of normal bodily needs (e.g. air, food, etc).

4 — **PHANTOM STEP (F)** Caster can move silently, so long as he does not cause a sound to originate more than 1' from his body.

5 — **UNDERWATER MOVEMENT (F)** Caster can take action underwater as if on land.

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

7 — **LEAP (F*)** Caster may leap up to 5'/lvl laterally or 2'/lvl vertically in the round that the spell is cast.

8 — **LONG DIVE (F*)** Caster can safely dive up to 50'/lvl if water deep enough is present.

9 — **NO TRACES (F)** Caster can move without leaving tracks, scent, or any other trace of his passing.

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

11 — **WALLWALKING (F)** As *Spider Climb* except Caster need only maintain a 2 point contact and may move at a full walking pace.

12 — **PHANTOM LANDING (F*)** Allows Caster to land safely from any fall 99% of the time, and he makes no sound when he lands.

13 — **WALLRUNNING (F)** As *Wallwalking* except Caster may move at a running pace (only 1 point contact required).

14 — **NO SENSE (F)** As *Invisibility* on the Open Mentalist list: Cloak, except that the caster is also undetectable by smell and sound and the spell only lasts as long as he concentrates.

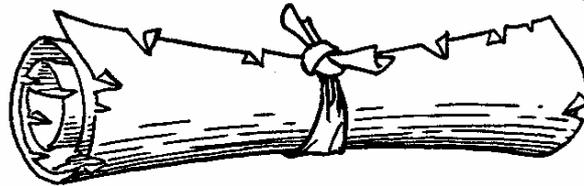
15 — **WINDWALKING (F)** Caster can walk on air if there is a wind blowing. However, he may not walk "against" the wind.

20 — **CEILING WALKING (F)** As *Wallwalking* except that the caster can walk on any solid surface (includes ceilings).

25 — **WINDRIDING (F)** Caster can run on air if there is a wind blowing. However, the wind will affect his actual movement rate (add the wind speed if moving with the wind, subtract it if moving against the wind, etc.).

30 — **MOTE FORM (P)** Caster takes the form of a cloud of tiny dispersed particles. While in this form, he is fully aware in all of his senses. He is able to move at a rate of 1'/rnd when in contact with the ground: he can seep through cracks and extend himself to become virtually invisible. However, he may not cast spells.

50 — **WIND RIDE (P)** As *Mote Form* and *Windriding* except that the caster's base movement rate (before the wind modifications) is 300'/rnd.



3.34 POISON MASTERY (Nightblade Base List)

	AREA OF EFFECT	DURATION	RANGE
1—Poison Lore	self	1-100 min	self
2—			
3—Poison Application I	1 weapon	varies	touch
4—Minor Poison	self	1 hr/lvl	self
5—Poison Analysis	1 sample	—	10'
6—Resist Poison * c S	self	C	self
7—Poison Application II	1 weapon	varies	touch
8—			
9—Neutralize Poison * c S	self	C	self
10—Major Poison	self	1 hr/lvl	self
11—			
12—Poison Applica. III	1 weapon	varies	touch
13—			
14—Poison Touch	self	varies	self
15—Neut. Poison True * c S	self	C	self
20—Poisons True	self	1 hr/lvl	self
25—Evil Eye	1 target	1 hr/lvl	10'
30—Poison Mist	10'R	1 rnd/lvl	20'
50—Evil Eye True	1 target	1 hr/lvl	2'/lvl

1 — **POISON LORE (I)** Allows caster to determine what mixture or types of poison are needed for a particular effect. The caster is assumed to have extensive knowledge when this list is learned. The process normally takes 1-100 minutes.

3 — **POISON APPLICATION I (U)** The caster may coat a weapon with a ready poison. The coated weapon will inflict the poison on a target the first time an attack is made which generates a "Slash" or a "Puncture" critical hit; this uses up the poison, i.e., it is "worn off". Each time the weapon delivers hits or a Krush critical, there is also a percentage chance that the poison will be "worn off" (used up): % chance = # hits delivered + 10 x severity of the Krush critical ("A":1, "B":2, "C":3, etc.).

4 — **MINOR POISON (U)** With appropriate equipment, allows the caster to prepare, handle, and contain (vials, etc) a known poison of less than 10th level.

5 — **POISON ANALYSIS (I)** Caster can ascertain exact nature and type of a sample of a poison: he can determine what cure may be used, but does not receive the required tools or skills.

6 — **RESIST POISON (S*)** Delays the effect of a poison as long as the caster concentrates.

7 — POISON APPLICATION II (U) As *Poison Application I* except that the poison must be "worn off" twice before it is no longer effective (i.e., it may cause poisoning up to twice).

9 — NEUTRALIZE POISON (S*) As *Resist Poison* except that the caster also has a 50% chance of completely neutralizing the poison if he concentrates 1 hr. The GM may modify this for exceptionally potent poisons.

10 — MAJOR POISON (U) As *Minor Poison* except that the poisons worked with may be up to 20th level.

12 — POISON APPLICATION III (U) As *Poison Application I* except that the poison must be "worn off" three times before it is no longer effective (i.e., it may cause poisoning up to three times).

14 — POISON TOUCH (U) Allows the caster to apply a "contact" poison to his own hands. If he inflicts any critical with his hands (usually through martial arts striking), the poison will be inflicted on the target and the poison is then "worn off" (used up). The poison may be "worn off" if an attack delivers hits and no critical (% chance = number of hits delivered). Each round that the caster uses his hands for something, there is also at least a 5% chance the poison is "worn off" (more depending upon what he does with his hands). The GM may also wish to allow the poison to be inflicted if the caster touches anyone's bare skin.

15 — NEUTRALIZE POISON TRUE (S*) As *Neutralize Poison* except that the chance of neutralizing the poison is 90%.

20 — POISONS TRUE (U) As *Major Poison* except the caster may work with all poisons. It may still be necessary that the caster have special equipment (e.g. texts, tools, etc) for handling certain poisons.

25 — EVIL EYE (F) While casting this spell, the caster may consume a poison without being effected by it. Later (up to 1 hr/lvl) he may cast this spell again to inflict the consumed poison on a chosen target within 10'. If the victim fails his RR versus the caster's spell, he must then attempt to resist the poison. If the caster does not cast the spell the second time within 1 hr/lvl the poison is wasted. If the caster fails either spell, he is subject to the ingested poisons effect (he does get a RR); he is also subject to the normal spell failure procedure.

30 — POISON MIST (F) Caster may disperse an appropriate poison into a lingering cloud. All passing through must make RR's or be affected. Breezes, etc. may cause the cloud to move.

50 — EVIL EYE TRUE (F) As *Evil Eye* except the range is 2'/lvl.

3.35 ADRENAL FOCUS (Nightblade Base List)

	AREA OF EFFECT	DURATION	RANGE
1—Adrenal Focus I *	self	—	self
2—Preparation	self	1 rnd/lvl	self
3—Deflect I *	1 attacks	—	self
4—Adrenal Focus II *	self	—	self
5—Mountain Heart I * S	self	1 min/lvl	self
6—Deflect II *	2 attacks	—	self
7—Adrenal Focus III *	self	—	self
8—Body Weaponry	self	1 rnd/lvl	self
9—Spell Dodge I *	1 attack	—	self
10—Adrenal Focus IV *	self	—	self
11—Body Armor	self	1 rnd/lvl	self
12—Deflect III *	3 attacks	—	self
13—Prepare Shattering Blow	1 attack	1 rnd/lvl	self
14—Spell Dodge II *	2 attacks	—	self
15—Mountain Heart II * S	self	1 min/lvl	self
20—Prepare Death Strike	1 ambush	1 rnd	self
25—Mountain Heart III * S	self	1 min/lvl	self
30—Deflect IV *	self	—	self
50—Magic Resistance *	self	—	self

1 — ADRENAL FOCUS I (U*) In the round that this spell is cast, the caster may use a one-handed weapon or a Rank I Martial Arts attack form (strikes or sweeps) in combat. Instead of his normal OB, the caster's OB consists of: (1) his Directed Spell skill rank bonus for *Adrenal Focus I* PLUS (2) his SD stat bonus PLUS (3) any applicable weapon bonus MINUS (4) a modification obtained from a roll on the General column of the Base Spell Attack

Table. Before this roll is made, the caster must state what percentage of his OB will be used on offense and what percentage on defense (e.g., 30% offense/70% defense, 50% offense/50% defense, etc.). No modifications to the Base Spell Attack roll are allowed other than those given by a *Preparation* spell. After the caster's OB is determined, combat proceeds normally. **NOTE:** The GM may wish to initially restrict each caster of this spell to one of the Martial Arts attack forms and/or one or two different one-handed weapons; and then allow more to be picked up through training.

2 — PREPARATION (U) Allows caster to add 1 pt/lvl to his base attack roll when using any of the *Adrenal Focus* spells.

3 — DEFLECT I (D*) Allows the caster to "deflect" a melee or missile attack directed against him: increase the defender's normal DB (*Adrenal Defense* may not be used with this spell) against that attack by 1-100 (open-ended).

4 — ADRENAL FOCUS II (U*) As *Adrenal Focus I*, except that the caster may use a two-handed weapon or one of the Rank 2 Martial Arts forms. Note that the Directed Spell skill rank bonus for *Adrenal Focus II* must be developed separately from the bonus for *Adrenal Focus I*.

5 — MOUNTAIN HEART I (D*S) For the duration of the spell, the caster may ignore the effects of any 1 wound which either only causes him additional hits, stun, stunned/unable to parry, or a percentage subtraction from his abilities. At the end of the duration, all hits, penalties, and stun rounds take effect normally.

6 — DEFLECT II (D*) As *Deflect I* except that the caster may "deflect" two attacks (roll separately for the DB increases). Both attacks must be in the caster's field of vision.

7 — ADRENAL FOCUS III (U*) As *Adrenal Focus I*, except that the caster may use a thrown weapon or one of the Rank 3 Martial Arts forms. Note that the Directed Spell skill rank bonus for *Adrenal Focus III* must be developed separately from the bonus for *Adrenal Focus I* (and II).

8 — BODY WEAPONRY (U) This spell hardens the caster hands and feet so that the caster may either use an *Adrenal Focus* spell to attack on the mace table or use normal Martial Arts Striking with a mace "Weapon Kata" (no -20 modification), see *AL&CL* Section 11.71.

9 — SPELL DODGE I (D*) As *Deflect I* except that the caster may "dodge" one "Elemental" spell attack: the modification is 1-100 (open-ended) plus normal modifications. Area attack spells may not be "dodged".

10 — ADRENAL FOCUS IV (U*) As *Adrenal Focus I*, except that the caster may use a missile weapon or one of the Rank 4 Martial Arts forms. Note that the Directed Spell skill rank bonus for *Adrenal Focus IV* must be developed separately from the bonus for *Adrenal Focus I* (and II and III).

11 — BODY ARMOR (D) For the duration of the spell, the caster's body is treated as Armor Type 3 (if not wearing other armor).

12 — DEFLECT III (D*) As *Deflect I* except that the caster may "deflect" three attacks (roll separately for the DB increases). All attacks must be in the caster's field of vision.

13 — PREPARE SHATTERING BLOW (U) This spell may be cast the round before an *Adrenal Focus* attack. Resolve the attack normally and then determine (in the following order of priority) what was "struck" by the attack. If that attack was "parried" at all, the parrying object (sword, shield, etc) was "struck". If the attack missed, nothing was "struck". If a critical specifying a location resulted, that location was "struck". If a non-specific critical resulted, roll to determine what was "struck": 1-20, weapon; 21-60, shield (arm if no shield); 61-80, arm; 81-00, leg. If the attack "struck" armor, a shield or a weapon, it must make an RR or it is shattered. If the strike "struck" an unarmored section of the body, the bone(s) must make an RR(s) or it is shattered.

14 — SPELL DODGE II (D*) As *Spell Dodge I* except that the caster may "dodge" two attacks (roll separately for the increases). Both attacks must be in the caster's field of vision.

15 — MOUNTAIN HEART II (D*S) As *Mountain Heart I* except that the caster may delay the effects of 2 separate wounds.

20 — PREPARE DEATH STRIKE (U) This spell may be cast the round before an *Adrenal Focus* Attack. The caster's ambush bonus is doubled for that one attack.

25 — MOUNTAIN HEART III (D*S) As *Mountain Heart I* except that the caster may delay the effects of 3 separate wounds.

30 — DEFLECT IV (D*) As *Deflect I* except that the caster may "deflect" four attacks (roll separately for the DB increases). All attacks must be in the caster's field of vision.

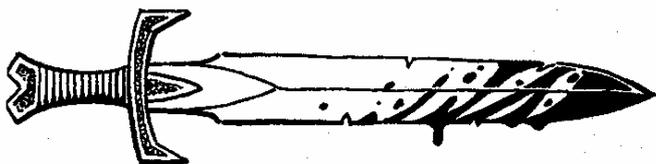
50 — MAGIC RESISTANCE (D*) This spell modifies a Base Spell attack roll directed against the caster by 1-50.

3.4 PALADIN BASE SPELL LISTS

The spell lists in this section are two of the five the base spell lists for the Paladin profession (see Section 4.11). The other 3 base lists are *Hand of Cleansing* (identical to the Open Channeling list: Purification), *Hand of Healing* (identical to the Open Channeling list: Concussion's Ways), and *Communion* (identical to the Cleric Base List: Communal Ways).

3.41 HOLY WARRIOR (Paladin Base List)

	AREA OF EFFECT	DURATION	RANGE
1—Holy Focus	1 attack	1 rnd	self
2—Clotting * c	1 target	C	touch
3—Unpain 25% * S	self	1 min/lvl	self
4—Stun Relief I * S	self	—	self
5—Courage * S	self	—	self
6—Pain Relief I * c	1 target	C	touch
7—Holy Aura I	10'R	1 min/lvl	self
8—Cut Repair III *	1 target	P	touch
9—Strength	self	1 rnd/lvl	self
10—Unpain 50% * S	self	1 min/lvl	self
11—Stun Relief III * S	self	—	self
12—Holy Aura II	10'R	1 min/lvl	self
13—Strength	self	1 rnd/lvl	self
14—Unpain 75% * S	self	1 min/lvl	self
15—Holy Aura III	10'R	1 min/lvl	self
16—Courage True * S	self	—	self
17—Self-Keeping * S	self	1 day/lvl	self
18—			
19—Holy Aura IV	10'R	1 min/lvl	self
20—Unpain 100% * S	self	1 min/lvl	self
25—Holy Aura V	10'R	1 min/lvl	self
30—Holy Weaponry	1 attack	1 rnd	self
50—Holy Aura True	20'R	1 min/lvl	self



1 — HOLY FOCUS (F) If the caster makes a melee attack against an "evil" creature the round after this spell is cast, there is a chance that the attack will be a "Holy" attack: the percentage chance is equal to 1%/lvl plus the caster's "Channeling" skill bonus. Before it is determined whether or not the attack is "Holy", the caster must declare how much of his OB is to be used to parry and how much is to be used to attack. If the attack is "Holy", any resulting critical against "Large" or "Super-large" creatures are resolved on the appropriate "Holy Arms" column.

2 — CLOTTING (H*) Allows Caster to stop 1 hit/rnd of bleeding for every minute that he concentrates; for 1 hr target can move at no more than a walking pace or bleeding will resume at the prior rate.

3 — UNPAIN (S*) Caster is able to sustain an additional 25% of his total concussion hits before passing out; hits are still taken and remain when the spell lapses.

4 — STUN RELIEF I (S*) Will automatically take off 1 round of stun if caster has specified beforehand that this spell is active.

5 — COURAGE (S*) If the caster fails his RR against a fear or panic-spell or effect, he may make an additional RR at +10 against the attack if he has declared that this spell is active.

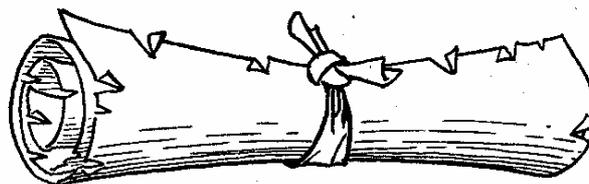
6 — PAIN RELIEF I (H*) Heals 1 hit every minute that the caster concentrates.

7 — HOLY AURA I (F) A 10' radius bright shimmering aura surrounds the Caster. Demons and undead (and other inherently evil beings as the GM determines) must make a RR or receive an "A" severity critical (GM discretion: heat, cold, impact, etc.) each round they are in the radius, and friendly morale in the radius improves by +5.

8 — CUT REPAIR III (H) Allows Caster to totally repair a bleeding wound of up to 3 hits/rd.

9 — STRENGTH (P) Increases the Caster's strength; in melee the caster does 2x normal concussion hit damage and increases his OB by 10.

10 — UNPAIN (S*) As above except that 50% additional hits may be sustained and delayed.



11 — STUN RELIEF III (S*) As *Stun Relief I* except that 3 rnds of stun may be relieved.

12 — HOLY AURA II (F) As *Holy Aura I* except that an "B" severity critical is given and the morale bonus is +10.

13 — STRENGTH (P*) As above except that the concussion hit damage is tripled and the OB is increased by +15.

14 — UNPAIN (S*) As above except that 75% additional hits may be sustained and delayed.

15 — HOLY AURA III (F) As *Holy Aura I* except that a "C" severity critical is given and the morale bonus is +15.

16 — COURAGE TRUE (S*) As *Courage* except that the caster automatically makes his second RR.

17 — SELF KEEPING (S*) Upon receiving a death blow, the caster goes into a state of suspended animation until he is cured or his brain is destroyed or the spell lapses.

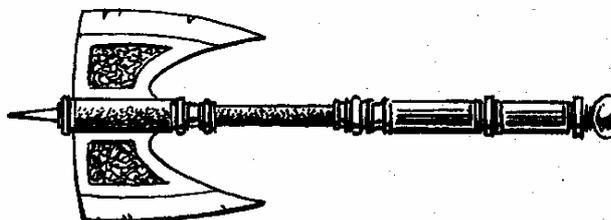
19 — HOLY AURA IV (F) As *Holy Aura I* except that a "D" severity critical is given and the morale bonus is +20.

20 — UNPAIN (S*) As above except that 100% additional hits may be sustained and delayed.

25 — HOLY AURA V (F) As *Holy Aura I* except that a "E" severity critical is given and the morale bonus is +25.

30 — HOLY WEAPONRY (F*) As *Holy Focus*, except that the chance is 100% and if the Caster would normally be qualified for a Holy or Slaying critical from his attack(s), he delivers an additional holy critical.

50 — HOLY AURA TRUE (F*) As *Holy Aura I* except that any appropriate targets within the radius must make a RR or be entirely consumed by the aura and destroyed. Allies within the radius never panic, make RR's at +20, and have OB and DB both increased by +10.



3.42 SPELL BREAKER (Paladin Base List)

	AREA OF EFFECT	DURATION	RANGE
1—Repel Undead III	3 pt. undead	1 min./lvl	100'
2—Detect Undead * c	10'R	1 min./lvl (C)	10'/lvl
3—Detect Power c	1 target	1 min./lvl (C)	50'
4—Anti-Channels	1 spell	—	100'
5—Repel Undead V	5 pt. undead	1 min./lvl	100'
6—Neutralize Curse	1 target	1 min./lvl	touch
7—Cancel Power * c	self	C	self
8—Remove Curse	1 target	P	touch
9—Repel Undead IX	9 pt. undead	1 min./lvl	100'
10—Dispell Power * c	5'R	C	self
11—Neutralize Curse	1 target	1 hr./lvl	touch
12—			
13—Repel Undead XII	12 pt. undead	1 min./lvl	100'
14—			
15—Dispell Power * c	10'R	C	self
16—			
17—Repel Undead XV	15 pt. undead	1 min./lvl	100'
18—Dispell Power * c	20'R	C	self
19—Neutralize Curse	1 target	1 day/lvl	touch
20—Unpower	1 target	1 day	100'
25—Repel Undead True	1 undead	1 min./lvl	100'
30—Uncurse True	1 target	P	touch
50—Disjunction	30'R	—	self



1 — REPEL UNDEAD III (F) As *Repel Undead V* on the Cleric Base list: Repulsions, except that only 3 "points" of undead may be affected.

2 — DETECT UNDEAD (I*) Detects the presence of undead. Each round, caster can concentrate on a 10'R area within range.

3 — DETECT POWER (I) Detects power in a target but not what realm nor how much. Caster can concentrate on a different target each round.

4 — ANTI-CHANNELS (F) As *Anti-Channels I* on the Cleric Base list: Repulsions, except that any level *Channels* spell may be canceled if it fails an RR against the *Anti-Channels* spell.

5 — REPEL UNDEAD V (F) As *Repel Undead III* except that 5 points of undead may be affected.

6 — NEUTRALIZE CURSE (F) RR Mod:-20 — Nullifies a curse for the duration of this spell. The curse is not dispelled and takes effect again afterwards.

7 — CANCEL POWER (F*) When a spell of the realm specified (caster's choice when spell is cast) is thrown on the caster, the spell must first make an RR against this spell. If this RR is successful the spell procedure proceeds normally.

8 — REMOVE CURSE (F) Cancels a curse if the curse fails a RR; the curse's level is the level of its original caster. If the curse is not cancelled, the caster of this spell may not try again until he has gained another level of experience.

9 — REPEL UNDEAD IX (F) As *Repel Undead III* except that 9 points of undead may be affected.

10 — DISPELL POWER (F*) As *Cancel Power* except that dispelling effect has a 5' radius around the caster and any already existing spells in the radius must also resist (with a +30 modification) or be cancelled.

11 — NEUTRALIZE CURSE (F) As above except that the curse is nullified for 1 hour/lvl.

13 — REPEL UNDEAD XII (F) As *Repel Undead III* except that 12 points of undead may be affected.

15 — DISPELL POWER (F*) As above except dispelling effect that has a 10' radius around the caster.

17 — REPEL UNDEAD XV (F) As *Repel Undead III* except that 15 points of undead may be affected.

18 — DISPELL POWER (F*) As above except that the dispelling effect is in a 20' radius around the caster.

19 — NEUTRALIZE CURSE (F) As above except that the curse is nullified for 1 day/lvl.

20 — UNPOWER (F) Target loses all of his power points for one day, and thus can throw no spells (except from his spell adder if he has one). This can also be thrown against items which can normally cast spells (i.e., they lose the ability to cast spells).

25 — REPEL UNDEAD TRUE (F) As *Repel Undead XV* except that if the RR is failed any one undead of Class V or lower is disintegrated or a Class VI is sent fleeing.

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

50 — DISJUNCTION (F) All magic effects and magic items in the radius except those on the caster's person must make a RR. Items failing by more than 100% are disjoined (separated into their separate magical components and thus usually destroyed). Each item failing by 61-100% is *Teleported (no distance limit) to a random place (GM discretion)*. Each item failing by 01-60 is affected by a random *Long Door (500')* spell. Special artifacts and very powerful items may be given special RR modifiers by the GM.

3.5 EXPANSION SPELL LISTS

The spell lists in this section are "expansion" spell lists for use with the standard *Rolemaster* professions and spell lists.

3.51 CEREMONIES (Closed Channeling List)

BASIC PRINCIPLES:

A. The GM should determine which (if any) of the deities in his world these spells are appropriate for.

B. Each spell on this list requires an additional 1-10 rounds of preparation (random or GM discretion due to deity or circumstances).

C. Certain spells (marked with a "v") require that the caster wear a "Vestment" (AT 2). A caster may only have one vestment at a time, and to be usable it must be clean (i.e., excessive dirt, sweat, etc will make the vestment unusable until cleaned and the vestment is consecrated with the *Holy Vestment* spell).

	AREA OF EFFECT	DURATION	RANGE
1—Prayer	self	C	self
2—Holy Vestment	1 vestment	P	touch
3—Marriage v	1 "couple"	P	20'
4—Burial v	1 "body"	P	20'
5—Coming of Age v	1 target	P	touch
6—Chant c	lvl/2 targets	C	10'/lvl
7—Vows/Oaths v	1 target	varies	10'
8—Dedication v	1 event	P	10'/lvl
9—Consecration v	1 object	P	touch
10—Investiture v	1 target	P	touch
11—Vestment of War	1 vestment	1 min/lvl	touch
12—Ordination v	1 target	P	touch
13—Consecrate Grounds v	1 foundation	P	touch
14—Anathematize v	1 target	P	10'/lvl
15—Exorcism v	1 target	P	20'
16—Dismissal	1 target	P	100'
17—Sanctuary	50'R	C	touch
18—Holy/Unholy Water v	4 oz.	P	touch
19—Abjuration	1 target	1 min/lvl	100'
20—Dispel Magic	10'R	C	self
25—Death Prayer v	1 target	—	10'/lvl
30—Just War v	10 mi R/lvl	1 hr/lvl	self
50—Invocation v	1 diety	varies	varies

1 — PRAYER (U) Gives caster peace of mind, clarity of purpose, & communion with Deity. For many channelists it is required to obtain power points at the beginning of the day (minimum of 5 min/lvl). Failure to pray can result in gradual and continual "alignment" shifts.

2 — HOLY VESTMENT (P) Consecrates vestment for usage of many spells on this list.

3 — MARRIAGE (PV) Seals marriage vows and renders the union acceptable by the caster's Deity and generally by the state.

4 — BURIAL (PF) Gives proper burial. Bodies properly buried are normally immune to spells of undead creation/animation unless such spells are already in effect.

5 — COMING OF AGE (PV) Initiates a boy/girl into adult society usually at 12 yrs age. Often instills conscience (good caster) or egocentricity, callousness (evil caster).

6 — CHANT (D) For the duration of the *Chant*, this spell gives a +10 modification to DB, RR, and maneuvers for a number of target (lvl/2). Cleric must raise hands, audibly chant, and concentrate.

7 — VOWS/OATHS (PV) Required for just Knights, Rangers, Paladins, etc (who must meditate all night beforehand). Can also be used for other vows/oaths. Violation may result in "alignment" change or failure.

8 — DEDICATION (PV) Puts the blessing of the caster's church and deity on an important event.

9 — CONSECRATION (PV) Puts the caster's Deity's seal on objects and makes them holy/unholy (not for combat purposes) — especially those items used in worship or just wars, etc.

10 — INVESTITURE (FPV) Target gains access to channeling power points. Does not teach a list or provide power points to one without the necessary stats. All users or Channeling must be invested. This Ceremony requires 4 oz. holy/unholy water.

11 — VESTMENT OF WAR (FV) The caster's vestment becomes AT 16 (still has movement & maneuver penalties of AT 2). For the duration the vestment cannot be soiled as all dirt, blood, etc will sheet off. Will not clean a dirty vestment.

12 — ORDINATION (PV) Candidate must have spent all night in vigil. Makes a 5th level or higher user of Channeling the proper leader (shepherd) of a congregation.

13 — CONSECRATE GROUNDS (FPV) Required before the foundation is laid for a religious structure (church, abbey, monastery, temple, etc). Otherwise the building has a cumulative 1% per year to collapse and a 2% cumulative per year of becoming haunted by demon or undead. Requires 4 oz. holy water.

14 — ANATHEMATIZE (FPV) Target excommunicated and a brand like a broken holy symbol is burned on palm, cheek, shoulder or forehead. The target remains out of fellowship with the caster's Deity and church until *Atonement*: this spell can be cast as *Atonement* to reverse the effects of *Anathematize*. This spell may only be cast with with due cause and consideration.

15 — EXORCISM (FV) Dismisses a demon from a person or structure for 100-1000 years. Requires 4 oz. holy water. Multiple possessions must be removed one by one. Demons get an RR.

16 — DISMISSAL (F) As *Exorcism* except that there is a -20 RR modification and the demon is dismissed for 200-1200 years. If the demon resists the spell, a spell failure results with the roll being modified by the amount saved + the spell level. If the demon does not resist, the caster learns the name of demon and may ask it a question which it must will answer truthfully.

17 — SANCTUARY (FV) Creates a protective, immobile, hemispherical shell with a 50' radius. Undead, demons, devils, etc. take a "C" electrical critical (no RR) each round in the sphere (some other type of critical if creature is immune to electricity). Requires 4 oz. Holy Water.

18 — HOLY/UNHOLY WATER (FV) Converts 4 oz. of clear spring water to holy/unholy water. Holy/unholy water is used for ceremonies and to combat undead: they take "B" heat criticals (or some other type if immune) when splashed. The holy water should be stored in fine crystal vials intended specifically for holy/unholy water storage.

19 — ABJURATION (F) Target is held paralyzed and must answer caster's questions truthfully or suffer 1 "E" electrical critical (or some other type if immune) per untruthful answer.

20 — DISPEL MAGIC (F) As *Dispel True* on the Closed Essence list: Dispel-ling Ways.

25 — DEATH PRAYER (F) Target dies. Lifegiving required to counter effect.

30 — JUST WAR (FIV) Summons just (good) Fighters, Knights, Paladins, Rangers, etc. to fight a *Just War* against the infidel (GM discretion). The result is a crusade. RR's do apply. *NOTE: An army of thousands can be raised (and wasted) by this spell.*

50 — INVOCATION (FV) Summons caster's deity (usually in battle). Spell must be used appropriately and response will vary heavily based on the Deity's will, desires and personality (requires heavy GM consideration). Results include usually earthquake, mass confusion, panic, etc.



3.52 FAMILIAR'S LAW (Closed Essence List)

	AREA OF EFFECT	DURATION	RANGE
1—Familiar	1 target	P	touch
2—			
3—Range Extension II	self	1 min/lvl	self
4—			
5—Familiar	1 target	P	touch
6—Animal Mastery I	1 animal	C	100'
7—			
8—Dissociation	1 familiar	P	touch
9—Range Extension III	self	1 min/lvl	self
10—Familiar	1 target	P	touch
11—Second Familiar	1 target	P	touch
12—Befriending	1 animal	1 day/lvl	100'
13—Call Familiar	1 familiar	—	1000'/lvl
14—Range Extension IV	self	1 min/lvl	self
15—Locate Familiar	—	1 min/lvl (C)	1 mi/lvl
16—Familiar	1 target	P	touch
17—			
18—Range Extension V	self	1 min/lvl	self
19—Familiar	1 target	P	touch
20—Third Familiar	1 target	P	touch
25—Familiar True	1 target	P	touch
30—Familiar Spell Store	1 familiar	varies	touch
50—Range Extension True	self	1 min/lvl	self

1 — FAMILIAR (M) As *Familiar* on the Closed Essence list: Gate Mastery.
3 — RANGE EXTENSION II (U) Caster's contact with his familiar(s) may extend up to 2x his normal range for the duration of this spell.
5 — FAMILIAR (M) As above but mass may be no more than 20% of the caster's mass.

6 — ANIMAL MASTERY I (M) Allows caster to control the actions of any 1 animal.

8 — DISSOCIATION (M) Caster may discontinue his relationship with a familiar without incurring any penalty.

9 — RANGE EXTENSION III (U) As *Range Extension II* except that range is extended to 3x normal range.

10 — FAMILIAR (M) As above but mass may be no more than 35% of the caster's mass.

11 — SECOND FAMILIAR (M) As *Familiar* except that may it be cast on a second familiar (i.e., caster may now have two familiars at the same time). The combined mass of the two familiars may not exceed the mass limit of the highest level *Familiar* spell that the caster may cast without an Extraordinary Spell Failure roll.

12 — BEFRIENDING (M) One animal will consider the caster a close friend (this spell does not control the animal).

13 — CALL FAMILIAR (FM) Caster can call (summon) his familiar which will then try to come to him (his choice if more than one).

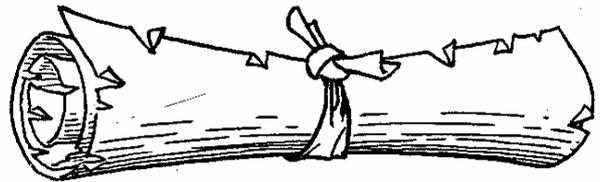
14 — RANGE EXTENSION IV (U) As *Range Extension II* except that range is extended to 4x normal range.

15 — LOCATE FAMILIAR (P) Gives the direction and distance to the caster's familiar (his choice if more than one).

16 — FAMILIAR (M) As above but mass may be no more than 50% of the caster's mass.

18 — RANGE EXTENSION V (U) As *Range Extension II* except that range is extended to 5x normal range.

19 — FAMILIAR (M) As above but mass may be no more than 100% of the caster's mass.

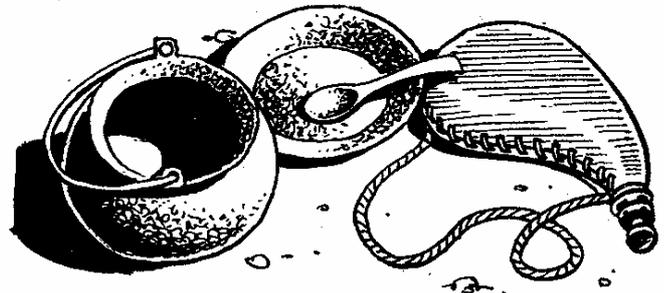


20 — THIRD FAMILIAR III (M) As *Familiar* except that may it be cast on a third familiar (i.e., caster may now have three familiars at the same time). The combined mass of the three familiars may not exceed 100% of the caster's mass.

25 — FAMILIAR TRUE (M) As *Familiar* except that any creature of animal intelligence may become the caster's familiar.

30 — FAMILIAR SPELL STORE (F) Caster may "store" a spell on his familiar. When the caster concentrates, he may cast the stored spell from the familiar's location (if it is within control/view range).

50 — RANGE EXTENSION TRUE (U) As *Range Extension II* except that range is extended to 1 mi/lvl.

**3.53 GUARDIAN WAYS** (Special Channeling User list)**BASIC PRINCIPLES:**

A. This list is to be used by certain characters and professions (usually Channeling users and followers of specific deities) that are specially opposed to a specific class of creatures (referred to as "enemies" in the spells on this list). It is assumed that this list of spells was developed to meet the needs of such individuals and their deities.

B. The first thing a GM must do is decide whether or not such a concept is appropriate for his game; if so, he must then decide what characters, professions, and classes of creatures (*enemies*) this list should apply to. He may decide on several versions of this list; each available to a different set of characters and professions, and each applying to a different class of creatures. It is suggested that this be treated as directly channeled power requiring that the character using the list maintain an "alignment" strictly in line with that of his deity.

C. EXAMPLE: This example assumes that the *Ranger* profession was designed to monitor and protect the world against these *enemies* specifically. Every spell on this list functions only when used against Orcs (of all sorts), Goblins, Hobgoblins, Kobolds, Giants (excluding Titans and including Cyclops), Ogres, and Trolls. The GM may determine that there are other monsters in his world which are closely related to these creatures, included or defined differently than in C & T.

	AREA OF EFFECT	DURATION	RANGE
1—Detect Enemies c	50'R	1 min/lvl (C)	100'/lvl
2—Guardian Attack I	self	1 rnd/lvl	self
3—Holding c	1 enemy	C	100'
4—Enemy Speech	self	1 min/lvl	self
5—Guardian Attack II	self	1 rnd/lvl	self
6—Detect Enemies	100'R	1 min/lvl (C)	500'/lvl
7—Dominate Enemy	1 enemy	varies	100'
8—Guardian Attack III	self	1 rnd/lvl	self
9—Mind Scan	1 enemy	1 rnd/lvl	100'
10—Battle Cry *	30'R	1 rnd/5% failure	self
11—Guardian Attack IV	self	1 rnd/lvl	self
12—Detect Enemies	200'R	1 min/lvl (C)	2500'/lvl
13—Enemy Master	1 enemy	10 min/lvl	100'
14—			
15—Guardian Attack V	self	1 rnd/lvl	self
16—Word of Death *	1 enemy	—	50'
17—Death Quest	1 enemy	varies	10'
18—Fury *	self	varies	self
19—Mass Panic *	50'R	1 rnd/5% failure	5'/lvl
20—Lord Guardian Attack	self	1 rnd/lvl	self
25—Mass Death *	30'R	—	self
30—Guardian Attack True	self	1 rnd/lvl	self
50—Wrath of Angels	1 target	1 min/lvl	touch

1 — DETECT ENEMIES (I) Detects the total number of "enemies" (and approximate direction and distance) and the most heavily represented type (by total levels) of "enemies". Caster can concentrate on a different 50'R each round.

2 — GUARDIAN ATTACK I (F) Caster gets a +10 OB modification for melee or missile combat against the appropriate "enemies".

3 — HOLDING (M) One "enemy" is held to 20% of his normal activity.

4 — ENEMY SPEECH (I) Caster knows the common language of his "enemies" (written and spoken) to a skill level equal to caster's level minus 3 (to a maximum of 12).

5 — GUARDIAN ATTACK II (F) Caster gets a +20 OB modification for melee or missile combat against the appropriate "enemies".

6 — DETECT ENEMIES (I) As above except that the range is 500'/lvl and the area that may be examined each round is a 100'R.

7 — DOMINATE ENEMY (M) One "enemy" must follow a single suggested act that is not completely alien to him (e.g., suicide, blinding himself, etc.).

8 — GUARDIAN ATTACK III (F) Caster gets a +30 OB modification for melee or missile combat against the appropriate "enemies".

9 — MIND SCAN (M) The Caster receives the surface thoughts, emotions, and perceptions of one "enemy". If the enemy makes his RR by more than 25, he knows that someone attempted to scan his mind.

10 — BATTLE CRY (F*) All "enemies" within the radius that fail to resist by 1-50 are fearful and demoralized (initiative and OB are modified by -30). Those failing to resist by 51-100 flee in terror; and those failing by more than 100 pass out and remain out for 1-100 rounds.

11 — GUARDIAN ATTACK IV (F) Caster gets a +40 OB modification for melee or missile combat against the appropriate "enemies".

12 — DETECT ENEMIES (I) As above except that the range is 2500'/lvl and the area that may be examined each round is a 200'R.

13 — ENEMY MASTER (M) As *Dominate Enemy* except that the enemy must follow the caster's commands for the duration of the spell.

15 — GUARDIAN ATTACK V (F) Caster gets a +50 OB modification for melee or missile combat against the appropriate "enemies".

16 — WORD OF DEATH (F*) One "enemy" may suffer two separate "E" severity criticals of a type(s) chosen by the caster. The target gets a RR versus each critical.

17 — DEATH QUEST (FM) If the "enemy" fails his RR, he may be given one task to perform. Failure to succeed causes the target to suffer 2-12 "E" severity criticals of a type chosen by the caster when the spell is cast.

18 — FURY (FM*) Caster may make twice as many attacks (melee or missile) every round until all "enemies" are defeated (i.e., down, run away, etc.) or he regains self-control (roll open-ended and add SD, if 100+ he regains self-control) or he becomes unconscious. He must either attack an "enemy" each round or close with an "enemy" (his movement speed is doubled). This spell may not be combined with *Haste* or *Speed*. Caster takes 1 hit each round that he is under the effect of this spell because of physical stress.

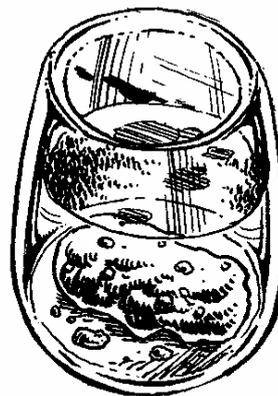
19 — MASS PANIC (FM*) All "enemies" within the radius that fail to resist must flee in total panic from the caster.

20 — LORD GUARDIAN ATTACK (F) Caster gets a +75 OB modification for melee or missile combat against the appropriate "enemies".

25 — MASS DEATH (F) As *Word of Death* except that this spell affects all "enemies" within the radius and each target is may only be affected by one critical.

30 — GUARDIAN ATTACK TRUE (F) Caster gets a +100 OB modification for melee or missile combat against the appropriate "enemies".

50 — WRATH (F) As *Mass Death* except that the radius is 100'R.



3.54 ALCHEMICAL PREPARATIONS (Alchemist Base List)

BASIC PRINCIPLES:

A. This list assumes that some materials are much easier to enchant than others. For example, while an Alchemist might be able to mold a piece of Laen (a very hard glass like substance) into a sword, it is quite a different matter to imbed a spell into any Laen item because of laen's high natural resistance to magic. Some materials are ready to enchant as soon as they are obtained, while others must go through a taxing process to reduce their resistance to enchantment. The GM must decide if this concept is appropriate for his world; if so, he can use this list and the material in Section 5.2.

B. This list and the material in Section 5.2 refer to a material resistance to enchantment as its *Alchemical Inertia*, which often must be reduced in order for the material to receive enchantment and imbedded spells. Each material has an *Alchemical Inertia* rating between groups, referred to by the numbers 1-12 (with 12 being the most resistant and 1 being the least). This relative value of a substance is called its *Alchemical Inertia Factor* (or AIF).

C. In order to enchant and imbed spells in a material (except for naturally enchanted materials) the AIF of the material must be progressively reduced point by point until it reaches 0. Only a substance with an AIF of 0 may be enchanted or imbedded. As is obvious from the included sampling of materials (see Section 5.2), low level Alchemists must rely on finding very valuable and nearly enchanted materials to use in imbedding processes. While higher level Alchemists may prepare more common and mundane material to receive enchantments (if they are willing to go through the AIF reductions).

D. When the duration for one of these spells is given as "1 day" and the "process time" is given in hours, it is assumed that the caster/Alchemist spends 8-10 hours each day carrying out the process described in the spell and that he casts the spell once each day.

	AREA OF EFFECT	DURATION	RANGE
1—Research	self	1 day	self
2—Weigh Portion	varies	—	P
3—Basic Analysis	1 cu'	1hr-2min/lvl	P
4—			
5—Crucible I	1 cu'	20 min	P
6—Enchant I	1 cu'	1 hr	P
7—Itemize	1 cu'	1hr-1min/lvl	P
8—Enchant II	1 cu'	4 hr	P
9—			
10—Crucible II	1 cu'	1 hr	P
11—Enchant III	1 cu'	1 day	P
12—Enchant IV	1 cu'	1 day	P
13—Spell Compression	varies	1 day	P
14—Enchant V	1 cu'	1 day	P
15—Crucible III	1 cu'	1 day	P
16—Enchant VI	1 cu'	1 day	P
17—Enchant VII	1 cu'	1 day	P
18—Enchant VIII	1 cu'	1 day	P
19—Enchant IX	1 cu'	1 day	P
20—Crucible IV	1 cu'	1 day	P
25—Enchant X	1 cu'	1 day	P
30—Enchant XI	1 cu'	1 day	P
50—Enchant XII	1 cu'	1 day	P

1 — RESEARCH (I) Allows the caster to determine which materials and processes are necessary for constructing and/or enchanting a particular item or type of item. If the GM feels that the construction is not within caster's normal capabilities, he may require the caster to seek and use research aids such as a library or another more experienced Alchemist. Naturally, this spell does not provide the materials or skills required to perform the construction or enchantment.

2 — WEIGH PORTION (I) Allows the caster to take fine basic measurements of an item or substance. Measurements will be given in Alchemically relevant units: carats, grams, cubic inches, pounds, ounces, grains, milliliters, etc. Caster does not learn the exact composition of the item or material.

3 — BASIC ANALYSIS (I) Allows the caster to determine all components in an item or substance which make up 25% or more of the total mass. Only the names of the constituent materials are learned.

5 — CRUCIBLE I (F) Allows the caster to separate the primary component of 1 cu' of a material (must be at least 90% of material) from the "contaminants" (all other components). The process takes 20 minutes, and leaves two separate materials: the primary component and the contaminants.

6 — ENCHANT I (F) Allows the caster to reduce a substance's AIF (see above) from 1 to 0 (i.e., it is fully enchanted and ready to be enchanted or imbedded). The process takes 1 hour.

7 — ITEMIZE (I) Caster gets a complete and comprehensive analysis of all the components present in a material, along with their amounts by percentage and weight.

8 — ENCHANT II (F) As *Enchant I* except that an AIF of 2 is reduced to 1, and the process takes 4 hours.

10 — CRUCIBLE II (F) As *Crucible I* except that caster may separate a prime component that comprises at least 75% of the material.

11 — ENCHANT III (F) As *Enchant I* except that an AIF of 3 is reduced to 2, and the process takes 9 hours.

12 — ENCHANT IV (F) As *Enchant I* except that an AIF of 4 is reduced to 3, and the process takes 16 hours.

13 — SPELL COMPRESSION (F) Allows the caster to prepare an item or material to receive a higher level spell than it could normally receive. Usually, the process takes 13 weeks for each significant size decrease (one week per level of the spell, in this case 13 weeks). For example, Spell Adders (and Multipliers) are usually required to be the size of a staff; so the use of this spell once a day for 13 weeks on a "rod" sized item would allow the item to be made into a Spell Adder. Making a "wand" sized Adder would require

performing this process twice (26 weeks); and making a wearable item (smaller than a wand but larger than a ring) would require 39 weeks; and a ring would require 52 weeks.

14 — ENCHANT V (F) As *Enchant I* except that an AIF of 5 is reduced to 4, and the process takes 25 hours.

15 — CRUCIBLE III (F) As *Crucible I* except that caster may separate a prime component which comprises at least 49% of the material.

16 — ENCHANT VI (F) As *Enchant I* except that an AIF of 6 is reduced to 5, and the process takes 36 hours.

17 — ENCHANT VII (F) As *Enchant I VI* except that an AIF of 7 is reduced to 6, and the process takes 49 hours.

18 — ENCHANT VIII (F) As *Enchant I VI* except that an AIF of 8 is reduced to 7, and the process takes 64 hours.

19 — ENCHANT IX (F) As *Enchant I VI* except that an AIF of 9 is reduced to 8, and the process takes 81 hours.

20 — CRUCIBLE IV (F) As *Crucible I* except that the caster may separate all components of a material into pure portions.

25 — ENCHANT X (F) As *Enchant I VI* except that an AIF of 10 is reduced to 9, and the process takes 100 hours.

30 — ENCHANT XI (F) As *Enchant I VI* except that an AIF of 11 is reduced to 10, and the process takes 121 hours.

50 — ENCHANT XII (F) As *Enchant I VI* except that an AIF of 12 is reduced to 11, and the process takes 144 hours.



3.55 MIDWIFERY (Closed Channeling list)

BASIC PRINCIPLES:

A. This list is primarily designed for humans and humanoid races. However, some of these spells may be utilized with animals (GM discretion).

B. These spells use terms and refer to medical problems that are described briefly in Section 9.0.

C. For willing targets, RR's may be ignored for spells on this list.

D. The GM may also want to allow Lay Healers to learn this list; in which case, the list can be handled as a Lay Healer base list.

