

#1902

Rolemaster Companion VII™



Supplemental laws, magic, and optional rules for
Rolemaster,™ ICE's classic
fantasy role playing game system

ROLEMASTER COMPANION VII™

CREDITS

Developers

Lem Richards, Ross Henton and David Blank

Designers

David Blank, Kevin Callaghan, Ed Cassidy, Vincent Charetien, John Curtis, Joseph Daugherty, Andrew Durston, Matthew Ellis, Joe Gubbini, Ross Henton, Sean Holland, Randy Kuipers, Joe Kushner, Dave LaLond, Mark Mclean, Chris Michalski, Michael Mullin, Laura Reutter, Lem Richards, Jeanetter Roth, Leslie Roth, Paul Stafford, Scott Stansfield, Scott Suver, Tim Taylor, Joel Thompson, Daniel Whiteside

Editor and Series Editor

Monte J. Cook

Cover Illustration

Richard Hescox

Interior Illustration

Dan Smith, Paul Jaquays, David Miller

Project Specific Contributions

Additional Development: Ellen Pederson;
Art Direction: Jessica Ney-Grimm;
Cover Graphics: Terry Amthor;
Page Design and Pagemaking: Lem Richards, Ross Henton; *Layout:* John Curtis;
Editorial Contributions: Coleman Charlton, John Curtis

ICE STAFF

Sales Manager: Deane Begiebing;
Managing Editor: Coleman Charlton;
President: Peter Fenlon; *CEO:* Bruce Neidlinger;
Editing, Development & Production Staff: Monte Cook, John Curtis, Jessica Ney-Grimm;
Sales, Customer Service & Operations Staff: Heike Kubasch, Chad McCully; *Shipping Staff:* Dave Morris, Daniel Williams, Sterling Williams.



Material presented in *Rolemaster Companion VII* was gathered from *Grey Worlds*, a magazine for the roleplaying games of Iron Crown Enterprises. For subscription or submission information, write to: Grey Worlds, 1008 Hillwood Drive, Lewisville, Texas 75067-5020.

Copyright 1993 © by Iron Crown Enterprises, Inc. All rights reserved. No reproductions without author's permission. Produced and distributed by IRON CROWN ENTERPRISES, Inc., P.O. Box 1605, Charlottesville, Virginia 22902.
First U.S. Edition. 1993

Stock# 1902
ISBN 1-55806-185-1

1.0 INTRODUCTION

1.1 Designer's Notes	3
1.2 Notation	3

2.0 OPTIONAL PROFESSION "LAWS"

2.1 Arms Master (EC)	4
2.2 Elementalist (EC)	5
2.3 Tarotmage (JR)	6
2.4 Shadow Mage (SS)	7
2.5 Doppelgänger (SS)	8
2.6 Witch Hunter (RH)	9

3.0 OPTIONAL SKILL "LAWS"

3.1 New Options for Power Perception (PS)	10
3.2 Terrain Awareness (KC)	11
3.3 Agility Modified by MIA (MM)	12
3.4 Fine Arts Static Action Table (LR)	13
3.5 Performing Arts Static Action Table (LR)	14
3.6 Class Bonus System (SS)	14
3.7 Alternative Spell List Development (LRR)	14
3.8 Lore Skills & Recognizing Herbs & Poisons (ACD, CM)	15
3.9 Meditation as a Single Skill (ACD)	16
3.10 Optional Development Point System (SKS)	16
3.11 Rank versus Rank Resistance Rolls (ACD)	16
3.12 Task Time Table (TT)	16

4.0 OPTIONAL COMBAT "LAWS"

4.1 Martial Arts Expansions & Revisions (ACD)	18
4.2 Parrying Versus Large Foes/Weapons (ACD, MM, CM)	20
4.3 Orientation/Skill Based Initiative (LRR)	21
4.4 Relative Initiative (RK)	22
4.5 200 Point Initiative System Revisited (JWC)	23