	AREA OF EFFECT	DURATION	RANGE
1—Basic Delivery	self	varies	touch
2—Minor Repair	—	P	touch
3—Local Anaesthesia	6"x6"x6"	1 hr/lvl	touch
4—Calm	1 target	10 min/lvl	touch
5—Repair III	—	P	touch
6—Labor Control c	1 target	1 day/lvl (C)	touch
7—Lactation Control	1 target	1 day/lvl	touch
8—Diagnosis	1 target	—	touch
9—Repair IV	—	P	touch
10—Surgery	—	P	touch
11—General Anaesthesia	1 target	1 hr/lvl	touch
12—Fertility Control	1 target	1 day/lvl	touch
13—Fetal Vision	varies	—	P
14—Fetal Rotation	1 fetus	varies	P
15—Air Link c	1 fetus	C	P
16—Open Canal	—	varies	P
17—Emotions	1 target	24 hr	touch
18—Conception	1 target	24 hr	touch
19—			
20—Gender Control	1 target	24 hr	touch
25—Living Womb	—	varies	touch
30—Reproductive Regeneration	1 target	P	touch
50—Genetic Control	1 fetus	P	P

- 1 — **BASIC DELIVERY (I)** Provides the caster with the knowledge to do an uncomplicated basic delivery. Time varies widely.
- 2 — **MINOR REPAIR (H)** Allows the caster to repair a 1st or 2nd degree delivery tear. Operation normally takes a half hour.
- 3 — **LOCAL ANAESTHESIA (H)** Allows the caster to numb an area of the body (up to 6"x6"x6").
- 4 — **CALM (M)** Quiets fear and takes the edge off pain. Encourages logical mental processes while it numbs the mind to fight/flight reactions.
- 5 — **REPAIR III (H)** Allows the caster to repair a 3rd degree birth tear. The operation normally takes 2 hours. Anaesthesia is advised.
- 6 — **LABOR CONTROL (H)** Allows caster to control the labor process, all the way from entirely halting labor (such as might be needed in premature labor) to inducing overdue labor. Intensity of labor may be controlled round by round with the caster's concentration and observation, if he is within 10' and concentrates.
- 7 — **LACTATION CONTROL (H)** Allows the caster to entirely control milk production in a fertile female, from cessation of production to high production. The female requires 30% increased nutrition or else her own body will become undernourished.
- 8 — **DIAGNOSIS (I)** Caster receives information concerning patient's body and necessary care though he does not receive by this spell the tools or spells perhaps required. Stage of gestation, gender and general health of the infant, condition of the mother, are given.
- 9 — **REPAIR IV (H)** Allows the caster to repair a 4th degree labor tear. The operation normally requires 4 hours. Anaesthesia is essential.
- 10 — **SURGERY (H)** Allows the caster to repair most damage induced during labor. This spell also permits Caesarian delivery if necessary.
- 11 — **GENERAL ANAESTHESIA (H)** The caster may apply anaesthesia in 2 ways: he may make the patient entirely unconscious or only numb from the waist down. The caster retains sufficient control to keep labor active while freeing the patient from pain.
- 12 — **FERTILITY CONTROL (H)** If the patient has all of their reproductive organs intact, the caster may control fertility, either making the patient unreceptive or extremely receptive to conception and fertilization.
- 13 — **FETAL VISION (I)** Gives the caster complete information regarding the health and status of the fetus or a patient's reproductive organs. Potential problems can be detected and active dangers (e.g., air starvation) diagnosed.
- 14 — **FETAL ROTATION (F)** Allows the caster to adjust the position of the fetus, correcting a breech position, drawing the child out of an unconscious or dead mother, saving the fetus from umbilical strangulation, etc.
- 15 — **AIR LINK (E)** The caster, by breathing deeply, may confer air to the fetus. The fetus may be saved from air starvation caused by umbilical strangulation, extended labor, failure of the mother, throat blockage, etc.
- 16 — **OPEN CANAL (F)** Allows the caster to stretch the birth canal in diameter during delivery to permit the child to safely exit the womb.
- 17 — **EMOTIONS (H)** The caster may control the degree of the target's "Emotional Response" from heated desire and potency to apathy and impotence.
- 18 — **CONCEPTION (H)** The caster may cause a female to conceive during her next sexual encounter within the duration of the spell if her partner is fertile.
- 20 — **GENDER CONTROL (H)** The caster may throw this spell on either male or female to increase the likelihood (to 90%) that a child conceived during the duration of the spell will be male or female.
- 25 — **LIVING WOMB (FH)** Allows the caster to transform a vase or urn (or similar container) into an environment suitable for raising a fetus outside of a mother. The device must be provided with nutrients and water during the gestation. The process is 90% safe for the fetus. This spell may also be cast to transfer a fetus in any stage of development from the mother to the vessel or to another receptive womb.
- 30 — **REPRODUCTIVE REGENERATION (H)** Allows the caster to entirely regenerate and rejuvenate the entire reproductive system of a patient. Spell is 90% likely to succeed.
- 50 — **GENETIC CONTROL (H)** Allows the caster to attempt a genetic control over a fetus in the first 4 weeks of gestation. Factors such as hair color, eye color, skin color, hereditary diseases, strongest innate statistics, etc may be manipulated. Maximum reliability of the procedure is 95% with penalties for unusual or especially difficult manipulations as judged by the GM. Cloning, new species, new bodily organs and limbs, etc are possible with success. Standard penalties for failure range from simple failure of the manipulation to terrible distortion and malformation of the fetus' characteristics.

3.56 WARDING WAYS (Open Mentalism List)

BASIC PRINCIPLES:

A ward is a spell that holds another spell within it. A ward can only hold one spell. Wards can be inscribed on any inanimate material, including worked wood. Caster expends the power points to cast both the inscribed spell and the ward spell. Wards can be detected by a *Presence* spell.

	AREA OF EFFECT	DURATION	RANGE
1) STORING	self	1 day	self
3) WARD I	1 object	until triggered	touch
4) UNWARD I (F)	1 object	until triggered	10'
5) WARD II (F)	1 object	until triggered	touch
6) UNWARD II (F)	1 object	until triggered	10'
7) WARD III (F)	1 object	until triggered	touch
8) UNWARD III (F)	1 object	until triggered	10'
9) WARD IV (F)	1 object	until triggered	touch
10) UNWARD IV (F)	1 object	until triggered	10'
11) WARD V (F)	1 object	until triggered	touch
12) UNWARD V (F)	1 object	until triggered	10'
13) WARD VI (F)	1 object	until triggered	touch
14) UNWARD VI (F)	1 object	until triggered	10'
15) WARD VII (F)	1 object	until triggered	touch
16) UNWARD VII (F)	1 object	until triggered	10'
17) WARD VIII (F)	1 object	until triggered	touch
18) UNWARD VIII (F)	1 object	until triggered	10'
19) WARD IX (F)	1 object	until triggered	touch
20) UNWARD IX (F)	1 object	until triggered	10'
25) MASTER WARDING (F)	1 object	until triggered	touch
30) LORD WARDING (F)	1 object	until triggered	touch
50) WARDING TRUE (F)	1 object	until triggered	touch

- 1 — **STORING (S)** as Storing on the Mind Mastery list.
- 3 — **WARD I (F)** DURATION: until triggered RANGE: T Caster traces the ward in the desired location. It glows as the spells are being cast then fades from sight. The wards can become visible again once detected through an effort of will on the part of the detector, or briefly when triggered. A ward can be triggered by one of the following occurring within a 10' R (trigger must be stated by the caster at the time the ward is cast): time period, certain movement, certain sounds, touch, etc. Once triggered and set off, the ward and spell are gone. Ward I can only inscribe a 1st level spell.
- 4 — **UNWARD I (F)** DURATION: P RANGE: 10' Caster can remove one Ward I. The ward's RR is based on the level of the ward spell and the attack level of the unward spell used.
- 5 — **WARD II (F)** As Ward I, except caster can inscribe 1st-2nd level spells.
- 6 — **UNWARD II (F)** As Unward I, except up to a Ward II can be removed.
- 7 — **WARD III (F)** As Ward I, except caster can inscribe 1st-3rd level spells.
- 8 — **UNWARD III (F)** As Unward I, except up to a Ward III can be removed.
- 9 — **WARD IV (F)** As Ward I, except caster can inscribe 1st-4th level spells.
- 10 — **UNWARD IV (F)** As Unward I, except up to a Ward IV can be removed.
- 11 — **WARD V (F)** As Ward I, except caster can inscribe 1st-5th level spells.
- 12 — **UNWARD V (F)** As Unward I, except up to a Ward V can be removed.
- 13 — **WARD VI (F)** As Ward I, except caster can inscribe 1st-6th level spells.
- 14 — **UNWARD VI (F)** As Unward I, except up to a Ward VI can be removed.
- 15 — **WARD VII (F)** As Ward I, except caster can inscribe 1st-7th level spells.
- 16 — **UNWARD VII (F)** As Unward I, except up to a Ward VII can be removed.
- 17 — **WARD VIII (F)** As Ward I, except caster can inscribe 1st-8th level spells.
- 18 — **UNWARD VIII (F)** As Unward I, except up to a Ward VIII can be removed.
- 19 — **WARD IX (F)** As Ward I, except caster can inscribe 1st-9th level spells.
- 20 — **UNWARD IX (F)** As Unward I, except up to a Ward IX can be removed.
- 25 — **MASTER WARDING (F)** As above, except caster can either inscribe or remove up to a Ward X, which can hold a 1st-10th level spell.
- 30 — **LORD WARDING (F)** As Master Warding, except ward can be up to a Ward XX, which can hold a 1st-20th level spell.
- 50 — **WARDING TRUE (F)** As Master Warding, except ward can be of any level less than the caster.

3.6 ADDITIONAL SPELLS

These additional Spells include a variety of effects, and while some of the spells fit quite naturally into existing spell lists, some do not. The realms, list names, level, and other statistics given for the spells are not hard and fast rules; they are merely suggested parameters and examples of how the spells **could** be used. The spells are loosely organized by suggested level.

The GM should examine a spell carefully before he releases it into his world, to make sure it agrees with his conceptions of magic and play balance. Remember, these spells are not necessarily for everyone or every world. Some suggestions for ways in which to introduce these new spells might include: magical scrolls, tomes, research, special items that teach one spell (or potions or fountains), artifacts, brilliant or eccentric teachers, spell casting monsters, enchanted localities, serendipitous discovery, illness or insanity, information gleaned from planar travels, inclusion as part of the Arcane Magic (see Section 2.1), etc.

1) FOOD PRESERVATION — **Realm:** Channeling —
List: Creations/Purification — **Spell Class:** Force — **Range:** Touch —
Level: 1 — **Duration:** 1 week

This spell perfectly preserves one day's worth of food for 1 week.

2) FOOD DEHYDRATION — **Realm:** Channeling —
List: Creations/Purification — **Spell Class:** Force — **Range:** Touch —
Level: 3 — **Duration:** varies

This spell removes most of the water from one day's worth of appropriate food, reducing the weight of the food by 80-90%. The food will be edible only after water is added to it (approximately 2 quarts for a day's worth of food). As long as food is dry, the food remains dehydrated and the normal spoilage rate (not the preserved rate) is increased by 10 times.

3) SUSTENANCE PURIFICATION — **Realm:** Channeling —
List: Creations/Purification — **Spell Class:** Force — **Range:** Touch —
Level: 2 or 3 — **Duration:** Permanent

This spell neutralizes abnormal diseases, poisons, and other similar substances in 1 day's worth of food and/or water. It will not neutralize a poison or similar substance that is a natural part of the food (i.e., it will not neutralize the natural poison in poisoned mushrooms). Special or magical poisons/diseases might be allowed a RR.

4) WARD — **Realm:** Any — **List:** Rune Mastery/Symbolic Ways —
Spell Class: Force — **Range:** Touch — **Level:** varies —
Duration: Until Triggered

The caster may inscribe invisibly a word on any item or area. Any spell he casts within the next 3 rounds may then be "stored" in the ward. Later the ward may be triggered and the "stored" spell released (cast). The ward trigger can be defined as: by touch, by opening, by moving, by spell casting, or by entering a 10' radius (max). The level and cost of the ward is equal to twice the level of the spell stored. As a safety mechanism, a person may safely disturb the ward area and trigger if he can speak the word by which the item or area is guarded. **NOTE:** *The GM may permit additional kinds of triggers.*

5) ARMOR — **Realm:** Essence/Any — **List:** Shield Mastery —
Spell Class: Force — **Range:** 10' — **Level:** varies — **Duration:** 1 rnd/lvl

The caster causes the target to be dressed in a suit of armor made up of magical energies. The suit will appear to be normal armor but unless appropriate magic is used to disguise it, or unless the target wears a covering outer garment, the armor glistens, shines, and sparkles (treat as 3rd level Light's Way *Aura* Spell). The type of armor produced varies with the level of the spell cast (the caster level or less) as follows: lvl 3 = AT5, lvl 6 = AT8, lvl 9 = AT10, lvl 12 = AT15, lvl 15 = AT12, lvl 18 = AT20. The mystical armor does not interfere in any way with spell casting or maneuvers.

6) REPLICAS IMAGES — **Realm:** Essence/Mentalism —
List: Any Illusion list — **Spell Class:** Elemental — **Range:** 10' — **Level:** 6 —
Duration: 6 rnds + 1 rnd/lvl

The caster may make 1-5 images of the target (even himself). The images will appear to move exactly like the target. If an image is touched it will disappear but the other images will continue as normal.

7) REPAIR — **Realm:** Channeling — **List:** Creations —
Spell Class: Force — **Range:** T — **Level:** 5 — **Duration:** Permanent

The caster may mend a single break in a small (dagger-sized or less) metal object, and multiple breaks, rips, or shatters in a larger (10 pounds or less) ceramic, wooden, stone, cloth, or leather object. The object repaired cannot be magical and all component parts must be present (within a 10' radius).

8) STARLIGHT — **Realm:** Channeling/Essence — **List:** Starlights —
Spell Class: Elemental — **Range:** 5'/lvl R — **Level:** 8 — **Duration:** 10 min/lvl

The caster causes the area within the radius to glow with soft light from the stars. Indoors or out, the full starry sky will be visible to those within the radius. If the area outside of the spell effect is more brightly lit than the area within the radius, the affected area will appear to be immersed in shadow or fog from the outside.

9) GLAMOUR — **Realm:** Essence/Mentalism — **List:** any Illusion list —
Spell Class: Elemental — **Range:** 10'/lvl — **Level:** 8 — **Duration:** 1 day/lvl

This illusory spell effects one inanimate object of up to 10 pounds/lvl. The spell alters the feel, look, and shape of an object, concealing its true nature. If the item is magical then the illusion can alter the power level of the object by 1 lvl/Caster's lvl. If a being makes a successful RR against the illusion he will know that the item is disguised but he will not discover the true nature of the item. If the being resists by 25+ the being will know the true nature of the object. If the being makes his RR by 50+, the illusion is dispelled if the being desires.

10) SELECTIVE INVISIBILITY — **Realm:** Mentalism/Essence —
List: Invisible Ways/Hiding/Cloaking — **Spell Class:** Force —
Range: 10' — **Level:** 9 — **Duration:** 24 hr or varies

This spell comes in different versions, different primarily in what class of creature they are intended to operate against: undead, demons, animals, created entities, etc. So, different versions of this type of invisibility are given titles like: "Invisibility vs Undead, Invisibility vs Entities", etc. and are considered different spells. Many powerful creatures receive a RR against this spell. If they resist they may see the target but must subtract 50 from all actions against him because he will still appear indistinct and blurred. The duration of the spell is 24 hours or until the caster is the subject of or initiator of a violent action.

11) THE CALL OF THE WILD — **Realm:** Any —
List: Animal Mastery — **Spell Class:** Mental — **Range:** 100' — **Level:** 9 —
Duration: Permanent

The target of this spell may be any domesticated or trained creature, usually an animal or beast. The target is irrevocably returned to a thoroughly wild state and will no longer be trained or domesticated. If the creature desires to resist (most will not), it may make a RR.

12) MENTAL GRASP — **Realm:** Mentalism — **List:** Telekinesis —
Spell Class: Force — **Range:** 1'/lvl — **Level:** 10 — **Duration:** Very Quick

Enables the caster to draw an item (not held or secured) to himself. This movement only requires 1 second; so the caster could *Mind Grasp* a weapon into his hand and wield it in the same round (-20 mod to OB). A clear path for exist for the item to move along, and the weight limitation is 1 pound/level.

13) SUMMON FAERIES — **Realm:** Channeling/Essence —
List: Summons/Gate Mastery — **Spell Class:** Force/Mental — **Range:** 1000' —
Level: 10 — **Duration:** varies (C)

The caster calls Faerie, nature, rural, or household spirits; benign and rare underground races; or other enchanted creatures as determined by the GM (see *C&T*). The summoned beings do not have to come but will usually regard the caster as a friendly acquaintance calling to them. If the Caster intends ill, is evil, or has wronged the summoned creatures, they receive an RR to entirely ignore the summons.

14) MAGIC BASIN — **Realm:** Channeling — **List:** Communal Ways —
Spell Class: Information — **Range:** 5' — **Level:** 10 — **Duration:** 1-6 min

This spell functions as the Cleric *Dream* spells except that the caster need not be asleep while observing the dream image. The spell requires a pool, font, basin, or other vessel of water, wine, or oil. The image is visible to all observing.

15) MASS IGNITE — **Realm:** Essence — **List:** Fire Law —
Spell Class: Elemental — **Range:** 5'R/lvl — **Level:** 9 — **Duration:** Permanent

The caster may simultaneously extinguish every light in the radius or ignite every common light-giving implement (candles, torches, fireplaces, etc). The spell includes every light source up to bonfire size (5' rad).

16) DANCING WEAPONS — **Realm:** Any — **List:** Telekinesis — **Spell Class:** Force — **Range:** 5'R/lvl — **Level:** 10 — **Duration:** Concentration

The caster may animate one melee weapon per 10 levels of the caster. The weapon will fight with an OB equal to 50 plus 3/lvl of the Caster. The weapons are considered to be wielded by a human welder with (1-10) hits/lvl of the caster and with a defense of AT 8(20).

17) PLACE STORE — **Realm:** Any — **List:** Lofty Bridge —

Spell Class: Information — **Range:** Self — **Level:** 11 —

Duration: Permanent/takes 1 hr of Concentration

Enables the caster to quickly learn a location for purposes of teleporting very accurately. Chance of teleport failure to a *Place Stored* location is only 1%.

18) KNIVES OF WOOD — **Realm:** Channeling — **List:** Tree Mastery —
Spell Class: Force — **Range:** 50' — **Level:** 11 — **Duration:** 10 + 1 min/lvl

The caster causes all foliage in the area (100'R) to bristle with 6" to 1' barbs, thorns, and branches. Most animals or creatures will refuse to enter such an area after they discover it (+10, Easy Perception), and they will leave the area after being wounded by the effect. Even those who move through the area carefully are subject to 1-4 dagger attacks (+50) for each 10' moved through. Those running or falling are subject to 1-10 dagger attacks (+75) per 10' moved through.

19) MYSTICAL CHAINS — **Realm:** Any — **List:** Barrier Law —
Spell Class: Force — **Range:** 5'/lvl — **Level:** 12 — **Duration:** 1 hr/lvl

The target is wrapped in chains of energy. Any attempt to escape is usually resolved as a spell attack with the chains serving as the attacker (-20 RR). If the target makes this RR, he escapes. If the target fails this RR, he will suffer one impact critical of a severity to be determined by the amount of failure: 1-10 = A, 11-20 = B, 21-30 = C, 31-40 = D, 41+ = E. If the attempt to escape is made utilizing magic (especially any transport or movement type spells) and the target fails this RR, he will suffer three separate criticals (Impact, Electrical, & Heat) with their severities determined as above.

20) SINK — **Realm:** Any — **List:** Any solid manipulation list —
Spell Class: Elemental — **Range:** 5'/lvl — **Level:** 12 — **Duration:** C/Special

If the target fails his RR vs this spell he takes on the same density as the material on which he is standing. He is immediately at -90, is fixed to the spot, and begins to sink 10% of his height into the material for each round in which the caster concentrates. If the Caster ceases concentration the spell effect ceases to progress and the target and surface will return to normal density and position in as many rounds as the caster originally concentrated. If the caster concentrates until the target is completely submerged, the target's body will remain in suspended animation until it is freed or destroyed. In the case of submergence the body will return to its normal consistency (but remain entombed) in 10 rounds.

21) POWER PARASITE — **Realm:** Essence/Mentalism —
List: Mind Merge — **Spell Class:** Force/Passive — **Range:** Touch —
Level: 12 — **Duration:** Concentration

Caster may drain power points from the target and add them to his own. He may drain power from his victim at a rate of 10 PP per round. At no time may the caster ever have a total number of power points more than own normal maximum. **NOTE:** The GM may wish to restrict this PP acquisition to caster's own realm.

22) CURRENT COMMAND — **Realm:** Essence/Channeling —
List: Any water or weather list — **Spell Class:** Elemental —
Range: 100'/lvl — **Level:** 12 — **Duration:** 1 hr/lvl (C)

The spell creates a current in a body of water that can either propel a ship faster or impede a ship's progress. The ship's speed is increased or decreased by 1 MPH/lvl of the caster (to a maximum of 25 MPH).

23) SLUMBER MIST — **Realm:** Essence — **List:** Spirit Mastery/Wind Law —
Spell Class: Mental/Force — **Range:** 5'R/lvl — **Level:** 12 —
Duration: 1 min/lvl

The floor of the effected area is covered with a fine mist averaging about 2' deep. Any being within the spell radius (not just in contact with the mist) must make a RR or fall into a normal sleep. The spell does not effect the caster unless he desires it. Beings who successfully make their RR but remain in the radius must make a successful RR every round they are within the radius (+10 mod to RR for each successful RR).

24) WITHERING HAND — **Realm:** Channeling —
List: Plant Mastery/Disease — **Spell Class:** Force — **Range:** Touch —
Level: 12 — **Duration:** Permanent

Caster may instantly kill and wither any one plant which he touches. Some plants may get an RR (magical, living, large, etc).

25) POWER LOAN — **Realm:** Any — **List:** Spell Mastery —
Spell Class: Force — **Range:** Self — **Level:** 12 — **Duration:** Permanent

The caster may "borrow" power points from the days to come. When the spell is cast, the caster regains all of his PP (up to his maximum). The cost for casting this spell may come from these PP's or from his PP available before this spell or from a combination of the two. Every time the caster casts this spell he loses all PP's for the next two days. He also takes hits equal to 10% of his Total Hit Points and he loses 1 level of spell casting ability and all of his activity has a -10 modification. These effects are cumulative so that on the second casting, the caster has no PP's for the next 4 days he is at -20 on all activity, he functions at 2 levels lower than normal, and he has taken 20% of his Total Hit Points. Until the caster sleeps for 24 consecutive hours for each time that this spell was cast, the activity penalty may not be removed and the spell casting ability may not be regained and the hits may not be healed. These hours do not count towards the days of lost PP's.

26) KNIVES OF EARTH — **Realm:** Essence/Channeling —
List: Earth Law/Barrier Law — **Spell Class:** Elemental — **Range:** 100' —
Level: 13 — **Duration:** 10 min/lvl

This spell causes the surface of an area of stone or earth to bristle with hundreds of 6" to 1' points and blades. The blades will be composed of whatever substance(s) are prevalent in the area. (They will be hard and sharp enough to cause damage even if the local materials are loose or soft). The spell can cause the blades to appear under water if the ground is within the range of the caster. Approximately one blade per square foot will be produced in an area 100' by 100'. Most animals and creatures cannot be induced to walk through the area. Anyone moving through the area must make a moving maneuver (at least "extremely hard") for every 5' moved through. Anyone falling receives (1-5) +100 dagger attacks (only armor DB's modify this).

27) BANQUET TABLE — **Realm:** Essence/Channeling —
List: Gate Mastery/Creations — **Spell Class:** Force — **Range:** 50' —
Level: 16 — **Duration:** 2 hours

The caster creates (what appears to be) a banquet table complete with china, silver eating ware, crystal glasses, pitchers and bowls, and a wondrous number of wines, appetizers, gourmet foods, fruits, and desserts. The table will be originally set with beverages and introductory dishes in place, and the each course will be served by barely seen spirits as the previous course is finished. If a selection is refused, one different but comparable will be served. The serving spirits can be requested to bring special favorites. At the end of the duration, all evidence of the feast fades away with the exception of the happy and healthy fullness and contentment of each participant. Those who partake receive the benefit of a +10 RR vs all spells for the next 2 hours +10 OB for 3 hrs, and +25 vs poisons and diseases for 4 hours. The spell can serve 1 person per 3 levels of the Spell Caster.

28) MYSTICAL CAGE — **Realm:** Any — **List:** Barrier Law —
Spell Class: Force — **Range:** 2'/lvl — **Level:** 19 — **List Class:** Open —
Duration: 1 hr/lvl

The caster creates a field of energy shaped like a barred cage 1'/lvl diameter and 1'/lvl high. Any being caught within may try to force his way out. However, the attempt is resolved as a spell attack with the Mystical C

acting as the attacker (-20 RR mod) and the level of the attack being that of the caster. If the being fails his RR he receives 2 criticals (electrical and impact) with their severity calculated from the amount failed: 1-10 = A, 11-20 = B, 21-30 = C, 31-40 = D, and 41+ = E. The attempt may be made using a magical item (sword, shield, armor, etc) to escape. In this case the attempt will be made at the level of the item. If any being attempts to enter or leave the cage by use of magic (e.g., *Leaving, Long Door, Passing*, etc.) a similar spell attack is made by the cage with three criticals being delivered if the RR is failed.

29) OPEN PRISON — **Realm:** Essence — **List:** Unbarring Ways —
Spell Class: Force — **Range:** 5'R/lvl — **Level:** 20 — **Duration:** Permanent

Every lock within the Spell effect unlocks and the aperture or device previously locked opens. If an item is barred or bolted the bar or bolt is not affected. Magical locks receive an RR. The caster may intentionally limit the size of the spell effect to a single lock, or cone of effect, or more limited radius. It is possible for the caster to unwittingly open more locks than he is aware of if the area of the spell effect goes beyond his abilities to perceive.

30) INVULNERABILITY — **Realm:** Any —
List: Shield Mastery/Damage Resistance — **Spell Class:** Force * —
Range: 10' — **Level:** 20 — **Duration:** 1 rnd/lvl

This spell makes the target virtually invulnerable to any nonmagic weapons; use the Super-large critical tables and half all concussion hit damage. Large or powerful creatures or effects (e.g. falling into a chasm, etc) may require that a RR be made by the *Invulnerability* spell. If the spell fails this RR, the target takes damage normally. However, even in this case, the *Invulnerability* spell is not dispelled.

31) ILLUSORY TERRAIN — **Realm:** Essence/Mentalism —
List: any Illusions list — **Spell Class:** Elemental — **Range:** 1000'R —
Level: 20 — **Duration:** Until Dispelled

The caster may create a large scale illusion altering the image, taste, sound, touch, and aroma of all the terrain covered by the illusion. The image created must be one the caster is extremely familiar with: a forest, plain, castle, village, cave, etc. The illusion is complete with sensible representative effects; e.g., the trees will blow in the breeze, etc. However, the illusion will neither "invent" nor disguise living creatures to populate the scene. If a being makes a successful RR against the illusion he will know that it is disguised but will not necessarily discover the true nature of the area. If he makes his RR by 25+ he will discover the true nature of the area. If he makes his RR by 50+ he may dispell the illusion if he desires.

32) THE RITUAL OF BLACK ETERNITY — **Realm:** Any —
List: Necromancy — **Spell Class:** Force — **Range:** Self — **Level:** 20 —
Duration: Permanent

This ritual is considered to be one of the most evil of all magics. Using it, the mage transforms himself into a lich, one of the most evil of the undead. During the ritual the caster's vital organs are "transferred" into a ready container: jar, box, or item, etc. If the spell succeeds (beware of spell failure which means true death), the caster will be totally sustained by magic and will have slipped between the realms of life and unlife. He can only be irrevocably destroyed by the destruction of the container and his organs. He takes on the traits of a Classic Lich as described in Section 7.0.

33) DESTINATION SAIL — **Realm:** Essence/Channeling —
List: any water or weather list — **Spell Class:** Elemental —
Range: Touch — **Level:** 20 — **Duration:** Varies

The caster may command the body of water to carry the target vessel to a specified known destination. The caster will be entranced for the duration of the journey. The vessel's speed is increased by 1 MPH/lvl of the caster. The destination must be a place which is in contact with the water (a bank, coast, etc).

34) HORROR — **Realm:** Any —
List: Confusing Ways or any of the Illusions lists —
Spell Class: Mental/Force — **Range:** 100' — **Level:** 20 — **Duration:** Special

The target is immediately engaged by a being created by the target's own worst fears. The being is an illusion that will attack the target until a RR (-20 mod) is made (he gets to make one RR each round). The target believes

the being is real (the illusion includes all of the senses). The being attacks as the target believes that it should (i.e., attack type and style), but every attack automatically hits and delivers an "A" severity Martial Arts Strike critical. All of the targets attacks seem to proceed normally, but the illusion can only be stopped (it disappears) if the target makes his RR. **NOTE:** *The GM should make every attempt to make the PC (if any) believe that he is engaged in an actual combat. If the PC can logically reason why the being must be illusionary, the GM may eliminate the -20 RR mod.*

35) MIND PASSAGE — **Realm:** Any — **List:** Several —
Spell Class: Force — **Range:** Unlimited — **Level:** 20 — **Duration:** Instant

If the caster can establish contact with a willing intelligent being, he may teleport to the being's locale if the being agrees. The being must extend his hand and the caster will materialize holding the hand of the ally who assisted him. **NOTE:** *If the GM is using the Arcane lists (see Section 2.1), this spell could be an "Arcane" spell.*

36) IMPRECATION — **Realm:** Any — **List:** Channels —
Spell Class: Force — **Range:** Special — **Level:** 20 — **Duration:** Special

This spell is unique in that it is not always necessary to learn it to cast it. This spell allows most spell casters to utter a final curse at their moment of death. The magnitude of the curse is left up to the GM but the imprecation is directed against a maximum number of beings equal to the half the caster's level. The caster must specify a method that the affected beings may use to negate the curse without magic (it need not be easy).

37) LONG SLEEP — **Realm:** Essence/Mentalism — **List:** Spirit Mastery —
Spell Class: Mental — **Range:** 50' — **Level:** 25 — **Duration:** Until Dispelled

The target is put into a state of deep sleep in which he will not age and will only die if his body is "killed". The sleep will continue until it is dispelled or until a non-magic condition specified by the caster is accomplished.

38) DESICCATION — **Realm:** Any —
List: Fire Law/Channels/Fluid Destruction — **Spell Class:** Elemental —
Range: 50' — **Level:** 25 — **Duration:** Permanent — **RR Mod:** -10

The target immediately begins to dehydrate and weather as if in a wind-blown sandy desert. The target is immediately at -10% to activity and takes 10% of his Total Hit Points. For each round that the caster concentrates, the target loses another 10% of his activity and takes another 10% of his Total Hit Points. If the caster maintains concentration for 15 consecutive rounds, animate targets will be reduced to dried out husks (i.e., when the activity penalty reaches 150%). If the caster is prevented from completing his rounds of concentration or the target gets out of range, the target keeps the accumulated activity penalty and hits. The hits may be healed normally, but the activity penalty only disappears at a rate of 10%/day. Alternately, the activity penalty can be removed all at once by a successful Cure Disease spell and the healing of all the hits taken.

39) PILGRIMAGE — **Realm:** Channeling — **List:** Channels —
Spell Class: Force * — **Range:** Touch — **Level:** 25 — **Duration:** Special

The caster, if he has the capacity to throw a *Returning* spell, (Cleric Base list: Channels, lvl 18, and other lists), may prepare an item with a holy symbol of his deity with this spell. The symbol must have a trigger word to make the item effective. If the word is spoken by a possessor of the symbol item, he is instantly transported to the caster's place of *Returning*. If the person says the trigger word backwards then the caster is transported to the possessor of the symbol item. The caster can choose not to be summoned, but he does not necessarily know who is doing the summoning! In any case, after one summoning (accepted or rejected) or transport, the spell effect is gone until recast. A spell caster may only have a limited number of these symbol items in existence at any one time (limit = caster's level/5, round up).

40) INDICTMENT — **Realm:** Any — **List:** None — **Spell Class:** Force —
Range: Unlimited — **Level:** 30 — **Duration:** Special

The spell will only effect someone that has committed an "unfair" act against the caster, most often the theft of an item which the caster owns. If the criminal is known to the caster or has something which belongs to the caster, the caster may attempt to inflict a wasting disease on the target using this spell. The caster of this spell may only attempt to cast this spell on a given individual once for each "unfair" act. If the target fails his RR, the

disease saps 10% of the target's Total Hit Points each day and they cannot be healed without the spell being removed. Normally, removal of the *Indictment* only occurs when the item is returned or restitution made for the crime or the death of the target or caster. Attempts may be made to remove the *Indictment* (*Dispel* spell or a *Cure Disease* spell), but the spell receives a +50 modification to its RR's. If such an attempt fails, the spell caster who attempted to remove the *Indictment* suffers two "C" severity electrical criticals.

41) TIME FIX — **Realm:** Any — **List:** none — **Spell Class:** Force — **Range:** touch — **Level:** 30 — **Duration:** Until Dispelled

The target is frozen in time. He is oblivious to all beings and events surrounding him. He is in suspended animation. He is invulnerable to any attacks and cannot be moved from the position or place in which he was fixed.

42) VALOR — **Realm:** Any — **List:** Body Reins/Protections — **Spell Class:** Force */Healing — **Range:** 30R' — **Level:** 30 — **Duration:** 3 rounds

For the duration of the spell, those chosen by the caster take half of normal concussion hits from attacks and they do double concussion hit damage in melee and they receive a +10 modification to their OB's and DB's.

43) FATAL INVERSION — **Realm:** Any (Evil) — **List:** Dark Channels — **Spell Class:** Force — **Range:** 10' — **Level:** 30 — **Duration:** Permanent

The target's body is turned entirely inside out, starting at the mouth and drawing all the rest of the body through. Naturally, healing is extremely difficult (absurd?) The entire process usually takes 6 rounds.

44) BLACK IMPRECATION — As *Imprecation* (#36) — **Level:** 30

As *Imprecation* except the the scope expands to 100 beings/Caster's level.

45) ILLUSORY TERRAIN TRUE — As *Illusory Terrain* (#31) — **Level:** 30

As *Illusory Terrain* except that creatures may be "invented" or disguised, and the illusion is as if it were "real" until dispelled; e.g., the stairs can be climbed, the walls stop arrows, etc. Successful RR's are handled as in *Illusory Terrain*.

46) YOUTH — **Realm:** Any — **List:** none — **Spell Class:** Force — **Range:** Touch — **Level:** 50 — **Duration:** Permanent

The target can remove up to two years from his age. If the spell fails the target is automatically killed and his total true age returns immediately (*Lifegiving* will usually revive him). The spell may be cast repeatedly and the effects are cumulative; however, each time the same caster casts this spell on the same target, the "unmodified" failure chance goes up by 1 (cumulative for this caster-target-spell combination).

47) FROZEN TIME — **Realm:** Any — **List:** none — **Spell Class:** Force — **Range:** Touch — **Level:** 50 — **Duration:** 6 rounds

The spell actually "moves" the target "out of time's cycle". From the target's view point, everyone and everything else appears to be frozen in place. Anything or anyone touched by the target of this spell during its duration will also be drawn "out of time's cycle" for the duration of the spell. This is normally the only effect that the target may have on the "frozen" world.

48) DOOM IMPRECATION — As *Imprecation* (#36) — **Level:** 50

As *Imprecation* except that the scope is catastrophic: whole metropolis may be swallowed by the earth, 100's of monsters (undead, lycanthropes, etc) might be created and released, plagues may assault a nation, etc. **NOTE:** *The GM and the greatest deities in his world are the only limitations.*

3.7 HIGH LEVEL SPELLS

These spells may be appropriate for campaigns featuring the handiwork of deities (or near-deities), astonishing artifacts, and/or the deadliest of enemies. They might add spice to a session for players who have survived an inflated campaign, who are playing an interesting scenario of world (planar?) domination, or who have managed to either hire or bully a mega-level entity Alchemist.

Whatever the case, these spells are **VERY HIGH** level spells; they are not intended for everyone to use, nor are they appropriate for most campaigns, or situations. Needless to say, they have **not** been heavily playtested and a GM should exercise great care when deciding which ones (if any) to use.

Many spell descriptions in this section refer to other spells by name; unless stated otherwise, these spells are found on the spell list indicated by **SPELL LIST**.

NOTE: *If GM's have a hard time controlling the usage of very high level spells (e.g., a character discovers a rod which adds +200 to Extraordinary Spell Failure rolls) it may be suggested that spells over the character's level get a RR of their very own.*

EXAMPLE: *Emrik the Bold, a 5th level Magician is going to try to throw an 8th level Cold Ball. The GM has decided to start requiring RR's for spells that are "overcast"; so Emrik must make a Base Spell attack against the higher level spell to try to throw it (i.e., 5th level attack vs an 8th level target). If the spell fails its RR Emrik will still be successful, but wait till he tries the 16th level Triad of Flame!*

1) GREAT RESISTANCE TRUE — **Realm:** Channeling — **List:** Spell Defense — **Spell Class:** Defense — **Range:** 100' — **Level:** 60 — **Duration:** 1 min/lvl

As *Resistance True* (lvl 50) except that the caster need not concentrate during the duration.

2) SPHERE OF FORCE — **Realm:** Channeling — **List:** Barrier Law — **Spell Class:** Elemental — **Range:** 100' — **Level:** 60 — **Duration:** 1 min/lvl

As *Wall of Force* (lvl 50) except the force shield is shaped in a 10' radius sphere and the air within the sphere is constantly resupplied and refreshed.

3) WEATHER MASTERY TRUE — **Realm:** Channeling — **List:** Weather Ways — **Spell Class:** Force — **Range:** 1 mi/lvl — **Level:** 60 — **Duration:** 10 min/lvl

As *Weather Mastery* (lvl 50) except for duration, and that the caster may alter wind speeds by plus or minus 2 mph/lvl. The caster is also capable of varying temperature by 1 degree/lvl. Hail, snow, rains, draughts, etc are all under the control of the caster during the duration of the spell.

4) REJUVENATE VASCULATURE — **Realm:** Channeling — **List:** Blood Law — **Spell Class:** Healing — **Range:** Touch — **Level:** 60 — **Duration:** Permanent

Restores the entire cardio-vasculature of the target to the health of a well and athletic young adult. If the target has been experiencing an advanced aging process he will note immediately a renewal of strength, perception, and vigor. Within a week, most forms of arthritis and other aches will disappear. Within a month, the target will begin to rejuvenate his skin, hair, musculature and most bodily functions lost in aging. Between 30 and 60 years might be added to a normal human lifespan.

5) PRODUCTION TRUE — **Realm:** Channeling — **List:** Creations — **Spell Class:** Force — **Range:** Touch — **Level:** 60 — **Duration:** Permanent

As *Greater Plant Production* (lvl 30) and *Greater Animal Production* (lvl 50) except that the caster is not limited in the size of the plant or animal created.

6) MASS PRODUCTION TRUE — **Realm:** Channeling — **List:** Creations — **Spell Class:** Force — **Range:** Touch — **Level:** 75 — **Duration:** Permanent

As *Production True* except that the caster may produce a number of creations up to his level. The caster is unable to produce a member of an "intelligent race".

- 7) LANDSCAPE CREATION** — **Realm:** Channeling — **List:** Creations —
Spell Class: Force — **Range:** 100'R — **Level:** 90 — **Duration:** Permanent
 The caster may create within the Spell radius a fully developed landscape - flora, fauna, and ground formations, etc.
- 8) SYMBOL TRUE** — **Realm:** Channeling — **List:** Symbolic Ways —
Spell Class: Force — **Range:** 10' — **Level:** 60 — **Duration:** Permanent
 As *Symbol I* except that any level spell may be emplaced.
- 9) LORE TRUE** — **Realm:** Channeling — **List:** Lore —
Spell Class: Information — **Range:** 100' — **Level:** 60 — **Duration:** —
 As *White Lore* (lvl 19) except that it can be used on any item.
- 10) LORE MASTERY** — **Realm:** Channeling — **List:** Lore —
Spell Class: Information — **Range:** 100' — **Level:** 75 — **Duration:** —
 As *Lore True* (lvl 60) except Caster can acquire the information on all items within 100'.
- 11) RESTORE THE TIE** — **Realm:** Channeling — **List:** Life Mastery —
Spell Class: Healing — **Range:** Touch — **Level:** 60 — **Duration:** Permanent
 As *Lifegiving True* (lvl 50), except the caster may restore the soul to a target who has suffered the effect of a *Dark Absolution*, or any effect which causes a similar result.
- 12) BODY WISH** — **Realm:** Channeling — **List:** Life Mastery —
Spell Class: Healing — **Range:** Touch — **Level:** 75 — **Duration:** Permanent
 The caster may restore or create the entire body of a being who is dead, if the caster is able to physically touch some remnant of the target's body (lock of hair, etc). As this magnificent spell is actually a type of wish, drawing on power far beyond the domain of any private mortal magic user, the GM will have to roll a reaction for the Cleric's deity; i.e., whether the Deity will permit restoration or recreation of the deceased body.
- 13) NEUTRALIZE THE DARK** — **Realm:** Channeling —
List: Repulsions — **Spell Class:** Force — **Range:** 100' — **Level:** 60 —
Duration: Permanent
 The target loses the ability to cast evil spell lists. This usually also results in the spell target falling into less favor with his controlling power or deity. The power may be restored if he is able to force the original Caster to annul the Neutralization.
- 14) NEW TENT** — **Realm:** Channeling — **List:** Transferring Ways —
Spell Class: Healing — **Range:** Touch — **Level:** 60 — **Duration:** Permanent
 The caster is able to transfer his soul, mind, and abilities into the target, even if the target is dead. The caster's own body will then die (or alternately may be treated as if under the effect of an *Absolution*; the body will after 1 month completely die if the caster does not return). If the target body is alive (including soul) the Caster must "combat" the inhabitant of the body as a spell attack. If the body is dead the caster may simply "move in" though presumably he will have to make "repairs" in the body before it will function.
- 15) FAR TREE RETURNING** — **Realm:** Channeling —
List: Nature's Movement — **Spell Class:** Force — **Range:** Unlimited —
Level: 60 — **Duration:** —
 As *Tree Returning* (lvl 50) except the range is unlimited.
- 16) PLANT ANIMATION TRUE** — **Realm:** Channeling —
List: Plant Mastery — **Spell Class:** Force — **Range:** 100' — **Level:** 60 —
Duration: 1 min/lvl
 As *Plant Animation* (lvl 50) except that the plant may move much more quickly and with agility: perhaps frolicking and dancing depending on the caster's command. Plants may attack with an OB equal to 3 x Caster's level.
- 17) HERBAL RESEARCH AND DESIGN** — **Realm:** Channeling —
List: Herb Mastery — **Spell Class:** Information/Force — **Range:** Touch —
Level: 60 — **Duration:** 24 hours
 The caster may attempt to develop an entirely new strain of herb, capable of reproducing and natural life in the wilds. The process can be directed as a *Lord Research* spell with the caster availing himself of existent spells or materials (if existent) to produce the new herb. Details of the plant produced are controlled by the GM.
- 18) AWFUL FOREST** — **Realm:** Channeling —
List: Nature's Protections — **Spell Class:** Force — **Range:** 500R' —
Level: 60 — **Duration:** 1 min/lvl
 The caster may direct a forest, jungle, or other masses of flora plus fauna to work his will against an enemy (army, village, etc). Most often, if the forest succeeds a normal enemy disappears without a trace (GM discretion).
- 19) TIME MOVEMENT** — **Realm:** Hybrid — **List:** Time's Bridge —
Spell Class: Force — **Range:** Self — **Level:** 60 — **Duration:** Permanent
 As in *Time Returning* (lvl 50) except there is no limit on how long the caster can remain in the past.
- 20) GREAT RESISTANCE TRUE** — **Realm:** Essence — **List:** Spell Wall —
Spell Class: Defense — **Range:** 100' — **Level:** 60 — **Duration:** 1 min/lvl
 As *Resistance True* (lvl 50) except that the caster need not concentrate during the duration.
- 21) TRUE RUNE** — **Realm:** Essence — **List:** Rune Mastery —
Spell Class: Force — **Range:** Touch — **Level:** 60 — **Duration:** until rune cast
 As *Lord Rune* (lvl 25) except any Rune may be inscribed.
- 22) BROKEN HOLD** — **Realm:** Essence — **List:** Unbarring Ways —
Spell Class: Force — **Range:** 100'R — **Level:** 60 — **Duration:** —
 As both *Lock Mastery* (lvl 25) and *Trap Mastery* (lvl 30) except that every lock and every trap with the radius have a 90% chance of being opened. Some special locks or traps, especially magical ones, may get a mod on their RR.
- 23) PHYSICAL CONVEYANCE** — **Realm:** Essence — **List:** Delving Ways —
Spell Class: Utility/Force * — **Range:** Self — **Level:** 60 — **Duration:** —
 As *Conveyance True* (lvl 50) except that the caster can immediately transport his body to the location of his "awareness" and rejoin the two there.
- 24) TRUE CONTROL** — **Realm:** Essence — **List:** Spirit Mastery —
Spell Class: Mental — **Range:** 100' — **Level:** 60 — **Duration:** 10 min/lvl
 As *Master of Kind* (lvl 8) except it effects any creature, alive or undead, intelligent or not; and it must obey the caster in all things.
- 25) MASS FLY** — **Realm:** Essence — **List:** Lofty Bridge —
Spell Class: Force — **Range:** 50' — **Level:** 60 — **Duration:** 1 min/lvl
 As *Fly 450'/rnd* (lvl 17) except that as many targets as the caster's level may fly.
- 26) MASS TELEPORT TRUE** — **Realm:** Essence — **List:** Lofty Bridge —
Spell Class: Force — **Range:** 50' — **Level:** 75 — **Duration:** —
 As *Teleport True* (lvl 50) except that as many targets as the caster's level may be teleported.
- 27) HASTE TRUE** — **Realm:** Essence — **List:** Rapid Ways —
Spell Class: Force * — **Range:** 10' — **Level:** 60 — **Duration:** 1 rnd/lvl
 Target remains hasted entire duration, but takes 5 concussion hits a round after round 10 from intense physiological strain ("burn-out").
- 28) MASS HASTE X** — **Realm:** Essence — **List:** Rapid Ways —
Spell Class: Force * — **Range:** 50' — **Level:** 75 — **Duration:** 10 rnds
 As *Haste X* (lvl 20) except that as many targets as the caster's level may be effected.
- 29) HELLSCAPE** — **Realm:** Essence — **List:** Fire Law —
Spell Class: Force — **Range:** 100'Rad/lvl — **Level:** 60 — **Duration:** 1 day/lvl
 Caster may raise constant air temperature to 120 degrees F in the radius, the ground will be at a constant 180 degrees F, and intermittent pools of lava will bubble in random locations. If the caster is killed the spell will be dispelled and the area will gradually return to normal.
- 30) HELLFROST** — **Realm:** Essence — **List:** Ice Law —
Spell Class: Force — **Range:** 100'rad/lvl — **Level:** 60 — **Duration:** 1 day/lvl
 Within the radius, the constant air temperature will drop 10 degrees an hour until it reaches 30 below zero. Constant storms of snow, ice and wind up to 1 mph/lvl will predominate. If the caster is killed the spell will be dispelled and the area will gradually return to normal.

- 31) HELLGROUNDS** — **Realm:** Essence — **List:** Earth Law —
Spell Class: Force — **Range:** 100'rad/lvl — **Level:** 60 — **Duration:** 1 day/lvl
 The caster achieves domination over the land within the radius, which he may exercise in various ways: he may cause *Great Cracks* (lvl 30 Sorcerer Base List: Solid Destruction) or *Quakes* (lvl 50 Sorcerer Base list: Solid Destruction) within the radius; he may alter the composition of the land (loose earth, baked earth, stone, glass, mud, etc); or he may cause the earth to "flow" as if it were liquid, with the ability to ride waves of earth to destinations within the radius. The caster may change any previous form or effect by concentrating; all changes require 6 rnds. If the caster is killed the spell will be dispelled and the area will gradually return to normal.
- 32) HELLSKY** — **Range:** Essence — **List:** Wind Law — **Spell Class:** Force —
Range: 100'rad/lvl — **Level:** 60 — **Duration:** 1 day/lvl
 As *Storm Call* (lvl 30) except for duration and radius, and the following: winds may be up to 2 mph/lvl of the caster, Caster may control the color of the sky within the radius. The caster may control atmospheric temperature up to 1 degree/lvl. If the caster is killed the spell will be dispelled and the area will gradually return to normal.
- 33) HELLSEA** — **Realm:** Essence — **List:** Water Law —
Spell Class: Force — **Range:** 100'rad/lvl — **Level:** 60 — **Duration:** 1 day/lvl
 As *Sea Storm* (lvl 30) except for duration and radius, and the following: winds may be up to 2 mph/lvl of the caster, waves may reach 2'/lvl of the caster, and the caster may summon waterspouts and whirlpools (5'dia/lvl of the caster). If the caster is killed the spell will be dispelled and the area will gradually return to normal.
- 34) HOPELIGHT** — **Realm:** Essence — **List:** Light Law —
Spell Class: Elemental — **Range:** 100'rad/lvl — **Level:** 60 — **Duration:** 1 day/lvl
 As *Utterlight* (lvl 17) except for parameter differences noted above. This spell can normally be cast only by "good" spell casters.
- 35) PHANTASMAL REALITY** — **Realm:** Essence — **List:** Illusion Mastery —
Spell Class: Elemental — **Range:** Special — **Level:** 60 —
Duration: Until Dispelled
 As *Phantasm True* (lvl 50) except the Phantasm may move as directed by the caster, and will continue to obey his directions when he is not concentrating (attacks still use the caster's directed spell bonus for "strike").
- 36) PSEUDO-REALITY** — **Realm:** Essence — **List:** Illusion Mast —
Spell Class: Elemental — **Range:** Special — **Level:** 75 —
Duration: Until Dispelled
 As *Phantasmal Reality* (#35) except that the Phantasm has "substance" All items in the Phantasm will act exactly as normal real items unless a successful RR is rolled against them, or they are dispelled. Any items within the Phantasm will vanish if taken outside the perimeter of the Phantasm. If someone is killed or injured, or if an item is damaged, a RR is permitted after the damage to "undo" the damage by disbelief. If the subjects, however, do not try to disbelieve, the effects may be permanent. **NOTE:** *The GM must take considerable control in the interpretation of specific situations caused by this powerful spell.*
- 37) UTTERLIGHT MAJESTY** — **Realm:** Essence —
List: Light Molding — **Spell Class:** Elemental — **Range:** 100'rad/lvl —
Level: 60 — **Duration:** 1 day/lvl
 As *Hopelight* (#34) except that it is normally associated with another spell list.
- 38) TRUE GLAMOUR** — **Realm:** Essence — **List:** Fell-Taste- Smell —
Spell Class: Elemental — **Range:** 100' — **Level:** 60 — **Duration:** Until Dispelled
 As *Feel Mirage True* (lvl 50) except a single object may also be given a new appearance, sound, taste, and smell — all permanent until dispelled. The caster is also able to cause the Glamour to change or move in the same manner as a Phantasm with concentration. A magic item may have its powers concealed and/or reduced by this spell. The item cannot be made non-magical but its strengths may be greatly diminished.
- 39) WEAPON/ARMOR V** — **Realm:** Essence — **List:** Enchanting Ways —
Spell Class: Force — **Range:** Self — **Level:** 60 — **Duration:** 24 hr
 As *Weapon IV* and *Armor IV* except that +5 (+25) bonuses can be enchanted.
- 40) GENERAL V** — **Realm:** Essence — **List:** Enchanting Ways —
Spell Class: Force — **Range:** Self — **Level:** 75 — **Duration:** 24 hr
 As *General I* except that +5 (+25) bonuses can be enchanted.
- 41) WEAPON/ARMOR/GENERAL VI** — **Realm:** Essence —
List: Enchanting Ways — **Spell Class:** Force — **Range:** Self — **Level:** 90 —
Duration: 24 hr
 As *Weapon V*, *Armor V*, and *General V* except that +6 (+30) bonuses can be enchanted.
- 42) WEAPON/ARMOR/GENERAL VII** — **Realm:** Essence —
List: Enchanting Ways — **Spell Class:** Force — **Range:** Self — **Level:** 100 —
Duration: 24 hr
 As *Weapon VI*, *Armor VI*, and *General VI* except that +7 (+35) bonuses can be enchanted.
- 43) BODY OF MIST** — **Realm:** Essence — **List:** Evasions —
Spell Class: Force * — **Range:** Self — **Level:** 60 — **Duration:** 1 round
 The caster may block, dodge or otherwise avoid every melee or missile attack for this round. **NOTE:** *This spell may not be lengthened or extended (such as in Spell Enhancement) or made into a constant magic item. It must be cast every round that it is used.*
- 44) DANGERSENSE** — **Realm:** Essence — **List:** Monk's Sense —
Spell Class: Information/Subconscious * — **Range:** Self — **Level:** 60 —
Duration: Special
 A subconscious spell, the caster will sense an immediate danger, if this spell is active. The spell remains active for 1 rnd/lvl. The caster will not know the exact nature or direction of the danger but will experience an uneasiness 1-5 rounds before the danger occurs.
- 45) DARK ABSOLUTION** — **Realm:** Hybrid — **List:** Soul Destruction —
Spell Class: Mental — **Range:** 100' — **Level:** 60 — **Duration:** Permanent
 As *Dark Absolution* (Evil Cleric Base list: Dark Channels, lvl 30).
- 46) DESTROYER** — **Realm:** Hybrid — **List:** Solid Destruction —
Spell Class: Force — **Range:** 1000' — **Level:** 60 — **Duration:** Permanent
 As *Solid Destruction True* (lvl 20) except that the caster may maintain the destruction up to 1 rnd/lvl as long as he concentrates.
- 47) BLACK CHANNELS III** — **Realm:** Hybrid —
List: Flesh Destruction — **Spell Class:** Force — **Range:** Varies — **Level:** 60 —
Duration: Permanent
 As *Black Channels III* (Evil Cleric Base list: Dark Channels, lvl 25).
- 48) PROLONGATION** — **Realm:** Mentalism — **List:** Damage Resistance —
Spell Class: Mental — **Range:** Self — **Level:** 60 — **Duration:** 1 rnd/lvl
 As *Unpain True* (lvl 50) except the caster may take twice his Total Hit Points + his constitution before collapsing; i.e., the caster by mind-over-matter literally drives himself beyond the limits of death. Soul departure is calculated from the moment of collapse but stat deterioration is determined from the round the caster exceeded his Total Hit Points + his constitution.
- 49) TOTAL DEFLECT TRUE** — **Realm:** Mentalism —
List: Attack Avoidance — **Spell Class:** Force * — **Range:** Self —
Level: 60 — **Duration:** 1 rnd
 As *Deflect True* (lvl 50) except all melee or missile attacks are deflected. **NOTE:** *This spell may not be extended by Spell Enhancement; neither can it be made into a Constant magic item.*
- 50) RAPID REGENERATION** — **Realm:** Mentalism —
List: Self Healing — **Spell Class:** Healing/Subconscious — **Range:** Self —
Level: 60 — **Duration:** Permanent
 As *Regeneration True* (lvl 50) except that the time required is reduced to 10-100 hours.
- 51) RAPID REGENERATION TRUE** — As *Rapid Regeneration* (#50) —
Level: 75
 As *Rapid Regeneration* (#50) except that the required time is 10- 100 rnds.

52) GREAT RESISTANCE TRUE — **Realm:** Mentalism —
List: Spell Resistance — **Spell Class:** Force — **Range:** Self — **Level:** 60 —
Duration: 1 min/lvl

As *Resistance True* (lvl 50) except the caster need not concentrate.

53) CHANGE MASTER TRUE — **Realm:** Mentalism — **List:** Shifting X
Spell Class: Force — **Range:** Self — **Level:** 60 — **Duration:** 1 min/lvl

As *Change Master* (lvl 50) except that the caster will obtain the special abilities of the form. **NOTE:** *The GM may want to limit this, perhaps by requiring that extremely powerful forms (e.g., very powerful demons or dragons) be allowed a RR against the caster acquiring them.*

54) BUBBLE TRUE — **Realm:** Mentalism — **List:** Liquid Manipulation —
Spell Class: Force — **Range:** Self — **Level:** 60 — **Duration:** 1 min/lvl

As *Water Bubble True* (lvl 30) except that the caster need not concentrate and the "bubble" may be formed in any liquid without harming its inhabitants, even inherently dangerous liquids such as poisons or lava.

55) MIND WALK — **Realm:** Mentalism — **List:** Mind's Door —

Spell Class: Force — **Range:** Unlimited — **Level:** 60 — **Duration:** —

As *Mind's Door True* (lvl 50) except that the roles are "reversed." The caster may teleport to any location where he has made mental contact with a being. If the being wants to allow the caster to come to him, he need only extend his hand and the caster will materialize gripping the helper's hand with his own. Normally, there are no limits to the distance transported in this manner.

56) TRUE FLIGHT — **Realm:** Mentalism — **List:** Movement —

Spell Class: Force — **Range:** Self — **Level:** 60 — **Duration:** 1 min/lvl

As *Fly* (lvl 6) except that the caster may fly 1000'/rnd.

57) IMPLANT THOUGHT — **Realm:** Mentalism — **List:** Mind Merge —

Spell Class: Mental — **Range:** 100' — **Level:** 60 — **Duration:** 1 rnd/lvl

As *Thought Steal* (lvl 30) except that the caster can replace thoughts stolen with replacement thoughts of his own design. The thoughts implanted may be true or false and the target will continue to believe them until presented with irrefutable evidence to the contrary.

58) MIND TONGUE TRUE — **Realm:** Mentalism — **List:** Mind Speech —

Spell Class: Information * — **Range:** Unlimited — **Level:** 60 —

Duration: Concentration

As both *Mind Tongue* (lvl 25) or *Far Mind Speech* (lvl 50), as the caster desires, except that the range is unlimited. **NOTE:** *Although the level of this spell is very high, there have been a disproportionately high number of magic items made with this spell because of its usefulness in communications.*

59) INFORMATION PROCESSING — **Realm:** Mentalism —

List: Past Visions — **Spell Class:** Mental — **Range:** Self — **Level:** 60 —

Duration: Concentration

Caster can absorb and remember data at 60x normal rate. This applies to reading, memorizing the layout of a place, person, item, or etc. This spell may be thrown so that it operates at the same time as a spell which receives information, such as the other Past Visions spells, the Mind Visions, the Future Visions, etc. The caster's memory of the received data will be perfect.

60) MIND TAKE — **Realm:** Mentalism — **List:** True Perception —

Spell Class: Mental — **Range:** Touch — **Level:** 60 — **Duration:** Concentration

The caster receives every thought or memory in the target's mind at the rate of 1 year of life/min. The target does not lose his information or memories while the caster gains them. However, the Caster must roll a RR (mod +30) against the target after he has learned the target's mind to prevent being affected by the target's alignment, character, personality, etc. **NOTE:** *This process may be reversed, to give a target the thoughts and memories of the caster. Alternately, the caster might give the target the thoughts and memories of a mind he has previously taken.*

61) LONG WATCH TRUE — **Realm:** Mentalism — **List:** True Sight —

Spell Class: Utility — **Range:** Unlimited — **Level:** 60 — **Duration:** 1 week/lvl

As *Watch True* (lvl 30) except that the caster may be any distance away from the Watch Point. The caster must have been to the Watch Point at some time previously.

62) NERVE REGENERATION TRUE — **Realm:** Mentalism —

List: Nerve & Organ Mastery — **Spell Class:** Healing — **Range:** Touch —
Level: 60 — **Duration:** Permanent

Caster may regenerate all lost nerves in target. This will include the central nervous system (spinal cord, but not brain). Regrowth takes 100 days.

63) ORGAN REGENERATION TRUE — **Realm:** Mentalism — X

List: Nerve & Organ Mastery — **Spell Class:** Healing — **Range:** Touch —
Level: 60 — **Duration:** Permanent

Caster may regenerate all lost organs in target, except brain. Regrowth takes 10 days during which time the target is in a coma.

64) ARTIFICIAL BODY — **Realm:** Mentalism —

List: Nerve & Organ Mastery — **Spell Class:** Healing — **Range:** Touch —
Level: 75 — **Duration:** 1 day/lvl

The caster may "regenerate" and "give life" to a body; he must use a portion of a body (any portion, even a hair or fingernail). In addition to this spell he must use *Soft Structure Repair True*, *Heal True*, *Skeletal Regeneration*, *New Blood*, *Nerve Regeneration True*, *Organ Regeneration True*, and *Brain Regeneration* (all spells are on Lay Healer Base lists). Each of these spells must be cast once after this spell is cast for the first time, and then this spell must be cast once a day as long as the other spells are active (i.e., for the longest "process", "regeneration", or "recovery" time). In effect this spell makes a clone (exact copy) of the being whose body portion was used. The being will be able to move and learn but he does not start with any memories or abilities.

65) MIND BURN — **Realm:** Mentalism — **List:** Mind Erosion —

Spell Class: Mental — **Range:** 100' — **Level:** 60 — **Duration:** varies

The target has all mental characteristics reduced to 1, and all thoughts, memories, and abilities are removed. The target gradually recovers each of his mental characteristics at the rate of 1 point/day. Thoughts, memories, and abilities return at a rate of 1%/day. If the target failed his RR by more than 50, this recovery is delayed by a number of days equal to the amount over 50 that the RR was failed by.

66) GREAT TRANSFERRAL TRUE — **Realm:** Mentalism —

List: Mind Domination — **Spell Class:** Mental — **Range:** Touch —

Level: 60 — **Duration:** Varies

As *Transferral True* (lvl 30) except that the caster retains all of his level and abilities.

67) PERSONALITY SLAVE TRUE — **Realm:** Mentalism — X

List: Mind Domination — **Spell Class:** Mental — **Range:** 100' —

Level: 60 — **Duration:** Varies

As *Mind Slave True* (lvl 20) except that the target retains all skills and abilities, but he is entirely under the control of the caster.

68) REALITY DICTATOR — **Realm:** Hybrid — **List:** Confusing Ways —

Spell Class: Mental — **Range:** 100' — **Level:** 60 — **Duration:** 1 day/5% failure

As *Parallel Reality* (lvl 30) except that the caster can dictate the changes and distortions which the target will experience, and may alter them at a later date by concentrating within the range.

69) LONG HIDING TRUE — **Realm:** Hybrid — **List:** Hiding —

Spell Class: Passive — **Range:** Self — **Level:** 60 — **Duration:** 1 min/lvl

As *Hiding True* (lvl 50) except that the caster need not concentrate.

70) SUBMERGE SELF TRUE — **Realm:** Hybrid —

List: Mystical Change — **Spell Class:** Passive — **Range:** Self —

Level: 60 — **Duration:** 1 min/lvl

As *Submerge Self* (lvl 50) except that the caster may also specify an external stimulus that will recover him from his false persona, such as a particular word spoken by a particular individual, the gaining of a particular item. The caster may combine a time and stimulus condition (e.g. 1 day after I recover the sword, etc).

3.8 DELVER BASE LISTS

CONSTRUCTING WAYS

- 1 — WORK WOOD (F) As on the Organic Skills list.
- 2 — WORK IRON (F) As on the Inorganic Skills list.
- 3 — WORK CLOTH (F) As on the Organic Skills list.
- 4 — WORK STEEL I (F) As on the Inorganic Skills list.
- 5 — WORK STONE (F) As on the Inorganic Skills list.
- 6 — WORK NORMAL METALS (F) As on the Inorganic Skills list.
- 7 — WORK ALLOYS (F) As the fourth level Work Alloy spell on the Inorganic Skills list.
- 8 — WORK ORGANIC (F) As on the Organic Skills list.
- 9 — WORK STEEL II (F) As on the Inorganic Skills list.
- 10 — MAKE STEEL (F) As on the Inorganic Skills list.
- 11 — WORK JEWELS (F) As on the Inorganic Skills list.
- 12 — WORK ALLOYS III (F) As the tenth level Work Alloy spell on the Inorganic Skills list.
- 13 — MAKE ALLOYS (F) As on the Inorganic Skills list.
- 14.
- 15 — WORK MITHRIL IV (F) As on the Inorganic Skills list.
- 20 — WORK LAEN V (F) As on the Inorganic Skills list.
- 25 — WORK ORGANIC TRUE (F) As on the Organic Skills list.
- 30 — WORK EOG VI (F) As on the Inorganic Skills list.
- 50 — WORK MAGIC WOOD (F) As on the Organic Skills list.

DELVING LAW

- 1 — LIGHT ANALYSIS *(I) Duration: — Range: T (line of sight). Gives nature and origin of natural light, and when and how worked light was obtained and worked.
- 2 — TEXT ANALYSIS I (I) As on Delving Ways list.
- 3 — EARTH ANALYSIS (I) Duration: — Range: 10'. Gives nature and origin of natural earth (stone or metal), and when and how worked earth was obtained and worked.
- 4 — AIR ANALYSIS (I) As Gas Analysis on the Delving Ways list.
- 5 — WATER ANALYSIS (I) As Liquid Analysis on the Delving Ways list.
- 6 — TEXT ANALYSIS II (I) As on Delving Ways list.
- 7 — SPELL SIGNATURE FEEL (I) Duration: — Range: 10'. Gives caster a general idea of the amount of spell mastery used to cast some active spell, sign, or rune. Two similar spells (like Light and Light (50'R)), cast by the same person, will "feel" the same with this spell. Likewise, two casters who apprenticed together and have neither one developed spell mastery since might cast similar feeling spells.
- 8 — COLD ANALYSIS (I) Duration: 1 min./Level, Range: 100'. Gives nature and origin of natural ice, frost, snow, etc., and when and how worked snow was obtained and worked.
- 9 — FIRE ANALYSIS (I) Duration: — Range: 10'. Gives nature and origin of natural fire, and when and how worked fire was obtained and worked, including what the fire has fed on since being lit. There must be some surviving embers of the fire to be analysed.
- 10 — DELVING (I) As on the Delving Ways list.
- 11 — SPELL ANALYSIS (I) As on the Delving Ways list.
- 12.
- 13 — DEATH ANALYSIS (I) As on the Delving Ways list.
- 14 — TEXT ANALYSIS III (I) As on the Delving Ways list.
- 15 — POWER ANALYSIS (I) As on the Delving Ways list.
- 20 — DEATH'S DELVING (I) As on the Delving Ways list.
- 25 — ANALYSIS (I) As on the Delving Ways list.
- 30 — MASS ANALYSIS (I) As on the Delving Ways list.
- 50 — POWER ANALYSIS TRUE (I) As on the Delving Ways list.

MANNISH WAYS

- 1 — MANNISH SCALE (I*) Duration: — Range: 1'. Caster can tell the exact mass and weight of one object.
- 2 — MANNISH RULER (I*) Duration: — Range: 1'. As Mannish Scale, except an object's exact length may be determined.
- 3 — LOCKLORE (I) As on the Unbarring Ways list.
- 4 — MANNISH VOLUME (I*) As Mannish Scale, except that the exact volume of an object or room may be determined.
- 5 — TRAPLORE (I) As on the Unbarring Ways list.
- 6 — MANNISH DISTANCE (I*) Duration: — Range: Line of Sight. Caster can tell the exact distance from himself and some object that he can see.

- 7 — DETECT MECHANISM (I) Duration: 1 min./level. Range: 100'. As Detect Traps on the Detecting Ways list, except that any mechanism may be detected with a 75% chance of being properly identified as a lock, trap, waterclock, toaster-oven, etc.
- 8 — MANNISH VOLUME TRUE (I*) As Mannish Volume, Mannish Ruler, and Mannish Scale, with Mannish Ruler applied to all dimensions of a single object.
- 9 — MANNISH MEASURE (I*) As Mannish Scale, except that caster can tell angle measure, OR barometric pressure, etc.
- 10 — ANALYZE MECHANISM (I) As Locklore or Traplore, except caster could later use the information gained to construct a duplicate key, trap, etc. (assuming he had the required secondary skills).
- 11 — BLIND DISTANCE (I*) Duration: — Range: V. As Mannish Distance, except there can be intervening barriers, if the caster has previously visited the location being targeted, and if the caster knows in what direction the reference point lies.
- 12 — MANNISH PROBE (I*) As Mannish Scale, except that caster can tell the thickness or depth of some form of matter until a different form was encountered (gas, solid, liquid). EXAMPLES: How thick is a wall, or How deep is the water at this point?
- 13 — ANALYSIS (I) Duration: — Range: V. Any of the lower level spells may be used together on one item, person, or place.
- 14.
- 15 — MASS ANALYSIS (I) Duration: 1 rnd/level. Range: V. As Analysis, except one item per round may be examined.
- 20 — DEEP PROBE (I*) As Mannish Probe, except any given level may be scanned. Example: Are there any caverns beneath the bottom of the lake? Or, how thick is the wall on the other side of the room beyond this wall?
- 25 — ANALYSIS TRUE (I) As Analysis, except that everything in a 5' radius is Analyzed.
- 30 — MANNISH MASTERY (I) Duration: 1 min./level. Range: V. As Analysis True, except that Mannish Distance operates in all directions at once, and duration is 1 minute/level. This spell can be substituted for sight, operating as a kind of sonar.
- 50 — MANNISH MASTERY TRUE (I) Duration: 24 hrs. Range: V. As above, except for 24 hour duration.

MATERIAL TRANSPORT

- 1 — ENCHANTED ROPE (F) As on Earth Law list.
- 2 — STAYING (F) Duration: 1 min./level. Range: 100'. Exerts 1 lb. of pressure on a person or object. Object cannot be moved by Staying alone, and pressure can only be in one direction.
- 3 — TELEKINESIS (F) Duration: 1 min./level (C). Range: 100'. Can move one object, up to 1 lb. in mass, 1/second with no acceleration. Living beings or items in contact with a living being get a RR based on the living being. If the caster stops concentration before the duration is up, the object remains stationary as if it had Staying thrown on it.
- 4 — STAYING (F) As above, except mass limit is 5 lbs.
- 5 — TELEKINESIS (F) As above, except mass limit is 5 lbs.
- 6 — CRACKS CALL (F) As on Earth Law list.
- 7 — STAYING (F) As above, except mass limit is 25 lbs.
- 8 — TELEKINESIS (F) As above, except mass limit is 25 lbs.
- 9 — TK ENHANCEMENT (U) Duration: As spell it is cast with (C). Range: T. When cast with Staying or Telekinesis on an inorganic, solid, inanimate material, the mass limit may be increased by one third the caster's level, but the velocity of the object is reduced by a similar amount from 1/second. Caster must remain concentrating and touching target mass for duration of spell. Target must be loose and unconnected to other objects.
- 10 — STAYING (F) As above, except mass limit is 50 lbs.
- 11 — TELEKINESIS (F) As above, except mass limit is 50 lbs.
- 12 — HURLING I (F) As on Essence Hand list.
- 13 — STAYING (F) As above, except mass limit is 100 lbs.
- 14 — TELEKINESIS (F) As above, except mass limit is 100 lbs.
- 15 — TK ENHANCEMENT (U) As above, except mass limit may be multiplied by caster's level.
- 20 — TK ENHANCEMENT (U) As above, except mass limit may be multiplied by five times the caster's level.
- 25 — STAYING (F) As above, except mass limit is 10 lbs./level.
- 30 — TELEKINESIS (F) As above, except mass limit is 10 lbs./level.
- 50 — TK ENHANCEMENT TRUE (U) As above, except there is no mass limit beyond the corresponding decrease in velocity.

SYMBOL IMBEDDING

- 1 — RESEARCH ESSENCE (I) As Research on the Essence Imbedding list.
- 2 — RESEARCH MENT/CHAN. (I) As Research on the Mentalism-Chan. Imbedding list.
- 3 — UNSYMBOL I (F) As on the Channeling closed list: Symbolic Ways.
- 4 — SYMBOL EXTENTION (F) Duration: 24 hr. Range: S. Allows the caster to imbed a magical conduit into some material to be inlayed in a nonmobile surface from a symbol to a trigger point. (For example, manipulating a door and lock mechanism in one room could set off a Light Symbol on the other side of the building, bringing someone to investigate.) A caster can create 1 foot per level per day of Symbol Extention. Symbol Extention must be in place before the symbol to use it can be inscribed or imbedded.
- 5 — IMBED SYMBOL I (F) Duration: 24 hrs. Range: S. Allows the caster to imbed a first level spell in the form of a symbol (explained in the closed Channeling list: Symbolic Ways). The imbedding is performed exactly as given in section 9.92 under Alchemical Research except that the imbedding time is only one week per level of the spell being imbedded.
- 6.
- 7 — IMBED SYMBOL II (F) As Imbed Symbol I, except that up to a second level may be imbedded.
- 8 — UNSYMBOL II (F) As on the Channeling closed list: Symbolic Ways.
- 9 — IMBED SYMBOL III (F) As Imbed Symbol I, except that up to a third level spell may be imbedded.
- 10 — PRESERVE EDIFICE (F) Duration: P. Range: 10'. Allows a 100 cu. ft./level section of inorganic, immobile material to make an additional resistance roll vs. normal erosion, earthquakes, etc. Also, spells such as Erosions, Powder Stone, and Cracks Call must make a resistance roll before affecting the protected material.
- 11 — IMBED SYMBOL V (F) As Imbed Symbol I, except that up to a fifth level spell may be imbedded.
- 12 — UNSYMBOL III (F) As on the Channeling closed list: Symbolic Ways.
- 13 — IMBED SYMBOL VI (F) As Imbed Symbol I, except that up to a sixth level spell may be imbedded.
- 14 — UNSYMBOL VII (F) As on the Channeling closed list: Symbolic Ways.
- 15 — IMBED SYMBOL VII (F) As Imbed Symbol I, except that up to a seventh level spell may be imbedded.
- 20 — IMBED SYMBOL X (F) As Imbed Symbol I, except that up to a tenth level spell may be imbedded.
- 25 — INSCRIBE SIGN (F) As any single target "Sign" spell on the the Rune Mastery spell list. (Open, Ess.)
- 30 — UNSYMBOL X (F) As on the Channeling closed list: Symbolic Ways.
- 50 — MASS SIGN (F) As on the Rune Mastery list.

4.0 OPTIONAL CHARACTER "LAWS"

This section presents optional material concerning characters and their skills. This material includes new professions (4.1), races (4.2), secondary skills (4.3), and background options (4.5). It also includes guidelines for optional ways of handling stat bonuses (4.4 and 4.8), adolescence skill ranks (4.6), level bonuses (4.7), and languages (4.9). Once again, a GM should carefully examine this material before adding all or part of it to his game.

4.1 PROFESSIONS

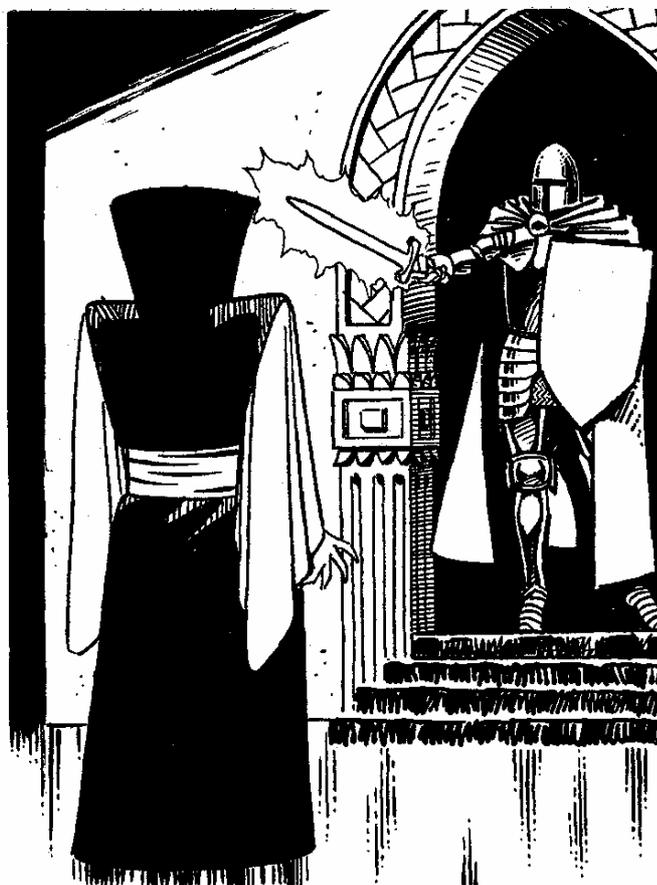
This section presents seven new professions. Of these, the *Burglar* is an acrobatic thief, the *Barbarian* a fighter who uses little if any armor, and the *High Warrior Monk* the most fanatic of martial artists; all are non-spell users. The *Paladin* is a fanatically "good" knight (a Channeling semi-spell user); the *Nightblade* is an assassin (a Mentalism semi-spell users). The *Druid* is a master and protector of nature (a pure spell user of Channeling), while the *Archmage* is a spell user of Arcane magic (see Section 2.1).

4.11 THE PALADIN

Weapon Skills: 2/5; 3/8; 4; 4; 4; 6	
Maneuvering In Armor: Soft Leather.....1/* Rigid Leather.....1/* Chain.....2/* Plate.....3/*	Magical Skills: Spell Lists.....4/* Runes.....7 Staves & Wands.....9 Channeling.....3 Directed Spells.....20
Special Skills: Ambush.....9 Linguistics.....3/* Adrenal Moves.....3/9 Adrenal Defense.....20 Martial Arts.....6 Body Development.....2/5	General Skills: Climbing.....6 Swimming.....3 Riding.....2/5 Disarming Traps.....7 Picking Locks.....7 Stalk & Hide.....5 Perception.....3/7
Secondary Skills: As a Fighter (if used). Level Bonuses: As a Fighter (if used). Prime Requisites: ST/IN.	

Paladins are Channeling semi-spell users who concentrate heavily in chivalric combat. The Paladin is the epitome of Arthurian knighthood. Names like Lancelot, Gawain, and especially Galahad should come to mind. He is a heavy weapons and heavy armor specialist. The Paladin should be played carefully in regard to moral style (usually strictly good and chivalrous) as any variance from his convictions turns his great strength into bloody hypocrisy.

Two of his base spell lists, *Holy Warrior* (Section 3.41) and *Spell Breaker* (Section 3.42), aid heavily in fighting the forces of darkness. His other 3 base lists are identical to lists already established in the Channeling realm, as follows: *Hand of Cleansing* (identical to the Open Channeling list: Purification), *Hand of Healing* (identical to the Open Channeling list: Concussion's Ways), and *Communion* (identical to the Cleric Base List: Communal Ways).



4.12 THE BURGLAR

Weapon Skills: 3/8; 3/8; 4; 6; 6; 9	
Maneuvering In Armor:	Magical Skills:
Soft Leather9	Spell Lists10
Rigid Leather9	Runes6
Chain10	Staves & Wands7
Plate10	Channeling20
	Directed Spells20
Special Skills:	General Skills:
Ambush1/3	Climbing1/3
Linguistics3/*	Swimming2/6
Adrenal Moves1/3	Riding3
Adrenal Defense7	Disarming Traps1/3
Martial Arts3/7	Picking Locks1/3
Body Development3/7	Stalk & Hide1/3
	Perception1/3
Secondary Skills: As a Thief (if used).	
Level Bonuses: As a Thief (if used).	
Prime Requisites: AG/IN.	

The Burglar is a non-spell user who believes that "He who travels lightest travels fastest and best!" He is similar to the normal thief except he has avoided almost entirely the awkward encumbrance of armor, and instead dodges and ducks very much like a martial artist.

4.13 THE BARBARIAN

Weapon Skills: 1/5; 2/5; 3/8; 4; 4; 6	
Maneuvering In Armor:	Magical Skills:
Soft Leather2/*	Spell Lists25
Rigid Leather3/*	Runes8
Chain5/*	Staves & Wands15
Plate7/*	Channeling25
	Directed Spells25
Special Skills:	General Skills:
Ambush2/5	Climbing2/6
Linguistics3/*	Swimming1/3
Adrenal Moves2/4	Riding2/6
Adrenal Defense6	Disarming Traps3/8
Martial Arts3/7	Picking Locks4
Body Development1/3	Stalk & Hide1/5
	Perception2/4
Secondary Skills: As a Fighter (if used).	
Level Bonuses: As a Fighter (if used).	
Prime Requisites: CO/ST.	

Those familiar with fantasy worlds, and ancient history in general, quickly recognize the figure of the Barbarian: roughly & scantily clad (in warmer climates), powerfully built, and with real savvy of the outdoors. The Barbarian is a non-spell user even more unfamiliar with magic than the Fighters. He is an extremely powerful weapons specialist, second only to the Fighter. Barbarians, however, barely tolerate armor, and prefer instead to defend themselves with their skills, quick defensive reactions, and intimate familiarity with the wilds.



4.14 THE HIGH WARRIOR MONK

Weapon Skills: 3/7; 3/8; 4; 8; 8; 8	
Maneuvering In Armor:	Magical Skills:
Soft Leather2/*	Spell Lists20
Rigid Leather2/*	Runes7
Chain3/*	Staves & Wands9
Plate5/*	Channeling20
	Directed Spells20
Special Skills:	General Skills:
Ambush2/5	Climbing2/6
Linguistics3/*	Swimming2/5
Adrenal Moves4/3	Riding3
Adrenal Defense2/6	Disarming Traps4
Martial Arts1/2	Picking Locks4
Body Development2/7	Stalk & Hide1/5
	Perception2/5
Secondary Skills: Cost = 2/5 on skills # 1,5,8,13,18,33,37,38; Cost = 6 on all others.	
Level Bonuses: As a Warrior Monk (if used).	
Prime Requisites: AG/SD.	

The High Warrior Monk is a "fanatic" martial artist who has been brought up in a relatively isolated and restrictive environment dedicated to the martial arts and personal discipline. This intensive background leads to relatively low skill development costs in the martial arts and related skills but relatively high costs for unrelated skills (e.g., magical skills, traps & locks, and most secondary skills).

A GM should always make sure that a High Warrior Monk PC has significant societal and cultural limitations based upon his background. To reflect this, the GM can lower a High Warrior Monk's background options (*ChL&CaL* 14.23) by 2 or 3. This profession will not be appropriate for all worlds and campaigns, so a GM should examine it closely before adding it to his game.



4.15 THE ARCHMAGE

Weapon Skills: 9; 20; 20; 20; 20; 20	
Maneuvering In Armor:	Magical Skills:
Soft Leather9	Spell Lists2/*
Rigid Leather9	Runes1/4
Chain10	Staves & Wands1/4
Plate11	Channeling2/5
	Directed Spells2/6
Special Skills:	General Skills:
Ambush9	Climbing7
Linguistics1/*	Swimming3
Adrenal Moves5	Riding3
Adrenal Defense15	Disarming Traps7
Martial Arts6	Picking Locks7
Body Development8	Stalk & Hide5
	Perception2
Secondary Skills: As a Sorcerer (if used).	
Level Bonuses: As a Sorcerer (if used).	
Prime Requisites: PR/IN/EM.	

The Archmage is a spell user who is able to learn and cast spells from all 3 realms: Channeling, Essence, and Mentalism. He hearkens back to the days of the Arcane lore, before magic was divided (see Section 2.1). The development costs for the Archmage are similar both to the Sorcerer and the Mystic with the chief exception being that his costs for learning spell lists are twice normal for a pure spell user. However, the Archmage is never in a "different" realm; he operates as a pure spell user in all three realms.

The Archmage does not have a standard set of base lists. Instead, the Archmage assembles a set of 6 base lists from varied portions of *Spell Law* or the *Rolemaster Companion*. If a GM permits them as Player Characters in his world, he must decide how Archmages will select their base lists. A few suggestions for different approaches are given below, and GM's are encouraged to select one or develop one of their own:

- Option 1:** Give blanket permission to select any 6 lists as his base lists.
- Option 2:** As Option 1, but subject to GM final approval.
- Option 3:** Require the Archmage to select a certain number of his base lists from the base lists of one profession (e.g., must take 3 of his six base lists from the base lists of one specific profession). The GM will determine how many of the lists must be selected in this way, and how the rest of the base lists are to be chosen.
- Option 4:** Limit the number of different professions' bases lists the Archmage can choose from (e.g., the Archmage can choose his base lists from the base lists of no more than 3 different professions).
- Option 5:** Allow selection from any open or closed lists.
- Option 6:** The GM can require the Archmage to choose all of his base lists from one pure or one hybrid profession, but then let the Archmage exercise his flexibility in Open or Closed lists.
- Option 7:** Use a combination of the above options (e.g., the Archmage is allowed to choose 3 of his base lists from the base lists of any two professions, but the other 3 must come from the open and closed lists).

These options are presented to give the GM an idea of how to approach allowing Archmages into his game. However, in play testing, when the most flexible option (Option 1) was used, the Archmage was not found to be inordinately dominating or powerful. His diversity and flexibility was offset by his more limited total number of spell lists (due to the double development costs for spell picks).

The Archmage should use the average of his Empathy, Intuition, and Presence to determine his number of power points per level and his stat bonus for "learning spell lists" (*ChL&CaL* 13.22). The Archmage's adders and multipliers (focii) cost twice as much as the amount of hybrid focii. Because Archmages are so rare, they are often very remarkable individuals.

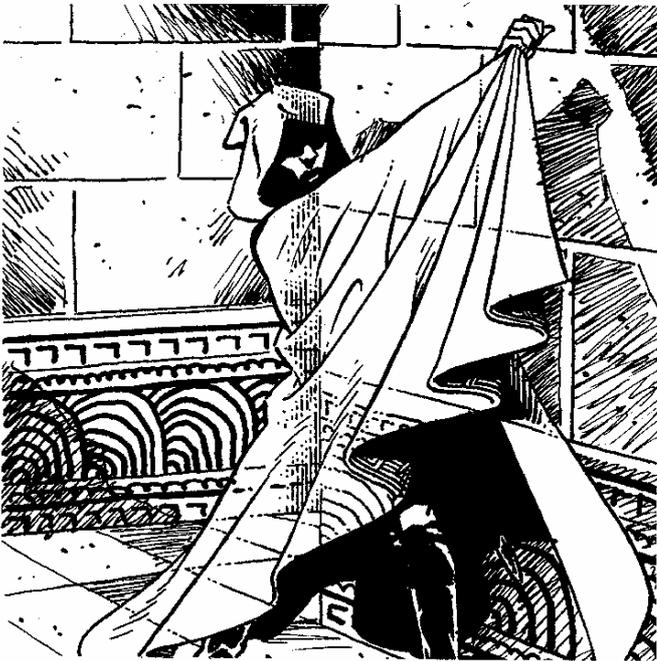
This profession will not be appropriate for all worlds and campaigns, so a GM should examine it closely before adding it to his game.

4.16 THE NIGHTBLADE

Weapon Skills: 3/9; 6; 7; 7; 15	
Maneuvering In Armor: Soft Leather2/* Rigid Leather2/* Chain4/* Plate6/*	Magical Skills: Spell Lists4/* Runes6 Staves & Wands7 Channeling20 Directed Spells2/6
Special Skills: Ambush3 Linguistics3/* Adrenal Moves2/4 Adrenal Defense7 Martial Arts3/7 Body Development3/8	General Skills: Climbing3/7 Swimming3 Riding3 Disarming Traps3/7 Picking Locks2/7 Stalk & Hide1/5 Perception2/7
Secondary Skills: Cost = 2/4 on skills #1,2,5,6,8,9,13,18,33,37,38; Cost = 6 on all others.	
Level Bonuses: As a Monk (if used).	
Prime Requisites: PR/AG	

The Nightblades are Mentalism semi-spell users who have trained in skills that are appropriate for covert operations (e.g., assassination, spying, infiltration, etc.). This is a semi-spell class has five distinctive base spell lists (Section 3.3) affecting the ability to move and distract and skill with disguises, poisons, and weapons. The GM should carefully structure the societal and cultural background of a Nightblade PC in order to reflect the training and outlook necessary for this profession.

This profession will not be appropriate for all worlds and campaigns, so a GM should examine it closely before adding it to his game.



4.17 THE DRUID

Skill Development Costs: As an Animist.
Secondary Skills: As an Animist (if used).
Level Bonuses: As an Animist (if used).
Prime Requisites: ME/IN

The Druid is the more European variety of the Animist. His six Druidic Base Spell lists (Section 3.2) are used instead of the Animist Base lists. They focus on his militant approach to life and survival, his investment in and dependence on his home-made magical staff, his day-to-day work as minister and healer of the wilds, and his power as an emissary of peace.

4.18 THE DELVER

Delvers are semi-spell users who combine the realm of Essence with the realm of Arms. Their base spells deal with probing the elements and imbedding signs and symbols into structures, while their arms capabilities are concentrated in mechanical skills. Prime requisites for a Delver are *Empathy* and *Agility*.

Weapon Skills: 4/8; 6; 6; 7; 7; 7	
Maneuvering In Armor: Soft Leather9/* Rigid Leather9/* Chain10/* Plate11/*	Magical Skills: Spell Lists4/* Runes4 Staves & Wands5 Channeling13 Directed Spells9
Special Skills: Ambush6 Linguistics3/* Adrenal Moves2/7 Adrenal Defense20 Martial Arts4 Body Development4/7	General Skills: Climbing3/7 Swimming2/6 Riding2/6 Disarming Traps1/5 Picking Locks1/5 Stalk & Hide2/7 Perception2/7
Secondary Skills: As an Alchemist (if used).	
Level Bonuses: As a Bard (if used).	
Prime Requisites: EM/AG.	

4.19 CLERIC'S LAW

A Cleric's path is highly influenced by his god and many patterns in his life are formed by his religious training. The differences between a Cleric of a war god and one of a god of love should be readily apparent. Not only should the two behave differently, reflecting the tenets of their respective religions, but they should have greatly divergent skills. This is achieved through the use of secondary skills and spell list choices. Yet both Clerics will have the same base lists and the same ease or difficulty in learning a skill, whether or not it is one condoned by his god. The tables below are an attempt to broaden the scope of the devout Cleric, allowing him to follow the inspiration of his god without upsetting play balance.

The table of religious lists below gives suggested additional base lists keyed to the specific type of deity worshipped. They are possible lists that a religion would make available to the zealous follower. All of these lists when taken by the clergy are considered to be within the caster's realm of power and one of their base lists.

Example: a Cleric of a fire god would have *Fire Law* in *Channeling* and, if other character classes participate in the priesthood, a *Lay Healer* who worships a healing god would have the *Midwifery list* in *Mentalism*.

Because of the relative power in allowing the lists from other realms to be available as base lists, it is suggested that the following restrictions apply:

1. Only one or two of the religious lists are allowed to each spell caster.
- 2a. The costs for the lists are greater, 2/* instead of 1/*

OR

- 2b. All the picks for these lists are made in five level increments, because they represent the inner mysteries of the religion.

Example: *Levwellon* is a Cleric who follows *Pyn*, a God of Knowledge. The GM rules that he is allowed one base religious list at an adjusted cost of 2/*. *Levwellon* chooses (with the GM's approval) *Lore* off the Base Bard Lists as his religious list.

Religions and gods can be one of the most differing aspects from world to world. The deity types compiled here are some of the most frequently appearing, and are given in their most basic forms. GMs who find that the deity types are too broadly based or that they do not cover the aspects needed for their game should create their own categories.

DEITY TYPE	BASE RELIGIOUS LISTS	RELATED SKILLS
Sun/Fire/Light	Fire Law (BMagi) Light Law (BMagi) Light Moulding (BIII)	signaling smithing star-gazing
Wind/Sky/Air	Wind Law (BMagi) Gas Manipulation (CM) Movement (CM)	acrobatics navigation star-gazing weatherwatching
Fertility/Love	Midwifery (CC) Controlling Songs (BBard) Mind Merge (BMent)	seduction dance singing
Justice/Revenge	Mind Visions (BSeer) Curses (Evil BCler) Way of the Voice (BAstr)	public-speaking tracking diplomacy
Water/Sea	Water Law (BMagi) Fluid Destruction (BSorc) Liquid Alteration (BMyst)	swimming navigation rowing sailing diving
Death/Evil Cults	Necromancy (Evil BCler) Darkness (Evil BMagi) Soul Destruction (BSorc)	seduction subduing
Nature/ Seasons/ Weather	Sense Through Others Any Ranger or Animist Base List	All outdoor skills
War/Destruction	Attack Avoidance (OM) Bladerunes (Arcane) Dark Channels (Evil BCler)	weaponry subduing frenzy ambush disarming
Arts/Crafts	Organic Skills (BAICh) Inorganic Skills (BAICh) Living Change (CE)	music drama singing dance all crafts
Healer/Medicine	Midwifery (CC) Damage Resistance (OM) *	first aid cooking meditation
Knowledge	Past Visions (BSeer) Lore (BBard) Item Lore (BBard)	linguistics runes staves/wands falsification mathematics star-gazing
Subtlety	Unbarring Ways (OE) Sense Mastery (CM) Nature's Guises (BRang)	All subterfuge skills seduction trap-building ambush

— For Clerics, rather than Healers or Lay Healers who worship a Healing/Medicine God, a GM might consider making (some of) the Closed Channeling Healing Lists their base lists and the Cleric Base lists a Closed choice.