5.0 OPTIONAL CAMPAIGN "LAWS"

5.1 Random Events Table (LR)	24
------------------------------------	----

6.0 MISCELLANEOUS OPTIONAL "LAWS"

6.1 Drowning Efficiently (LRR)	25
6.2 Grace and Fate (CM, JWC)	28
6.3 Options for Using the Maneuver/Movement Table (TT)	30
6.4 Weight Limits (KC)	33

7.0 OPTIONAL SPELL "LAWS"

7.1 Variations on Summoning (ACD)	34
7.2 To Destroy an Item (RK)	35
7.3 Living Tarot in a Fantasy Campaign (JR,LR)	37
7.4 The Tarot of Many Teachings (JR)	38

8.0 SPELL LISTS

8.1 Tarotmage Base Lists (JR)	55
8.1.1 Rod Magic	55
8.1.2 Cup Magic	57
8.1.3 Sword Magic	58
8.1.4 Pentacle Magic	59
8.1.5 Minor Arcana Magic	61
8.1.6 Major Arcana Magic	63
8.2 Arms Master Base Lists (EC)	65
8.2.1 Battle Trance	65
8.2.2 Warriorblade	66
8.2.3 Encampments	67
8.2.4 Martial Law	68
8.2.5 Commands	69

8.3 Elementalist Base Lists (EC)	70
--	----

8.3.1 Earth Forms	70
8.3.2 Fire Forms	71
8.3.3 Air Forms	71
8.3.4 Ice Forms	72
8.3.5 Light Forms	73
8.3.6 Water Forms	74
8.3.7 Dark Forms	75

8.4 Shadow Mage Base Lists (SS)	76
---------------------------------------	----

8.4.1 Shadow Law	76
8.4.2 Shadowport	77

8.5 Doppelgänger Base Lists (ME, SS, JT)	78
--	----

8.5.1 Doppelgänger Ways	78
8.5.2 Organic Shifting	79
8.5.3 Inorganic Shifting	80
8.5.4 Light Shifting	81
8.5.5 Dark Shifting	82
8.5.6 Mental Shifting	83

8.6 Witch Hunter Base Lists (RH)	84
--	----

8.6.1 The Chains	84
8.6.2 The Ægis	85
8.6.3 The Question	86
8.6.4 The Eye	87
8.6.5 The Fist	88

8.7 Miscellaneous Spell Lists	89
-------------------------------------	----

8.7.1 Combat Law (Semi Spell User Base) (EC)	89
8.7.2 Essence Wing (Open Essence) (EC)	90
8.7.3 Magical Ropes (Closed Mentalism) (VC)	91
8.7.4 Serpent Law (VC)	92
8.7.5 Mirror Magic (Closed Essence)	93
8.7.6 Bubble Magic (Closed Channeling)	95

8.8 Additional Base Spell Lists	96
---------------------------------------	----

8.8.1 Horseman's Way (Beastmaster Base) (VC)	96
8.8.2 Destructive Displacements (Sorcerer Base) (RK)	97
8.8.3 Dream Lore (Dream Lord Base) (DL)	99
8.8.4 Dream World (Dream Lord Base) (DL)	100
8.8.5 Dream Mists (Dream Lord Base) (DL)	101

8.9 Special Lists	102
-------------------------	-----

8.9.1 Mystic Armor (DB)	102
8.9.2 Spell Web (DB)	103
8.9.3 Heartfires (RH)	105
8.9.4 Fey Magic (EC)	107
8.9.5 Vampiric Magicks (TT)	108
8.9.6 Putrefactions (TT)	109

8.10 Arcane Lists	110
-------------------------	-----

8.10.1 Will Breaker (JG)	110
8.10.2 Mage Sign (EC)	111
8.10.3 Dragon Mastery (LR)	112

9.0 CREATURES (JK)	114
--------------------------	-----

10.0 TREASURES

10.1 Normal Equipment (JBD, DAW)	115
10.2 Magical Items (SH, JK, MM)	118
10.2.1 Modest Items	118
10.2.2 Potent Items	119
10.2.3 Most Potent Items	122
10.2.4 Artifacts	124

11.0 CRITICAL STRIKE TABLES	124
-----------------------------------	-----

12.0 RMCVII OPTIONS CHECKLIST	126
-------------------------------------	-----

1.0 INTRODUCTION

Rolemaster Companion VII (RMCVII) is the seventh of a collection of optional rules and spell lists for the *RM* fantasy role playing (FRP) system. "Optional" is the key word here; a Gamemaster (GM) should carefully examine each section of material before using it in his world or campaign. The 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 GMs should not and will not use everything in *RMCVII*; there is just too big a diversity in style and power level.