4.2 RACES

Character Law & Campaign Law provides descriptions and statistics for eleven basic races, while *Creatures and Treasures* provides descriptions for almost four dozen more races. This section presents some racial and cultural variants of the races from *ChL&CaL*, as well as alternative ways to handle *Self Discipline for Elves*.

4.21 ADDITIONAL RACIAL TYPES

The races and cultures presented in this section should be examined by a GM to see if any are appropriate for his world. These races also provide an example of how the basic set of races in *ChL&CaL* can be modified and expanded to fit a specific world system.

1. Bear Tribes: The Bear Tribes are the family of noble and fierce barbarians related to but somewhat larger than the other northern tribes. They usually sport red hair and beards rather than the blonde growth of their cousins. The most unusual characteristic of the Bear Tribes is that a few of them, the most noble, actually have the ability to voluntarily take the form of a large northern bear (use *C&T* Lycanthrope rules or special ability 91-95 on p. 68 of *Ch&CaL*). Famous members of the Bear tribe include Burslug and Baerdinur.

2. Dark Tribes: The Dark Tribes are a dispersed group of Common Men, distinguished by a somewhat smaller stature than others though toughened by their invariably difficult environments. They are the men of the deserts. They usually favor a culture which is nomadic, fierce, and unfortunately in many locales, evil. They are usually superlative horsemen.

3. Northmen: The Northmen are the proud, well built, tall, and blonde peoples of the north. They are by some standards the finest horsemen in the world. They are practical, rugged, straightforward, and somewhat loud. They are warlike but usually "good".

4. Arctic Men: The Arctic Men are a smallish people but hardened greatly by the unfriendly climate of the north. They are a sparsely settled nomadic folk that keep up with the seasonal migrations of big game. They are generous, quiet, and shy for they are seldom encountered by other races.

5. Mixed Men: The Mixed races are greatly represented in the world, being the descendants of the so-called High Men. Through years of inter-marrying with the common races and the ages which have passed since their early extraordinarily rich and magical heritage, their High Man characteristics have diminished. However, they still form an extremely important and numerous contingent among the mannish races.

6. Grey Elves: The Grey Elves are the third contingent of the noble Elves, alongside the High Elves and the Fair Elves. They resemble Wood Elves physically, although they tend to be more muscular, and blue or grey eyes predominate. Their clothing, nothing like the flamboyant garb of the other higher Elves, is an ambiguous grey, with remarkable camouflaging properties.

7. Dark Elves: The Dark Elves, or *Drow*, are an almost invariably evil race of Elves, whose talents and tendencies lean heavily towards the magical arts, often the darker sides. They are cunning and cruel. They tend to dress in flowing garments of black with silver trim. They are ambitious to the end. There have been rare occasions when a Drow repented of his evil, slowly converting to a more philanthropic view of life. Some of these rare individuals have slowly transformed physically to resemble the High Elves, the race whence they originally descended.

8. Aquatic Elves: Aquatic Elves are a rare and elusive breed of Elves having both gills and lungs, able to exist equally well on land or in water. Their gills are so wonderfully worked into their necks, that only close observation or touch will reveal them at all. Aquatic Elves are nearly identical physically to the High Elves but are somewhat stronger from their aqueous environment. They are much like the other Higher Elves in their arts and lifestyles, except that they tend to be nearly as shy as the Wood Elves. Occasionally, an adventurous sort leaves his ocean home to explore the world above. He may even develop ambitions and goals there. Such Elves have lived this way for decades before anyone ever learned that they were any different from the Elves of the land.

9. Tallfellow Halflings: These Halflings combine many of the traits common to both Halflings and Elves. They are much taller and thinner than normal Halflings, and more inclined to both adventure and magic. So it is often considered that years past these might actually be a genetic mix of the two. However, most Elves find this concept clearly ridiculous and somewhat repulsive (i.e., an "abomination").

10. Stout Halflings: The Stout Halflings are slightly taller and certainly more muscular than normal Halflings. Appearing very much like Dwarves, even to the extent of being bushy bearded, their personalities are also reminiscent of the Dwarves. Dwarves do consider them to be very close cousins, as opposed to the common Halflings, who consider the "Stouts" to be too loud and boisterous. It is assumed that the similarities between Stout and Dwarf imply an union between the two races. While not a reprehensible idea to the Dwarves, normal Halflings would consider such a thing an abandonment of basic Halflingish virtues: namely hearth, relaxation, and gardening. Therefore the concept is in bad taste — not to be mentioned at the table.

11. Half-Elves: The variety in Half-Elves stems not so much from the subtle variance in Elves, as the more pronounced differences between the mannish races. The common different kinds of Half-Elves are noted:

A. The basic Half-Elf, produced by a union between Elf and High Mannish stock.

B. The most common recent hybrid, that between Elf and the mixed High Man descendants.

C. An exceptionally rare Half-Elf, a union between Elf and Bear Tribe. While the interests in the wilds, and general good are held in common, the difference in character, lifestyle, and personal beauty are pronounced.

D. A fairly uncommon mix, Elf and Northman. The principles of common ground and uncommon ground are much like Type C, except that the differences, especially physically, are not quite so pronounced.

E. The result of union between an Elf and any of the more common varieties of Man. Some of the mannish tribes are fairly close to the Elvish ideal, such as the men of the woods, whereas others are distant, such as the dark tribes.

F. A result almost always of force, with the aggressor being a monster, such as an Ogre or Troll. Certainly no Elf would ever consent to such a mating, except perhaps some vile Drow in the midst of an evil ceremony.

12. Half-Dwarves: Those human types referred to as Half-Dwarves do not consider themselves as such. They consider themselves an exceptionally stocky and hardy mannish race. Still, the physical evidence for a genetic link seems strong: they only average about 4 1/2 feet in height, have remarkable resistance to cold, and even partake of some of the personal characteristics of Dwarves: self-centered, clannish, and having long memories for good or harm done to them. Yet, with all this "evidence," it is not wise to call them Half-Dwarves — at least, not to their faces!

13. Half-Orcs: Half-Orcs on the human side are either human, High Mannish, Elvish, or Dwarvish. They are much more useful creature than Normal Orcs, and even more manlike than Greater Orcs. Socially, they are of the same rank as Greater Orcs, but they do not mingle with them. High Orcs provide the leadership in some groups (or fodder for Trollish armies), and Half-Orcs provide leadership for others. Some Half-Orcs are so mannish in appearance that they may pass for such. And though most are too slow-witted for anything other than common fighting, or roguish sorts of things, a few Half-Orcs have become remarkably successful as villainous magic users.

14. Half-Ogres: Half Ogres are significantly homlier and tougher than almost any man. They are more Ogre-ish than mannish, and consequently fight better than they do anything else. Some significant training is required for a Half-Ogre to strive for anything more than beastly personal habits. There is a Half-Ogre dialect which lacks many significant words (such as ballet, deodorant, and latrine).

15. Half-Trolls: Half-Trolls are almost always the union of War Trolls and the more evil of the dark races. They are smaller and quicker than most Trolls, and are more mannish in appearance. Naturally, their incredible strength and mass would indicate their inhumanity (not to mention their long, sharp, red tongues and glowing red eyes). They often wear armor, unlike normal Trolls. They are as intelligent as men, and they are more agile. They make frightening fighters, and sometimes aspire to command or magic.

RACE ABILITIES

Type	STAT BONUS MODIFICATIONS											RESISTANCE ROLL MOD.					HEALING AND INJURY					Background Options
	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE	Ess	Chan	Ment	Poi-son	Dis-ease	Soul Dep.	Stat Det.	Rec x	Lang.	Dice Type	Max. Hits	
1. Bear Tribes	+15	-5	+5	+5	-10	+15	+0	+0	+0	+0	+20	+0	+0	+20	+15	12	0	.7X	3	1-10	150	4
2. Dark Tribes	+5	+5	-5	-5	+5	+5	+5	+0	+0	+0	+0	+0	+0	+0	+0	12	0	1X	2	1-8	120	6
3. Northmen	+10	+0	+5	+0	-5	+10	+0	+5	+0	+0	+0	+0	+0	+0	+10	12	0	1X	3	1-10	150	4
4. Arctic Men	+5	+0	-5	+5	+0	+10	+0	+5	+0	+5	+0	+0	+0	+0	+15	12	0	1X	2	1-8	120	4
5. Mixed Men	+5	+0	+5	+0	+0	+5	+0	+5	+0	+0	-5	-5	-5	+0	+0	10	0	.8X	2	1-10	135	5
6. Grey Elves	+5	+10	+5	+0	+5	+5	+5	-20	+5	+0	-5	-5	-5	+10	+100	2	+3	1.5X	4	1-8	120	3
7. Dark Elves	+0	+10	+10	-5	+10	-5	+10	-20	+5	+5	-5	-5	-5	+10	+100	1	+6	3X	5	1-8	110	3
8. Aquatic Elves	+5	+10	+5	+0	+5	+5	+10	-20	+5	+0	-5	-5	-5	+10	+100	2	+4	1.5X	4	1-8	110	3
9. Tallfellow Halflings	-15	+15	-10	+0	+0	+10	+20	-20	+0	+5	+20	+0	+20	+20	+50	15	0	.7X	3	1-8	90	4
10. Stout Halflings	-5	+5	-10	+0	-10	+20	+10	+0	+0	+0	+50	+0	+40	+40	+60	18	-1	.5X	2	1-10	110	5
11. Half-Elves A	+5	+10	+10	+0	+0	+5	+5	-10	+0	+0	-5	-5	-5	+0	+50	3	0	.7X	3	1-10	150	3
Half-Elves B	+0	+10	+10	+0	+0	+0	+10	-5	+0	+0	-5	-5	-5	+0	+50	5	0	1X	3	1-10	130	3
Half-Elves C	+10	+10	+5	+5	-5	+10	+5	-10	+0	+0	+0	+0	+0	+10	+60	5	0	.7X	3	1-10	150	3
Half-Elves D	+5	+10	+10	+0	+0	+5	+5	-5	+0	+0	-5	-5	-5	+0	+50	5	0	.7X	3	1-10	150	3
Half-Elves E	+5	+10	+5	+0	+0	+0	+10	-5	+0	+0	+0	+0	+0	+0	+15	7	0	1X	3	1-10	120	3
Half-Elves F	+15	+5	-5	-5	-5	+15	+5	-20	-5	-5	+0	+0	+0	+15	+50	1	0	.5X	2	1-15	300	3
12. Half-Dwarves	+5	-5	-5	+0	+0	+15	+0	+5	+0	+0	+20	+0	+20	+15	+15	15	-1	.7X	2	1-10	120	5
13. Half-Orcs	+10	+0	-5	-5	+0	+10	+0	+0	-5	-5	+0	+0	+0	+5	+10	7	0	.5X	3	1-10	130	5
14. Half-Ogres	+15	+0	-10	-5	-5	+10	+0	-5	+0	+0	+5	+5	+5	+10	+10	5	0	.7X	2	1-10	200	5
15. Half-Trolls	+15	+0	-5	-5	-5	+20	+5	+0	-5	-5	+0	+0	+0	+15	+10	5	0	.5X	2	1-15	280	4
16. Great Men	+15	+5	+5	-10	-10	+20	+5	-20	-5	-5	-5	-5	-5	+40	+100	5	-1	.5X	2	1-20	300	3

16. Great Men: Though they are called Great Men, it is obvious that this race has no real relationship to humanity. They are terrifically tall, with 8' as an average. They are covered with short, coarse grey hair (almost a fur), have glowing eyes, and pointed though man-like teeth. They are uncanny in battle, being amazingly swift and agile for all their broad mass, though magically they are almost inept. They do not possess the cohesiveness as a society to carve out great kingdoms. But some become renowned far and wide as some of the most powerful of all heroes. Often, they ride into battle on a variety of great beasts, some natural and some unnatural, all just somewhat smaller than an elephant. Often scornng shields, they relish wielding a weapon in each hand, an almost innate talent — their one-handed weapons are those considered 2-handed weapons by most other races.

4.22 ELVES AND SELF DISCIPLINE

The standard *RM* guidelines in *ChL&CaL* assign a -20 Self Discipline racial stat modification to Elves and -10 to Half-Elves. Many world views of Elves from role playing and fantasy literature do not completely agree with this characterization.

The original rationale behind the SD penalty for Elves was fairly straightforward. Since they were immortal, the completion and results of everyday tasks and situations was just not as important or time-crucial as they are to mortals. Basically, Elves just aren't in a hurry to learn skills or accomplish individual goals because they have "all the time in the world". In this section, we present two different approaches to handling the Self Discipline of Elves.

THE SNEAKY ELF APPROACH

In many fantasy worlds from literature and role playing, Elves are among the most subtle and quiet of all races. However, in *Rolemaster*, the most critical personal trait for "Stalking and Hiding" maneuvers is Self Discipline (SD), which is also by far the worst Elvish attribute (see *Ch&CaL* Table 15.51 the Race Abilities Table). To translate Elvish "sneakiness" into game terms, the GM may allow players with Elvish characters to treat their SD racial mods as having positive values instead of negative ones for the stalking and hiding skills.

EXAMPLE:

- Half-Elves: SD mod of +10 (for STALK/HIDE only).
- Wood Elves: SD mod of +20 (for STALK/HIDE only).
- High Elves: SD mod of +20 (for STALK/HIDE only).

The GM might also desire to treat SD mods for Halflings in the same manner.

There may be something very important gained in further discussing SD modifications, especially as they apply to Elves. Some aspects of the SD penalties from the Race Abilities Chart 15.51 seem to apply closely to Elves and some don't.

Why are Elves considered to have such bad Self Discipline in the first place? Mainly, because the majority of Elves demonstrate tremendous lack of cooperative careful planning, initiative, and ambition when it comes to matters of world power and gain. This is, from a mannish point of view, certainly beneficial because with the multi-millenia lifespans of the Elves, if they were as a race ambitious, the entire world would easily fall under their dominion. But Elves generally cannot be bothered with such troublesome and mundane matters as world conquest! "Who wants to be bothered meddling in the affairs of those short-lived and crude men creatures anyway?" (a noted refrain from an old Elvish bard's song). Now it should be noted that this is a blanket generalization — history does indeed note some ambitious, covetous, and curious Elves; especially some of the significant High Elves. But these are not the norm. The norm is classic Elvish indulgence in the beauty of nature, fascination with the spirit folk and the woods, and elvish varieties of magic.

In terms of personal disciplines and talents however, there are some traits, related to SD in *Rolemaster*, in which Elves are normally considered to excel; especially those requiring great physical fluidity and prowess, as well as skill in magic. Therefore, it is recommended that for the following skills, Elves be considered to have their SD mods treated between +0 and +20 (GM discretion based upon the Elves in his world) rather than negatives: Stalk & Hide, Adrenal Moves, Diving, Fletching, Meditation, Signaling, Skiing, Tumbling. The GM may determine additional characteristics for which Elvish SD mods should be positive.

As a final note, a GM may also decide that Elves should no longer be restricted from the professions requiring SD as a prime requisite (as stated in Section 6.2 of *ChL&CaL*).

THE "LACK OF FOCUS" APPROACH

In all their wisdom many Elves are still children in certain ways, able to forget the most weighty conversations to watch as a beautiful butterfly flutters by. It is not so much that they have really poor self discipline, as it is that they see and enjoy so many things that they often have difficulty focusing on a single goal or task. Those who do focus on specific skills, events, and situations can accomplish great things.

Discipline is a relative term; Elves' lack of focus produces results that in a human society would be attributed to poor SD. Thus, no harm is done by giving Elves a penalty for SD. Even if the name is wrong, the result is the same thing. Poor focus would influence training, making an Elf a relatively poor student. It would also apply to performing activities once a skill pertaining to them was learned; for example, a skier who kept turning to watch the sun glisten on the snow that his skies throw into the air might soon find his inattention leading to disaster.

It can be seen that Elves do, on occasion, manage to focus themselves quite well. To handle this a GM could use a secondary skill called "Elven Focus" that could be used to overcome the normal SD penalty in a particular action or type of action. To determine success in such an attempt, roll 1-100 (open-ended) add "Elven Focus" skill bonus, then refer to the Maneuver Table 15.31 in *ChL&CaL* (the GM should base the "difficulty" upon the number of distractions in the area; normally "medium", "hard", or "very hard"). Use the result as a percentage reduction of the SD penalty (if greater than 100, a positive modification may result); if a *fail to act* or a *fall down* result occurs, no action may be taken that round.

Alternatively, a GM may allow each Elf to choose one or two "burning interests"; any activities related to these interests would be "focused" and would receive no SD penalty or perhaps even a positive bonus. For example, some burning interests might include certain types of spells, caving, diving, healing, meditation, skiing, killing Orcs, the affairs of a ruler, the fate of man, etc. On the other hand, if the Elf tried to focus of an activity while his attention was tempted by his burning interest, the SD penalty might be increased up to doubled.

4.3 SECONDARY SKILLS

This sections presents suggestions for acquiring secondary skills and some new secondary skills to supplement those found in *ChL&CaL* Section 14.14. Several of the skills are "oriental" in nature (Iai, Ki, and Yado) and may not be appropriate for all worlds and settings.

SECONDARY SKILL ACQUISITION OPTIONS

Secondary skills can add flavor and detail to a role playing game without dramatically affecting play balance. However, a GM may find that his players do not have the inclination or development points to learn and improve secondary skills. The options presented here provide a GM with several different ways of allowing an enhanced acquisition of secondary skills (several of the options may be used together):

Option 1: Assign or allow players to choose a number of "free" secondary skill ranks during their adolescence and/or apprenticeship (perhaps 5-10). These skills should be consistent with the characters' backgrounds.

Option 2: As Option 1 but give the players additional development points (perhaps 10-20) that must be spent on secondary skills.

Option 3: Each level, give each character a percentage of his normal development points to spend only on secondary skills (in addition to his normal development points). Perhaps 20-30%.

Option 4: Allow a character to gain as many different secondary skill ranks as he has time for through "practice" (*ChL&CaL* Section 13.53). This should still be limited to one skill rank for each secondary skill for each half level.

NEW SECONDARY SKILLS

Animal Training: (Em/In) Bonus for training a particular type of animal, such as Birds of Prey, Dogs, Bears, Big Cats, etc.

Appraisal: (In/Re) Bonus for determining or estimating the value of an object or goods.

Athletic Games: (Ag/Qu or Ag/St) Bonus for playing any one game primarily involving agility, coordination, and motor skills.

Chemistry: (Re/Me) Bonus for identifying and mixing various non-magical substances with relatively predictable results. Acids, Itching powders, toxins, etc. are just a few of the possible results. Some combinations the GM may deem inappropriate for his world (e.g., he might disallow gunpowders or petroleum products, etc).

Crafting: (Ag/Re) Bonus for a particular craftsman skill, such as Jeweler, Copper Etching, Painting, Clothwork, etc. Different skills must be developed separately.

Diplomacy: (Pr/In) Bonus for operating successfully in a complex, bureaucratic environment, such as a royal court or any other large government structure. Tact, negotiation, and deceit are all facets of diplomacy.

Disarming: (Ag/Qu) Bonus for an attempt to remove an object (such as a weapon, staff, or shield) from an opponent's grasp. If the user rolls 101 + (1-100 open-ended roll plus the skill bonus), the opponent must make a successful RR vs the level (# of skill boxes) of disarming skill used. The attempt is usually done with a melee weapon. The skill must be developed separately for each particular weapon (or MA attack) that the disarmer uses ("similar" weapon rules may be used).

Gimmickry: (In/Re) Bonus for making plans for an uncommon or not yet invented item. The character does not receive materials or other essentials for the production of item (such as skill in Mathematics, laen, Woodworking, etc). The GM must approve the creation of the item for it to be included in his world.

Heraldry: (Re/Me) Bonus for designing or recognizing a particular heraldic crests (coat-of arms).

Iai: (Qu/Ag) Bonus for performing an Iai attack draw. The skill of Iai (or Iaijitsu) is a quick-draw technique to get a weapon from scabbard into battle very quickly. Iai normally is only used with bladed weapons. If the user rolls 101 + (1-100 open-ended roll plus the skill bonus), the weapon is out of the scabbard and in hand and moreover may make an attack and/or move the same round without the normal -20 penalty for drawing a weapon. The user will make an additional roll for his attack. However, if the roll is negative, he has dropped the weapon. Otherwise, he takes the normal -20 penalty for drawing a weapon.

Interrogation: (Ag/Re) Bonus for extracting information from an intelligent source. This may or may not include causing discomfort to the target, though a +25 bonus is received if the target is discomforted. However, if a target is discomforted and the "interrogation roll" is negative, the target may suffer a major injury or death. In such a case, the target should roll an RR using SD/CO as a modifier to determine the extent of the injury. This skill not only applies to torture but also includes the ability to piece together scattered fragments of information received.

Ki: (SD/PR) Bonus for achieving a special +25 bonus on any activity attempted using concentration and the focusing of internal reserves. If the user rolls 101 + (1-100 open-ended roll plus the skill bonus), +25 is added to any such activity the next round. However, this roll requires 75% of the user's activity the round it is attempted.

Lip Reading: (IN/RE) Bonus for reading lips and sign language. Lip Reading must be developed separately for each particular language. The language developed can only be understood to the level of spoken linguistics the character has in that language. For every 1 foot increment beyond 20 feet, subtract 2%. Special creatures (e.g., the Chicken People) might cause a penalty to be added to the character's bonus.

Reverse Stroke: (Ag/Re) Bonus for applying one's melee OB against an opponent to one's flank or rear without turning or changing position. In such a situation, the applicable OB is the normal OB times this skill bonus as a percentage (e.g., a normal OB of +70 and a skill bonus of 60 would result in a +42 Reverse Stroke OB). The resulting OB may never exceed the normal OB.

Tactical Games: (Re/Me) Bonus for playing games which contain very little chance element, such as Chess or Go. Skills for different games must be developed separately, but normally if the player develops more than one game, he may receive bonuses for similar games as for similar weapons.

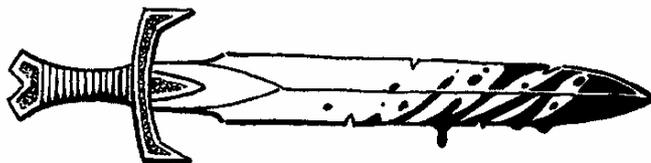
Tactics: (Re/In) Bonus for perceiving and planning appropriate and effective strategy in a military situation. Various tactical situations must be developed separately. Different skills are required for Battlefield Tactics, Siege Tactics, and Naval Tactics, etc.

Yado: (Qu/Ag) (Yadomejutsu) Bonus for using the body (hands, etc) or a weapon or a shield to deflect or even catch a thrown weapon or missile directed at the user. To determine the effect of such an attempt roll (open-ended) and add the Yado skill bonus. Then refer to the Maneuver Table 15.51 in *ChL&Cal* using the "Extremely Hard" column against thrown weapons and the "Sheer Folly" column against missile weapons. If the result is a number, it is subtracted from the weapon's attack roll (in addition to the normal DB). In a given round, the user may attempt to deflect 1 thrown or missile weapon for every 5 skill ranks of Yado skill. All missiles must be in the user's field of vision, each deflection attempt must be rolled separately, and the user must split his Yado skill bonus between them.

SECONDARY COSTS

The GM will find it simpler to assign costs to these and any other new secondary skills by determining a line already on the Secondary Skill table 15.71 which will give, in his estimation, appropriate values. Here are some suggestions for the aforementioned new Secondary Skills:

- Animal Training: same as Herding.
- Appraisal: same as Trading (1/4 for Alchemists).
- Athletic Games: same as Acrobatics (1/4 for Fighters).
- Chemistry: same as Cookery.
- Crafting: same as Fletching.
- Diplomacy: same as Public-speaking.
- Disarming: same as Tumbling.
- Gimmickry: same as Fletching (1/2 for Alchemists).
- Heraldry: same as Signaling (1/2 for Bards).
- Iai: same as Tumbling (1/2 for Fighters).
- Interrogation: same as First Aid.
- Ki: same as Meditation.
- Lip Reading: same as Signaling.
- Reverse Strike: same as Tumbling (1/2 for Fighters).
- Tactical Games: same as Mathematics.
- Tactics: same as Rowing.
- Yado: same as Tumbling.



4.4 STAT BONUSES

The standard *Rolemaster* stat modifications concentrate at the extremes of the possible trait ranges; that is, the first +5 mod comes at 75-84 and the first -5 comes at 15-24. All the stats from 25 to 74, over half of the possible range, are all given a mod of +0. The result is that a character with a 26 stat is no worse off than someone with a 70 stat. This distribution approximates a normal population distribution for a trait or characteristic.

This section presents several different distributions that tend to more heavily vary the stat bonuses over the range of stats.

A "LINEAR" DISTRIBUTION

If a GM desires, he may alter the stat modifiers so that they proportionately increase and decrease over the entire linear percentile range using the following formula:

$$\text{MOD} = (\text{STAT}-50)/2 \quad (\text{round down})$$

A SMOOTHED STAT BONUS DISTRIBUTION

Stat	Bonus	Dev.Pt.	Spell Pt.
100	+25	10.00	3.0
99	+23	9.8	2.8
98	+21	9.6	2.6
97	+19	9.4	2.4
96	+17	9.2	2.2
95	+15	9.0	2.0
94	+14	8.9	1.9
93	+13	8.8	1.8
92	+12	8.7	1.7
91	+11	8.6	1.6
90	+10	8.4	1.5
87-89	+9	8.2	1.4
84-86	+8	8.0	1.3
81-83	+7	7.7	1.2
78-80	+6	7.4	1.1
75-77	+5	7.0	1.0
72-74	+4	6.8	0.8
68-71	+3	6.6	0.6
64-67	+2	6.3	0.4
60-63	+1	6.0	0.2
41-59	+0	5.5	0.0
37-40	-1	5.0	0.0
33-36	-2	4.8	0.0
29-32	-3	4.6	0.0
28-30	-4	4.3	0.0
25-27	-5	4.0	0.0
22-24	-6	3.8	0.0
19-21	-7	3.6	0.0
16-18	-8	3.3	0.0
13-15	-9	3.0	0.0
11	-10	2.9	0.0
10	-11	2.8	0.0
9	-12	2.7	0.0
8	-13	2.6	0.0
7	-14	2.4	0.0
6	-15	2.2	0.0
5	-17	2.0	0.0
4	-19	1.8	0.0
3	-21	1.6	0.0
2	-23	1.3	0.0
1	-25	1.0	0.0

For example, a stat of 100 gives a bonus of $(100 - 50)/2 = +25$; a stat of 63 gives a bonus of $(63 - 50)/2 = +6$; a stat of 27 gives a bonus of $(27 - 50)/2 = -11$; etc. Values over 100 may be given the same values as given on *ChL&CaL* Table 15.13.

The GM should be aware that this system dramatically increases the stat bonuses for stats over 50 and the stat penalties for stats under 50.

A "SMOOTHED" DISTRIBUTION

This distribution maintains most of the properties of the standard *Rolemaster* stat bonuses, but it "smooths" out the values so that the changes in stat modification values are not as abrupt. It does the same thing for Development Points and Spell Points. It involves fractions, so when applicable (calculating total Dev.Pt. and total Spell Points), keep all fractions until the final total is obtained, then round off. For example, if a 7th level character gets 1.2 power points a level, his PP total is $1.2 \times 7 = 8.4$ — rounded off to 8; if he were 8th level his PP total would be $1.2 \times 8 = 9.6$ — rounded off to 10.

Once again this distribution increase stat bonuses and the other factors, but not as dramatically as the other distribution.

4.5 BACKGROUND OPTIONS

The GM may decide to allow his players a broader range of specific characteristics and benefits when drawing up a new character's background. Two sections are provided, one labeled "For Skill At Arms," and one labeled "For Skill At Magic". These are meant to be descriptive titles only, and in no way indicate which professions may roll in which section. In fact, a character may spend some of his background points in both sections.

These sections may appear overly generous, and indeed, a few rolls are terribly powerful (such as "30" on Skill At Magic). However, there are some balances. First, though the character may receive a higher bonus (+15 through +25) on a stat than he could on the normal background charts, he does not have the freedom to place the number where he desires. Second, there is always the possibility of rolling an unmitigated hassle (01 to 10). Third, it is important to be able to have powerful fighters who are not built like Goliath and powerful magic users who aren't always Elvish.

The GM should feel free to not use these background options (or any other background options) if they do not fit into his world. The GM should also feel free to alter or eliminate individual results in these sections, to develop additional background options on his own, or to alter the procedure, freedoms, or rationale behind them.

The GM should also feel free to accept or reject outcomes from these sections if they are inappropriate for a specific character. For example, the GM might decide it is too cruel to allow a Spell Caster Player character to contend with a result of "29" in the Skill At Arms section. Likewise, the GM may refuse to allow a player character to have three "30" results or three "14" results, because it would unbalance the game.

USING THESE SECTIONS

One background option (see *ChL&CaL* Section 14.23) will permit one roll (1-100) in either section (not both). There are several other options that may increase the utility and flexibility of these background options:

Option 1: Two background options will permit 3 rolls in the two sections (a total of 3 rolls).

Option 2: Anytime a characteristic between "01" and "10" is rolled, a generous GM can permit a free "compensation" roll to ease the player's suffering (the "01-10" result still applies). However, if this roll results in another "01-10" result, he's stuck with both and doesn't get another "compensation" roll.

Option 3: A player might be allowed to roll and then determine whether he desires the result in "Skill At Arms" or "Skill At Magic."

Option 4: If a player generates a character whose background options do not correspond to the type of character he wanted to play, the GM might permit the person to re-roll the entire character in an attempt to produce a more satisfactory individual. This, of course, assumes that the player had some idea at the beginning what kind of personality he wanted to play.

Option 5: Allow a player to use two (or perhaps three) background options to choose a specific result in a specific section.

NOTE: Several of these background options change the development point costs for certain skills, resulting in fractional costs. In such a case, retain fractions during the development point allocation process and then round up at the end.

SKILL AT ARMS SECTION

- 01 — Hemophilia:** All bleeding results are doubled.
- 02 — Psychotic Temper:** Base (40 - SD Mod)% chance of responding to insult or offense with a killing fit.
- 03 — Wanted Criminal:** Accused of Murder, Banditry, Assassination, Theft, Assault, or Treason.
- 04 — Blood-Guilt:** PC experiences severe guilt if he causes the death or injury of a human, Elf, Hobbit, or Dwarf.
- 05 — Chivalrous:** Will never fight in an unchivalrous manner; e.g., will always give a human or demi-human opponent first initiative, will never fight horseback against an enemy on foot, always allows the enemy to rearm, etc.
- 06 — Terrible Fearlessness:** Base (40 - SD Mod)% chance of charging heedless into a combat situation.
- 07 — PC is victim of a terrible phobia:** Details determined by the GM.
- 08 — The PC is a faithful vassal:** To a very wicked Lord or Lady.
- 09 — The PC is superstitious:** His morale is influenced by bad "omens".
- 10 — The PC is passive:** -15 to all OB's until he gets "worked up". He may roll once each turn, (20 + SD Mod)% chance.
- 11 — Martial Arts Training:** If a non-monk, PC may train in Martial Arts, Adrenal Moves, and Adrenal Defense as if he were a Monk. If he is a Monk, there is no penalty (i.e., subtraction) when using a weapon kata.
- 12 — Natural Archer:** 25% increase to all bow ranges.
- 13 — Subtle:** Stalk and Hide skill bonus modified by +25.
- 14 — Mind Over Matter:** +25 modification to all Adrenal Moves rolls.
- 15 — Natural Horseman:** +25 bonus to riding bonuses.
- 16 — Knighted:** The PC has been knighted for a personal act of heroism on behalf of a noble or royalty.
- 17 — Natural Facility With Armor:** All armor development costs are cut in half.
- 18 — Unnatural Stamina:** May run at up to 3x normal movement rate and spend only 1 exhaustion point every 60 rounds.
- 19 — Natural Weapon Master:** PC may develop skill ranks in *one* similar weapons category; all weapons in that category may use that skill rank for their OB's.
- 20 — Assassin Training:** Ambush development costs are cut in half.
- 21 — Natural Physique:** Half development point cost for Body Development. Maximum racial body hits are increased by 50%.
- 22 — Hammerhand:** Hands hit as maces when using MA Strikes skill; treat as a "Mace" weapon kata with no penalty.
- 23 — Lucky:** May modify any die roll directly concerning the character by either +5 or -5.
- 24 — Directed Weapons Master:** One selected category of weapons yields 3 skill ranks for every 2 skill ranks developed. All other weapon dev. pt. costs are increased by 50%.
- 25 — Disarm Skill:** PC may intentionally attempt to disarm opponent. Procedure — subtract enemy's OB from PC's OB; add open-ended roll; if 101 +, enemy must roll RR vs PC's level or lose his weapon.
- 26 — Immovable Will:** Immune to fear and charm attacks. Sleep attacks are halved for attack level and duration.
- 27 — Tolerance:** May take of 150% of total hit points before becoming unconscious.
- 28 — Accelerated Mending:** PC's injuries heal twice as quickly as normal.
- 29 — Unbeliever:** Resists magic at 3x level. May not use spells or spell devices.
- 30 — Animal Friend:** Vegetarian; has (35 + Em Mod)% chance each round of befriending any animal within 10' if concentrating. PC may not control animal, but animal will act friendly towards PC indefinitely.
- 31 — Master Tactician:** Has an open-ended chance equal to his IN modification to receive information directly from the GM concerning an immediate tactical situation.
- 32 — Subconscious Preparation:** Readies weapons and bows 1 round quicker than normal.
- 33 — Trained Regular Footman:** May make MA Rank 1 Sweeps/Throws attack each round in addition to normal action.
- 34 — Danger Sense:** GM may warn of general danger on a roll less than or equal to the PC's IN modification.
- 35 — Light Sleeper:** PC may make perception rolls to wake and take action immediately from normal sleep.
- 36 — Look Of Eagles:** Those who are allies, troops, or henchmen under the PC never panic while he is well & in sight.
- 37 — Eye Of The Tiger:** PC may prepare as for the adrenal move "Strength" except that his chance of success is his level + ((SD Mod + EM Mod)/2).

- If he succeeds, his OB and DB are modified by +15 for the next round.
- 38 — Outdoorsman:** PC gets +50 to all forage, fire starting, and locate shelter rolls while outdoors. He receives +20 to all Tracking, Trapping, and Stalk/Hide rolls while outdoors.
- 39 — Portage Skill:** Encumbrance Penalties are halved for the PC.
- 40 — Favored:** Liked by a very high ranking noble. May be a relative.
- 41 — Blessed:** PC enjoys the favor of a particular god, demi-god, angel, etc.
- 42 — Judge of Weaponry:** May determine the pluses or minuses, magical and non-magical, on weapons and armor.
- 43 — Survival Instinct:** When using entire OB to parry, the OB is modified by an additional +25.
- 44-52:** +15 to AG modification.
- 53-61:** +15 to SD modification.
- 62-70:** +15 to QU modification.
- 71-79:** +15 to CO modification.
- 80-89:** +15 to ST modification.
- 90-91:** +20 to AG modification.
- 92-93:** +20 to SD modification.
- 94-95:** +20 to QU modification.
- 96-97:** +20 to CO modification.
- 98-99:** +20 to ST modification.
- 100:** +25 to AG, SD, QU, CO, or ST modification (GM choice: assign, PC choice, or random).

SKILL AT MAGIC SECTION

- 01 — Dark Temptation:** PC is tempted to the "Dark Side." He learns one Evil spell list to 50th level. GM controls details.
- 02 — Poor Control:** Roll non-attack spell failures as attack spell failures. Add +10 to the roll for attack spell failures.
- 03 — Prejudice:** Deep irrational hatred for one GM chosen race.
- 04 — Open Door:** Subject to temporary fits of demonic possession. Weekly chance = 5%.
- 05 — Lycanthropy:** This is the uncontrollable, bestial, psychotic type.
- 06 — Necromantic Urge:** PC becomes a lich or powerful vampire when his soul departs his body.
- 07 — Physical Investment:** Any time the PC casts a spell that is over 8th level the PC suffers 5 points concussion damage.
- 08 — Friendslayer:** Instead of following normal attack spell failure procedure, the attack works on the nearest friend or associate within range.
- 09 — Wrath:** The PC has the disfavor of a particular god, demi-god, demon, etc.
- 10 — Split Personality Neurosis:** PC has uncontrollable split personality. He must prepare character sheets for 1-3 additional personalities. Strictly physical characteristics may not change (i.e., height, weight, eye color, etc) but all IN stats can vary, as can levels, classes, alignments, and personalities. Each earns experience.
- 11 — Transcendence:** PC is not penalized for wearing armor while casting spells.
- 12 — Aggression:** +10 bonus on Base Attack or Elemental Spell rolls.
- 13 — Resistance:** PC receives a +25 bonus for RR's for any 1 realm.
- 14 — Power:** PC knows any 1 spell list to 50th level. May be from any realm or profession.
- 15 — Eloquence:** PC requires one less round of preparation than normal to cast a spell. It still takes one round to cast the spell.
- 16 — Item Lore:** PC gets +25 on all Staves/Wands rolls.
- 17 — Runic Lore:** PC gets +25 on all scrolls and runes rolls.
- 18 — Elvish Training:** PC gets +25 bonus to his meditation skill bonus.
- 19 — Aura:** PC gets one additional power point each level.
- 20 — Sub-conscious discipline:** Concentration spells continue after the caster ceases concentrating for a period equal to the number of rounds he originally spent concentrating on the spell.
- 21 — Archmage Abilities:** PC has abilities similar to an Archmage. His development point costs are now the same as any one of the hybrid spell users. His base lists do not change, but he may now make spell picks as a hybrid, but for all three realms.
- 22 — Ethereal Sight:** PC may see invisible or ethereal items if he concentrates.
- 23 — Mana Sensing:** PC's neck hairs prickle around a great power source, enchanted location, etc.
- 24 — Visions:** PC receives spontaneous glimpses of events associated with a place, person, item, etc. that he touches.
- 25 — Lore:** May learn the Arcane Spell Lists as if they were his base lists.
- 26 — Mentor:** PC has a high-level non-chemist magic user as a good friend.

- 27 — Equipper:** As "26" except friend is an Alchemist who will make or sell items to the PC for 51-100 of normal cost.
- 28 — Mana Reading:** 10% chance of determining each ability of a magic item. Roll each characteristic.
- 29 — Archetype:** Without a spell bonus item or with a PP adder, the PC normally has 2x normal Power Points. If he is using a PP multiplier, the bonus increases 1 level (x2 to x3, etc.).
- 30 — Innate Magician:** PC may designate 1 spell list on which he never needs to make an Extraordinary Spell Failure roll.
- 31 — Psionic:** PC has an additional set of Power Points based on his PR stat to use with the lists in *Future Law* (if not available, reroll). The lists may be developed as if the PC were a "Semi-telepath".
- 32 — Spatial Skills:** Range factors of all PC's spells are doubled. "Self" becomes "Touch", "Touch" becomes 5'.
- 33 — Temporal Skills:** Duration of all PC's spells are doubled. Concentration spells not effected in any way.
- 34 — Scope Skills:** Radii and "number of targets", are doubled.
- 35 — Shapechanger:** PC may intentionally become one particular creature which he chooses (subject to the GM). PC may freely alternate between his normal and his creature form.
- 36 — Bane:** PC may select one creature type (subject to the GM) on which all his criticals will be "slaying".
- 37 — Enchantment Cure:** PC may touch a target afflicted with a permanent enchanted disability, such as lycanthropy, flesh to stone, curse, etc. The cause of the disability must make a RR or the target is permanently cured. If the RR is successful, the PC has no chance until he has advanced another level of experience.
- 38 — Herbalist:** PC naturally recognizes and may use herbs and poisons. +50 to Cookery skill and Foraging.
- 39 — Destiny Sense:** PC knows the direction which will lead to a desired objective.
- 40-49:** +15 to ME modification.
- 50-59:** +15 to RE modification.
- 60-69:** +15 to PR modification.
- 70-79:** +15 to IN modification.
- 80-89:** +15 to EM modification.
- 90-91:** +20 to ME modification.
- 92-93:** +20 to RE modification.
- 94-95:** +20 to PR modification.
- 96-97:** +20 to IN modification.
- 98-99:** +20 to EM modification.
- 100:** +25 to ME, RE, PR, IN, or EM modification (GM choice: assign, PC choice, or random).

4.6 ADOLESCENCE SKILL RANKS

Different races and different cultures and nations will prepare a person for life in far different ways. These include the acquisition of basic skills that a being from a particular locale is assumed to be familiar with. *Rolemaster* characters, when they are first developed during their *adolescence*, develop their skills based upon their profession and not their race/culture. The system is presented this way because it must be general and cannot cover a specific race/culture setup that must be keyed to a world and a campaign. A GM who has his own world and game does not have to keep this phase of character development general; he can specifically key it to his world. In this section we provide several options on how to approach this:

Option 1: The GM can allow each character to follow the normal Adolescence skill development process. After it is complete, the GM may assign certain skill rank levels in various skills (primary and secondary) that are keyed to the character's race or culture. For example, the GM may assign an additional 10 skill ranks to all characters whose culture is that of nomadic horsemen; or he might assign 5 skill ranks of rowing and sailing to a character who grew up among fishing peoples.

Option 2: The GM may eliminate the entire normal Adolescence skill development process, deciding instead to have all of the skill ranks gained determined by the character's race and culture. This would involve the GM sitting down and deciding how many skill ranks of each skill (primary and secondary) an adolescent in each race and culture would learn in his world.

If a GM is running a game in Middle-earth or has *Middle-earth Role Playing (MERP)* available, he may refer to the Adolescence Skill Rank Table (CGT-5)

in *MERP*. Each skill rank on this table can be judged equivalent to one skill rank for a *Rolemaster* character. Missile skills of Elves, concussion weapons used by Dwarves, the riding skills of the Northmen are all characteristically included. A GM may decide that there are additional skills basic to a locale or profession not mentioned on *MERP*'s Adolescence Skill Rank Table. For example, it would seem natural that any characters who would be entering the Fighter, Rogue, or Thief professions would probably have had to learn how to defend themselves in a brawl, so these professions might be assigned 1-4 skill ranks of Rank 1 Martial Arts Strikes skill. Many other skills can be handled in the same way.

Option 3: The GM can use a combination of the normal Adolescence skill development process and Option 2. That is, he can assign racial or cultural skill ranks and allow the characters to still use a portion (e.g., a half, a third, 60%, 20%, etc.) of their normal development points for skill development.

4.7 LEVEL BONUSES

The optional rule in Section 14.22 of *ChL&CaL* provides set "level bonuses" for the various professions. These bonuses can be very powerful in shaping the focus and strengths of a PC. There are also, realistically speaking, some nearly absolute standards created. For example, a 40th level Ranger will almost never be as good a swordsman as a 19th level Fighter, even if he has a +50 sword. The GM may decide he would like for a specific King (who happens to be a Ranger) to be able to outfight his elite guard, so he can assign a +3/lvl combat bonus. Obviously there is a world of difference (and intent) between a lord level Bard with +3/lvl in combat, as opposed to lord level Bard with +3/lvl in item skills or directed spells.

If the GM decides that he wishes his PC's to have more flexibility with these level bonuses, he can use the following guidelines (or something similar). The GM may assign a total number of level bonuses (i.e., +1's) and allow the characters to decide in which categories to place them.

General Guidelines:

1. Never allow any category to receive more than a +3/lvl bonus.
2. Do not permit more than a +2/lvl bonus for Base Attack spells.
3. After 20th level, +3/lvl bonuses increase at a rate of 1 per level; +2/lvl bonuses increase at a rate of 1/2 per level; and +1/lvl bonuses do not increase at all.
4. The GM may allow a character to assign any number of level bonuses, but we suggest a total of 6 or 7.

4.8 VERY HIGH STATS

Sometimes a GM must deal with characters and creatures (e.g., gods, demi-gods, great heroes, etc.) that have unusually high stats for 1 or 2 traits. These remarkable beings certainly occur in fantasies and literature relatively often and can be a great deal of fun. Though such beings might appear to a GM to have the potential to unbalance a game, they often will prove to be individuals who do a particular category of things very well and other things only passably.

It is very possible that a particular GM may feel very uncomfortable with very high stats. In this case, the GM should feel free to control these in any way he sees fit; for example, he might establish maximum stat values for mortals or he might invent handicaps for the rare character with very high stats (for play balance much like those in the optional background tables in *ChL&CaL*).

Alternatively a GM may decide to balance very high stats in one area with very low stats in another area. This can be rationalized within the game by creating background stories that explain the deviation in stats. For example, if a PC has a very high ST stat or a very high stat bonus (perhaps from material like that in Section 4.5), the GM might attribute it to the character being half demon and then lower the character's SD, PR, CO, ME, or RE to balance it out.

Similarly, the GM may use character background and campaign plot lines to balance very high stats. In the example above, the half-demon character may be hunted by anti-demon forces or demons who feel he is an abomination.

EXTENDED STAT BONUSES AND POWER POINTS

We present below two different sets of guidelines for stat bonuses and PP/lvl for very high stats. Option 1 provides lower-scaled benefits with graduated increases, while Option 2 provides higher-scaled benefits with linear increases. For play balance purposes we suggest development points have a maximum of 11 per stat, but a GM may have them increase like PP's if he desires.

EXTENDED STAT BONUSES

Stat	OPTION 1		OPTION 2	
	Bonus	PP	Bonus	PP
100	25	3	25	3
101	30	3.5	30	3
102	35	4	35	4
103	40	4.5	40	4
104	45	5	45	5
105	49	5.4	50	5
106	53	5.7	55	6
107	57	6	60	6
108	61	6.25	65	7
109	65	6.5	70	7
110	68	6.75	75	8
111	71	7	80	8
112	74	7.25	85	9
113	77	7.5	90	9
114	80	7.75	95	10
115	82	8	100	10
116	84	8.2	105	11
117	86	8.4	110	11
118	88	8.6	115	12
119	90	8.8	120	12
120+	+ 1/lvl	+ .2/lvl	+ 5/lvl	+ .5/lvl

SPECIAL SKILLS FROM VERY HIGH STAT MODS

The GM may decide that a character's stat that modifies a particular skill is so high that the stat inherently allows the character an unusual innate skill. Playbalance is important and the GM should design what is appropriate for his world.

There are many appropriate possibilities. A very high CO might allow quicker healing or even regenerative abilities (first for concussion damage, then maybe for limbs, etc). A very high SD might allow a death-like sleep trance and unusual resistance vs weariness and spells. A very high IN might permit an intuitive destiny sense, deity relationship, cosmic understanding, a predictive warning sense, or "visions". A very high EM might permit the character to innately sense magic in locales, items, or persons, and perhaps the ability to call on unusual power sources. A very high PR might allow control over demons, the ability to intimidate or inspire worship, etc.

4.9 USING MERP LANGUAGES

Middle-earth Role Playing game has some detailed information as to which cultures speak which languages and as to how well they are spoken. If a GM wants to use the *MERP language information*, use the "Race Descriptions" in *MERP* Section 8.0 descriptions (and the summary in Table ST-1) to determine the number of *MERP* skill ranks a character may have. To convert the *MERP* skill ranks to *Rolemaster* skill ranks, the following guidelines are suggested:

- MERP Rank 1 = 2 skill levels spoken and none written.
- MERP Rank 2 = 4 skill levels spoken and 3 written.
- MERP Rank 3 = 5 skill levels spoken and 4 written.
- MERP Rank 4 = 6 skill levels spoken and 6 written.
- MERP Rank 5 = 7 skill levels spoken and 7 written.

5.0 ITEMS AND EQUIPMENT

This section presents optional material concerning the properties and construction of magical equipment and items. It also presents some material concerning herbs and poisons.

5.1 ITEMS WITH INTELLIGENCE AND WILL

A great many fantasies include the weird and sometimes terribly troublesome occurrence of a weapon, or some other item, with literally a mind of its own. This characteristic is most often associated with items of great power: swords that will never permit themselves to be used for evil purposes, swords which only commit evil acts, swords which rule a land, swords which slay a man's best friends, items such as rings of such great power and will that no one can resist them, stones of light for which nations will war for centuries, etc. In such a context, it becomes obvious that self-willed items hold a critically important place in the world of fantasy, faerie, and imagination. The following is a suggested system for incorporating willed items into *Rolemaster*.

DERIVING MENTAL STATS AND WILL

Will is a derived stat; that is, it can be calculated from other stats and traits which are already determined. To calculate a *Will* stat, total the stat bonuses (not the stats!) for the PR, EM, IN, SD, and RE stats; and then add any racial Resistance Roll Modifications for Essence, Channeling, and Mentalism from the Race Abilities Table (*ChL&CaL* Table 15.51). Please note that items do not have these additional special Resistance Roll modifications. The higher the Will of an item or a character, the greater strength it has in a "Will Contest" between an item and a character.

The following table is designed to produce stats for intelligent items. Before rolling, the GM should decide the intellect of the item: Empathy, Low Intelligence, Medium Intelligence, High Intelligence, Very High Intelligence, Artifact class, Legendary Artifact class. A roll should be made on the appropriate column for each of the necessary mental faculties, namely: PR, IN, EM, SD, and RE. The rolls will usually indicate a range of possible stats. When a range of numbers is indicated the GM can either roll for a random result within the range, select one intentionally, or simply use the highest (or lowest) stat in the range. Following the generation of these stats, the corresponding stat bonuses can be determined normally (from *ChL&CaL* Table 15.13) and then totaled to find the value of the item's Will.

MENTAL STATS FOR ITEMS
(Roll for each mental trait separately)

Roll	Empathy	Low Intel.	Medium Intel.	High Intel.	Very High Intel.	Artifact	Legendary Artifact
(-96)-	0	2	5-9	15-24	60-74	85-89	95-97
(-61)-(-95)	1	3-4	10-14	25-39	75-84	90-94	98-99
05-60	2	5-9	15-24	40-59	85-89	95-97	100
06-24	3-4	10-14	25-39	60-74	90-94	98-99	101
25-74	5-9	15-24	40-59	75-84	95-97	100	102
75-89	10-14	25-39	60-74	85-89	98-99	101	103
90-95	15-24	40-59	75-84	90-94	100	102	104
96-120	25-39	60-74	85-89	95-97	101	103	105
121-180	40-59	75-84	90-94	98-99	102	104	106
181+	60-74	85-89	95-97	100	103	105	107

The maker of an item has control over the general level of the intelligence (from empathy through very high intelligence) and usually has some control over the "bent" of the item: whether good or evil, whether directed to a particular purpose (slaying of evil spell casters, defending the helpless, etc), what kind of person it will serve, etc. However, the maker does not have control over the exact strength of the item's "mind" and force of Will; and sometimes, both the "bent" and the alignment of the item can warp into something far different than intended. This, by the way, explains to some degree how so many terrible items exist in fantasy — many were never intended to be what they became. Unfortunately, this possibility becomes a more likely event the more powerful the item under construction.

The GM should roll when an item is created with intelligence, without revealing the outcome to the players, and direct the item's actions and/or influence as directed:

Type A item: functions as intended by its creator.

Type B item: functions as intended but has a flaw or weakness, either a minor one which operates constantly, or a major one which occurs 10% of the times it is used.

Type C item: has a randomly determined different purpose from that originally intended.

Type D item: has a randomly determined different alignment from that originally intended.

Type E item: is the exact opposite of what the creator desired in either purpose or alignment.

Type F item: is the exact opposite of what the creator intended in both alignment and purpose.

Type G item: is as originally intended but cursed.

Type H item: is like both F and G, a cursed item opposite in alignment and purpose from what the creator intended.

THE PURPOSE AND ALIGNMENT OF AN ITEM

Intellect	A	B	C	D	E	F	G	H
Empathy	01-95	96	97	-	98-99	00	-	-
Low Intelligence	01-94	95-96	97	-	98-99	00	-	-
Medium Intellig	01-92	93-94	95	96	97-98	99	00	-
High Intelligence	01-90	91-92	93	94	95-97	98	99	00
Very High Intellig	01-85	86-87	88-89	90-91	92-94	95-96	97-98	99-00
Artifact	01-75	76-78	79-81	82-83	84-86	87-91	92-95	96-00
Legendary Artifact	01-65	66-69	70-73	74-75	76-79	80-86	87-93	94-00

WILL CONTESTS

An item does not always communicate its will or direction in a clearly heard form, such as by voice or telepathic contact. Instead, an item sometimes reveals its direction in the way in which it can slowly but dramatically alter the persona of the individual wielding the item. This assumes that the item is able to gain control of the individual, and that the intents of the item are different from those of the person.

The following section should be checked for control situations whenever an intelligent item is wielded by an individual with different purposes and/or moral alignment. A special approach to this type of Resistance Roll may be used — one which does not include the character's or the item's levels. The rationale behind this is that (rather constantly in fantasy) the degree of the individual's achievements seem to matter very little in these contests.

A "Will Contest" may result whenever a being touches the item in a "control situation". In addition, a "Will Contest" may result in a control situation when the person is within 10' of the item, but then the item's Will stat is treated as if it were half normal. The process is very simple: each intelligence involved, usually a character and an item, should make a "Will Roll": 1-100 (open-ended) plus Will stat. Whoever has the highest Will Roll wins the contest. However, the exact results of the victory can vary as shown below (numbered result is the Item's Will Roll - Character's Will Roll).

more than 149 — Item Masters Character: Character is completely under the sway of the item and will pursue both its alignment and purpose. Permanent +25 bonus for the item in all future Will Contests with this character. If the item is separated from the character, the character will desperately seek to get it back; at the GM's discretion, gradual successful RR's can reduce and eventually eliminate this urge (but unsuccessful RR's will intensify the urge). The GM may allow the character to initiate daily, weekly, or monthly Will Contests to attempt to regain control of himself (the item gets an additional +25 bonus during these contests).

66-149 — Item In Control: The character is under the control of the item and will pursue its purposes and alignment. The control is not absolute, however, and the character may initiate another Will Contest during under certain circumstances (GM discretion): being separated from the item, causing the death or hurt to someone important to the character, etc. It should be noted that a controlled character will not usually voluntarily permit themselves to be separated from the item. The next time a Will Contest occurs between this item and this character, the item gets an additional +25 bonus.

51-65 — Character Struggling: Character makes a valiant effort to resist, but he is under control of the item and will pursue its purposes and alignment. He may initiate another Will Contest immediately the next round with an additional +25 bonus to his roll.

26-50 — Items Gains: Item is gaining influence over the character; he feels strongly inclined to obey the item's wishes. During the next Will Contest, the item gets an additional +25 bonus.

25-(-25) — Contest In Question: The struggle is still undecided, and for the moment the character may wield the item as he desires. The character might not even be aware that the contest took place.

(-26)-(-50) — Character Gains: Character is gaining influence over the item; for the moment the character may wield the item as he desires. During the next Will Contest, the character gets an additional +25 bonus.

(-51)-(-65) — Item Struggling: The item makes a strong effort to resist, but it is under control of the character. The item may initiate another Will Contest immediately the next round with an additional +25 bonus to its roll.

(-66)-(-149) — Character In Control: The item is under the control of the character. The control is not absolute, however, and the item may initiate another Will Contest during under certain circumstances (GM discretion). The next time a Will Contest occurs between this item and this character, the character gets an additional +25 bonus.

less than -149 — Character Masters Item: Item is completely under the control of the character. Permanent +25 bonus for the character in all future Will Contests with this item. The GM may allow the item to initiate weekly or monthly Will Contests to attempt to regain control (the character gets an additional +25 bonus during these contests).

PURPOSE AND ALIGNMENT

As it might be somewhat hazy what is meant by references to an item's purpose and an item's alignment, an explanation follows with examples. The possibilities (especially of purposes) are nearly endless and the GM should feel free to create any additional ones he desires.

The *alignment* of an item (or anything else for that matter) is its moral disposition. Alignment is characterized by such terms as good and evil. Alignments can fall further into sub-categories such as virtuous, principled, honorable, strictly lawful, selfish, anarchist, amoral, aberrant, honorable miscreant, diabolical, etc.

Purposes are specific tasks to be accomplished, principles to be upheld, or personal gains to be enjoyed. There are myriad purposes possible, perhaps an infinite number. Some examples follow, hopefully illustrating the breadth of possibilities:

Defending the helpless.

The cause of justice.

The cause of mercy.

Slaying the enemies of God.

Slaying the enemies of the Evil One.

Ridding the world of evil Spell Casters.

Ridding the world of composite creatures.

Ridding the world of created entities.

Ridding the world of undead.

Ridding the world of Dragons and dragonkin.

Ridding the world of Orcs and their kin.

General mayhem; i.e., a hunger for bloodshed.

Upholding the "Good" Channeling users.

Self-aggrandizement (there are many types): Seeking a master with the highest level, Seeking a master with the greatest political power,

the amassing of treasure, the seeking of magical secrets, a quest for magical items, becoming a Lord of evil.

Etc, etc, etc, etc, etc.

A FEW SAMPLE INTELLIGENT ITEMS

These are descriptions of a few intelligent magical items, some of which are *Legendary Artifacts*. The chief difference between a legendary artifact and an artifact is that one of legendary proportions is known very far and wide and is feared by men and gods alike.

These items are all powerful in the extreme. They demonstrate the range of possibilities of powers, mindsets, and Will effects. They also demonstrate how items which exist in mythology and fantasy can be translated into

Rolemaster. GM's are encouraged to alter and invent in this portion as their whims direct them and not to feel inhibited by any of the patterns laid down in this framework.

1. The Singing Sword — Legendary Artifact

- 6' 2-Handed Black Eog Sword.
- +60 to +120, (starting at +60 and gaining +3 for each 5 levels slain to a maximum of 120). Power ebbs (back to +60) at a rate of -1 every 5 minutes.
- Unholy sword (rolls holy criticals in addition to normal criticals).
- Delivers a 20th level *Dark Absolution* by touch when it inflicts a critical strike.
- Sings in combat.
- Inflicts "Friendslayer Curse" on wielder, (lvl 20 curse).
- Wielder will not suffer "minuses" or "stuns" from damage and will not cease fighting until killed or until the cessation of combat.
- Floats in water.
- Capable of telekinetic travel, returning to its wielder at a rate of 100%/rd.
- Thoroughly evil intellect: SD=99 RE=102 PR=103 IN=101 EM=102 Will=160.
- Purpose: loves bloodshed and the killing of souls.

2. The Sword of Justice — Legendary Artifact

- 5' Hand & a Half White Mithril Sword.
- +70 or -70, depending on the sword's choice.
- Holy sword (rolls holy criticals in addition to normal criticals).
- Either never fumbles, or fumbles 50% of the time depending on the sword's choice.
- Angel (or similar symbol) engraved in the hilt, causes an eerie reverent feeling upon examination of the angel's face, and the inscription: "For the death of the lesser man".
- Wielder may parry with a +70 bonus up to 7 melee or missile attacks per round in addition to normal combat. The target of his normal attack may **not** be the one of the 7 attacks parried in this manner.
- The Sword of Justice has an unusual form of telekinesis, which can either make it very easy to wield and draw or very clumsy. Some of this is seen in "d" above. In addition, if the sword becomes imbedded in some object, it can either be impossible to withdraw by someone unworthy of it, or it can fall easily into the palm of a wielder the sword prefers.
- The Sword of Justice has a thoroughly good and just intellect: SD=103 RE=102 PR=102 IN=103 EM=102 Will=185
- The Sword's purpose is to throw the direction of any combat in which it is involved in favor of "justice." The phrase engraved on the hilt (item "e") refers to the judgment made about which individual is more "in the right." The sword will not usually try to convert a wielder, but will rather lead to his demise if he is not of goodly heart.

3. The Ring of Might — Artifact

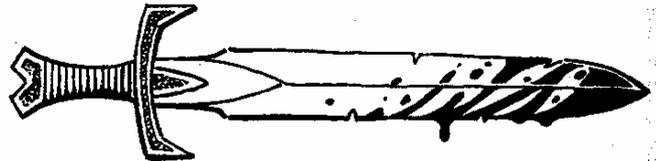
- Gold band with a red lion's face on the front, surrounded with gems.
- Gives the wearer the physical attributes but not the appearance of a War Troll: +20 ST bonus, +25 CO bonus, +5 AG bonus, use Large Creature critical tables, double existing Base Hit Point Total, 350 maximum BHPT (see Table 6.3 in *C&T*).
- Gives the wielder the ability to make melee attacks with any weapon, or make any type of martial arts attack to rank 4, at the skill bonus of his most effective melee or martial arts attack.
- Gives +3/lvl combat bonus (maximum +60). This is cumulative with the character's normal combat level bonus to +5/lvl (maximum +100).
- The wearer regenerates 3 hits/rd.

f. The ring has an artifact intellect which is unaligned: SD=90 RE=100 PR=101 IN=95 EM=90 Will=90.

g. The ring has no specific purpose, but tends to be proud, reacting to insults and mistreatment with a powerful desire to brawl. The character who falls under this tendency may not even realize that it is the ring causing the problem.

4. The Lich Crown — Legendary Artifact

- Black iron crown with sharply pointed ornaments.
- Anneals itself firmly to the head of anyone who puts it on. The welding is to the skull, through the skin, and the crown cannot be removed usually without cutting the skull of the wearer (short of Divine Aid).
- Acts as a x13 PP multiplier for any realm.
- Causes the wearer to immediately upon death become a Classic Lich even if the wearer resisted the crown's evil. On becoming a Classic Lich, the wearer will be thoroughly diabolical.
- Allows free access to all Evil Cleric and Evil Magician Spell Lists to the wearer's level.
- The wearer cannot be injured except by magical weapons.
- The crown is thoroughly callous, evil, and has no moral reservations: SD=95 RE=100 PR=103 IN=103 EM=103 Will=160
- The crown's purpose is cruel self-aggrandizement, with a particular desire to amass treasure both magical and monetary, to wield great political control, and to gain magical knowledge



5. The Sword of Kings — Legendary Artifact

- A lovely broadsword with Mithril blade and gold basket hilt.
- +50 Holy Sword.
- May Cast 100 PP/daily off either the Concussion's Ways spell list or the Blood Law spell list to level 20.
- Cannot be drawn (from scabbard or stone or wherever it last rested) except by the one it chooses to be the next high king.
- Allows free dialogue with "good" creatures, especially eagles and certain Dragons, who will aid the wielder short of combat.
- Seems to lead the wielder into and through experiences which prepare them to govern wisely.
- Become gradually lighter and unencumbering as the wielder grows wiser.
- Thoroughly good intellect: SD=102 RE=102 PR=102 IN=102 EM=102 Will=175.
- The sword's purpose is to prepare and put the rightful person on the land's high throne.
- The sword will not usually try to convert an unworthy wielder. Unless an unworthy one can overcome the sword's remarkable will he simply will be unable to draw it and use it in any way.

5.2 ALCHEMIST MATERIALS LIST

The material in this section is designed to be used with the Alchemical Preparations spell list (Section 3.54). GM's are encouraged to add new materials to this list, perhaps interpolating values from those given, or from the GM's own design or preference. GM's should feel free to alter AIF values on this list to fit their campaign or world; e.g., a GM might decide that in his world, laen is phenomenally easy to place enchantments in, etc.

This is a listing of some Alchemical materials with their Alchemical Inertia Factors (AIF's). For a complete explanation see Section 3.54.

5.3 ENCHANTING ITEMS

This section expands on the material in Section 7.32 of *RM* in *Character Law & Campaign Law*. It expands the implantation cost guidelines and provides optional enchanted properties for magic items.

IMPLANTATION COSTS

If the GM permits Wands, Rods, Rings, Runes, etc to be enchanted beyond their normal means (i.e., more than 10th level spells) or if he simply desires cost values for items enchanted with spells of levels 11-50, he may use the implantation cost chart provided. This cost chart was developed with following

ALCHEMICAL INERTIA FACTORS							
AIF	MATERIAL	AIF	MATERIAL	AIF	MATERIAL	AIF	MATERIAL
Inorganic Solids				Herbs, Nuts, & Spices			
0	Meteorite	7	Most Stone	0	Belladonna	3	Toadstools
2	Platinum	7	Steel	0	Black Pepper	3	Wintergreen
3	Gold	8	Most Clay	0	Magic Slimes	4	Aloe
4	Lodestone	8	Onyx	0	Mistletoe	4	Catnip
4	Silver	8	Salt	0	Nard	4	Clove
5	Copper	9	Granite	0	Opium	4	Ivy
5	Crystal	9	Iron	0	Sapphron	4	Wormwood
5	Fine Steel Alloy	9	True-Silver	1	Magic Moulds	5	Almonds
6	Aluminum	10	Laen	1	Poison Mushroom	5	Mint
6	Brass	10	Lead	2	Arsenic	5	Moss
7	Glass	11	Eog	2	Comphrey	5	Spices
7	Marble	12	Kregora	2	Wolfbane	5	Yeasts
Gems				3	Anise	6	Milkweed
1	Dwarf-Cut Star	3	Opal	3	Balm	6	Slimes
2	Cut Star Stone	4	Pearl	3	Basil	7	Moulds
2	Dwarf-cut Precious	5	Raw Diamond	3	Sulphur	7	Nuts
3	Cut Diamond	5	Raw Emerald	Bones, Skins, Parts, etc.			
3	Cut Emerald	5	Raw Ruby	0	Balrog Hide	2	Human Bone
3	Cut Ruby	5	Raw Sapphire	0	Ectoplasm	2	Lion Heart
3	Cut Sapphire	7	Semi-precious Jade	0	Unicorn Horn	2	Manticore Hide
Woods				1	Balrog Bone	2	Minotaur Horn
1	Treant	4	Ash	1	Basilisk Bone	2	Mummy Skin
2	Elf Golden-leaf	4	Hazel	1	Bat's Eyes	2	Pegasus Feather
3	Elvish Ash	4	Oak	1	Chimera Bone	2	Tiger's Entrail
3	Elvish Hazel	4	Yew	1	Dragon Bone	2	Troll Bone
3	Elvish Oak	5	Linden	1	Dragon Scale	3	Bat's Bones
3	Elvish Yew	7	Others	1	Dragon Tooth	3	Griffin Feather
Essences				1	Elf Bone	3	Hippogriff Bone
0	Basilisk Blood	2	Spider Venom	1	Elf Skin	3	Ivory
0	Black Rose	3	Great Cat Blood	1	Halfling Bone	3	Monster Hide
0	Dragon	3	Musk	1	Lycanthrope's Tooth	3	Ogre Bone
0	Enchanted Flower	3	Orchid	1	Pegasus Bone	3	Ogre Hide
0	Holy Water	3	Pure Spring Water	1	Pegasus Skin	3	Stag Horn
0	Mandrake	3	Red Poppy	1	Rhino Horn	3	Tiger Bone
0	Magic Pool	3	Rose	1	Troll Hide	3	Wolf's Bones
0	Myrrh	3	Snake Venom	1	Unicorn Bone	3	Wolf's Eyes
0	Purple Lotus	4	Fine Wine	1	Vampire Skin	4	Bull Horn
0	White Poppy	4	Perfume	2	Bat's Wings	4	Hippogriff Feather
1	Black Lotus	4	Stag Blood	2	Centaur Bone	4	Wolf Skin
1	Black Poppy	4	Wolf Blood	2	Ghoul Skin	5	Animal Bone
1	Dragon Blood	5	Alcohol	2	Giant Bone	5	Animal Horn
1	Frankincense	5	Cherry Blossom	2	Giant Skin	6	Sea Mammel Hide
1	Lotus	5	Lavender	2	Griffin Bone	7	Animal Organs
2	Dogwood Blossoms	6	Animal Blood	2	Griffin Skin	8	Animal Hide
2	Fine Brandy	7	Rain Water				
2	Great Eagle Blood	8	Lake/River Water				
2	Lycanthrope Blood	9	Pig's Blood				
2	Man/Elf Blood						

the same sort of cost/level prices as given for spell levels 1-10 in *ChL&CaL*.

The GM may want to exercise some caution, as some of the items which exist on this extension of the imbedding table (e.g., a 50th level constant ring, x6 multipliers, etc.) are very worthy of the title "Artifact". The GM may want to adopt some procedure to restrict the flow of ultra-powerful magic items. One already available method is to use the Purchase and Resale Price Charts on page 16 of *ChL&CaL*. By inserting a simple social and cultural mechanism such as making the sale of items over a particular cost illegal, the Players are forced to deal with the Black Market, a powerful controlling influence and a source of many adventures. This suggestion is made with the understanding that wealthy Player characters, especially those made wealthy by the trading in of zillions of low-value magic items, can suddenly be terrifyingly capable of buying almost anything, so far as the money aspect is concerned. Again, as always, the GM should make the decision which fits his world and is comfortable to him.

Unencumbering Items — Cost = (100gp x pounds): The item fulfills the normal functions of some specified equipment but it does not interfere with spell casting or cause normal encumbrance. For example, a PC buys a set of bracers which act as AT 15. The GM figures that this particular set of bracers emulates a 50 pound suit of AT 15 so the additional cost is 5000 gp; a PC desires a headband which protects as a 4 pound full helm so the additional cost is 400 gp.

Of Changing — Cost = (50 x no. of forms): If an item is "Of Changing", it may vary its forms as desired by the user. For example, a particular "Sword of Changing" may be able to be alternately a dagger or a short sword or a broad sword or a two-handed sword, as desired by the wielder. To construct such an item, all of the forms of item must be constructed of the same materials and have the same properties. To calculate the item's "base price", take the cost of the most expensive form, then add 25% (i.e., x .25) of the

IMPLANTATION COSTS CHART

Type of Item	SPELL LEVEL																						
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	25	30	50
Rune Paper	3	10	20	30	40	60	80	100	125	150	200	250	300	350	400	500	600	700	800	900	1260	1764	3175
Potion	5	15	30	45	60	90	120	150	200	225	275	325	375	425	475	575	675	775	875	975	1365	1911	3439
Daily Item	15	50	100	150	200	300	400	500	600	750	900	1050	1200	1350	1500	1800	2100	2400	2700	3000	4200	5880	10584
Wand	10	20	40	60	80	120	160	200	240	280	360	440	520	600	680	840	1000	1160	1320	1480	2072	2900	5220
Rod	40	80	120	150	200	280	360	440	520	600	720	840	960	1080	1200	1440	1680	1920	2160	2400	3360	4704	8467
Staff	100	150	200	250	300	400	500	600	700	800	1000	1200	1400	1600	1800	2200	2600	3000	3400	3800	5320	7448	13406
Ring	300	450	600	750	900	1200	1500	1800	2100	2400	3000	3600	4200	4800	5400	6600	7800	9000	10200	11400	15960	22344	40219

Spell Bonus Items:

+1 Adder = +50 gp; +2 Adder = +100 gp; +3 Adder = +200 gp; +4 Adder = +400 gp; +5 Adder = +800 gp; +6 Adder = +1600 gp.
 x2 Multiplier = +200 gp; x3 Multiplier = +400 gp; x4 Multiplier = +800 gp; x5 Multiplier = +2000 gp; x6 Multiplier = +5000 gp.

ADDITIONAL ENCHANTED PROPERTIES

The following properties may be added to magic items designed by the players or GM, or the values given may be used simply to calculate the value of some items which turn up in campaigns, scenarios, and/or *C&T*.

Range for Unranged Weapons — Cost = (10gp x Range in Feet): This allows Weapons which cannot normally be thrown (e.g., Battle Axe) to be thrown up to the distance permitted by the enhancement. The GM may designate that there are no range modifiers at any range, or specify range mods as given on a weapon chart which most nearly corresponds to the range of the enchanted weapon.

Increased Stat Bonus — Cost = (200gp x bonus increase): When in use this item gives one of the character's stats an additional bonus.

Change Stat Bonus to a Fixed Amount — Cost = (100gp x fixed bonus): The item causes one of character's stats to have a fixed bonus; e.g., the belt gives a character a +20 ST bonus, regardless of whether his original ST bonus was -10 or +35. The bonus must be at least +5.

Increased Spell Casting Levels for All Lists — Cost = (500gp x the increase): Item allows the character to cast all of his spells as if his level were increased by a set amount. There is no change to the number of PP's he normally has and spell lists must still be learned normally. For example, the additional enchanted cost for an item that allows the user to cast spells of 2 levels higher than normal is 2 x 500 = 1000 gp.

Increased Spell Casting Levels for One Type of Spell — Cost = (200 x the increase): As above, except that the item allows the character to cast one type of spell (Attack, Defense, etc) at the increased level.

Increased Spell Casting Levels for One List — Cost = (50 x the increase): As above, except that the item allows the character to cast all spells from a single designated list at the increased level.

cost of each of the additional forms. "Empathy" (a 2x cost multiplier) must be included to switch the forms based on the will of the wielder.

MODIFYING THE PROPERTIES OF IMPLANTED SPELLS

An item may be designed with an imbedded spell that operates in a different manner than normal. The GM must be the arbitrator and judge for every application of this process. In particular he must determine the appropriateness of any specific application and he must determine how much to increase the standard implantation costs.

EXAMPLE: A brave alchemist decides to make a weapon which will "fight" by itself. One way of doing this would be to imbed a *Conjuring Circle* of the desired level from the Arcane Ethereal List (see Section 3.14). The GM might permit the alchemist to use the *Conjuring Circle* to actually imprison a being (e.g., spirit, demon, etc) within the weapon rather than having the weapon "Cast" the *Conjuring Circle* as it normally would. In this case, the weapon might fight, but the user might have to have a "Contest of Wills" (see Section 5.1) in order to control it. The GM might decide that such an imbedment costs 150% of normal.

INTELLIGENT ATTRIBUTES

It is possible to design an item using the "intelligence" traits in a different manner than specified in *ChL&CaL* and *SL*. This section presents several different options for using "intelligence". If an item is given "intelligence" in any of these options, it should go through the process described in Section 5.1.

Since the cost of "intelligence" is a multiplying factor (i.e., 5x for low int., 20x for medium int., etc.), each option is given an "implantation" cost which must be applied in addition to the normal multiplying factors. This implantation cost(s) must be added to the "base price" of the item before the multiplying factors are applied (see *RM 7.32* in *ChL&CaL*).

Option 1: An item may be constructed with an entire spell list imbedded in it rather than single spells. This designates an item that in some alchemical manner has been "taught" the spells. The level to which the item can cast

its spells on its imbedded list is limited by the level of intelligence that was imbedded, as follows: Empathy (1st), Low Intelligence (1st-2nd), Medium Intelligence (1st-5th), High Intelligence (1st-10th), and Very High Intelligence (1st-20th). PP's for the spells must come from the user **and/or** from the item itself if Option 2 has been used in its construction. *Implantation Cost* = the "daily" implantation cost (whichever is less) for the level of the spell list imbedded.

Option 2: An item may be constructed so that it has its own set of power points as follows: Empathy = 2 PP; Low = 5 PP; Medium = 10 PP; High = 20 PP; Very High = 40. These PP's may be used by the wielder **and/or** by the item itself if Option 1 has been used in its construction. *Implantation cost* = 20 gp.

Option 3: An item may be constructed to prefer or despise particular classes, races, or moral alignments. The designed must specify whether it will cease to function, or whether it will even attack the despised ones. Of course, if an attack of some sort is desired, the characteristics of the attack must also be implanted in the weapon. Intelligence used in this way may have many uses: to make the weapon jealous, have a specific goal, retain relationship with one primary owner, etc. The material in Section 5.1 can be used to determine how effect the item may be in influencing its wielder. *Implantation cost* = 10 gp.

EXAMPLE: A broadsword (1 gp) with a spell list to 5th level (200 gp and 20x) and 10 PP (20 gp and 20x) would cost: $(1 + 200 + 20) \times (20 + 20) = 8840$ gp.

5.4 TIME AND LEVEL ALCHEMICAL REQUIREMENTS

RM Section 7.32 in *ChL&CaL* presents a system for determining the price of an item based upon its magical properties and construction. This system does not require specific knowledge of the process by which the item was constructed, so often the price of an item is known but the exact spells required to make the item are not known. Thus, the guidelines for the time required to make an item from *SL* Section 9.9241 are often difficult to apply.

This becomes a problem if characters want to have a specific item made and need to know the time and the level of the spells required. If the GM wishes to use an approximation of the level of the spells and the time required to make an item, he can use the following set of guidelines using the cost of the item. For items with multiple enchanted abilities, this process can result in lower construction times but a slightly higher "level of spell required".

Days to create =
number of special properties x square root of (base cost x 10)

Level of Spells Required =
Days to create divided by (7 x number of special properties)

EXAMPLE: Simon designs a powerful ring which costs him 2000 gp but only has one special property. It takes $1 \times \text{SQRT}(10 \times 2000) = 142$ days to create, and requires spells of up to 20th level. Simon needs to have 142 days, the money, and he needs to find at least a 20th level Alchemist.

5.5 SPECIAL WEAPONS CHARACTERISTICS

In this section we give some examples of enchanted abilities that can be used with the Enchanting Ways list (Alchemist Base list). Weapons in the descriptions are referred to as "swords", but the characteristics can apply to any type of weapon. The suggested levels for these spells are very rough and should be set exactly by the GM for his world.

15TH LEVEL EFFECTS

Orc Slayer: Acts as a "slaying" weapons against all Orcs and similar creatures: e.g., Goblins, Kobolds, etc. A slaying weapon uses the "Slaying" column against appropriate "Large" and "Super-large" creatures **and** against appropriate man-sized creatures, it gets to resolve an extra critical on the "slaying" column of the large creature critical table (if a normal critical is obtained).



Sword of Bleeding Wounds: On a "A", "B", or "C" critical, it causes additional bleeding of 1 hit/rnd. On a "D" or "E" critical, it causes additional bleeding of 2 hits/rnd.

Sword of Warning: If lying near its owner it will telepathically alert him, even if asleep, to unauthorized presences within 100'.

Unbalancing Criticals: Weapon delivers an additional unbalancing critical of one severity level less than any normal critical delivered.

Sword of Changing: Each round, the weapon can take on any one of 4 varying forms; e.g., dagger, broadsword, hand & a half sword, or 2-handed sword.

20TH LEVEL EFFECTS

Undead Slayer: Acts as a slaying weapon against all undead. Similar weapons can be enchanted against other very specific classes of creatures: e.g., Type V Demons, golems, etc.

Sword of Returning: At the end of the round that it is thrown, the weapon will return to the thrower's hand using *Long Door 300'*.

Sword of Frost: When drawn, it becomes extremely cold, emitting cold vapor. Weapon delivers an additional cold critical of one severity level less than any normal critical delivered.

Sword of Flame: It flames when drawn from the sheath. Weapon delivers an additional heat critical of one severity level less than any normal critical delivered.

Sword of Vibration: When drawn, it vibrates rapidly, but the wielder may hold it normally. Weapon delivers an additional impact critical of one severity level less than any normal critical delivered.

Sword of Lightning Criticals: When drawn, sparks and arcs of electricity run up and down its blade. Weapon delivers an additional electricity critical of one severity level less than any normal critical delivered.

Defender: Allows wielder to use his full OB to parry even when "stunned"; he can use half his OB to parry if "stunned unable to parry".

General Alignment Reactor: When added to an intelligent weapon, causes the weapon to initiate "Will Contests" (Section 5.1) with its wielder. This reaction does not occur if the wielder is of the same general moral alignment (good or evil) as the weapon.

25TH LEVEL EFFECTS

Special Races' Slayers: As the "slaying" weapons above except that a special "race" may be affected: e.g., specific Mannish races, Elves, Dwarves, Trecherds, Zephyr Hounds, Half-Elves, Wyverns, etc. (GM discretion).

Giant Slayer: As the "slaying" weapons above except that all humanoids 9' tall or taller may be affected: e.g., Giants, some Trolls, Cyclops, etc.

Evil Slayer: As the "slaying" weapons above except that individuals "knowing" the following lists may be affected: e.g., Evil Magician, Evil Cleric, Evil Mentalist.

Avian Slayer: As the "slaying" weapons above except that all unusual winged creatures may be affected: e.g., Sphinx, Gargoyle, Griffin, Pegasus, etc.

Conjured Entities Slayer: As the "slaying" weapons above except that all magically fashioned entities (usually artificial beings) may be affected: golems, constructs, shards, elementals, etc.

Swordslayer: When the sword directly strikes an enemy's weapon, the enemy's weapon must resist a 20th level attack spell or be destroyed. This normally occurs if a melee attack by this sword is "parried" by part of the target's OB; if such an attack would have struck the target without the OB parry subtraction, the target's weapon is struck and must make the RR (only a 50% chance if the target is using a shield).

Holy Sword: The weapon uses the "Holy Arms" column when used against "evil" (or an alignment opposite that of the weapon) "Large" and "Super-large" creatures. If this weapon delivers a critical against a man-sized "evil" creature, that critical is resolved normally and then a second critical is resolved on the "Holy Arms" column of the large creature critical strike table.

Guardian Defender: If wielder is struck down, the weapon floats over him and fights (with half his OB) until 1 hr passes or until it receives a "knocked down" or "killed" result (treat weapon as AT 20(75)). The weapon must have at least "Low Intelligence".

30TH LEVEL EFFECTS

Free Entity Slayer: As the "slaying" weapons above except that entities from other planes may be affected: e.g., Demons, Djinn, Succubi, etc.

Dragon Slayer: As the "slaying" weapons above except that one type of Great Drake (Dragon) may be affected: e.g., Cold Drakes, Sea Drakes, Fire Drakes, Sir Francis Drakes, etc.

Lesser Drake Slayer: As the "slaying" weapons above except that all Lesser Drakes and similar fell creatures may be affected: e.g., Lesser Drakes, Wyverns, Basilisks, Fell Beasts, etc.

Sword of Justice: +15 in addition to any normal bonus against Evil Magicians, Evil Clerics, and Evil Mentalists, Sorcerers, Demons, etc. It is "Holy" and will initiate "Will Contests" (Section 5.1) to keep itself from being wielded by anyone not thoroughly "good". If any other creature picks it up, the sword will attempt to (if it wins the "Will Contest") attack him on the appropriate weapon table (+15 + any normal bonus) and the wielder receives NO db. Requires at least "medium intelligence".

Sword and Armor Slayer: As a *Swordslayer* above but it also "slays" shields (as above) and armor on areas specified by criticals.

Critical Alignment Reactor: As a *General Alignment Reactor* above but the alignment relationship must exactly match.

50TH LEVEL EFFECTS

Man Slayer: As the "slaying" weapons above except that all men may be affected.

Great Dragon Slayer: As the "slaying" weapons above except that all Dragons and similar creatures may be affected.

Sword of Far Returning: As *Sword of Returning* above except that the range is unlimited and the returning is usually keyed to another item; e.g., the sword might return to a ring when it is "called" (summoned).

Dancing Sword: Also known as a "Living Sword." A conjured entity must be imbedded in the sword, or a free entity imprisoned in it. Thenceforth, the sword fights with the OB of the possessed spirit, regardless of the abilities of the wielder. If the wielder can command the entity within the sword through a "Will Contest" (Section 5.1), he can order it to follow instructions (e.g., fight) without the wielder's physical contact; and if the wielder is struck down the sword will guard as a "Guardian Defender" but with its own OB.

Swiftslayer: The weapon does triple normal concussion hit damage and adds +40 for first strike determination. It casts continuous *Blur* on its wielder and may cast *Haste X* on its wielder up to twice each day.

Shieldbreaker: As a *Sword and Armor Slayer* above except that all armor is treated as AT 1 if it is nonmagic or if it is magic and fails a RR against a 30th level spell.



5.6 POISONS AND ROTTEN THINGS

This section presents a compilation of poisons, diseases, viruses, and other "rotten things" from various I.C.E. products. This is mainly intended for reference use and to provide additional material for those who do not own the individual products.

In the descriptions, the "Effect" is applied to a target if the RR is failed by more than 20; the *Minimum Effect* is applied to the target if the RR fails by 1-20 or if the RR succeeds by 0-20. The GM may wish to vary these ranges for the various poisons.

POISONS AND ROTTEN THINGS

Name	Source	Form	Appearance	lvl	Freq.	EFFECT (RR fails by 21+)	MINIMUM EFFECT (RR fails by 1-20 or succeeds by 0-20)
Adder Venom	adder	venom	black paste	10	rare	kills(5 rnds).	paralysis(1-100 rnds).
Ajkara	jungle flower	incense	smoke	10	rare	target reveals secrets.	disorient(-10%)1-10hrs.
Angurth	flea blood	bacteria	invisible	2	—	slow, painful death.	Fever, nausea(2-20)days.
Asp Venom	green asp	venom	paste	5	common	loss of hit limb.	limb damage(-50%).
Athamar	snakes	liquid	grey	15	rare	weakens constitution(5-50%).	none.
Blade Hemlock	plant	paste	inject	6	m.rare	kills(6-10 rnds).	incapacity(1-10 hrs).
Bukandas Bulch	wolves	glands	juice	20	v.rare	severe asthma.	mild asthma.
Cyclic fever	ticks/lice	bacteria	invisible	15	rare	3-12 cycles of fever(4 days).@	2-3 cycles low fever.
Cathaana	nuts	flakes	white	15	v.rare	destroys mind.	euphoria.
Daxamas	Daxa plants	leaves	flaxes	15	v.rare	heart disease.	none.
Din Fuinen	moss	oil	green	8	m.rare	amnesia(1-100 days).	disorient(-30%)1-10 hrs.
Etarka	Vandar plants	roots	paste	2	rare	slow death.	none.
FruLOWg	bacteria	infection	invisible	5	m.rare	loss of smell.	none.
Gartaan	waters of Ky	fluid	clear	15	v.rare	severe hemophilia.	none.
GreInixar	Vrel plant	leaves	fibers	45	e.rare	running death.	hallucinations.
Gurth-nu-fuin	people	virus	invisible	3	—	slow, painful death.	severe nausea(1-100)hrs.
Heen	Geen plants	seeds	powder	20	v.rare	ulceration.	5-50 hits.
Hevik	leaves	powder	gray	30	rare	induces deep sleep(11-20 hrs).	none.
Hulmiikak	hulmis ants	sting	juice	15	v.rare	loss of eyesight.	vision(-30%).
Igturfas	Iguri snakes	blood	brown powder	25	e.rare	feeble-mindedness.	disorient(10-100 hrs).
Jadaras	Janar grass	fluid	clear	15	rare	dexterity loss.	none.
Jitsukar	clams	paste	brown	40	v.rare	kills(1-100)rd.	none.
Kaskamak	?	?	?	12	e.rare	surface feeling loss.	none.
Klabas	Klane plant	buds	white powder	10	rare	nervous breakdowns.	depression (-25%).
Kuwurn Yorf	mold	spots	gold	5	rare	death in 3 days.	none.
Marsh Flux	contamination	germs	food/water	20	m.rare	dehydrate/coma(2-7 days). +	diarrhea/vomit(1-3 days).
M.W. Trumpet*	flower	pollen	white	4	m.rare	nausea(1-10days)or insanity.	headache(-15%)1-10hrs.
M.W. Trumpet*	plant	seed pod	cream	10	m.rare	death.	coma(1-10)days.
Moorark	Rark bats	venom	blue	5	e.rare	bones dissolve.	none.
Morgurth	black drakes	venom/blood	black	60	e.rare	brain dissolves.	coma(1-100 yrs).
Murnan	trees	sap	yellow	10	v.rare	paralysis.	fever/delerium(4 days).
Orn	Turid plant	sap	green	5	m.rare	warts and scars.	1-10 hits.
Pakiik	bacteria	fluid	yellow viscous	25	e.rare	random body growth.	none.
Pangwood	tree	fibres	brown	2	common	depends on type of contact.	none.
Pawlun	Pawf vines	juice	fluid	1	rare	loss of teeth.	none.
Pentanoth	blue kelp	liquid	clear	40	rare	coma(1-4)days.	loss of will(6-12 hrs).
Phoroz	flower	pollen	clear liquid	4	common	slow paralysis & death.	numb limbs(-40%)1-10hrs.
Quaking Fever	leeches	bacteria	invisible	20	rare	fever/convul./cough(6-10 days). ✓	swelling/fever/trembling.
Red Fever	contamination	germs	food/water	25	rare	vomiting(10-14 days). §	fever/nosebleed/headache.
Rorkandiis	Uster hawks	saliva	paste	5	v.rare	cartilage loss.	none.
Sarnumen	numen eel	liquid	blue	30	v.rare	nervous disorder(-50%).	none.
Shirolos	distillation	liquid	clear yellow	10	m.rare	suggestive trance(immobile).	drowsy(-100).
Shutinis	Hultif bugs	venom	brown fluid	13	v.rare	insanity.	distracted(1-100 hrs.)
Spider Venom	giant spider	venom	paste	10	rare	death or paralysis(2 types).	fever/delerium(10-100hrs).
Surlok	Surn fish	spines	fluid	10	rare	toe and finger rot.	loss of sensitivity.
Symk-Arg-Wy	Wyg fish	venom	fluid	10	m.rare	hair loss.	none.
Thrang	Thorf panther	glands	juice	10	rare	loss of colorvision.	none.
Thrayniis	Aynic fleas	blood	brown	10	rare	paralysis.	none.
Thurviiik	volcan. cave	gas	pink	20	rare	sleep(3 hrs).	none.
Umakilis	frogs	liquid	red	10/50#	rare	kills instantly.	coma(1-10 days).
Vaxvarna	virus	disease	invisible	20	v.rare	internal bleeding.	severe weakness 1-100 days
Vemaak	Larn hornets	organs	yellow powder	1	rare	hearing loss.	none.
Water Hemlock	plant	liquid	clear amber	3	m.rare	kills(6-10 rnds).	incapacity(1-10 hrs).
Wuchyga	sand lizards	bones	white powder	10	rare	light sensitivity.	none.
Yake	Yake ferns	juice	pale green	30	rare	tonguerot.	mouth burns(2nd degree).
Yavin Girith	fruit	juice	golden/clear	10	rare	mid coma/memory loss.	dizziness(1-10)days(-25%).
Yellow Rheum	mosquitoes	germs	bug bite	30	rare	bloody vomit(7-18 days). +	vomit/jaundice/fever.

NOTES:

* — Abbreviation for milk-white trumpet (a mirkwood flower).

— Umakilis 10th level by touch, 60th by bloodstream.

@ — Cyclic fever causes blindness(50%) or death(25%).

+ — 20% chance of death due to shock.

✓ — 30% chance loss(1-20 pts)Co.15% chance of death.

§ — 40% chance of death from pneumonia, peritonitis, meningitis, or heart failure. Duration of minimum form is (7-10 days). vs skin: victim -50% for 6-60 hrs. vs eyes: blindness. vs lungs: choke to death in agony.

Freq. — The frequency of occurrence: common; m.rare = moderately rare; rare; v.rare = very rare; e.rare = extremely rare.

5.7 HERBS

This section presents a compilation of herbs that are not on the *ChL&CaL*

chart but that are found in various I.C.E. products. This is mainly intended for reference use and to provide additional material for those who do not own the individual products.

HERBS

Climate Codes: a = arid; c = cold; e = everlasting cold; f = frigid; h = hot and humid; m = mild temperate; s = semi-arid; t = cool temperate.

Locale Codes: A = Alpine; B = Breaks/wadis; C = Coniferous Forest; D = Deciduous/Mixed Forest; F = Freshwater coasts and banks; G = Glacier/snowfield; H = Heath/scrub; I = Isles; J = Jungle/rain forest; M = Mountain; O = Ocean/saltwater shores; R = Rolling hills; S = Short grass; T = Tall grass; U = Underground(caverns,etc.); V = Volcanic; W = Waste; D = Desert.

Difficulty of Finding: 1 = Routine(+30); 2 = Easy(+20); 3 = Light(+10); 4 = Medium(+0); 5 = Hard(-10); 6 = Very Hard(-20); 7 = Extremely Hard(-30); 8 = Sheer Folly(-50); 9 = Absurd(-70).

Preparation Codes: bo = boil; bu = burn; cr = crush; diss = dissolve; dr = drink; ext = extract; im = immerse; in = inhale.