RMCVII includes a wide variety of material because different role players want different things from a role playing system. Some GMs run a low powered, highly structured game; such GMs probably find that much of the material in this product will not be appropriate for their games unless they modify and experiment with it. Some GMs run a high powered or loosely structured game; such GMs will probably use most of the material in this product and modify it and extend it and wish that there were more 75th to 100th level spells. But most GMs 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, ICE has to appeal to a large audience and provide material that can be used by most of the customers that use its systems.

Players should keep the above discussion in mind when reading *RMCVII*; some of the material may not be appropriate for your GM'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. This is true for the "core" rules as well as any optional rules. A GM should never feel that the rules are a graven-in-stone, unbreakable, unbendable, absolutely-fixed system; they are provided to help the GM develop, manage, and run his world.

On the other hand, the GM 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 interpretations 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 GM and players must cooperate to have a successful FRP game.

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

1.1 DESIGNER NOTES

The initials given below are used in the Table of Contents to indicate which authors contributed which sections.

David Blank (DB)	Texas
Kevin Callaghan (KC)	New Jersey
Ed Cassidy (EC)	Ohio
Vincent Chretien (VC)	France
John W. Curtis III (JWC)	Virginia
Joseph B. Daugherty (JBD)	Illinois
Andrew C. Durston (ACD)	New Jersey
Matthew Ellis (ME)	Illinois
Joe Gubbini (JG)	Ohio
Ross Henton (RH)	Texas
Sean Holland (SH)	Oregon
Randy Kuipers (RK)	Michigan
Joe Kushner (JK)	Illinois
Dave LaLond (DL)	Washington
Mark D. Mclean (MDM)	England
Chris Michalski (CM)	Washington
Michael Mullin (MM)	Netherlands
Laura Reutter (LR)	Indiana
Lem Richards (LRR)	Texas
Jeanette Roth (JR)	Iowa
Leslie Roth (LR)	Iowa
Paul Stafford (PS)	California
Scott K. Stansfield (SKS)	New York
Scott Suver (SS)	Indiana
Tim Taylor (TT)	Indiana
Joel Thompson (JT)	Indiana
Daniel A. Whiteside (DAW)	Illinois

1.2 NOTATION

RMCVII uses the standard notation from the *RM* products: *Arms Law & Claw Law (AL&CL)*, *Spell Law (SL)*, *Character Law & Campaign Law (ChL&CL)*, *Creatures & Treasures (C&T)*, *Creatures & Treasures II (C&TII)*, and the previous *Rolemaster Companions (RMC I-RMC VI)*. Those products should be consulted for specific references; for example, the spell lists all use *SL* abbreviations and notation in the spell descriptions.

Two types 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 eight-sided die; 3D10 = roll three ten-sided dice and sum the results.

Additional abbreviations, used in the interests of brevity, are: Cf.—Compare, e.g.—For example, and i.e.—That is.

2.0 OPTIONAL PROFESSION "LAWS"

2.1 ARMS MASTER

The Arms Master is a semi spell user of the realms of Arms and Mentalism. His base spells deal with all aspects of military life, from improving his skill at arms to organizing an efficient camp. He can be any sort of fighter type from a common soldier to an empire-crushing general. His prime requisites are Strength and Presence.

ARMS MASTER BASE SPELL LISTS

Battle Trance
Encampments

Warriorblade
Martial Law

Commands



Weapon Skills: 2/5, 3/8, 4, 4, 4, 6	
Maneuvering in Armor: Soft Leather 1/* Rigid Leather 1/* Chain 2/* Plate 3/*	Magic Skills: Spell Lists 4/* Runes 7 Staves & Wands 5 Channeling 20 Directed Spells 6
Special Skills: Ambush 3 Linguistics 3/* Adrenal Moves 2/7 Adrenal Defense 20 Martial Arts 3/7 Body Development 2/5	General Skills: Climbing 5 Swimming 3 Riding 2/4 Disarming Traps 6 Picking Locks 4 Stalk & Hide 4 Perception 3/7
Other Skills: Refer to Development Point Costs given below for those skills unique to the Arms Master profession. All other skill costs are identical to the Paladin's development point costs. Prime Requisites: St/Pr	
Academic Skills: Herb Lore 2/6 Military Organization 1/2 Sanity Healing 2/6 Xeno-Lores 7	Concentration Skills: Meditation: Cleansing ... 2/4 Meditation: Death 3/7 Meditation: Healing 3/7 Meditation: Ki 3/8 Meditation: Sleep 3/7 Meditation: Trance 3/7
Medical Skills: Animal Healing 2/5 Diagnostics 3 Hypnosis 4	Midwifery 4 Surgery 7
Level Bonuses: Arms Law Combat +3 Body Development +2 Outdoor Skills +1	Athletic Skills +2 General Skills +1 Social Skills +1



2.2 ELEMENTALIST

The Elementalist is a semi-spell user of the realms of Arms and Essence. His base lists all deal with transforming himself into elementals and manipulating the elements in his surroundings. Elementalist differ from Magicians in that they can not summon powerful bolts of elements. Instead, their spells deal with indirect attacks. Elementalist spells also allow them to take on aspects of elementals in order to aid them in combat.

The Elementalist has seven base lists shown. He should select six of them to be his base lists and the remaining one list will be available as an open list.

The Elementalist's prime requisites are Empathy and Constitution.

ELEMENTALIST BASE SPELL LISTS:

Earth Forms

Light Forms

Ice Forms

Fire Forms

Air Forms

Water Forms

Dark Forms

Weapon Skills: 2/7;3/8;3/9;5;9;12	
Maneuvering in Armor: Soft Leather 2/* Rigid Leather 2/* Chain 3/* Plate 4/*	Magic Skills: Spell Lists 4/* Runes 3/6 Staves & Wands 3/7 Channeling 10 Directed Spells 9
Special Skills: Ambush 3 Linguistics 2/* Adrenal Moves 3/7 Adrenal Defense 15 Martial Arts 3/8 Body Development 2/8	General Skills: Climbing 3/9 Swimming 2/6 Riding 2/6 Disarming Traps 4 Picking Locks 5 Stalk & Hide 2/7 Perception 2/6
Other Skills: Refer to Development Point Costs given below for those skills unique to the Elementalist profession. All other skill costs are identical to the Warrior Mage's development point costs. Prime Requisites: Em/Co	
Academic Skills: Alchemy 2/6 Military Organization 2/4 Siege Engineering 2/4 Stone Lore 1/4 Tactics 2/4	Magical Skills: Transcend Armor 3/9
Level Bonuses: Academic Skills +2 Athletic Skills +1 General Skills +1 Perception Skills +1	
Arms Law Combat +2 Body Development +2 Magical Skills +1	



2.3 TAROTMAGE

The Tarotmage is a pure spell user of Essence whose power emanates from the symbolic forms embodied by the tarot. Though rare, the Tarotmage can be found most anywhere, as he tends to wander the world in search of enlightenment. He is trained in several crafting skills in order that he may build the five symbolic items (the rod, cup, sword, and pentacle, plus the tarot deck itself) through which his power is manifested. Because the sword is an important tool of his profession, he is able to master some basic combat skills more readily than the average student of the Essence.

The prime requisites for a Tarotmage are Empathy and Reasoning.