Name	Codes	Form	Prep	Cost	Effect
Abaas	h-O-3	leaf	cr/eat	1gp	Heals 2-12.
Arduvaar	s-Z-9	powder	diss/dr	5000gp	Universal antidote.
Awn	t-D-9	bark	bo/dr	1900gp	Joining limbs.
Baranie	m-D-2	leaves	br/dr	3bp	Reduces nausea.
Caranan	m-F-4	mix	eat	3gp	Heals 2-8. Relieves pain/swelling. Max 10 doses/day.
Carefree Mustard	m-C-5	leaves	poultice	10gp	Heals all concussion hits (takes 1 hr).
Carneyar	h-O-7	flower	bo/dr	400gp	Heals all hits and stops bleeding.
Culan	h-T-4	mix	bo/dr	15gp	Anti-spasmodic; reduces effect of certain poisons.
Durad	h-O-8	root	eat	2000gp	Slows Morguth 50-85%.
Elendil's Basket	f-H-3	root	bo/dr	8gp	Purifies water. Slows poisons 10x. Lasts 12hrs. 1 dose/day only.
Fiis	s-O-2	resin	rub	8sp	Heals 1-6.
Fukavar	t-I-6	flower	cr/bu/in	230gp	Allows mental summons one friendly individual. Range 20 miles.
Gildarion	h-J-7	mix	salve	350gp	Major organ repair. Recovery 1-10 days.
Grarig	h-V-4	leaf	eat	60gp	Heals 30.
Harlindar	s-S-5	mix	dil/dr	50gp	Assures safe childbirth. Nutritionally balanced.
Himros	m-F-6	mix	apply	55gp	Relieves Pangwood inflammation. Cures up to 2nd degree burns.
Kirseml	c-I-4	bark	bo/dr	110gp	Allows adrenal maneuvering for 3 rnds(speed/leaping/strength/etc).
Klandun	h-B-6	fern	eat	300gp	Cures Thrayniis and other forms of paralysis.
Klynyk	m-O-2	oyster	apply	25bp	Removes hair for several days.
Kolandor	h-D-9	leaves	poultice	15000gp	Regenerate limbs(takes 6 months).
Laurre	f-V-9	flower	eat	29500gp	Cures Morgurth.
Maiana	t-C-1	mix	dil/dr	5tp	Decongestant.
Margath	h-J-2	mix	salve	1gp	Anaesthetic.
Miretar's Crown	c-S-6	flower	salve	125gp	Stops bleeding of any one wound.
Naza	e-W-9	leaf	chew	6800gp	Universal antidote. Immediate effect.
Nelthandon	s-R-1	plant	eat	1bp	Emetic (induces vomiting in 20 min).
Red Willow	t-F-2	leaf	br	5sp	Lowers fever.
Rumareth	m-T-6	mix	drink	125gp	Stops bleeding. Causes drowsiness.
Sifraen	s-H-2	powder	dil/dr	1bp	Analgesic. Causes sleep.
Sindoluin	m-T-2	flower	ext/dr	2sp	Anti-coagulant.
Slagen	t-C-6	moss	apply	120gp	Limb preservation.
Sweet Galenas	m-H-2	leaf	bu/in	5sp	Relaxes(-75%)1-10 rnds.
Teldalion	m-C-3	bark	poultice	2gp	Reduces inflammation. Cures infection.
Telperion	s-D-7	leaf	eat	100gp	Heals 10-100 hits.
Tharm	m-O-1	kelp	apply	5tp	Protection from sunburn;aids tanning.
Tulaxar	c-T-6	leaves	bo/dr	110gp	Stops bleeding.
Ucason	m-O-7	grass	bu/in	75gp	Cures blindness.
Ul-ucason	m-O-8	grass	bu/in	250gp	Restores eyes.
Valanar	h-O-9	leaf	chew	1000gp	Antidote for Karfar.
Vessin	m-O-5	clams	apply	30gp	Cures 2nd degree(seconds) & 3rd degree(1 day)burns.
Vipersweed	m-H-4	root	bo/dr	15gp	Antidote for Asgurath.

6.0 TACTICAL AND PHYSICAL FACTORS

This section presents optional material concerning the mechanics of various elements of role playing. For GM's who want to handle all of the mechanics of combat, Section 6.1 provides a condensed combat system that approximate the results the *RM* attack tables. Section 6.2 provides a grouping of activities according to the percentage of a round's action they require. Those of you who want increased damage for results above "150" should read Section 6.3. Mass and force considerations are examined in Section 6.4, while Section 6.5 presents a way of introducing a "luck factor" into a game. Finally for the statistically minded, Section 6.6 provides an analysis of the effectiveness of the various *RM* attack types and armor types.

6.1 CONDENSED COMBAT SYSTEM

Periodically, a GM might want to resolve a combat situation without letting the players in on what sorts of armor and defensive bonuses their opponents have. In a case such as this, the GM can resolve all the combat, perhaps letting the players roll the dice while the GM does all the calculating. This type of approach to combat does indeed add an atmosphere of uncertainty to the game, but if the gaming group is large the process can become very unwieldy and slow.

The Condensed Combat System is designed for just such a situation, where *Rolemaster's* approach to combat resolution can be significantly condensed and perhaps quickened. This Condensed Combat System is not meant to replace *Rolemaster's* systems except when the slight deviations from the standard game results are not as important as "getting on with the game." The system can seem complex at first, but it can be easily mastered with a little practice.

The Condensed Combat System (or CCS) handles obtaining attack results, but the critical, fumble, and failure tables must be used for certain results. The CCS is printed on one page which a GM may photocopy for his own use. It consists of 5 different areas, each of which is described below.

THE ATTACK STATISTICS AREA

The Attack Statistics Area has nine columns of information with a line for each attack table in *Arm Law & Claw Law* and *Spell Law*. These lines are called the *Attack Lines*. When an attack is being resolved on the CCS chart, the GM should refer to the Attack Line corresponding to the type of attack being made.

The first column contains the name of the **attack type** that the Attack Line corresponds to.

The second column, labeled "Fail Range" for **Failure and Fumble**, gives the value for a fumble or spell failure for the attack type an *Unmodified* die roll. In every case, the value of the fumble/failure should be read as a range beginning at 01. Therefore a fumble/failure of "4" means that the attack fumbles/fails on an Unmodified roll of "01, 02, 03, or 04." Spell failures may occur at higher values for modified rolls; see the specific attack tables in *Spell Law*.

The third column is labeled "Crit Type" for "**critical hits**." The codes indicate what kind of criticals are usually given for the attack types: **Puncture, Slash, Krush, Impact, Tiny, Grapple, Unbalance, Martial Arts Strikes, Martial Arts Sweeps, Electrical, Cold, or Heat**. So if the attack results in a critical result, a critical of the appropriate type (the first kind given) should be rolled on the standard critical charts in *AL&CL* and *SL*.

The "Crit Type" column often lists a second or third critical type: more information that can be used in certain circumstances. They can denote additional criticals as given within the framework of the existing game system (such as for elemental bolt attacks). They can denote a graduating effect, where a low attack result on the chart might indicate one type of critical, while a higher attack result might yield a different kind of critical. If the GM is very familiar with the *RM* attack tables, he will often be able to draw all his information from the CCS and apply different results according to his experience.

The fourth column is labeled "Table Type" to indicate which **Armor DB Modifications** apply to that attack form. In *RM*, armor effects different attacks differently: metal armor is more susceptible to electricity, heavy armor is more vulnerable to unbalancing effects, etc. However, for most attack forms, armor is a great benefit.

The fifth to ninth columns are labeled "**Weapon OB Mods & Basic Hit Factors**"; each column corresponds to an Armor Category. Each column gives the GM two items of information concerning each attack type:

- An over-all plus or minus OB modification for that attack type against the category of armor being attacked (skin, soft leather, rigid leather, chain, or plate);
- The basic hit factor (in parentheses) which helps determine the number of hit points inflicted by the attack.

THE ARMOR DB AREA

The second area of the CCS is the section labelled "Armor DB Mods Area". When a GM is using the CCS he should use a DB modification for the target based upon the target's armor (called an Armor DB Mod). This modification can be obtained from the "Armor DB Mods Area" of the CCS. A specific modification is obtained by cross-indexing the target's Armor Type and the code which appears in the "Table Type" column on the appropriate Attack Line. These codes refer to these different types of attack tables:

- AL = Standard *Arms Law* attack table
- SL = Standard *Spell Law* attack table
- CL = Standard *Claw Law* attack table
- RSL = Reverse *Spell Law* attack table
- RCL = Reverse *Claw Law* attack table

NOTE: "Reverse" refers to those attack type tables which are more effective against heavy armor types than lighter ones.

THE THRESHOLD AREA

The third area of the CCS is that labeled Thresholds. The columns refer to the various Armor Categories: Sk = Skin, SL = Soft Leather, RL = Rigid Leather, Ch = Chain, Pl = Plate. The values on the first line indicate the lowest result at which an attack inflicts damage ("THT" stands for "To Hit Threshold"). The other lines indicated the lowest results for which the various severities of criticals occur.

First, the GM determines the Final Attack Number (FAN); the attack roll modified by the various OB and DB modifications. The FAN is then used to refer to the appropriate column in the Threshold Area. If the FAN is greater or equal to the THT in the column, the attack has inflicted damage. If the FAN is also greater than at least one of the other values in the column, a critical is inflicted (severity is that of the highest value surpassed). The FAN and THT can then be used to determine the concussion hits delivered by the attack.

THE PROCESS SUMMARY AREA

The fourth area of the CCS is a brief statement of the step-by-step method of resolving an attack using the CCS. GM's will quickly find this process to become automatic after a few tries. Though the process looks daunting at first, try it using the step-by-step approach and it will soon become very easy.

THE NOTES AREA

The fifth area of the chart contains the Notes referring to other areas of the CCS. It also contains the attack limits for the 4 Martial Arts Ranks (I-IV) and for the animal attack size categories (small, medium, large, and huge). They are included here for ease of reference. When an attack roll is made and the normal OB and DB modifications have been added, the value of this result cannot exceed the appropriate rank or size threshold (if applicable); reduce the result if necessary. After this point the Armor DB Mods and Weapon OB Mods may increase the result beyond these limits.

THE PROCESS DESCRIPTION

- The attacker rolls his attack (1-100 open-ended) and checks to see if the result **fumbles or fails** (column 2). If so, the attack process halts and fumble/failure resolution proceeds normally.
- The attacker then adds his OB and subtracts the target's DB. If the attack is more than a limit imposed by a Martial Arts Rank or a size limitation, this result is reduced to the maximum allowed value (see the Notes Area). This result is the **Initial Attack Value (IAV)**.
IAV = the attack roll - defender's DB + attacker's OB
- Then the GM cross-indexes the attack's "Table Type" (column 4) with the target's armor type on the Armor DB Mod Area. He then takes the IAV (from step #2), subtracts this Armor DB Mod, and adds the proper **Weapon OB Mod** from the column (5-9) corresponding to the target's armor. The result is the **Final Attack Number (FAN)**.

$$FAN = IAV - \text{Armor DB Mod} + \text{Weapon OB Mod}$$

CONDENSED COMBAT SYSTEM									
ATTACK STATISTICS AREA:									
Attack Type	Fail Range	Crit Type	Table Type	Weapon OB Mods & Basic Hit Factors [OB Mod (BHF)]					
				Skin(Sk)	Soft Leather(SL)	Rigid Leather(RL)	Chain(Ch)	Plate(Pl)	
Dagger	1	P,S	AL	-10(4.7)	-12(8.2)	-20(8.5)	-20(10.7)	-20(22.9)	
Falchion	5	S,K	AL	+0(2.3)	-2(3.3)	+4(3.3)	+4(4.4)	+4(6.4)	
Hand Axe	4	K,S	AL	-5(3.1)	-5(4.5)	+3(4.2)	+5(5.5)	+5(8.5)	
Main Gauche	2	P,S	AL	-8(4.4)	-10(7.1)	-15(7.3)	-15(9.1)	-15(16.7)	
Scimitar	4	S,K	AL	-5(2.5)	-5(3.7)	-5(3.9)	-5(7.7)	+0(13.2)	
Rapier	4	P,S	AL	+10(5.3)	+5(7.5)	-4(9.1)	+0(10.4)	-18(23.7)	
Broadsword	3	S,K	AL	+0(2.8)	+0(4.1)	+0(4.4)	+0(6.0)	+0(10.3)	
Short Sword	2	S,K	AL	+5(3.8)	+0(5.4)	-5(6.4)	-10(8.7)	-10(14.9)	
Bare Fist	1	K,I	AL	-25(11.4)	-35(15.9)	-35(25.0)	-35(29.0)	-31(31.5)	
Club	4	K,I	AL	-15(3.9)	-15(5.7)	-10(4.9)	-10(5.7)	-5(10.3)	
War Hammer	4	K,P	AL	-5(3.2)	+0(4.7)	+0(4.2)	+10(5.0)	+10(7.7)	
Mace	2	K,I	AL	-5(3.5)	-5(5.0)	+0(4.9)	+5(5.3)	+5(8.0)	
Morning Star	8	K,P	AL	+0(2.5)	+0(3.5)	+5(3.9)	+10(4.6)	+10(6.6)	
Whip	6	E,K	AL	-9(3.9)	-10(8.8)	-15(10.1)	-25(12.2)	-25(32.2)	
Bola	7	E,K	AL	-10(5.1)	-10(8.0)	-10(4.1)	-10(5.7)	-6(10.1)	
Composite Bow	4	P,P	AL	-9(2.9)	+1(3.4)	-2(3.0)	+10(3.5)	+5(6.4)	
Hvy Cross Bow	5	P,P	AL	-2(2.3)	+6(3.1)	+4(2.6)	+15(3.5)	+10(5.8)	
Lt Cross Bow	5	P,P	AL	-7(2.8)	-3(3.4)	-2(3.1)	+3(3.7)	+0(7.1)	
Long Bow	5	P,P	AL	-3(2.6)	+3(3.2)	+1(2.9)	+13(3.3)	+8(5.8)	
Short Bow	4	P,P	AL	-12(3.1)	-4(4.3)	-11(3.6)	+0(4.0)	+0(9.9)	
Sling	6	K,I	AL	-12(2.5)	-15(3.9)	-6(3.4)	-5(4.3)	+0(6.7)	
Battle Axe	5	S,K	AL	+0(1.5)	+3(2.3)	+6(2.0)	+13(2.6)	+13(4.6)	
Flail	8	K,P	AL	+4(1.8)	+6(2.4)	+10(2.6)	+13(3.3)	+13(4.5)	
War Mattock	6	K,I	AL	+0(1.7)	+3(2.2)	+6(2.2)	+15(2.7)	+18(3.6)	
Quarterstaff	3	K,I	AL	-15(2.8)	-12(3.7)	-12(4.5)	-12(6.1)	-15(9.2)	
2-Hand Sword	5	S,K	AL	+5(1.6)	+6(2.1)	+8(2.0)	+10(2.8)	+10(4.7)	
Javelin	4	P,P	AL	-6(3.3)	-6(4.3)	-6(3.7)	-7(5.2)	-10(11.4)	
Lance	7	P,I	AL	+0(1.4)	+4(1.9)	+5(1.8)	+17(2.1)	+20(2.8)	
Pole Arm	7	P,K	AL	-2(1.8)	-2(2.5)	-1(2.5)	+0(3.3)	+0(5.2)	
Spear	5	P,I	AL	-4(2.8)	-5(4.0)	+0(3.6)	+3(4.7)	-4(10.5)	
Beak/Pincher	2	T,S,K*&	CL	+3(3.4)	+5(3.3)	-7(4.3)	+9(4.5)	+30(4.6)	
Bite	2	T,S,P*&	CL	+17(2.5)	+5(2.6)	+0(2.7)	+15(3.0)	+23(3.2)	
Claw/Falon	2	T,S,P*&	CL	+20(4.7)	+1(5.0)	-3(5.3)	+11(5.4)	+22(5.9)	
Gp/Gs/En/Sw	2	G,G&	RCL	-6(5.0)	-5(6.4)	+11(9.2)	+30(8.0)	+45(12.4)	
Horn/Tusk	2	T,P,U*&	CL	+19(2.9)	+2(3.1)	+3(3.2)	+13(3.4)	+22(3.5)	
Ra/Bu/Ba	2	U,K*&	RCL	-4(5.7)	-8(5.8)	+7(6.3)	+25(5.9)	+43(6.8)	
Stinger	2	T,P*&	CL	+21(9.3)	-5(10.4)	-2(9.7)	+11(10.8)	+21(11.5)	
Tiny Animal	2	T,T&	CL	+26(8.3)	+4(9.6)	+0(10.4)	+14(10.9)	+25(10.3)	
Tramp/Stomp	2	K,K&	CL	+37(3.1)	+18(3.0)	+9(4.2)	+28(4.7)	+34(4.6)	
Fall/Crush	2	K,K†	CL	+45(2.4)	+35(2.8)	+23(3.1)	+45(3.0)	+43(3.6)	
MA Strikes	2	MA St§	CL	+24(4.7)	+17(5.1)	+2(5.8)	+24(5.4)	+22(6.3)	
MA Sweeps	2	MA Sw§	RCL	-10(5.7)	+1(7.6)	+13(11.3)	+34(10.3)	+55(15.8)	
Shock Bolt	2#	ES	RSL	+9(7.0)	-11(8.6)	-1(10.2)	+28(8.6)	+46(10.2)	
Water Bolt	2#	IS	SL	+6(3.7)	-5(4.9)	-3(7.6)	+16(7.6)	+28(10.5)	
Ice Bolt	2#	I,C§	RSL	+21(2.6)	+15(3.5)	+18(6.0)	+34(6.1)	+53(8.5)	
Fire Bolt	2#	H,IS	SL	+38(3.3)	+10(4.2)	+15(6.2)	+36(5.8)	+51(7.7)	
Lightning Bolt	2#	E,I,HS	RSL	+30(3.0)	+21(4.0)	+18(5.2)	+50(4.8)	+66(5.6)	
Cold Ball	4#	C,C@	SL	+62(7.0)	+39(8.4)	+48(9.8)	+64(9.1)	+76(10.9)	
Fire Ball	4#	H,H@	SL	+68(5.6)	+53(6.0)	+61(7.4)	+72(8.2)	+84(9.5)	

ARMOR DB MODS AREA:					
Armor Type	Table Type				
	AL	SL	CL	RSL	RCL
1	15	2	0	13	38
2	5	0	4	3	25
3	19	12	16	18	33
4	23	16	25	25	29
5	0	11	11	18	29
6	3	16	15	17	23
7	7	21	22	17	15
8	12	19	24	15	10
9	5	12	22	22	21
10	13	19	30	27	18
11	18	24	37	28	12
12	22	29	44	25	8
13	15	13	23	20	17
14	25	16	31	15	14
15	30	23	37	10	7
16	35	24	38	7	4
17	26	12	29	17	11
18	35	15	36	12	8
19	45	23	41	5	4
20	50	28	48	0	0

THRESHOLD AREA					
Armor Categories	Armor Categories				
	Sk	SL	RL	Ch	Pl
THT	61	52	52	26	5
A	71	72	72	75	75
B	76	84	83	89	89
C	82	99	98	100	97
D	93	112	114	110	104
E	111	131	126	119	109

THT = To Hit Threshold

- PROCESS SUMMARY AREA:**
- Roll the attack: if a fumble/failure occurs, halt; otherw modify the roll by attacker's OB and target's DB. Apply any reductions due to MA Rank or attack size. Result is the IAV.
 - Cross-index attack's "Table Type" with the target's armor type in the Armor DB Mod Area. Take the IAV, subtract this Armor DB Mod, and add the proper Weapon OB Mod. The result is the FAN.
 - If the FAN is greater than or equal to the THT (see Threshold Area), the attack does damage. A critical also resulted if the FAN is greater than at least one of the other thresholds; its severity is indicated by the highest threshold crossed.
 - To determine how many hits were delivered, divide (FAN - THT) by the proper Basic Hit Factor (round off).

NOTES AREA:

MAXIMUM IAV's — 105: Rank 1 & Small; 120: Rank 2 & Medium; 135: Rank 3 & Large; 150: Rank 4 & Huge.

* - The critical types for this attack "graduate", that is, they progress from the first type of critical indicated to the second, and then to the third. These criticals as given are not meant to indicate "additional" criticals given for exceptional damage as on the other attack lines.

- These attack forms may incur fumbles at higher ranges depending on the armor type and the range of the final attack number. For clarification see the original attack tables indicated.

§ - These attacks inflict special criticals when an UM 100 is rolled.

@ - These attacks inflict special criticals when an UM 96-100 is rolled.

§ - These attacks are limited by the rank to which it is developed (1-4).

& - These attacks are limited by the size of the attack: small-huge.

† - This attack is limited either by the distance fallen, or by the size of the attack: small-huge.

hoja en blanco

6.3 BREAKING "150"

From time to time, through an exceptional roll of the dice, or through a circumstance where a powerful OB encounters a much smaller DB, an attacker's attack result be well over "150" (the maximum value on the attack tables). In such a case, the GM may decide that the attack does additional damage. In this section, we present two ways of approaching this situation and several options that allow the GM to vary the deadliness of such a process. A GM should examine each of these approaches and the options very carefully, because indiscriminate use of this material could significantly increase the fatality rate among players as well as the NPC's and monsters.

INCREASED HITS

In order to increase the hits given by an attack result over "150", first count the number of times the maximum concussion hits number (at the top of the attack table) for the target's Armor Type occurs; call this the **Hit Interval**. Then calculate the difference between the actual attack result and 150; call this the **Amount Over**. Finally, divide the Amount Over by the Hit Interval (round down) to obtain the number of additional hits delivered by the attack.

$$\text{Additional Hits} = \text{Amount Over} / \text{Hit Interval} \quad (\text{round down})$$

Remember, for the *Claw Law* and *Spell Law* attack tables the maximum hits number occurs at least three times since the top result on those tables is actually an interval (e.g., 148-150, 146-150, etc.). In such a case the Hit Interval is at least three; for example, 146-150 is a Hit Interval of 5, 148-150 is 3, etc.

EXAMPLE: *Turlik, a famous Tanaaran Fighter with an OB of 140, swings a morning star at Bartok, a 4th level Illusionist with a DB of only 35. Turlik rolls a 79 against poor Bartok, for a total attack roll of 184 = (140 + 79) - 35. The GM finds the morning star attack table, compares it against the Illusionist's armor type of 1. He sees that at 150, the morning star does 35 points of damage (plus an "E" severity Krush critical). The 35 occurs on this chart with an Hit Interval of 3 (i.e., it occurs 3 times, at values 150, 149, and 148). The Amount Over is 34 = 184 - 150. Dividing the Amount Over (34) by the Hit Interval (3), the additional damage is 11 hits = 34/3. The unfortunate Bartok therefore suffers a total of 46 points of damage and an "E" critical.*

Bartok, alive after the damage, and luckily unstunned by the critical, pushes Turlik over the edge of a 180' cliff. Figuring out the damage done by this fall, the GM rolls a 55 on the Fall/Crush chart for a total attack of 235 = (180 + 55). Turlik's armor type is 9, and at 150 he would receive 39 hits and a "F" critical. The Amount Over is 85 and the Hit Interval is 3 (i.e., 39 occurs at 148, 149, and 150) resulting in an additional hit-total of 28 = 85 / 3. A very surprised Turlik receives a total of 67 hits and his "F" critical.

Option 1: The GM may want to limit additional hit damage to 2x or 3x the maximum number of hits normally given by the attack at "150".

Option 2: The GM may want to reduce the effects of open-ended rolls by only including a maximum of 100 from the attack roll when calculating the Amount Over.

ADDITIONAL CRITICALS

If the GM decides to allow additional critical strikes when an attack result exceeds "150", he can base the severity of the normal critical and any additional critical on the following *Amount Over* (see above) ranges:

Some weapons do not deliver an "E" critical at "150" against a specific Armor Type (e.g., dagger against AT19, short sword against AT19, etc.). Over "150" attack results for such weapons against such armor increase the severity of the normal critical before giving additional criticals. Such attacks use one of the first four columns above; most attacks (i.e., those that give an "E" critical at "150") will use the fifth column. Attacks with maximum results of less than "150" (i.e., animal attacks and MA Rank 1-3 attack) do not benefit from this material.

The GM may make these additional critical either of the same type as the normal critical or make them impact criticals (from the great force of the blow) or make the critical different (i.e., giving the 2-handed sword Krush criticals in addition to its Slash criticals against low armor types).

EXAMPLE: *In the example above the attack against Bartok had an Amount Over of 34, so he would have received an additional "A" critical. The Amount Over against Turlik was 85, so he would have received an additional "B" critical.*

If Turlik had used a dagger against a foe in AT 20 and his attack result had an Amount Over of "34", then his foe would have taken an "E" critical from the attack (see the fourth column above).

Option 3: Use Option 2 above.

Option 4: Make separate rolls to resolve the normal critical and any additional critical.

Option 5: Use the same roll to resolve the normal critical and any additional critical.

6.4 MASS AND FORCE CONSIDERATIONS

This section presents material concerning mass and force as it relates to game mechanics in a role playing environment. It provides two ways of relating weight to a creature's OB, weight versus height guidelines for humanoids, and other related material.

6.41 FORCE FROM MASS

The following formula states one of the fundamental laws of Newtonian physics: $F = M \times A$. F means force, A means acceleration, and M means mass (in a constant gravity weight can be viewed as being equivalent to mass). In simple terms, this basic formula means that an object with a great weight will have more energy (or potential impact) at a certain speed than will a smaller mass at the same speed, because they both must have been subject to the same acceleration in order to reach the same speed. Thus, a 270 pound human has the potential to exert 3 times more force than a 90 pound human, assuming that both could apply their weight with an equal acceleration.

THROW WEIGHT

One way this "weight/mass" factor may be represented in the *RM* system is to use the concept of a creature's (or a character's) *Throw Weight Bonus*, a potential OB modification. To use this bonus with an attack, the attacking creature must state before the attack roll that he is going to "throw his weight" into this attack. He then makes a moving maneuver modified adding by his Agility bonus and subtracting his target's Quickness bonus. The difficulty determined by the GM: "Light" for a stand-up fight on level ground, at least "Medium" for more complicated situations. A numeric result is the percentage of his *Throw Weight Bonus* that may be added to the attack roll. However, if the attacker completely misses his target (i.e., no damage), the attacker must make a second moving maneuver to maintain his balance. His activity the next round is reduced by a percentage equal to 100 - the numeric result, and he may fall down or worse.

Under this system, a character or creature under 200 pounds (170 lb. for Option 2) is assumed to use most of their "Throw Weight" in most of their normal attack, so they receive no Throw Weight Bonus (its already part of their fighting style and OB). The GM may wish to allow characters over 200 pounds to develop skill in using their Throw Weight (secondary skill: 2/5 cost, bonus affect the maneuver rolls described above). The following chart provides a straightforward correspondence of Throw Weight Bonuses to a creature's weight.

THROW WEIGHT BONUS — OPTION 1

These Throw Weight Bonuses are much "tamer" than those presented in Option 2, though perhaps less "realistic" from a physics point of view. These bonuses are more appropriate for the flavor of good fantasy, these bonuses

CRITICALS FOR ATTACKS OVER "150"						
Amount Over	Critical Severity at "150" for the Target's AT					
	None	A	B	C	D	E
01-29	A	B	C	D	E	E
30-59	B	C	D	E	E	E & A
60-89	C	D	E	E	E & A	E & B
90-119	D	E	E	E & A	E & B	E & C
120-149	E	E	E & A	E & B	E & C	E & D
150+	E	E & A	E & B	E & C	E & D	E & E

make fighting giant creatures definitely more dangerous but keeps them closer to human values. Besides, it might be argued that there are limits to the amount of kinetic energy a creature can impart to a non-fixed body; e.g., if the cyclops punches the fighter, the fighter will gratefully (and somewhat fortunately) go flying through the air rather than absorbing all of the punch into his body.

THROW WEIGHT BONUSES	
Weight	Throw Weight Bonus
200	5
300	10
400	15
500	20
600	25
700	30
800	35
900	40
1000	45
1200	50
1400	55
1600	60
1800	65
2000	70
2500	75
3000	80
3500	85
4000	90
4500	95
5000+	100

EXAMPLE: Kort the Stone Giant decides to Throw his Weight into an attack against Kover the Dwarf. The GM decides that this is a "Medium" difficulty maneuver due to the situation and the size difference. Kort rolls a 67 and adds 5 for his Agility but subtracts 10 because Kover is a Quick little Dwarf, for a total of 62. This results in a "40" from the Medium column of the Maneuver Table. Since Kort weighs (1200 lb.) his OB for this round is increased by 20, 40% of 50. Combat proceeds normally, except that if Kort "misses", he will have to make another maneuver.

THROW WEIGHT BONUS — OPTION 2

The following system for calculating a creature's (character's) Throw Weight Bonus with a formula which includes considerations of the person's weight (mass). This procedure assumes that a creature of 170 pounds or less will have no Throw Weight Bonus (see above).

GM's should be warned that this Option is complicated and yields results which can dramatically alter play balance. This section is presented mainly for reading pleasure, experimentation, and completeness. Option 1 is recommended as an appropriate mechanism for a role playing game. GM's should use whatever they wish, or neither at all.

Step 1 — Add the character's current temporary ST stat to **double** his special racial strength modifier as given in the Race Abilities Table, chart 15.51. It is strongly recommended that a different approach be taken with the "Giant Races" (C&T, Giants, Trolls, etc.) unless the GM wants them to have Throw Weight Bonuses exceeding 300: for the giant races, subtract 15 from the racial ST bonus before doubling and adding to the temporary ST.

EXAMPLE: Examples:

For a Common Man, add +10 to his temporary ST.

For a High Man, add +20 to his temporary ST.

For an Elf, add nothing.

For a Halfling, subtract 40 from his temporary ST.

For a Common Troll, add 0 = (15 - 15) x 2 to his temporary ST.

For a War Troll add +10 = (20 - 15) x 2 to his temporary ST.

Step 2 — Any additional ST bonuses, such as those gained from Background Options should be added to the total from step 1.

Step 3 — If the total from step 2 is over 100, divide the amount over 100 by 5 and add it to 100. For example, 125 would become 105 = 100 + (125-100)/5. If the total is less than 0, treat it as 0.

Step 4 — Take this final total from step 3 and call it the "Adjusted Temp". Find the *Strength Factor* (SF) associated with it on the Strength by Mass Chart.

Step 5 — Multiply the character's weight (mass) by the SF and divide that product by 35.

Step 6 — Subtract the *Modifier Penalty* (from the Strength by Mass Chart) from the result from step 5. Then subtract the creature's normal ST bonus (from all sources: stat, race, special means, etc.); this result is the character's Throw Weight Bonus.

$$\text{Throw Weight Bonus} = \frac{[(\text{Strength Factor} \times \text{weight}) / 35] - \text{total ST bonus}}$$

STRENGTH BY MASS CHART		
Adjusted Temp	Strength Factor	Modifier Penalty
-0	.1	-25
5	.1	-22.5
10	.1	-20
15	.1	-17.5
20	.1	-15
25	.1	-12.5
30	.1	-10
35	.1	-7.5
40	.1	-5
45	.1	-2.5
50	.1	0
55	.5	0
60	1.0	0
65	1.5	0
70	2.1	0
75	2.6	0
80	3.1	0
85	3.5	0
90	4.1	0
95	4.6	0
100	5.1	0
101	6.2	0
102	7.2	0
103	8.2	0
104	9.3	0
105	10.3	0
106	11.3	0
107	12.4	0
108	13.4	0
109	14.4	0
110	15.4	0
111	16.5	0
112	17.5	0
113	18.5	0
114	19.6	0
115	20.6	0
116	21.6	0
117	22.6	0
118	23.7	0
119	24.7	0
120	25.7	0

EXAMPLES:

1) Conrad the Barbarian (ST stat: 100) is an awesome High Man with an Adjusted Temp of 104 (100 + 20/5) and a normal ST bonus of 35 (25 + 10). Conrad weighs in at a hefty 280 pounds. The Strength Factor associated with 104 is 9.3. Conrad's Throw Weight Bonus is 40 = [(9.3 x 280) / 35] - 35.

2) Grrf'l Mblig is a fearsome 10'4" War Troll fighter (ST stat: 85) that weighs 965 pounds and has a normal ST bonus of 25 (5 + 20). Since War Trolls normally have a +20 racial mod for strength but subtract 15 from it for this process, Grrf'l's adjusted temporary is 95 = 85 + (20-15) x 2. This gives a SF of 4.6, so his Throw Weight Bonus is 102 = [(4.6 x 965) / 35] - 25.

LIMITED PARRY

The GM, if he is using either of the two options above, may decide to prohibit the beneficiaries of the systems (i.e., those big guys over 200 or 170 lb) from using their Throw Weight Bonuses to parry. Alternatively, he may decide to only allow part of the bonus to parry depending upon a maneuver and/or circumstances.

6.42 WEIGHT FOR HUMAN FORMS

As height is increased, weight is increased proportionally to the cube of ratio of the new height to the old height. For example, a height increase of 50% causes the weight to increase by approximately 3.375 times (1.5 x 1.5 x 1.5). The reason that this factor is so frightening in a fantasy role playing environment is that Ogres, Trolls, Giants, and Titans are really massive — to say nothing of true behemoths, like dragons!

Rolemaster's Size Table 15.75 (ChL&CaL), when used for Trolls is extremely conservative. A 10' Troll is weighed in at 582 pounds, a mere 4.4 times as heavy as a common man half his height (5'). The truth is that under our physical laws a Troll twice the height of a man has a weight (mass) that is approximately 8 (2x2x2) times the weight.

The following formula may be used to calculate the actual mass (weight) of any creature which is proportioned basically like a 5'10" common man:

$$(HT \times .08898) \times (HT \times .08898) \times HT \times .00136 \times 47$$

or alternatively as an approximation:

$$HT \times HT \times HT \times .0000107 \times 47$$

NOTE: HT stands for the creature's height in inches.

The "47" in this formula is the weight of a cubic foot of flesh, a number used for most creatures. However, if the GM is toying with creatures of different composition, the different values for weight per cubic foot may be used in place of the "47":

Brass = 550	Bronze = 550	Iron = 445	Aluminum = 170
Lead = 710	Platinum = 1,340	Silver = 655	Gold = 1,205
Steel = 500	Bone = 115	Magnes'm = 110	Salt = 136
Diamond = 200	Glass = 160	Granite = 170	Wax = 112
Ice = 57.2	Leather = 54	Ash = 47	Ivory = 117
Balsa = 8	Cedar = 35	Ebony = 76	Rubber = 74
Mahogany = 41	Oak = 47	Pine = 28	Titanium = 280
Clay = 140	Coal = 100	Pitch = 67	Porcelain = 150

For different races and correspondingly different builds, weights may be multiplied by a racial factor:

Halfings: x1.5; Dwarves: x1.77; Orcs: x1.3; Elves: x.75

Build/Frame Variations: If the GM also wants variance due to an individual's build/frame, he may use ChL&CaL Table 15.75. To do so, choose the individual's build/frame rating (Thin, Slight, Slender, etc.) and "Mod" (between -8 and +10) or roll for it on the table. Quadruple this "Mod" and use it as a percentage increase or decrease in the normally computed weight.

EXAMPLES:

1) The GM desires to determine the weight of Troll. Rolling on ChL&CaL Table 15.75 using the "Trolls" column, he gets a 34, which

designates a height of 9'8" (116"). The weight formula gives a weight of 790 pounds as follows:

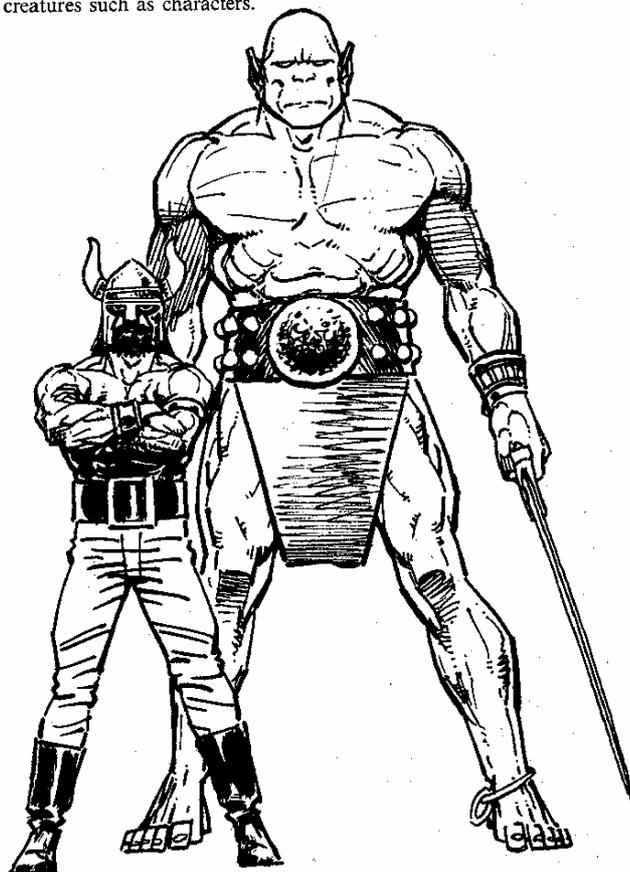
$$(116 \times .08898) \times (116 \times .08898) \times 116 \times .00136 \times 47$$

2) The GM decides instead to make this 116" monster into a clay golem. The weight of clay per cubic foot is 140 pounds. Redoing step E with the weight 140 instead of 47 the monster's final weight is 2353 pounds!

3) The GM decides to make this golem out of steel. The final weight, at 500 pounds per cubic foot, is 8404 pounds. The GM considers developing this monster's Throw Weight Bonus (see Section 6.41) using Option 2. Even a ST stat of 80 will give this creature a Throw Weight Bonus of 739. The GM decides that the golem had better have too little Agility to use his Throw Weight Bonus effectively, and thus will use the OB values provided in C&T.

Designer's Note: Obviously, a GM must consider carefully when to use this approach to weight (as well as the Throw Weight Bonus Option 2). Playing with the numbers is a real eye-opener. A cyclops, given in C & T an average height of 25', is found to have an actual mass of 13,664 pounds. This is a realistic number, especially when one realizes that many elephants exceed this at a shoulder height of half that. But the Throw Weight Bonus (TWB) for this cyclops, (or the elephant for that matter), will be 80 times that of a common man, and should be, given the fact that he is 80 times bigger!

But is allowing such a creature to use this TWB playable in a FRP game? That is the question. Fantasy has optimistically assumed that were there really Trolls, Dragons, and Griffons, that a hero armed with a sword could defeat them one-on-one. In actuality, such individual feats might be not only heroic and difficult, but nigh impossible. The designer's advice is to give everything under 8' tall a reasonable chance of using their Throw Weight Bonus (and perhaps certain other special characters). For the bigger critters, use normal OB's and assume the creatures are not agile enough or trained enough to use their Throw Weight Bonuses effectively against smaller creatures such as characters.



HEIGHT TO WEIGHT RELATIONS

The Height to Weight Relations chart is provided for use with the Size Table 15.75 in *ChL&CaL*. It is based on the weight formula detailed above; the heights are given in inches and the weights in pounds. A GM who wishes to use the weight formula presented in this section may roll on Table 15.75 to obtain a height and then refer to this chart for a weight. The numbers are quite revealing. It is interesting to note that among the bigger Trolls, one inch's difference in height can reflect over 60 pounds difference in weight.

6.5 WEAPON/ARMOR EFFECTIVENESS

This section is presented to share with GM's, statisticians, technophiles, or other interested parties some raw data derived from the *Rolemaster* attack tables from *Arms Law & Claw Law* and *Spell Law*. Most of the data has found practical expression in the Condensed Combat System (Section 6.1). Perhaps there are other ways in which this data will be useful in the design of new systems.

ARMOR EFFECTIVENESS

The "Protective Values for Armor" given in the chart simply express where the first critical result occurs on the various types of attack tables. For example, for *AL* weaponry versus armor type 12, the first "A" severity critical (on the average) occurs at the value of 97. The columns refer to the *Arms Law* weapon attack tables, the majority of the *Spell Law* attack tables, the majority of the *Claw Law* attack tables, the "Reverse" *Spell Law* attack tables, and the "Reverse" *Claw Law* attack tables. "Reverse" attack tables are those with attacks more effective against heavy armor than against lighter armor.

The armor types sporting the highest numbers are the best armor types against that particular attack form in terms of protection; the higher the values, the higher the OB's and the attack rolls will have to be to obtain a critical. There are some important factors not indicated by the above values: the number of concussion hits generated against an armor and at what point the more severe criticals begin. But, generally speaking, on the *Rolemaster* attack tables, potential damage severity can be approximated by the value required to obtain a critical. It should be interesting to *Rolemaster* players and GM's which armors offer the best protection against the various attacks.

RELATIVE PROTECTIVE VALUE OF ROLEMASTER ARMOR					
Armor Type Type	Arms Law	Spell Law	Claw Law	Reverse Spell Law	Reverse Claw Law
1	90	37	50	64	99
2	80	35	54	54	86
3	94	47	66	69	94
4	98	51	75	76	90
5	75	46	61	69	90
6	78	51	65	68	84
7	82	56	72	68	76
8	87	54	74	66	71
9	80	47	72	73	82
10	88	54	80	78	79
11	93	59	87	79	73
12	97	64	94	76	69
13	90	48	73	71	78
14	100	51	81	66	75
15	105	58	87	61	68
16	110	59	88	58	65
17	101	47	79	68	72
18	110	50	86	63	69
19	120	58	91	56	65
20	125	63	98	51	61

WEAPON EFFECTIVENESS

This chart contains 2 pieces of information about each of *Rolemaster's* attacks. First, the attack's **Strength**: a measure of how easy it is to obtain a critical result ("A"). Second, the attack's **Spread**: a measure of how the low armor types compare with high armor types in terms of protection against

this attack.

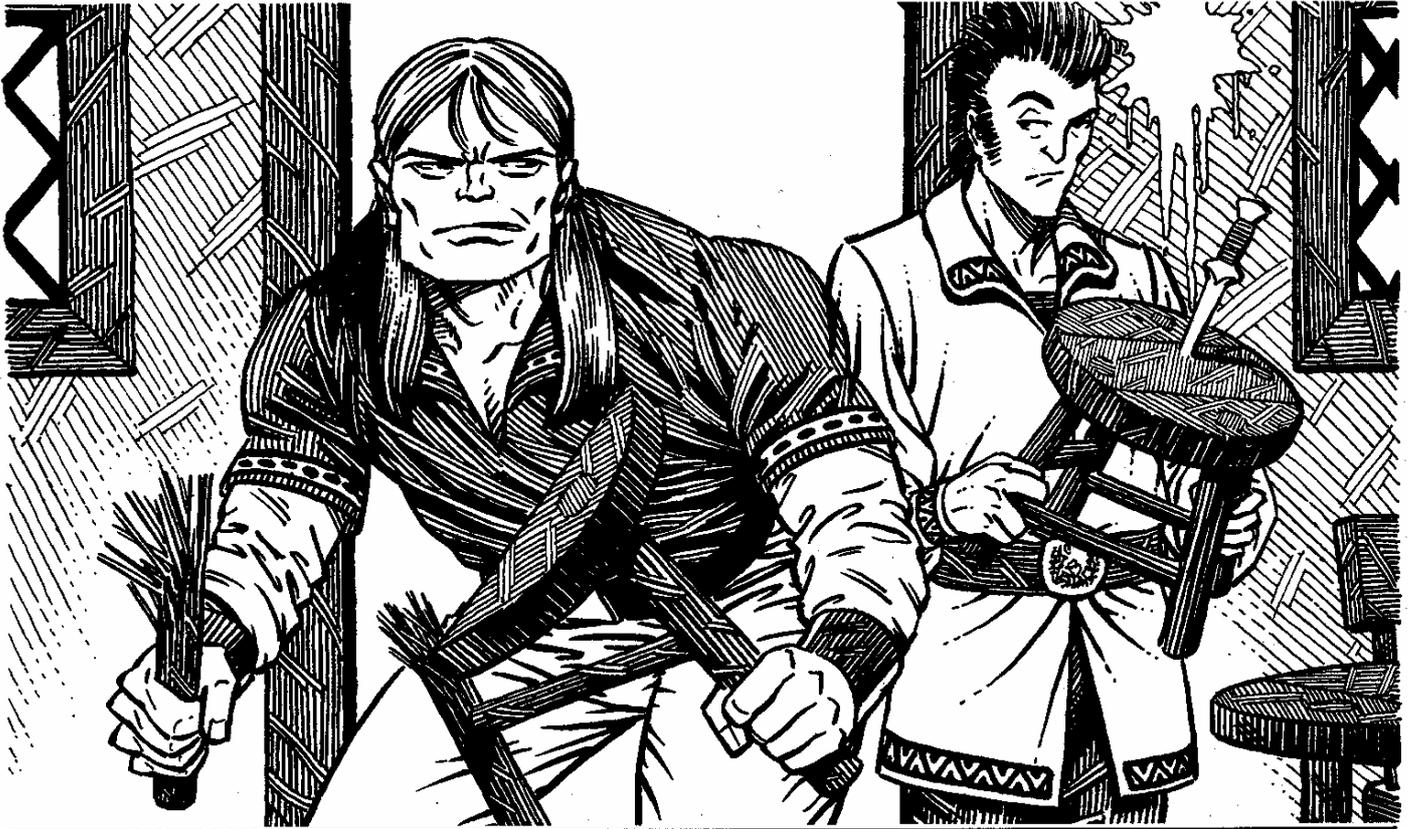
The *Strength* for each attack was derived by averaging the values (for the various armor type) at which the first "A" severity criticals occurred. The lower an attack's *Strength* value, the easier it is to hit a target and thus the more effective the attack form. The *Spread* was obtained by subtracting the value of the first critical result for armor type 1 from the first value for a critical result on armor type 20. If this "spread" value is relatively large, it means that armor makes a very significant difference in the attack form. If the value is relatively small, it means that armor is of more negligible value in defending against that particular attack form. If the "spread" value is negative, it means that the attack form is actually more effective against opponents burdened with armor than without (e.g., unbalancing attacks), or that metal armor is more dangerous to wear than nothing (e.g., electricity attacks).

Some observations based upon this data (some very obvious ones):

- It is slightly easier to hit an opponent with a rapier than with a broadsword, but the broadsword is much more effective against heavier armor types.
- Martial Arts Sweeps & Throws, Grapples, Bashes, and many of the "Bolts" are very effective against armored opponents.
- Fire Balls and Cold Balls are dangerous!
- The mounted lance is over-all the deadliest weapon in the game, but the two-handed weapons are not far behind.
- The morning star is very nearly as effective as a two-handed weapon (but has a heavy fumble range).

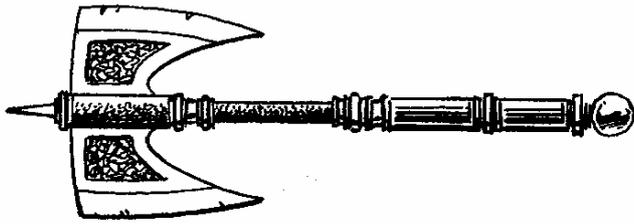


Some information not covered by these values is the number of hits generated by an attack form and the difference in the severity and type of the criticals given. As an example of the first case, this data would seem to say that the main gauche is about as good a weapon as a quarter staff; but upon examining the actual attack tables it is seen that a quarter staff will generate many more hit points. As an example of the second case, Sweeps Martial Arts appear to be almost identical in effectiveness over-all to Strikes Martial Arts. However, examination of the relevant critical tables demonstrate that it is much harder to kill an opponent with a Sweep critical than with a Strike critical. Also a Bash attack seems more deadly against armored foes than unarmored ones, but that is only true for the low severity ("A"s and "B"s) Unbalancing criticals.



HEIGHT TO WEIGHT RELATIONS

MEN		ELVES		DWARVES		HOBBITS		ORCS		TROLLS	
Ht. (in)	Wt. (lb)										
59	104	70	135	48	97	30	28	46	72	103	553
60	109	71	141	49	103	31	30	47	77	104	569
61	115	72	147	50	109	32	34	48	82	105	586
62	121	73	153	51	116	33	37	49	88	106	603
63	127	74	160	52	123	34	40	50	93	107	620
64	133	75	166	53	130	35	44	51	99	108	638
65	139	76	173	54	138	36	48	52	105	109	655
66	145	77	180	55	145	37	52	53	111	110	674
67	152	78	187	56	154	38	56	54	117	112	711
68	159	79	194	57	162	39	61	55	124	114	750
69	166	80	202	58	171	40	65	56	131	116	790
70	174	81	210	59	180	41	71	57	138	118	832
71	181	82	217	60	189	42	76	58	145	120	875
72	189	83	226	61	198	43	81	59	153	122	919
73	197	84	234	62	208	44	87	60	161	124	965
74	205	85	242	63	219	45	93	61	169	126	1012
75	214	86	251	64	229	46	100	62	177	128	1061
76	222	87	260	65	240	47	106	63	186	130	1112
77	231	88	269	66	251	48	113	64	195	132	1164
78	240	89	278	67	263	49	120	65	204	134	1218
79	250	90	288	68	275	50	128	66	214	136	1273
80	259	91	297	69	287	51	136	67	224	138	1330
81	269	92	307	70	300	52	144	68	234	140	1389
82	279	93	317	71	313	53	152	69	244	142	1449
83	289	94	328	72	326	54	161	70	255	144	1511
84	300	95	338	73	340	55	170	71	266	146	1575
85	311	96	349	74	354	56	180	72	278	148	1641
86	322	97	360	75	369	57	190	73	290	150	1708



RELATIVE OFFENSIVE CAPABILITIES OF ROLEMASTER ATTACKS

Attack Table	Strength	Spread
Dagger	109	50
Falchion	90	36
Hand Axe	92	30
Main Gauche	105	47
Scimitar	97	35
Rapier	91	55
Broadsword	93	40
Short Sword	97	55
Bare Fist	125	40
Club	104	30
War Hammer	90	25
Mace	93	30
Morning Star	88	30
Whip	109	56
Bola	104	46
Composite Bow	91	26
Heavy Cross Bow	85	28
Light Cross Bow	93	33
Long Bow	88	27
Short Bow	97	28
Sling	100	28
Battle Axe	85	25
War Mattock	84	20
Flail	83	31
Two Handed Sword	84	33
Quarter Staff	106	40
Javelin	99	44
Lance	83	18
Pole Arm	93	37
Spear	95	40
Beak	86	42
Bite	80	42
Claw	82	51
Grapple	77	-42
Horn	80	45
Bash	80	-27
Stinger	83	48
Tiny	79	54
Fall/Crush	54	48
Trample	67	51
Sweep Martial Arts	74	-45
Strike Martial Arts	74	48
Shock Bolt	79	-10
Water Bolt	84	5
Ice Bolt	64	-15
Fire Bolt	62	35
Lightening Bolt	55	-15
Cold Ball	34	36
Fire Ball	25	28

6.6 MARTIAL ARTS FUMBLE TABLES

If a GM feels that martial artists are too powerful, the fact that martial artists cannot fumble tends to support him. So this section presents fumble tables for the Martial Arts.

Sweeps and Throws Fumble Table

- 01-25 Your grip on the foe's arm is tenuous at best. Forget the attempt and try again next round.
- 26-30 Your attack was weak and off balanced, not affecting your foe at all. You however, need one round to recover.
- 31-40 Stub your toe during delivery. Abort your action and take one round to recover.
- 41-50 Loss of balance during throw leaves you confused. Parry for two rounds to recover.
- 51-60 Ill-timed sweep results in you attempting to trip the ground. Contemplate timing for 2 rounds.
- 61-70 Foes deft move leaves you trying to throw air. Take two rounds to re-orient and rebuild confidence.
- 71-80 Foe jumps/steps over your sweep, leaving you in awkward position. Take 1 round (no parry) to recover.
- 81-85 You've suddenly forgotten the joint manipulation needed for the throw to work. Spend next 3 rounds remembering.
- 86-90 You've suddenly understood one of your teacher's criticisms regarding your fighting style. Stunned 2 rounds. Go ahead and reminisce.
- 91-95 Attempt to sweep yourself. Stunned for 2 rounds.
- 96-99 Your indecision regarding whether to sweep or throw causes you to attempt both. Stunned no parry for 3 rounds.
- 100 Awkward sweep results in you going down and bumping head. Stunned and unable to parry for 6 rounds.

Martial Arts Striking Fumbles

- 01-25 Lose track of target and lose the opportunity to strike.
- 26-30 Stumble on your own feet and take 1 round to regain balance.
- 31-40 Misremember move. Hesitate 1 round to refresh your memory.
- 41-50 Overextend yourself. Spend either 2 rounds full parry or 1 round no parry to recover.
- 51-60 The heat of combat has made you forget how or where to attack. Maximum attack is 3 ranks below norm or if below rank 1 must parry for 2 rounds.
- 61-70 Mistake in attack causes awkward position and slight muscle spasms. Parry quickly for 2 rounds if you wish to recover.
- 71-80 Attempt at advanced technique causes confusion for one round. Parry is well done though in wrong direction.
- 81-85 Knee strikes opponent's bone causing interesting sensation. Contemplate this for 3 rounds.
- 86-90 You "know" your strike was amazing. Foe's lucky but intuitive block leaves you stunned for 2 rounds.
- 91-95 Miserable landing while attempting to regain balance you manage to stun yourself.
- 96-99 In the excitement your 2 feet try to be in 3 places at once. The fall leaves you stunned for 3 rounds, and not able to parry for 2.
- 100 You forget even the most basic moves. You smash yourself clumsily against your opponent giving yourself a B crit (crushing).

6.7 AN INITIATIVE SYSTEM

The rationale for a different initiative system comes from the fact that all actions are fluid. They take place together, so that the order of action is variable, and a greater flexibility and realism is created. Using this system, all actions, spells, melee, movement, etc., will happen simultaneously, so that a person with a bow has no greater chance of going first in a combat than a fighter or mage.

The system itself is very simple. Roll percentile (open ended up) and add the character's temporary Qu. GMs may modify this score for specific situa-

tions. Actions take place within a 200 point round. Characters who roll over 200 are considered to go at 200, the beginning of the round. Once all characters have rolled, the highest number begins his action. The GM continues to count down from 200 until all actions are finished. Then the round is over, and a new one is begun, again by rolling percentage and adding Qu.

MOVEMENT AND MANEUVERS:

All non-combatative action done within a round will take a certain amount of time, reflected in initiative points and percentage of action. Below is a partial list of actions, maximum time costs, and the percentage of action elapsed. Basic movement within this system is 10 feet per 10 points/5% of action. This can be modified by terrain, weather, etc. at GM's discretion. Movement may take place at any time within the round, including before a character's initiative. A character may not do more than 100% of action/round within one round, unless hastened magically or otherwise assisted.

COMBAT:

Essentially, it is assumed that if a character is engaged, then he is in a combat situation. A player in combat also assumes that other actions cannot be performed such as spell casting, first aid, etc. For a character in combat, the initiative number in which they are able to act represents the one best attacking opportunity in that round. A player must allocate for OB and DB before the round is counted out, i.e., before the 200 count begins.

SPELLS:

Spells take effect within this system depending upon its class. Class III spells take 2 rounds to cast, going off 2 rounds (400 points) later on the initiative number rolled previously. Class II spells take effect the round (200 points) after they were cast on the previous initiative roll. Class I spells are cast upon the initiative number and take effect (10 points/level of spell) later, within the same round. Instantaneous spells can be cast at any time within the round including before the caster's initiative and also can be used more than once within a round, or in conjunction with a Class I spell, with the only governing rule being that 50 points of initiative must elapse before another spell is cast.

Example: *Alnamin the Mage wants to cast a Sleep VII (Class I) at the onrushing palace guards. On Initiative 180 he begins to cast. The spell goes off on 150 (10 points x 3rd level = 30 points) and a surprising amount of guards hit the floor. Unfortunately, a few of them reach Alnamin in time to strike this round. On 96, three of these guards swing on aichmophobic Al. But since 50 points have passed since his last spell went off, Al can cast an instantaneous spell — Bladeturn III. Al is saved!*

CUMULATIVE MODIFIERS:

Modifications such as stuns, subtractions to fighting ability, bleeding, etc. take place immediately. If a character is stunned earlier than his rolled initiative, then the character does not act on his initiative (he is stunned). That stun is counted against his total number of rounds stunned.

Below is a comprehensive example of a combat using this system.

INITIATIVE EXAMPLE

Kaylyndor the fighter and his mistress Talandra the mage are exploring the dreaded halls of Balbus when from around the corner come three of the denizens of this place, ogres. The GM calls for initiative rolls. Kay will go first with a total initiative of 175, the ogres have rolls of 146, 161, and 123, while Talalla rolled a 154. Thirty feet separate the duo from the ogres. On 200 (the beginning of round one) Kay begins to move ahead, as do all the ogres except one. That one (init 161) begins to draw back to throw his spear. On init 185, two of the ogres engage Kaylyndor (15 point of init/15 feet) in melee. On 175 Kay swings his mighty sword and connects, doing 25 points damage and stunning one of his opponents for 2 rounds, with no parry. On 161, the ogre in back lets fly his spear towards Talalla, who casts an instantaneous spell, Deflect I. The spear falls harmlessly to the earth. After recovery (GM determines 100 points for the suprised ogre) the ogre readies his club and will advance toward the melee. Meanwhile on 154, Talalla begins to cast a non-instantaneous spell that is Class II. It will go off 200 points later (round 2, 154). 146 has one of the ogres swinging on Kay. It hits for 7 points and Kay is bleeding 2 per round and is at -20%. The other ogre is stunned and does not go on his init of 123. The third ogre reaches the party on 45, after hesitating, but cannot attack this round (movement and his attach come to 90% action for this round).

Round II and everyone rolls initiative. This time the ogres have the advantage with rolls of 236 (init rolls are open-ended up), and 178, Kay goes at 133, and Talalla's spell takes effect on 154. On 236 actually (200) one of the ogres strikes a foul blow on poor Kay, stunning him this round, doing 19 points damage, 4 points a round bleeding (total of 6 per round), and cumulative modifiers of an additional -20%. The other unstunned ogres misses on init 178. On 154, Talalla's Class II spell, Sleep X goes off, affecting the two unstunned ogres. They both fall down, fast asleep. Kay is stunned on his init so he does not act. During the remainder of the round, Talalla begins to gather bandages to stop Kay's bleeding, confident of his imminent victory.

Initiative rolls of round III are as follows: Kay at 158, the ogre coming out of stun is at 177, and Talalla rolls 181. The ogre swings but Talalla again saves the day with a timely Bladeturn I. Kay easily finishes off the surprised ogre with an awesome crit. Talalla rushes up to her hero and immediately begins applying first aid. If she is successful, he will be completely bandaged in 3 rounds (600 points). The battle is effectively over.

The above example is a bit melodramatic but it serves its purpose in displaying this initiative system in all aspects.

Maneuver Initiative Table

Initiative Points	Action Being Attempted	% of Action per Round
25	Rapid Dismount from a moving object	20%
40	Drawing a Weapon	25%
50	Careful Dismount	25%
50	Mounting an animal or vehicle	25%
	Controlling a trotting animal	20%
	Controlling a running animal	50%
	Swimming and Climbing	100%
	Opportunity Action	25%
75	Controlled Drop to the ground	50%
75	Hiding	100%
	Stalking	75%
75	Prone to Kneeling	50%
75	Kneeling to Standing	25%
	Half Parry	50%
100	Orientation	25%
	Concentration on spells	50%
	Perceiving a Stunned foe*	25%
100	Adrenal Move preparation/recovery	20%
	Full Parry	75%
	Attacking-missile or melee	75%
	Spell Casting	75%
	Multiple Attacks within one round	100%
100/hit per rnd	Applying First Aid	100%
125	Acrobatics or Tumbling	100%
150	Lock Picking	100%
250/AT	Donning Armor	100%

Some of the actions above are highly variable with the amount of time in which the action takes place. GMs might wish to modify the times and percentages depending on how carefully/recklessly the character attempts the maneuver. In all cases, maneuver results will modify time and subsequent actions.

* — Action normally automatically performed.



THE BLACK REAVER

As told by personal testimony of Brand the Mage, vol. 9 chapter 22 of The Entity Record, by Elenmel, Historian, Scribe, and Astrologer.

"We had been doing all right. The map was true; we found the cave and the staircase. We made it across a floor filled with bones, fought the inevitable "things", taken some gold, and were proceeding, content with the success of our mission. We finally came to the temple level, knowing there wasn't much more to be done, when that stupid halfling... Well, Godfrey, our fighter, a pretty tough Dwarf had warned us about burglars, saying that you can't trust them even if they're on your side. I have to admit, I was the one who was so sure that we needed Kraeco if the thing was going to get done. But right now I can't remember if there was a single thing he did that we couldn't have done some other way.

Anyway, he couldn't leave well enough alone. We were already rich, and stood close to the goal of our search. But there was this jewel, a bauble really, fastened onto some kind of cup sitting on a table in the dead center of the room. Kraeco snatched it as he went by, looking the other way. No sooner had the cup left the table when I heard a sound like nothing I have ever heard before. You see, there was a large metal door on the north wall, steel I think, or at least iron. There was a loud clang and I saw the head of an axe sticking through the door from the inside. Then just like ripping canvas, the blade slid all the way to the floor and that door, that steel door, fell in two pieces on the floor.

Standing there, framed by the door was... How can I describe it? He was about 8 feet tall, shaped like a man, but black. His armor, his cloak, his gloves, even the emptiness inside the helmet were darker than the soil of the Pale. The only other colors I could see were the glow of his eyes, the shine of his axe blade, and the silver of his helmet with the horns curved down. Then he began to walk towards Kraeco. The sound of his steps I recall in nightmares night after night: click, click, click — steadily walking on those tile floors, without hurry, without stopping. We ran.

We ran like the gates of the Void had opened behind us. We fled into the open hall on the east side, opposite the way we had come in. It was a long worked hall, with the same tile floor.

We ran until we came to the edge. You see, we were on the topside of a nearly vertical drop, about a hundred feet above the floor. There was an incredibly large Cyclops sleeping on the floor, his snoring echoing in the cavern. I guess he was at least 50 feet tall.

I thought we had it made. There was a man-size opening on the floor of the cavern on the opposite side from where we were about 300 feet away. The clicking footsteps were steadily ringing closer behind us. I figured it would be great to get an angry Cyclops between us and him. So I told Hogan to use his ring, the one with the white eagle on it. It makes a big bird you can ride, so we got on it and rode down across the cave to that hole and the bird disappeared. I remember just as we left the cliff top I could see the thing coming down the hall; click, click, click — his boots ringing on that tile, and his eyes glowing a bright red from within the darkness.

Well, I fired a firebolt and got the Cyclops awake, and Dorien threw an illusion to get him turned around the other way, facing the thing. The next thing I saw is the stuff of every bad dream. Our enemy came to the edge of the top of the cliff, lifted his big axe over his head with both hands and then fell forward off the cliff, head down. But he didn't fall - he glided, and landed on the floor in front of that huge cyclops: click, click, click. That stupid Cyclops! I feel so sorry for him now, even a little guilty. He had no idea what he was getting into when he reached down and grabbed him.

We, of course, ran. We were getting so that we considered that normal and natural now. The hallway, as the others, was tiled. We ran about 1000' until we came into a large round room filled with bones. And sure enough, we had to fight, and fight we did. But over the clattering noise in our own room I had the distinct feeling that I was hearing great screams from the way we had come. And when I started to think that the bellows might be the way a Cyclops in agony would yell. I made myself shut the din out of my mind.

Before too long, our battle was over and Kraeco and Godfrey began picking up gold. Then I heard it again: click, click, click. Hard-soled boots ringing on a tile floor. I created a great mass of rock and stone in the hall entrance into our room — it completely filled the doorway. But I was really scared by now so I was not satisfied yet. I did it three more times, layer after layer of solid stone, sealing up that entrance. I heard the clicking proceed to the stone blockage and then stop. There

was a blissful silence. We fell on the floor, laughing in our relief.

Then, unbelieving, we heard a new sound, a loud clanging sound. Rhythmic, striking once about every 5 seconds: clang ... clang ... clang ... It was the kind of sound you would expect from someone banging on a boulder with an axe. When I suddenly realized the monster was swinging that axe at the stone I came unglued! I'm not even sure what happened next, but I think we all panicked, running and hollering down the exit hall on the other side of our bone room. And just before we exited the hall into the bright sunlight of day I distinctly heard my stone wall ring, then crack, then crumble onto the floor. And then the wierd sound again: click, click, click: our enemy, unhurried, walking down the hall.

We managed to get into our little ship and the hands cast us off before he came out of the cave. He walked towards us as our ship sailed from the island. When he came to the water's edge he kept right on walking, and I saw him walk into the sea, until he disappeared, the waters over his head.

Fortunately, I thought, the wind was strong with us, and we left the island quickly behind. Of course, I put some extra wind in the sail, trying with all my self-control not to gibber and cry from the horror I had just felt. But we sailed hard for about three days in good sailing weather and we were far into the open sea when we finally got caught in a storm.

The storm lasted for four days. It was so severe we threw out all four sea anchors to try to hold our position against the southwest winds. We ate not at all, and slept very little. But the end came for Kraeco while I was sleeping at twilight. The rain had stopped, and the sounds of the ship and the wind made me delay too long when I heard the uncanny rhythmic sound of boots on the deck above me: click, click, click. When I finally realized that the nightmare was here, I woke with great suddenness and almost flew up the steps. I was in time to see a struggle, if you can call it that, which lasted probably only 20 seconds or so. Godfrey had charged the monster and the flat of the axe had flung him like a toy fully across the long grain of the deck. In all my years with Godfrey I had never seen him smitten unconscious with a single blow until then.

Kraeco, of course, was terrified. He squealed and fled from the creature; mighty Hogan interposed himself in the creature's path. That was Hogan's last heroic act. The axe swung, clove through the magical armor Hogan had laboured for, severed his shield from edge to edge, and Hogan himself fell in two pieces on the deck, his life's blood everywhere. Before the thing finally caught Kraeco, I had thrown vacuums and death clouds, and Dorien, finally arriving, was also blasting him with spell after spell.

He walked through those clouds and those bursts of light and through the bolts and balls not slowing in the least in his click, click, click. I do not know to this day if anything we did against him even made him notice we were there. When he grabbed Kraeco, the poor little burglar stabbed at him several times with his magical short sword, and finally the blade broke on the monster's armor. At that moment, I think Kraeco must have fainted for he hung limp in the monster's arms and the hilt of his little sword skittered across the deck. The last I remember, the black cloaked figure walked through the upper deck wall, splintering into pieces. As I began to pass out myself, all I knew were the sounds of the click, click, click, of his boots, and then the splash as he walked back into the sea. I've never seen him again face to face, but I see him often in the heart of my worst dreams."

Introduction from the personal testimony of Brand the Mage, vol. 1 preface of The Entity Record, by Elenmel, Historian, Scribe, and Astrologer.

"There is an infinite number of beings in this world, or should I say, in these worlds. I have beheld much more than my share as I stumbled time after time onto the ethereal plains. Creatures of power that you can't measure or imagine. Creatures of beauty, both sublime and horrible. Creatures of awe, which I have seen paralyze the greatest lords with fear. Creatures friendly, unfortunately rare, who can rescue you from almost any terrible thing, as they follow either their whims or their designs (I know not which). Creatures chaotically assembled, with mixed and bizarre forms, and some with no forms at all. Creatures without end, having every level of power and every conceivable shape of body and mind. I have already begun to think that as the stars which glimmer over all the plains number more than the grains of sand, so also the number of creatures is infinite."

7.0 CREATURES

This section provides descriptions of a number of creatures that a GM can use or modify as he sees fit. The codes and statistics are the same as those used in *Creatures & Treasures* with the following exceptions: the symbol "◀" refers to an attack which made in the same round if the previous attack is successful. The symbol "↗" refers to an attack which is made in the following round if the previous one is successful. The Symbol "\$" is a location code which refers to burial areas.

7.1 FLYING CREATURES

WINGED WOLF — Lvl: 4C;

Base Rate: 130; **Max Pace:** Dash; **MN Bonus:** 20;
MS: FA; **AQ:** FA; **Size:** M; **Crit:** —; **Hits:** 110E;
AT(DB): 3(40); **Attacks:** 65MBi/80MCI/60LGr;
Enc: 2-12; **Treasure:** —; **Outlook(IQ):** Protect/Aggres(AA);
Bonus EP: —; (hf)-(IO)-5, 4-6' long, 3-8 pups.

The Winged Wolf is a highly intelligent species, having not only large bat-like wings capable of true flight, but also a long and muscular prehensile tail. The wolves are usually only aggressive when protecting their territory or when hungry. They are capable of speech and some are friendly with some humanoids. They are more versatile in attack than normal wolves, being able — especially when attacking from the air — to use their claws as well as their jaws, gripping their opponent with the tail. They are fond of living in trees and their paws are more flexible than other wolves, being suited to that terrain.

WINGED PANTHER — Lvl: 4D;

Base Rate: 150; **Max Pace:** Dash; **MN Bonus:** 30;
MS: VF; **AQ:** VF; **Size:** L; **Crit:** —; **Hits:** 120F;
AT(DB): 4(40); **Attacks:** 70MCI40/75MBa60/90MBi◀;
Enc: 1-6; **Treasure:** —; **Outlook(IQ):** Aggres(NO);
Bonus EP: C; (f)-(GO)-ARUW-(T)-7, 4-6' long, 1-6 young.

Very much like a normal panther except for their powerful wings. They are found in a variety of colors from tan to black. In jungle areas leopard like markings can be found; Winged Panthers sport long white fur in the cold.

GREAT WINGED PANTHER — Lvl: 8F;

Base Rate: 160; **Max Pace:** Spt; **MN Bonus:** 30;
MS: FA; **AQ:** VF; **Size:** L; **Crit:** LA; **Hits:** 240G;
AT(DB): 4(40); **Attacks:** 100LCI30/100MBa70/100LHo↗/140LBi◀;
Enc: 1-6; **Treasure:** —; **Outlook(IQ):** Aggres(LO);
Bonus EP: E; (f)-(YSQ)-CDHP-6, 8-11', 1-4 young.

These extremely noble and powerful beasts are larger than normal saber-tooth tigers and smarter than most cats, capable of being trained to perform complex tasks. Some exotic armies have raised and trained them as a fierce aerial arm. When domesticated, they tend to be devoted to a single master who raised them from infancy.

CARNIVOROUS FLYING SQUIRRELS — Lvl: 0A;

Base Rate: 30; **Max Pace:** Dash; **MN Bonus:** 40;
MS: FA; **AQ:** FA; **Size:** S; **Crit:** —; **Hits:** 20A;
AT(DB): 1(40); **Attacks:** 20TBa100/10SBI↗/30SBI◀;
Enc: 5-500; **Treasure:** —; **Outlook(IQ):** Bellig(NO);
Bonus EP: —; hnwmk-FILMQ-DCHJ-6, 6-24" long, 1-12 young.

These terrible creatures are most often found in huge swarms, living in trees. They are built much like rats (except for a squirrel-like tail), and have a disposition much like piranha. Unwary patrols, parties, and caravans have too often been wiped out by the bloody assault of a swirling cloud of these little monsters.

CARNIVOROUS FLYING MONKEYS — Lvl: 4C;

Base Rate: 80; **Max Pace:** FSPT; **MN Bonus:** 40;
MS: VF; **AQ:** FA; **Size:** S/M; **Crit:** —; **Hits:** 65D;
AT(DB): 3(40); **Attacks:** 70MBa/60MGr/60SBI◀;
Enc: 1-100; **Treasure:** —; **Outlook(IQ):** Normal(IN);
Bonus EP: A; (tcf)-(K)-FILQS-CDJP-8, 1-6' tall, 1 young.

The CF Monkeys occur infrequently in the wilds. They are unusual among the apes in that they eat meat only. At times when they are hungry their disposition changes radically to a wolfish cast. The CF Monkeys are often found working as agents of spell casters, especially evil ones. As such, they are used for kidnapping, harassment, murder, and destruction. They can be taught to react to quite complex verbal commands.

ROYAL PEGASUS — Lvl: 30G;

Base Rate: 170; **Max Pace:** Dash; **MN Bonus:** 40;
MS: BF; **AQ:** VF; **Size:** L; **Crit:** II; **Hits:** 280H;
AT(DB): 3(60); **Attacks:** 120Lba/130LTs/100MBi/Spells;
Enc: 1; **Treasure:** uu; **Outlook(IQ):** Protect(VH);
Bonus EP: I; Any-9, 40' Wingspan, 1 young.

These exquisitely noble protectors of the wilds are good and kind. They look like a grand pegasus with a unicorn's gold spiral horn. They are very willing to cooperate with those of similar persuasion and goals, but they only appear when the need is great. They have been found in a number of colors: purest white, deepest black, and most striking red or purple. They possess most Channeling spell lists to their level and receive 5PP per level.

7.2 BEASTS

BATTLE BOAR — Lvl: 4D;

Base Rate: 90; **Max Pace:** Dash; **MN Bonus:** 20;
MS: MF; **AQ:** MF; **Size:** L; **Crit:** I; **Hits:** 190G;
AT(DB): 4(30); **Attacks:** 80LHo/60Lba◀/70LTs◀;
Enc: 2-20; **Treasure:** —; **Outlook(IQ):** Aggres(NO);
Bonus EP: D; (acf)-F,R,(T)-6, 8-11' long, 2-10 piglets.

These nasty creatures are like their smaller brothers except in size, and they can be ridden by some rough cultures willing to train them. They are tough to kill and some fight to the death because their lust for battle is so great.

GREAT BOAR — Lvl: 7F

Base Rate: 90; **Max Pace:** Dash; **MN Bonus:** 20;
MS: MF; **AQ:** FA; **Size:** L; **Crit:** II; **Hits:** 200G;
AT(DB): 4(40); **Attacks:** 150HHo/70Lba◀/100LTs◀;
Enc: 5-30; **Treasure:** —; **Outlook(IQ):** Aggres(NO);
Bonus EP: E; (tcf)-(GMO)-RW-CDHP-5, 7-12', 1 calf.

Great Boars are fearless and nasty beasts, called in many areas — "tuskers." They are easy to spot, having a very tough hide with very sparse, much like a rhino. Their most distinguishing characteristic is a pair of horns on each side of their heads, at the very back of the upper jaw. The horns are curved forwards with the front ones somewhat shorter than the rear. They are startlingly quick and will kill for pleasure. As mentioned earlier, they are entirely fearless. Colors are usually in various shades of grey, but there are some notable variations. Great Boars are carnivores with mouths full of impressive sharp teeth.

WARCAT — Lvl: 15G;

Base Rate: 170; **Max Pace:** Dash; **MN Bonus:** 40;
MS: BF; **AQ:** VF; **Size:** L; **Crit:** LA; **Hits:** 280G;
AT(DB): 4(50); **Attacks:** 95Lbi/120HCl(2x)/100Lba(2x)◀;
Enc: 1-12; **Treasure:** —; **Outlook(IQ):** Aloof(LO);
Bonus EP: H; (cf)-(Y),(GO),(U)-(T), 7-11' high, 4-9 young.

The warcats are an intentionally developed species, intended for warfare. They are remarkably similar to domestic cats in build, movement, and leaping ability. But they are so large that they can dominate a battlefield, almost like elephants. Warcats are normally ridden by high men or the ancient Great Men (see racial description this book). They are nearly fearless in battle and are intelligent enough to be trained for war more thoroughly than a horse. They usually remain loyal to only one master, unless they see him killed, when they might take a new master. They remain quiet and aloof unless very hungry or ordered into battle. Some have escaped into the wilds and are no longer under human control.

GREATER WARCAT — Lvl: 25G;

Base Rate: 190; **Max Pace:** Dash; **MN Bonus:** 40;
MS: BF; **AQ:** VF; **Size:** L; **Crit:** LA; **Hits:** 350H;
AT(DB): 4(60); **Attacks:** 150Hbi/180HCl(2x)/120Hba(2x)◀;
Enc: 1-3; **Treasure:** —; **Outlook(IQ):** Aloof(AV);
Bonus EP: K; (f)-(Y),(GO),(U)-CDHJPT, 9-13' high, 1-4 young.

The Greater Warcats are similar in almost every respect to the warcats with a few significant differences: they have sabre-fangs, are usually both taller and broader, and have shaggier coats. They are the epitome of battle beasts, being noble, smart, and awesome.

BLACK BABOON — Lvl: 8F;
Base Rate: 50; **Max Pace:** SPt; **MN Bonus:** 30;
MS: MD; **AQ:** FA; **Size:** L; **Crit:** II; **Hits:** 170F;
AT(DB): 3(30); **Attacks:** 110LHo/140HBa or 150Wpn(2D);
Enc: 10-60; **Treasure:** c; **Outlook(IQ):** Protect(IN);
Bonus EP: F; hnawms-(GO)-ARW-CDJP-4, 7-11'high, 1-2 young.

Black Baboons are an enormous specie of primate. They look much like regular baboons except for horns curved down and to the front, a pair of large fangs jutting up from the lower jaw, and a truly massive build. They are not built for quick and agile maneuver but their raw strength and endurance are astonishing. They travel in large tribal bands which the leading males defend with ferocity. Having a natural affinity for combat, some have been captured for use in gladiatorial arenas. The normal weapon of a Black Baboon is a large club wielded with one hand (use War Mattock chart). It should be noted that Black Baboons do not kill (intentionally) unless they feel threatened. They are more intelligent than many other primates.

WHITESNAKE — Lvl: 6E;
Base Rate: 80; **Max Pace:** FSpt; **MN Bonus:** 30;
MS: MF; **AQ:** VF; **Size:** S; **Crit:** — ; **Hits:** 30C;
AT(DB): 4(50); **Attacks:** 100MBi/poison◄;
Enc: 1-20; **Treasure:** k; **Outlook(IQ):** Loyal(AA);
Bonus EP: F; (hna)-(OZ)-any-7, 18-36"long(4-6"dia), 1-8 eggs.

The Whitesnake is a fine pet and ally. It is an unusual looking creature, thicker than a normal snake its length and covered by a coat of long white hair! It is capable of flight, presumably by magic (it has no wings). Its bite inflicts a 12th level flaccid paralysis (victim is conscious). Perhaps its most significant characteristic is the ability to act as a natural familiar (See Lvl: 1 Closed Essence Gate Mastery in Spell Law). The creature usually attunes itself to a particular master moments after hatching (if one is nearby). Therefore, whitesnake eggs can be quite valuable.

BLACK UNICORN — Lvl: 10G;
Base Rate: 150; **Max Pace:** Dash; **MN Bonus:** 40;
MS: BF; **AQ:** VF; **Size:** L; **Crit:** I; **Hits:** 130H;
AT(DB): 4(50); **Attacks:** 160LHo/90LBa◄/140Lts;
Enc: 1-6; **Treasure:** t; **Outlook(IQ):** Cruel(AA);
Bonus EP: H; mk-CDHP-6, 7.5-8', 1 young.

The Black unicorn is a nasty and evil version of the famous good unicorns. They are uniformly black but their horns have been found in silver, red, and blue (never gold). They are more powerful in purely physical combat, but do not have the nobler unicorn's prowess in magic, nor do their horns have special properties. Naturally, there is a tremendous rivalry between the good and the black unicorns. Also, black unicorns do not seek out noble and virtuous young maidens for company; they avail themselves of the company of much more base sorts.

RED FEEDER — Lvl: 9F;
Base Rate: 120; **Max Pace:** FSpt; **MN Bonus:** 20;
MS: FA; **AQ:** FA; **Size:** H; **Crit:** SL; **Hits:** 500H;
AT(DB): 12(40); **Attacks:** 150HBa/150Hbi/100HGr*◄;
Enc: 1-6; **Treasure:** — ; **Outlook(IQ):** Bellig(NO);
Bonus EP: H; (aste)-LMQ-5, 50-80', 50 eggs.

The Red Feeder is the largest of fish, much like a shark in appearance except that it has scales and a face like a piranha. Scales are reddish and sometimes have darker red patterns on them. Their huge mouths can easily swallow a man whole. Being flatter than most fish and able to maneuver "on their sides", they are often found in waters more shallow than they would be expected, sometimes even in as little as 15' of water. It is fortunate that most Red Feeder eggs are destroyed by predators and natural events before hatching, as a single brood (if all lived) could terrorize quite a large area.

7.3 GREATER LYCANTHROPES

The bite of a greater werebeast is almost certain to cause Lycanthropy if its victim does not die immediately. None of the Greater Werebeasts can be injured except with silver or magical weapons. Even then, if the beast is not completely killed, it will entirely heal when it returns to human form. All Greater Werebeasts regenerate 3 hits/rd and rapidly heal non-fatal wounds. These beasts are often found in all types of enchanted locations as well as wherever humans may dwell.

GREATER WEREWOLF — Lvl: 20G;
Base Rate: 160; **Max Pace:** Dash; **MN Bonus:** 30;
MS: BF; **AQ:** VF; **Size:** L; **Crit:** LA @; **Hits:** 350H;
AT(DB): 4(70); **Attacks:** 140Lbi/140Lci/160HBa◄;
Enc: 1-4; **Treasure:** y; **Outlook(IQ):** Bellig(IN);
Bonus EP: I; (hf)-(IO)-6, 7-8'tall, NA.



GREATER WEREBEAR — Lvl: 30H;
Base Rate: 130; **Max Pace:** FSpt; **MN Bonus:** 30;
MS: VF; **AQ:** VF; **Size:** L; **Crit:** SL @; **Hits:** 475H;
AT(DB): 8(70); **Attacks:** 150Lci(2x)/220HBa◄/150LGr/200Hkr◄;
Enc: 1; **Treasure:** yy; **Outlook(IQ):** Good(SU);
Bonus EP: K; (hna)-(IO)-7, 9-13'tall, NA.

The Greater Wearbear is a "goodly" ally for those fighting "evil" and a whirlwind of destruction in combat. These lycanthropes may voluntarily transform themselves to and from their wereform. Careful beasts, Greater Werebears never confer their "disease" on anyone without a "good" nature.

GREATER WERELION — Lvl: 25G;
Base Rate: 140; **Max Pace:** Dash; **MN Bonus:** 30;
MS: VF; **AQ:** BF; **Size:** L; **Crit:** LA @; **Hits:** 425H;
AT(DB): 4(80); **Attacks:** 150Lbi/160Lci(2x)/200HBa◄;
Enc: 1; **Treasure:** yyz; **Outlook(IQ):** Domin(AA);
Bonus EP: J; (f)-(IO)-8, 7-9' tall, NA.

Sometimes good and sometimes evil, Greater Werelions are almost always the prime leaders on a battlefield on which they participate. They are characterized by great use of force and demand unquestioned loyalty. They rarely pass on their lycanthropy, except perhaps to an heir, for fear of rivalry. They have somewhat less control over their wereform than Greater Werebears, changing involuntarily on occasions of great anger, stress, or pain.

GREATER WERETIGER — Lvl: 30H;
Base Rate: 140; **Max Pace:** Dash; **MN Bonus:** 30;
MS: VF; **AQ:** BF; **Size:** L; **Crit:** LA @; **Hits:** 450H;
AT(DB): 4(70); **Attacks:** 170Hci(2x)/200HBa◄/160Hbi;
Enc: 1-2; **Treasure:** yy; **Outlook(IQ):** Aloof(SU);
Bonus EP: J; (hf)-(IO)-7, 8-10' tall, NA.

Varying widely in temperament, Greater Weretigers are the least predictable of the Greater Lycanthropes. If two are found, they will usually be a mated pair. The Greater Weretiger retains his full personality and human-form skills when transformed except those which might be hindered by the transformation itself (e.g. picking locks, etc.) Greater Weretigers have the same sort of control over their disease as Greater Werelions.

GREATER WERESHARK — Lvl: 25G;
Base Rate: 150; **Max Pace:** FSpt; **MN Bonus:** 20;
MS: VF; **AQ:** VF; **Size:** L; **Crit:** LA @; **Hits:** 360G;
AT(DB): 4(60); **Attacks:** 180HBi/220HGr◄;
Enc: 1; **Treasure:** yyz; **Outlook(IQ):** Bellig(LO);
Bonus EP: J; (f)-LMOQ-9, 25' long, NA.

Weresharks are the most rare of the Greater Werebeasts. The very problems of the particular form are the greatest obstacles to transmitting the form and staying alive afterwards; i.e., surviving the initial attack long enough to contract the disease, and being able to enter the water at transition times are tough problems. Weresharks are neither bright nor discriminating. Control over the form is a learned skill for Weresharks. The greatest temptation to take were- form is hunger.

7.4 DEMONS

MORTAL DEMONS — Lvl: 12H;
Base Rate: 160; **Max Pace:** FSpt; **MN Bonus:** 20;
MS: BF; **AQ:** FA; **Size:** M; **Crit:** 1; **Hits:** 150E;
AT(DB): 4(60); **Attacks:** 170wp(2D)/150wp(2D) or 150LBA;
Enc: 4-48; **Treasure:** y; **Outlook(IQ):** Cruel(AV);
Bonus EP: H; any-6, 6-8' tall, 1 young.

The result of ancient breeding between fallen spirits and human types, the mortal demons are now more like men than demons except in form. They retain horns, dragon faces, functioning wings, claws, and a powerful natural physique. But they are no longer innately magical, can be wounded or killed with natural weapons, and cannot be influenced by gates, Force Info, or other demonic control spells. They are generally very mean creatures, effective with weapons, and greedy for gain and accomplishment.

WARRIOR DEMONS

Warrior demons are different from other demons in a few significant ways. They all have an unusual preoccupation with weapons, rather than natural arms or magic. They are usually fairly manlike in appearance and can be encountered in fairly large numbers; i.e., if a spell caster works a summoning for warrior demons, instead of calling 1 of the type specified, he will summon several warrior demons (numbers given in # Enc stats). Warrior demons do not usually know many deep or dark mysteries, but they function as the enforcement arm of many dark masters.

CLUBBER — Lvl: 5H (II);
Base Rate: 50; **Max Pace:** Dash; **MN Bonus:** 10;
MS: SL; **AQ:** MD; **Size:** M; **Crit:** I#; **Hits:** 150E;
AT(DB): 4(40); **Attacks:** 110club/90club;
Enc: 1-20; **Treasure:** — ; **Outlook(IQ):** Berserk(IN);
Bonus EP: E; any-7, 7' tall, NA.

Muscle bound and stupid, Clubbers are the lowest of the Warrior demons. They are great for blocking doorways and halls. They enjoy the use of any blunt wooden, bony, or metallic objects as clubs. Having found a favorite pair of clubs, a Clubber is likely to carry them from plane to plane working his own dumb brand of mayhem. They look like hairless neanderthals with faces like a stone golem.

SPEAR DEMON — Lvl: 10G (III);
Base Rate: 130; **Max Pace:** Dash; **MN Bonus:** 40;
MS: VF; **AQ:** FA; **Size:** L; **Crit:** LA#; **Hits:** 135F;
AT(DB): 4(50); **Attacks:** 130sp/120sp;
Enc: 1-20; **Treasure:** — ; **Outlook(IQ):** Cruel(MD);
Bonus EP: F; any-7, 8' tall, NA.

Spear demons are the Warriors above the Clubbers. They are shaped like a mix of man and a black maned lion. They walk upright, have hairless limbs, and vestigial wings appearing as webs between arms and legs. They have dragon-like tails. In combat, they scream and roar constantly, making amazing leaps (50' +) and gliding from heights, constantly throwing or stabbing with spears. Their aim is precise and their strength sufficient to throw a spear at 4x its normal ranges. They enjoy cruelty, pinning an opponent's limbs with thrown spears, and then tormenting the hapless victim. They usually carry at least one quiver of 10 spears on their persons. The spears are rarely magical, but they are sometimes poisoned.

SENTINEL — Lvl: 15G (IV);
Base Rate: 60; **Max Pace:** Dash; **MN Bonus:** 20;
MS: MD; **AQ:** FA; **Size:** M; **Crit:** LA#; **Hits:** 175G;
AT(DB): 19(60); **Attacks:** 150wp/130MSt or MSw/150LBA;
Enc: 5-50; **Treasure:** — ; **Outlook(IQ):** Mission(AA);
Bonus EP: G; any-5, 7' tall, NA.

By far the most commonly encountered of the Warrior Demons are Sentinels. They traditionally arm themselves with 2-handed weapons of all sorts, and wear armor of plate and chain (treat as +10 armor). Some are armed with an extremely heavy 4-shot crossbow, with 4 separate bows and triggers. The bows are made of very high tensile alloy (+15) and a master trigger can permit the firer to fire all remaining bolts at once if desired (same target, of course). Sentinels make up the central core of most demonic armies, and many are used as guards. Impossibly well disciplined, they will maintain the same post unmoving, literally for years.

SWORD DEMON — Lvl: 20G (V);
Base Rate: 200; **Max Pace:** Dash; **MN Bonus:** 40;
MS: BF; **AQ:** BF; **Size:** M; **Crit:** LA#; **Hits:** 300H;
AT(DB): 12(90); **Attacks:** 210wp(2D)(2x)/220MSw;
Enc: 1; **Treasure:** uzz; **Outlook(IQ):** Playful(VH);
Bonus EP: J; any-7, 7.5' tall, NA.

The Sword Demons are an arrogant and dashing breed, confident in their truly overwhelming prowess and blinding speed. They are winged and hairless (except for long mustachios), but otherwise very man-like except for having goat's hooves as feet. They fight most often wearing just a loin cloth. They playfully tease and humiliate their opponents before disarming them and then destroying them with brilliant 2-handed swords (Black Mithril +20). Sword Demons resent being "mastered" and force their masters to constantly keep a firm hold on them or else face certain doom. A Sword Demon can split a 6" thick oak door in a single strike, and can cut through 1 cu' of stone/rd. They will always accept a challenge to combat with an enemy, should one be so foolish.



SHADOW DEMON — Lvl: 30G (VI);
Base Rate: 150; **Max Pace:** Dash; **MN Bonus:** 30;
MS: VF; **AQ:** BF; **Size:** M; **Crit:** SL#; **Hits:** 250H;
AT(DB): 20(50); **Attacks:** 200wp(3D)(2x)/150HBa/spell;
Enc: 1; **Treasure:** uuzz; **Outlook(IQ):** Cruel(SU);
Bonus EP: K; any-8, 9' tall, NA. *Flesh Destruction*, 3pp/lvl.

The Shadow demons strongly resemble Sword Demons except for their lack of mustachios and solid form. They are usually bent on a single mission or purpose, or a guardianship of some sort. They often fight with a whip in one hand (does additional grapple criticals) and a 2-handed weapon in the other. Shadow demons aren't as playful as Sword demons in combat (but neither are they so nasty to those who summon them). Provided, of course, the summoners don't try to push them too hard or too long. Light and electricity based spells do double damage against Shadow Demons.

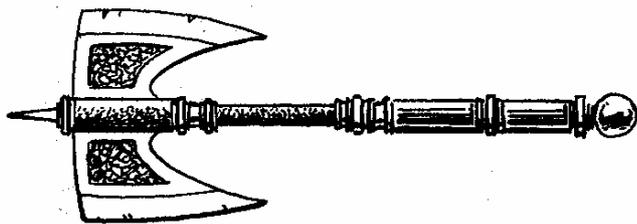
7.5 UNDEAD

DREAM HORROR — Lvl: 15H(V);
Base Rate: 80; **Max Pace:** FSpt; **MN Bonus:** 20;
MS: MF/AQ MF; **Size:** M; **Crit:** LA#; **Hits:** 165E;
AT(DB): 1(75); **Attacks:** 120Sc(4x);
Enc: 1; **Treasure:** — ; **Outlook(IQ):** Cruel(AV);
Bonus EP: G; any-8, 5-7'tall, NA.

The Dream Horror is a particularly nasty form of vengeful spirit. The source of this ghost's power to continue in this world is his thirst for revenge and a particularly unpleasant, perhaps psychotic nature. The Horror appears as a malformed human with long blades in place of his hands (he has four arms). The Horror will move into its target's dream world, filling night after night with nightmares (-5 cumulative each night for being poorly rested), and when the Horror finally corners its victim in the nightmare, any damage done to the target in the ensuing struggle actually occurs in real life. Unfortunately, even if the target is able to kill the Horror in the nightmare (which is possible since the victim will retain all his equipment and abilities in the nightmares as in real life) the Horror will return the very next time the target sleeps. The only way to kill a Dream Horror permanently is to somehow draw him into the waking world (e.g. the target might grapple or trap the Horror just before being awakened). The Dream Horror may kill several targets related in some way to its true and final victim. Any Power Points spent by victims in nightmares are actually spent when the target awakens.

CLASSIC LICH — Lvl: 35G (VI+);
Base Rate: 40; **Max Pace:** FSpt; **MN Bonus:** 20;
MS: SL; **AQ:** VF; **Size:** M; **Crit:** SL#; **Hits:** 450H;
AT(DB): 18(75); **Attacks:** 180wpn/200HBa/special/spells;
Enc: 1; **Treasure:** yzzzz; **Outlook(IQ):** Cruel(EX);
Bonus EP: L; EKK@\$#-8, 5-8'tall, NA.

Mere Presence causes fear (100'rad, 1rd/5% fail), touch delivers cold bolt(+50); those within 10' lose 5 Con pts/rd(-20RR); a Lich possesses all spells he had while alive. The Lich is a terrible enemy to face. They are very difficult to destroy. During the great ceremony to become a Lich the living magic user dies while crossing the boarder into undeath (see the *Ritual of Black Eternity* in the Section 3.6). If the Lich is "killed" in combat yet contained with his organs remains hidden (or at least unharmed) the Lich will reform near the container in 1-5 days. The Lich can only be permanently destroyed by destroying the container and his organs. The Lich may travel no more than 100 miles from the location of the container. He may influence some being to transport the container though he may not do so himself.

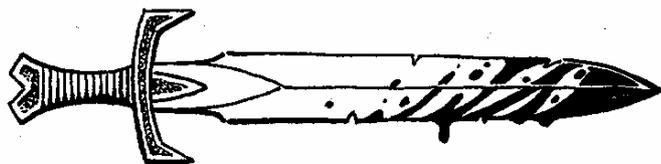


CHAOS WARRIOR — Lvl: 7H;
Base Rate: 90; **Max Pace:** Dash; **MN Bonus:** 30;
MS: VF; **AQ:** FA; **Size:** M; **Crit:** I#; **Hits:** 135F;
AT(DB): 18(50); **Attacks:** 130wpn/120wpn;
Enc: 1-300; **Treasure:** tt; **Outlook(IQ):** Cruel(AV);
Bonus EP: F; any-4, 5.5-8'tall, NA.

The Chaos warrior may be spotted by his uniform dark clothing and armor, a tendency towards exotic helmets with horns or wings and eye slits, and weapons often flowery in design. Chaos warriors are the scourge of every decent and peace loving folk and always follow some foul master. Chaos warriors gain their relatively great prowess by a terrible mass ceremony where the candidates impale themselves on their own weapons. Those "blessed" by their deities are healed and transformed. However, should the warrior renege on his vow the deity will release him to the death or maiming incurred during that ceremony. Chaos warriors are considered as living men in all other respects. The treasure noted is that of the whole company.

CHAOS COMMANDER — Lvl: 20H;
Base Rate: 120; **Max Pace:** Dash; **MN Bonus:** 30;
MS: VF; **AQ:** VF; **Size:** M; **Crit:** II#; **Hits:** 400H;
AT(DB): 19(75); **Attacks:** 175wpn/160wpn/150MSl/150MSw;
Enc: 1; **Treasure:** yz; **Outlook(IQ):** Cruel(SU);
Bonus EP: H; any-8, 6.5-8'tall, NA.

The Chaos Commander is the special individual who leads the bands of Chaos Warriors. Usually he is only out-ranked by the supreme leader, master, or battle-field commander (if he is outranked at all).



BLACK REAVER — Lvl: 85G;
Base Rate: 60; **Max Pace:** FSpt; **MN Bonus:** 40;
MS: MD; **AQ:** BF; **Size:** M; **Crit:** SL#; **Hits:** 999G;
AT(DB): 20(100); **Attacks:** 375wpn(4D)(2x)/300HBa(3D);
Enc: 1; **Treasure:** z; **Outlook(IQ):** Mission(SU);
Bonus EP: LL; any-9, 8-9'tall, NA.

May cut through 1 cu'/rd of any material softer than laen. There is nothing short of deity more dangerous than a Black Reaver. A Black Reaver is the result of the possession and subsequent combination of a major undead (lich, vampire, etc) or Greater Lycanthrope with an Ordainer or other demon beyond the Pale. They are always given a purpose, most often the guarding of a particular object or door, or the killing of some individual. They are not wanton but they will do what is necessary and will remove any obstacles very quickly. They are always armed with a large hooked battle-axe (Eog +30), and dressed in black plate armor (+25) and cape. Their helmets sport glistening horns for decoration and two bright red eyes glow from within. They are capable of flight or underwater movement at a constant rate of 120'rd. They need nothing for life support (i.e. air, food, etc), do not age, become bored, or tired. They will not stop without fulfilling their objective. There is no easy way to kill one. They usually do not move faster than their base rate. Why hurry?

LESSER BLACK REAVER — Lvl: 50G;
Base Rate: 60; **Max Pace:** FSpt; **MN Bonus:** 40;
MS: MD; **AQ:** BF; **Size:** M; **Crit:** SL#; **Hits:** 600G;
AT(DB): 20(60); **Attacks:** 250wpn(3D)(2x)/200HBa(2D);
Enc: 1; **Treasure:** z; **Outlook(IQ):** Mission(AA);
Bonus EP: L; any-9, 7-8'tall, NA.

Identical in most respects to their bigger brothers, the Lesser Black Reavers are not so over-whelming in their power, though certainly more dangerous than an average large Dragon! They are the result of the possession and subsequent combination of an undead or a lycanthrope with a demon, but on a somewhat reduced scale.

7.6 DRAGONS

FAERIE DRAGON — Lvl: 8F;
Base Rate: 180; **Max Pace:** Dash; **MN Bonus:** 50;
MS: BF; **AQ:** BF; **Size:** S; **Crit:** 1; **Hits:** 40D;
AT(DB): 4(80); **Attacks:** 90SC1/100MSt/poison;
Enc: 1-8; **Treasure:** u; **Outlook(IQ):** Good(SU);
Bonus EP: F; wmsktc-(S)(Y)-(G)-(U)-(T), 1-3'long, 2-8 eggs.

The Faerie Dragon is a playful, sometimes mischievous, but always good and helpful creature. Its poison is a 15th Lvl: Sleep Poison. If a person of noble character is present at the hatching time, one and only one faerie dragon may assume itself to the person as a natural familiar. The Faerie dragon looks like a fully developed adult dragon, except in miniature and except for a tough scorpion like stinger in its tail.

MAGEDRAKE — Lvl: 40G;
Treasure: yyz; **Bonus EP:** L; any-8.

Other statistics as for mature fire drake;

The Magedrake is a very special voluntary Shapechanger. He began as a common or high man magic user, who having attained lord level (i.e. level 20) and having learned all of the Arcane spell lists to his level, has undergone the "Ritual of Ascension" administered by a spell caster having already attained Magedrake status. Immediately, his lifespan increases to about 3000 years, he may change to and from Dragon form at will (3 rounds to change). A Magedrake may continue to grow in knowledge and power.

ARCANE DRAKE — Lvl: 70G;
Treasure: yyyz; **Bonus EP:** LL; any-9;
 Other statistics as for old fire drake.

The Arcane Drake is a Magedrake who sometime after the "Ritual of Ascension" has finally risen to 50th level in his profession and his expertise in the Arcane Spells. He is now certainly recognized by any dragon and has come to the attention of the great spiritual forces in the cosmos. Whether for good or ill, he is considered a chief promoter and protector of his alignment and loyalties.



8.0 CITY DESIGN

This section presents a system for generating populations for cities. The system is keyed to one specific population cross-section that the GM should modify to fit his world; it should serve primarily as an example of how to generate a population center.

From time to time, a GM needs to design or fill out the population of a city. In doing this, the number of representatives of the various professions and classes is important. How many Alchemists, Seers, Healers, etc are all details required from time to time. This section is designed for that purpose: describing the population of a city of 1000 or more persons. The process is lengthy because it accounts for most professions, but it is not difficult. GM's are encouraged to modify the process in any way which particularly fits their campaigns. But GM's should be warned, if they are designing a large population center, they will possibly be startled, at how many of a particular class there are. But before throwing out 75% of these NPC's, remember that even if only 1 out of a thousand people has what it takes to be a good Mystic, there will be a thousand Mystics in a metropolis of a million inhabitants. Cities of that size have existed all through recorded history. This process is suitable for a program on a personal computer. GM's are invited to teach their favorite machines how to build *Rolemaster* cities.

DICE ROLLING CONVENTIONS

One of the basic types of dice rolls used in this section is: (50 + 1D100)%. It involves the following process:

- a. Roll 1-100 to obtain a value between 1 and 100.
- b. Add 50 to the result.
- c. Divide that result by 100 and use the result as indicated.

This convention yields results from 51% to 150% (i.e., .51 and 1.50). When multiplied by the outcome of the formulae which follow, the resulting product is relatively uniform. This process is the standard for those segments of the population (such as fighting men) which will almost always appear in a significant number. If the GM wishes to retain the possibility of extremes, he may treat the 1-100 roll as an open-ended roll.

The second basic die rolling convention used in this section is: (2D100)%. It involves the following process:

- a. Roll 1-100 twice.
- b. Add the two results together and obtain a sum.
- c. Divide the result by 100 and use the result as indicated.

This convention yields results from 2% to 200% (i.e., .02 to 2.00). This variation of possible results is intended to yield results for those segments of population whose numbers are not uniformly distributed and which may vary greatly. For example, Bards might predominate in a society interested in entertainment and the arts, but would have negligible representation in a Spartan and pragmatic society.

THE FORMULAE

The formulae for the population make-up follow along with their explanatory notes. Examples of associations, institutions, and businesses have been given for the various professions that might be likely to form such organizations for their trade. GM's should feel especially free to alter or reject the corporations suggested which might support such a variety of arms users and Spell Casters on a regular basis. But a GM should remember that very few people can be adventurers all of the time, even in an adventurer's world.

The first step is for the GM to decide how many people will be in the city. The following system gives best results when used for cities of over 1000 persons. Round off for all formulae unless that would result in unusual results.

Step 1: Fighters

In most fantasy cultures there seems to always be a need for Fighters: whether garrison, based regulars, feudal cavalry and nobles, mercenaries, elite special forces, rag-tag levies, or whatever. The total number of basic Fighters in the city will be:

$$\text{ARMY} = \text{POPULATION} / 10 \times (50 + 1D100)\%$$

[2th to 5th level]

Additionally there will be:

NCO's = ARMY / 20 [6th to 10th level]
 JUNIOR OFFICERS = NCO's / 5 [8th to 15th level]
 SENIOR OFFICERS = JUNIOR OFFICERS / 5 [13th to 18th level]
 GENERALS = SENIOR OFFICERS / 5 [15th level or more]

Step 2: Monasteries

The monasteries covered here are those places which train fighting monks. For a very small number of monks it might just be common dwelling place. Values for both Monks and Warrior Monks (and High Warrior Monks if used) are generated. The total number of Student Monks (STMONKS) is:

STMONKS = POPULATION / 200 x (2D100)% [1st to 5th level]

These student monks are divided into a number of monasteries:

MONASTERIES = STMONKS / 100 x (50 + 1D100)%

70% of the student monks are Warrior Monks while the rest are semi-spell user monks (MONKS):

WARRIOR MONK STUDENTS = STMONKS x .7
 MONK STUDENTS = STMONKS - WARRIOR MONK STUDENTS

Additionally, there are fully trained monks, either free or residing in the various monasteries. Additionally, there are Masters, who are recognized as teachers by all those below them. These may reside at the monasteries or be very significant free agents of their faith:

WARRIOR MONKS = WARRIOR MONK STUDENTS / 5 [6th to 10th level]
 MONKS = MONK STUDENTS / 5 [6th to 10th level]
 WARRIOR MONK MASTERS = WARRIOR MONKS / 10 x (2D100)%
 MONK MASTERS = MONKS / 10 x (2D100)%

Step 3: Churches

Churches, or other religious institutions, are a fairly common and predictable element in any society. Clergy range all the way from initiates to High Priests (1st level all the way up). It may be helpful to distinguish clergy levels in a manner like that done with the fighting men. The total number of professional clergy in a city is:

CLERGY = POPULATION / 150 x (50 + 1D100)%

These are divided among the many variously sized congregations and temples. Some of these are as small as 20 or more. Some range in the thousands. Of these temples, a few are established as shrines:

TEMPLES = CLERGY / 3 x (50 + 1D100)%
 SHRINES = TEMPLES / 3 x (50 + 1D100)%

Shrines are described here as those temples especially designed for the training and education of fighting clergy, also called Paladins. In addition to Paladins in residence, shrines also support a number of paladins in-training, called usually Temple Squires. After training and serving "in residence" Paladins are released into the mainstream of society as "Paladin Errants" to serve as the strong arm of the faith; they may usually be found in the city or nearby countryside.

SQUIRES = SHRINES x (1-10 or 1D10) [1st to 6th level]
 PALADINS = SHRINES x (1-5 or 1D5) [7th level and up]
 PALADIN ERRANTS = SHRINES x (1-5 or 1D5) [7th level and up]

Step 4: Healers

The kindest and most effective healers are those of the Channeling Realm who by transferring the ailments of their patients to themselves, and then healing in themselves, experience every illness or injury which their patients suffer. In addition to these, there are the intellectual surgeons, the Lay Healers. Both of these professionals are sometimes organized into either private or government owned and operated Clinics.

TOTAL HEALERS = POPULATION / 100 x (50 + 1D100)%
 CHANNELING HEALERS = TOTAL HEALERS x .3
 LAY HEALERS = TOTAL HEALERS - CHANNELING HEALERS
 CLINICS = TOTAL HEALERS / (3-30 or 3D10).

Step 5: The Underworld

Unfortunately, most urban societies have a frighteningly high number of criminals, ranging from dull thugs to master bosses or cat burglars and jewel thieves. Nightblades are dreaded even in the underworld. Thankfully, they are usually far in the minority.

UNDERWORLD = POPULATION / 100 x (2D100)%
 NIGHTBLADES = UNDERWORLD x (2-20 or 2D10)%
 THIEVES = (UNDERWORLD - NIGHTBLADES) x (1D100)%
 ROGUES = UNDERWORLD - NIGHTBLADES - THIEVES

Step 6: The Essence Masters

The Pure Essence Users may be organized together into organizations called Academies. These Academies are designed to construct magic items, build structures, control the elements, and provide heavy weight camouflage for government operations. The Academies can rarely run entirely privately, except for those few making costly consumer items. All the others are under some control and/or contract with the government.

ALCHEMISTS = POPULATION / 100 x (50 + 1D100)%
 MAGICIANS = POPULATION / 300 x (2D100)%
 ILLUSIONISTS = POPULATION / 600 x (2D100)%
 TOTAL = ALCHEMISTS + MAGICIANS + ILLUSIONISTS
 ACADEMIES = TOTAL / 100 x (50 + 1D100)%

Step 7: The Theaters

Bards primarily live off the interest of the rest of the population in being entertained. This interest may support theaters and whole hosts of secondaries.

BARDS = POPULATION / 200 x (2D100)%
 THEATERS = BARDS / (2-20 or 2D10)

There are will be 1-100 extras for each theater. Most of these people will not be classed professionally for these purposes. However their nearly constant presence in the theater or with the theater troupe makes them a significant part of the setting.

Step 8: The Rangers

Rangers are free agents almost always trained disciple style by other Rangers. Often they serve as hunters, scouts, and guides. The value of ARMY was derived above in step 1.

RANGERS = ARMY / 10 x (2D100)%

Step 9: The Special Agents

Sorcerers and Mystics may often labour in the fields of espionage, detective work, information gathering, item procurement, assassination, secret service, framing the work of justice, etc. These rough and tumble Spell Casters sometimes organize themselves into private agencies.

SORCERERS = POPULATION / 1000 x (2D100)%
 MYSTICS = POPULATION / 1000 x (2D100)%
 AGENCIES = (MYSTICS + SORCERERS) / 8 x (50 + 1D100)%

Step 10: The Scholars

Astrologers and Seers are the primary data gatherers for all types of information. Most are extremely reluctant to adventure, preferring the joy of the printed page, the located fact, or the new discovery to the more mundane (and hazardous) work of combat-fought wandering.

ASTROLOGERS = POPULATION / 600 x (2D100)%
 SEERS = POPULATION / 600 x (2D100)%
 HALLS OF KNOWLEDGE = (ASTROLOGERS + SEERS) / 25 x (2D100)%

Step 11: The Druids

The Druids are aloof naturists who usually dwell outside the city, unless they are in the habit of consulting within on gardening, forestry, animal training, and such druidic subjects. Outside the city they most often dwell in the holy groves of the woodlands.

DRUIDS = POPULATION / 1000 x (2D100)%
 GROVES = DRUIDS / 10 x (50 + 1D100)%

Step 12: The Animists

Animists often operate as independent entrepreneurs in the fields of herb production and sales, veterinary medicine, animal training, wilderness trip coordinators and guides, or various combinations of the above.

$$\text{ANIMISTS} = \text{POPULATION} / 600 \times (2D100)\%$$

Step 13: The Mentalists

The Pure Mentalist professionals make their place in society by performing badly needed services. Some work most in more sedentary fields such as communications or lost and found recovery. Some tougher customers lend their aid in the treatment of mental illness, interrogation problems, or discipline among convicts or servant and slave labor. Sometimes they are organized into societies called institutes.

$$\text{MENTALISTS} = \text{POPULATION} / 600 \times (2D200)\%$$

THE REST OF THE POPULATION

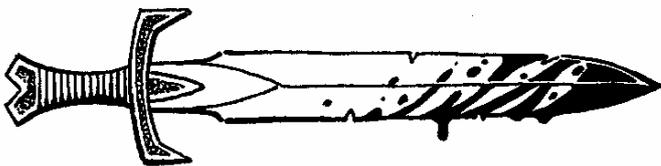
The remaining portion of the populace is comprised mostly of merchant folk and a great horde of peasantry and related agriculturalists. The few unaccounted for professionals, namely the Barbarians and the Archmages, were not generated systematically for a reason. Barbarians, almost by definition, dwell outside city areas. If they are present in the urban setting, they should be accounted for out of the general populace, perhaps with such a formula as: $\text{POPULATION} / 50 \times (2D100)\%$. Archmages, on the other hand are a very significant but exceedingly rare portion of the population. A fair figure for Archmages might be found by totaling all of the pure and hybrid spell casters together, dividing by 100, and multiplying the result by $(2D100)\%$.

USING THE CITY MAKER FOR CITIES UNDER 1000

It is possible to use this population generation system for much smaller communities. Depending on the size of the community, some professions may be represented normally from the formulae given above (even for only 200 or 300 inhabitants). Most of the organizations (Academies, Halls, Institutes, etc) will be non-existent. That is appropriate — the small villages cannot usually support them.

If the various formulae produce results between 0 and 1 (i.e., fractional values), the GM may opt to interpret the result as the percentage chance of such a professional existing in the city. For example, a formula result of .23 suggests a 23% chance of one such individual existing. If such an individual exist, the GM may make an additional $(50 + 1D100)\%$ or $(2D100)\%$ roll to determine if more other members of the profession exist.

EXAMPLE: In a theoretical case, a village of 400 is checked for the presence of an Animist. The basic chance is 67% ($400 / 600$). The GM rolls within the 67% and has now determined that there is at least one Animist. Now the GM makes the additional $(2D100)\%$ roll and multiplies the result by 67%. If the result is less than 1, the GM may roll again. If he rolls within the new percentage, another Animist is found. If the result is over 1, another professional of that type has been automatically found, and the amount over 100% is the chance for a third. To illustrate, suppose the 2D100 produced a total of 76%. That would give a 50.9% chance of another Animist being found ($67\% \times 76\%$). If the 2D100 result was instead 177, this would give a total of 118% ($67\% \times 177\%$) — so the GM has found at least one more Animist and there remains an 18% chance of a third Animist.



9.0 CHILDBIRTH AND SIBLING GENERATION

Occasionally, a GM needs to simulate the natural processes of childbirth and/or the generation of a family. For example, when a player character is first drawn up, sometimes the PC and/or the GM want to determine the make-up of the PC's family, including the number of brothers and sisters. In some campaigns, important personages may become pregnant, and the outcome of the conception is important. The following system is designed as an aid to these processes. It is not a difficult process but there are several steps, which when followed in order produce reasonable results.

9.1 SIBLING GENERATION

The process described here is used when it is important to know the immediate descendants of a couple.

A. Conceptions and Brood Size: There is a great deal of variety among the races in how many times the female is likely to bear children, and how many children are produced with each issue. At the extremes, Orcs are known for producing great masses of children and Dwarves very few. Within each race, extremes are possible though rare. Roll once on the Conceptions chart to determine the "number of conceptions". Then roll once for each conception on the Conception chart to determine the number of children in each conception. Obviously, if the GM is determining the family make-up of a Player Character a value of "0" conceptions cannot be used, since at least the Player Character was conceived and born. Such results should be re-rolled.

B. Percentage of Males: A person might naturally conclude that births will average out to produce 50% males and 50% females. Surprisingly, this is not true. Even for the human race, slightly more males are born than females, but since the infant mortality rate is slightly higher for human males than for human females, the total percentage of the population remains about 50% (except for imbalances caused by wars, etc). The difference in percentage of males versus females is most pronounced among the Dwarves, whose females are rare (to the point of being considered precious). These are the percentage chances that any given born child will be a male.

Common Human	= 55%	High Man	= 55%
Elf	= 50%	Dwarf	= 80%
Halfling	= 70%	Orc	= 60%
High Orc	= 60%	Troll	= 60%

C. Percentage of Infant Mortality: A certain number of children will not survive their first month. Among the Orcs and Trolls these numbers are artificially high because of a great incidence of child cannibalism. The numbers given are the percentage chance that a child will suffer an early death, usually as a result of being still-born or suffering some fatal congenital defect. The numbers before the slashes are the percentage chance of a male infant mortality, and the number after the slash the percentage chance of a female infant mortality. These values reflect a relatively low technological state and/or the relative rarity of professional assistance.

Common Human	= 5%/3%	High Man	= 5%/3%
Elf	= 2%/2%	Dwarf	= 1%/1%
Halfling	= 4%/2%	Orc	= 20%/15%
High Orc	= 12%/8%	Troll	= 15%/10%

9.2 "MEDICAL" CONSIDERATIONS

Childbirth, besides being extremely painful, is a process involving considerable hazard to both mother and child, ranging from bodily injury to death. These are the percentage chances that a mother will have to roll on the Birth Injury chart:

Common Human	= 40%	High Man	= 37%
Elf	= 25%	Dwarf	= 33%
Halfling	= 35%	Orc	= 31%
High Orc	= 35%	Troll	= 33%

CONCEPTIONS CHART																
Dice Roll	NUMBER OF CONCEPTIONS								NUMBER OF CHILDREN PER CONCEPTION							
	High Human	Human	Elf	Dwarf	Half-ling	Lesser Orc	Greater Orc	Troll	High Human	Human	Elf	Dwarf	Half-ling	Lesser Orc	Greater Orc	Troll
01	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
02-05	0	0	0	0	0	1	0	0	1	1	1	1	1	1	1	1
06-08	0	0	0	0	0	2	1	0	1	1	1	1	1	1	1	1
09-14	1	0	0	0	1	3	1	0	1	1	1	1	1	1	1	1
15-23	2	1	0	0	1	4	2	1	1	1	1	1	1	1	1	1
24-35	3	2	1	0	2	5	3	1	1	1	1	1	1	1	1	1
36-50	4	3	1	1	3	6	4	2	1	1	1	1	1	2	1	1
51-65	4	4	2	2	4	7	5	3	1	1	1	1	1	2	2	1
66-77	5	4	3	3	4	8	6	4	1	1	1	1	1	2	2	1
78-86	6	5	3	3	4	9	7	5	1	1	1	2	1	3	2	1
87-92	7	5	4	3	5	10	8	6	1	1	1	2	2	3	2	1
93-95	7	6	4	4	5	11	9	7	1	1	1	2	2	4	2	2
96-140	8	6	5	4	6	12	10	8	2	2	1	2	2	4	3	3
141-165	9	7	6	4	6	13	11	9	3	2	2	2	3	4	3	3
166-180	10	7	7	4	7	14	12	10	3	3	2	3	3	5	4	4
181-190	11	8	7	4	7	15	13	11	4	3	3	3	4	6	5	5
191-220	12	8	8	5	8	16	14	12	5	4	3	4	4	7	6	6
221-260	13	9	8	5	9	17	15	13	6	5	4	5	5	8	7	7
261-280	14	9	9	6	10	18	16	14	7	6	4	6	5	9	8	8
281-290	15	10	9	6	11	19	17	15	8	6	4	6	6	10	9	9
291+	16	11	10	7	12	20	18	16	8	7	5	7	6	11	10	9

Be sure to note and apply these modifiers: add 1-50 (roll 1-100 and half) to the percentage if the mother lives in a sedentary or luxurious lifestyle. Subtract 1-50 from the percentage if the mother lives in an inordinately physical and hard-working lifestyles; e.g., a slave community.

BIRTH INJURY CHART	
Die Roll	Result
90-00	Exhaustion
80-89	Laceration I
70-79	Delayed Labor
60-69	Laceration II
57-59	Excessive Bleeding
54-56	Excessive Post-natal Bleeding
50-53	Fracture
46-49	Breech Position
42-45	Premature Labor
38-41	Laceration III
36-37	Blood Poisoning
32-35	Closed Canal
30-31	Organ Prolapse
28-29	Organ Injury
25-27	Physical Malformation
22-24	Mental Malformation
18-21	Oxygen Starvation
16-17	Throat Blockage
14-15	Umbilical Cord Prolapse
13	Extensive Malformation
11-12	Injury Miscarriage
05-10	Retention Problem Miscarriage
03-04	Fatal Malformation Miscarriage
01-02	Laceration IV

BIRTH INJURY EXPLANATIONS

The birth injury table gives a number of possible complications in childbirth. Some of these are not treatable by normal magic. Others are greatly reduced in their seriousness if there is an attending physician who has specialized in Midwifery (Section 3.5). The complications range from minor to terrible. Labor normally takes 1-12 hours. First Aid is sufficient for an uncomplicated child-birth, but will not suffice for most of the Birth Injuries on the Birth Injury Table. Even blood loss, a thing normally treated with First Aid, cannot be treated so if brought on by labor as the bleeding is internal. First Aid only equips one to repair Laceration I or II.

Exhaustion — Exhaustion is a state attending many, many labors. Most of the items on the birth injury table could also be attended by exhaustion (50% chance - Co Mod). Exhaustion causes the mother to be incapable of any significant mental or physical activity for 4-48 hours.

Laceration I — This Laceration is very minor, being only a tear in outer skin tissue in the area of the outside of the birth canal. If properly bandaged or sewn, the mother will be at -10% for all moving maneuvers for 6-72 hours. If not, the penalty time is doubled.

Delayed Labor — When this condition occurs labor takes much longer than usual (13-112 hours), possibly because the female came into labor tired or weak and did not have the strength for a strong delivery. Delayed labor causes an additional check for *Exhaustion* (75% chance) and an 80% chance that the female must either have an attending physician or re-roll on the Birth Injury Table (-10).

Laceration II — A somewhat more severe tear than Laceration I, yet still pretty minor, involving outer skin tissue and shallow muscle tissue. If properly cared for, the female loses 20% on moving maneuvers for 2-4 weeks. If not properly cared for, the penalty is 40% for 2-8 weeks and a 15% chance of being permanent.

Excessive Bleeding — The mother bleeds excessively during labor, taking 3-30 hits per labor hour in blood loss.

Excessive Post-natal Bleeding — For a period of 6-120 hours the female takes 1-10 hits per hour in blood loss.

Fracture — A bone break either of the tail bone or pelvic girdle. Recovery takes 6-11 weeks with a 25% penalty on all maneuvers. And a 15% chance of the penalty being a permanent -10%.

Breech Position — A fairly dangerous positioning of the child where it is coming through the birth canal feet first rather than head first. There is a 30% of the labor proceeding normally. Otherwise, the mother must re-roll on the birth injury table at -20.

Premature Labor — The birth will be 3-12 weeks early unless a physician is attending who can control the labor. For every week early the child has a 10% chance of being still-born.

Laceration III — A much more severe laceration than I or II, involving not only surface tissues but deep muscle tissues being torn. With appropriate repairs the mother will be at -30% for all moving maneuvers for 3-12 weeks. Without appropriate repairs the mother is at -60% for moving maneuvers for 6-36 weeks, which drops to a permanent -25%. The mother will also 70% of the time experience trouble with 1-3 prolapsing abdominal structures.

Blood Poisoning — The mother suffers from a 15th level circulatory poison with varying results as given in *C&T* or *ChL&CaL*.

Closed Canal — The mother's birth canal fails expand or to expand quickly enough to permit birth. The child will have to be removed surgically or both mother and child will die.

Organ Prolapse — Either the trauma of the birth process, or the tearing of supportive tissues causes 1-3 organs or structures in the pelvic and/or abdominal areas to prolapse or be improperly placed. The mother will lose 10-60% from her moving maneuver abilities until the displacements are surgically repaired.

Organ Injury — The mother has suffered significant damage to an organ during the birth process. She may suffer: a poisoning effect (15th level circulatory, conversion, muscle, nervous, or respiratory poison as in *C & T* pp60-61), a 20-80% permanent maneuver penalty, a coma, or death. Determine randomly or by GM discretion.

Physical Malformation — The birth proceeds safely and normally from the mother's point of view. However, the child is born with 1-5 subtractions from his potential physical stats of 1-100.

Mental Malformation — The birth proceeds safely and normally from the mother's point of view. However, the child is born with 1-5 subtractions from his potential mental stats of 1-100.

Oxygen Starvation — During birth the child is deprived of oxygen. The child may suffer mental malformation (1-30), physical malformation (31-50), or death (51-100).

Throat Blockage — As *Oxygen Starvation* except the blockage must still be removed once the child is born.

Umbilical Cord Prolapse — The umbilical cord precedes its proper location and emerges early in the birth process. It may become pinched and quit feeding the baby (5th level circulatory poison plus 5th level respiratory poison), or become wrapped around the baby's neck (treat strangulation as oxygen starvation), or the birth may proceed safely.

Extensive Malformation — As both physical malformation and mental malformation.

Injury Miscarriage — The mother has been injured, and the injury causes premature delivery. If delivery is 1-2 weeks premature, the birth process should be rolled for normally beginning with birth injury check. If delivery is 3-12 weeks premature treat as premature labor as above. If delivery is 13 weeks or more premature, the child dies.

Retention Problem Miscarriage — The mother is found to have difficulty retaining children in her womb. Henceforth, any pregnancy has an 80% chance of ending prematurely in miscarriage. Treat as injury miscarriage above.

Fatal Malformation Miscarriage — The child is so terribly malformed that the mother's body rejects it early in the term and the child dies. There is a basic 30% chance that the fatal malformation was caused by a genetic or chemical problem in the mother and every subsequent pregnancy will have a 50% chance of ending prematurely in a fatal malformation miscarriage. If this chance is indicated, it is possible that the problem exists with the father instead, or with the particular genetic mix of the couple. If this is the case, the problem will not continue in future pregnancies if the mother has a different partner. That is, the next birth with a new partner is rolled for without the possibility of fatal malformation unless it comes up again on the Birth Injury Table.

Laceration IV — The most terrible of the lacerations. During labor, not only is the skin, shallow muscle, and deep muscle torn, but also the deep pelvic organic structures, most especially the wall of tissue between the birth canal and the colon. Without proper assistance, the mother will lose 2 hits/rd and be at -90% until such assistance arrives. If proper treatment is given, the mother will heal in 9-14 weeks, during which time she will be penalized 70% in all moving maneuvers.



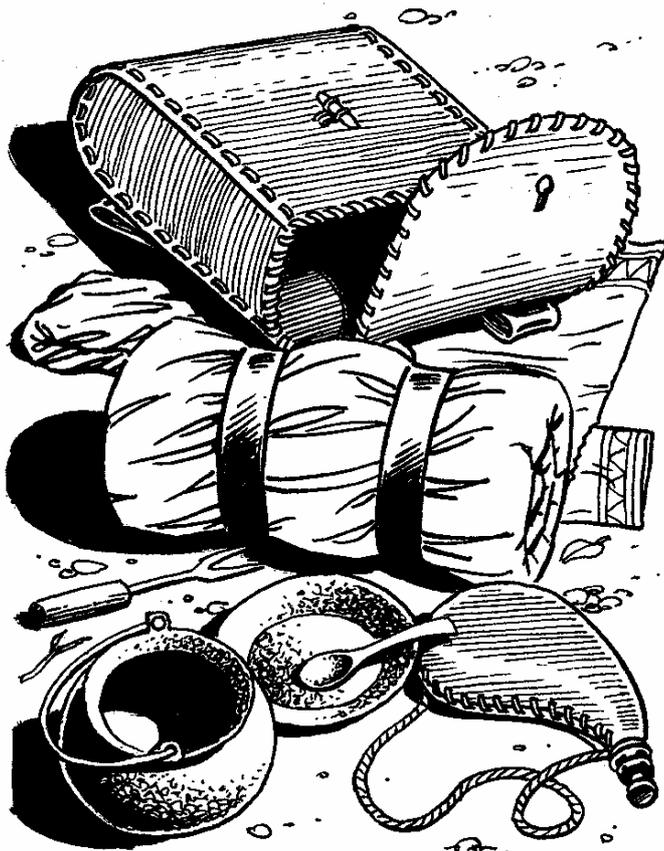
10.0 GAME AIDS

This section contains a collection of various material intended to aid a GM in the mechanics of orchestrating a smooth-running game. The material includes package deals for supplies and equipment, directions for making a "Qabbals" deck, a level versus bonus summary, etc.

10.1 PACKAGE DEALS FOR GOODS

Designing a group of characters or reequipping a party after an adventure is often a time consuming matter. Though some players relish the detail of buying the many mundane items to be had, other players impatiently do not feel like they are even participating unless blood is being shed or schemes are being laid. To satisfy the realist and the hacker as well this section provides "Kits" of associated items for various (or nefarious) purposes, and "Packs" of particularly significant medicines and herbs. Generally the cost of these Kits and Packs is around 15% less than the items purchased separately. In addition, some hard to find items (e.g., Ankii) can often only be located as part of one of these package deals. The GM should create and make available any other Kits and/or Packs that he feels are needed or appropriate. It is often useful to establish merchants and outfitters in a campaign to provide a source for this material (e.g., Honest Khadak's Discount Kits & Packs).





Kit #1: The Adventurer (Sale Total: 75 gp) — Backpack; Ink; Flint & Steel; Paper; Tinderbox; Mirror; Waterskin; 100' Wire; Whistle; Sack; 50' Reg. Rope.

Kit #2: The Outdoorsman (Sale Total: 80 gp) — Heavy Bedroll; Coat; Framepack; Hat; Climbing; Pick; Hood; Hammock; Tarp; Heavy Pants; Tent; Boots.

Kit #3: The Dungeoner (Sale Total: 26 gp) — Lantern Caltrops (5); Oil Flasks (3); Pole; Torches (10); Pitons (10); Staying Wedge.

Kit #4: Entry Kit (Sale Total: 85 gp) — Lock Pick Set; Sack; 50' Superior Rope; Spade; Crowbar; Gloves; Drill (1/2"); Gr. Hook; Climbing Claws.

Kit #5: The Monster Hunter (Sale Total: 30 gp) — Silver Holy Symbol; Mallet; Garlic Wd. Stakes (4); Mirror; Beladonna, sprig; Wolfsbane, sprig.

Kit #6: Basic Trail Foods (Sale Total: 60 gp) — Week 1: Basic Rations (18 lb); Week 2: Trail Rations (14 lb); Week 3: Greatbread (4 lb); Week 4: Ulginor (2 lb).

Herb Pack #1: The Magic User (Sale Total: 200 gp) — Ankii; 2 Brelldiar; Joef; 2 Rud-Tekmas.

Herb Pack #2: The Fighter (Sale Total: 210 gp) — 2 Kathkhusa; 10 Suranie; 10 Arnuminas; 3 Mireнна; 10 Arlan; 10 Thurl; 2 Elben's Basket; Anserke.

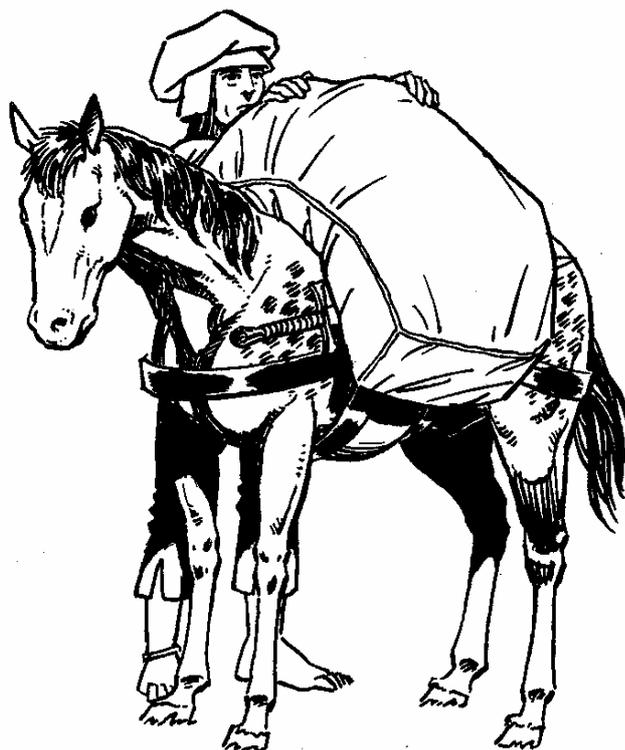
Herb Pack #3: The Thief (Sale Total: 125 gp) — 3 Akbutege; Agaath; Elben's Basket; Gylvir; Klagul; Zur; Kykykyl Bread.

Herb Pack #4: The Healer (Sale Total: 400 gp) — Bursthelas; Gursamel; 10 Arlan Root; 3 Attanar; 3 Jojojopo; Belramba; Culkas; Berterin; Kelventari; Siran; Fek; Vinuk; 3 Mireнна; 10 Akbutege; 10 Draaf; 10 Arnuminas.

Herb Pack #5: Antidotes (Sale Total: 250 gp) — Argsgargies; Eldaana; Menelar; Mook; Quilmufur; Shen.

Herb Pack #6: Lifegiving (Sale Total: 515 gp) — 3 Pathur; Degiik; Olvar; Nur-Oiolosse.

Herb Pack #7: Blood Stop (Sale Total: 770 gp) — 4 Fek; 2 Anserke; Harfy; Carneyar.



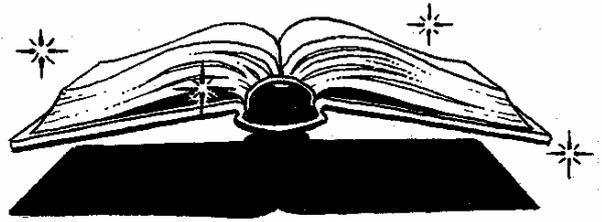
10.2 LEVEL VERSUS BONUS SUMMARY

When designing a new NPC or creature, upgrading an old NPC or creature, or converting some NPC or creature from a different game system, a GM may assign an OB and DB way out of line with respect to game balance and normal bonus considerations. To assist the GM in keeping a clear view of the normal range of skill and combat bonuses, the Level Versus Bonus Chart is included.

There are 5 columns labelled Level, Skill Ranks, Skill Bonus, Level Bonus, and Total Bonus. The *Level* column states what level the values are given for. *Skill Ranks* is the maximum number of ranks normally purchasable at that level, assuming the ability to develop 2 ranks per level. *Level Bonus* gives the skill rank bonus for that number of skill ranks. *Level Bonus* shows the total bonus at that level (assuming 3/lvl from level 1-20 and 1/lvl thereafter). *Total Bonus* gives the final value of the previous 3 columns added together. If the creature or person under consideration has a high *stat bonus*, perhaps the *Total Bonus* will be 25 points higher. A *weapon bonus* could increase this by +5 to +30. This chart is simply an aid to keeping the game "scale" in perspective.

LEVEL VERSUS BONUS CHART

LEVEL	SKILL RANKS	SKILL BONUS	LEVEL BONUS	TOTAL BONUS
0	2	10	0	10
1	4	20	3	23
2	6	30	6	36
3	8	40	9	49
4	10	50	12	62
5	12	54	15	69
6	14	58	18	76
7	16	62	21	83
8	18	66	24	90
9	20	70	27	97
10	22	72	30	102
11	24	74	33	107
12	26	76	36	112
13	28	78	39	117
14	30	80	42	122
15	32	81	45	126
16	34	82	48	130
17	36	83	51	134
18	38	84	54	138
19	40	85	57	142
20	42	86	60	146
21	44	87	61	148
22	46	88	62	150
23	48	89	63	152
24	50	90	64	154
25	52	91	65	156
26	54	92	66	158
27	56	93	67	160
28	58	94	68	162
29	60	95	69	164
30	62	96	70	166
31	64	97	71	168
32	66	98	72	170
33	68	99	73	172
34	70	100	74	174
35	72	101	75	176
36	74	102	76	178
37	76	103	77	180
38	78	104	78	182
39	80	105	79	184
40	82	106	80	186
41	84	107	81	188
42	86	108	82	190
43	88	109	83	192
44	90	110	84	194
45	92	111	85	196
46	94	112	86	198
47	96	113	87	200
48	98	114	88	202
49	100	115	89	204
50	102	116	90	206



10.3 THE QABBALS

The Qabbals is a deck of 40 cards that can be used for a variety of purposes. Permission is granted to reproduce, mechanically copy, photocopy, or print the reference sheet, the symbols, and the cards themselves (for your personal use only). Some of the uses for this deck are noted below:

- A. The cards may be used in place of the dice called for in a FRP game: 1-100, 20-sided, 2D6, 12-sided, 8-sided, basic 6-sided, etc. Any of these random result may be obtained by using the deck (see the Qabbal Key). The GM may desire to print the various dice values around the edge of the cards to simplify looking up the results.
- B. The cards can often be used as a "catalyst" to assist the GM in dreaming up an adventure or a campaign. 5 cards might be drawn to determine what are the obstacles the party might face, and 3 to determine what aids the party might have. An additional one might be drawn to figure the over-all objective of the campaign.
- C. The GM might draw a card to see what mystical influence will operate in a situation. For example, if as the party enters the monster's lair the GM draws and reads card #12, he might decide that the party lucked onto a map of great use. However, if the GM drew card #37, the party might be harried by lycanthropes, or some other vicious danger.
- D. If the GM needs to come up with a quick plot line or quick answers, the Qabbals can often offer assistance. For example, to determine who a group of infiltrators are the GM draws card #3 and can't think of a way to apply that one. He then draws again, finding card #36, and decides that the problem is in goblins, perhaps an Orc or Half-orc magically disguised to spy on the good.
- E. The cards are also labelled in respect to their moral alignment or tendencies, Good or Evil. However, some things in the world are truly unaligned, such as, say, a Tower. So some cards are designated Neutral in that there is not sufficient information to know whether the thing examined tends toward Good or Evil — the context of the Campaign or situation must tell. Other cards are noted as Neutral, but generally tending toward Good or the benefit, or Neutral, but generally tending toward Evil or the malign.

HOW TO CREATE A QABBALS DECK

There are a number of ways to produce the Qabbals deck. One way is to photo-copy (permission given) the Qabbals Sheet and glue the copies to some sort of firm cardstock, poster board, etc. Index cards might be used, or modified (such as 4" x 6" cards cut in two).

Alternatively, you can copy the Qabbals symbols onto blank "cards" (real playing cards or hand-made ones) cards with some sort of fairly permanent marker or pens. Calligraphy tips add some flair to the designs. If new symbols and ideas come to mind, players and GM'S are encouraged to expand their decks. It might also be useful to include on the card face the various dice values, alignments, and names for quicker reference. Qabbal makers will also find that their cards last longer if covered with clear shelf paper or the equivalent.



ROLEMASTER COMPANION

Errata, Apologia, et Explanatia

Introduction: the first edition of *Rolemaster Companion* suffered a few gremlins. Here are some additions and corrections. Permission is granted to photocopy this page of second edition changes, especially to give to those who have purchased the first edition.

Page 10: 3.11D The capacities of Primed items do not have to be fixed numbers; they may vary by a die roll. For example: for items with a base capacity of 3 or less (such as Gauntlet and Hand Axe), add 1D3 to the capacity; for items with capacities of 6 or less, add 1D6 to the capacity; for all greater items, add 1D10 to the capacity. Naturally, the GM may vary these rolls to fit his campaign.

Page 12: 3.12 Lvl 9 — *Earthblood Gather*: if the GM desires, he may reduce the number of minutes required to gather power to increase the effectiveness of this spell, such as 1 PP per 2 minutes or 1PP per 1 minute.

Page 19: 3.23 The GM may wish to increase the effectiveness of the various *Druidstuffs* as spell multipliers. For example, advance *Golden Druidstaff* (Lvl 20) to a x4, *Lord Druidstaff* (Lvl 30) to a x5, and *Druidstaff True* (Lvl 50) to x 6.

Page 25: 3.35 Lvl's 2— *Preparation*: the GM may desire to offer one of two options: either the *Preparation* adds 1 pt/lvl for a duration of 1 minute/lvl; or 2 pts/lvl for a duration of 1 round/lvl.

Page 33: 3.6 #4 *Ward* is a stationary spell: it may not be moved.

Page 34: 3.6.16 The base OB should be 50 plus 3/lvl, not (1-50) plus 3/lvl.

Page 42: 4.12 The GM may opt to use AQ/QU for the prime statistics of the Burglar.

Page 42: 4.13 The GM may opt to use the Ranger secondary skill costs for the Barbarian.

Page 43: 4.14 The cost for Adrenal Moves for the High Warrior Monk should be 1/3.

Page 56: 5.3 As an easy rule of thumb for the cost of buying an enruned spell, figure that Rune Paper of sufficient level is two thirds of the cost and the other one third is the cost of the *Rune* spell. For example, if a character wants to buy a sheet of Rune Paper X with a spell on it, it would cost 150 gp (as given on the chart). If he simply wanted to buy a blank sheet of Rune Paper X, the cost would be 100 gp (2/3 of 150 gp). If a character wanted someone to cast a *Rune X* spell on a blank sheet of Rune Paper he already owned, the cost would be 50 gp (1/3 of 150 gp). This 50 gp is for the *Rune X* spell only; it will cost more if the character has someone else cast the spell to be enruned.

Page 62: 6.1 Condensed Combat System: In the Armor DB Mods area, on the line for AT1, the mod for *SL* should only be 2 instead of 37. The mod for *CL* on the same line should be 0 instead of 50. If any further errors are detected, use the charts on pages 67 and 69 for calculations.