TAROTMAGE BASE SPELL LISTS

Cup Magic
Pentacle Magic
Rod Magic

Sword Magic
Major Arcana Mastery
Minor Arcana Mastery

Weapon Skills: 5; 8; 20; 20; 20; 20	
Maneuvering in Armor: Soft Leather 9 Rigid Leather 9 Chain 10 Plate 11 Directed Spells 5	Magical Skills: Spell Lists 1/* Runes 1/4 Attunement 2/4 Channeling 7
Special Skills: Ambush 9 Linguistics 1/* Adrenal Moves 6 Adrenal Defense 20 Martial Arts 9 Body Development 8	General Skills: Climbing 7 Swimming 3 Riding 3 Disarming Traps 7 Picking Locks 8 Stalk & Hide 5 Perception 3
Other Skills: Refer to Development Point Costs given below for those skills unique to the Tarotmage profession. All other skill costs are identical to the Runemaster's development point cost. Prime Requisites: Em/Re	
Academic Skills: Alchemy 2/4 Astronomy 2/5	Magical Skills: Circle Lore: 2/4 Divination 1/2/* Warding Lore 2/4
General Skills: Crafting 1/2 Painting 1/2	Smithing 1/2 Wood Crafts 1/2
Level Bonuses: Academic Skills +1 Base Spell Casting +1 Evaluation Skills +1 Magical Skills +3	
Arms Law Combat +1 Directed Spells +1 General Skills +2	

2.5 DOPPELGÄNGER

The Doppelgänger is a pure spell user of Mentalism who, through the use of his spell lists, can alter his shape, size, and appearance to that of almost anything or anyone, living or dead, organic or inorganic, from this world or beyond. The Doppelgänger is a variant profession of the Mentalist.

DOPPELGÄNGER BASE SPELL LISTS

Doppelgänger Way
Organic Shifting
Inorganic Shifting

Light Shifting
Dark Shifting
Mental Shifting

Weapon Skills: 6,8,15,20,20,20	
Maneuvering in Armor: Soft Leather 4/* Rigid Leather 5/* Chain 6/* Plate 7/* Directed Spells 2/6	Magical Skills: Spell Lists 1/* Runes 2/5 Staves & Wands 2/5 Channeling 8
Special Skills: Ambush 9 Linguistics 1/* Adrenal Moves 3 Adrenal Defense 15 Martial Arts 3 Body Development 6	General Skills: Climbing 5 Swimming 3 Riding 2 Disarm Traps 8 Pick Locks 8 Stalk & Hide 3 Perception 3
Other Skills: All other skill costs are identical to the Mentalist's development point cost. Prime Requisites: Rc/Pr	
Social Skills: All as Warlock varies	Subterfuge Skills: All as Illusionist varies
Level Bonuses: Base Spell Casting +1 Linguistic Skills +1 Social Skills +3	General Skills +1 Magical Skills +2 Subterfuge Skills +3



26 WITCH HUNTER

The Witch Hunter is a semi spell user of Channeling who has ~~assumed~~ the charge of ridding the world of heretical spellcasters ~~those~~ who fall outside the sanction of his religion). Although his ~~traditional~~ prey is witches and witch covens, the Witch Hunter may ~~will~~ seek out spellcasters of all kinds in an attempt to save the world ~~from~~ their heresies. Witch Hunters are well equipped to track their ~~quarry~~ across great distances, either subduing them so that they can ~~be held~~ accountable for their blasphemies, or dealing with them in a ~~more~~ direct (and permanent) fashion. Occasionally, a Witch Hunter is directly in the service of a church, although a lone ~~individual~~ may simply feel the call, and go forth into the world to ~~save it~~ from itself. A Witch Hunter may be of any moral outlook, ~~ranging~~ from an upright, ethical paladin who simply wishes to make the world safe from evil magic to a ruthless fanatic or bounty hunter.

The Witch Hunter is a variant profession of *Ranger*.

WITCH HUNTER BASE SPELL LISTS

The Chains
The Eye

The Fist
The Question

The Aegis



Weapon Skills: 2/5; 3/8; 4; 4; 6; 9	
Maneuvering in Armor: Soft Leather 1/* Rigid Leather 2/* Chain 3/* Plate 4/* Directed Spells 15	Magical Skills: Spell Lists 4/* Runes 5 Staves & Wands 3 Channeling 3
Special Skills: Ambush 3 Linguistics 1/* Adrenal Moves 2/7 Adrenal Defense 20 Martial Arts 3/5 Body Development 2/7	General Skills: Climbing 5 Swimming 3 Riding 2/6 Disarming Traps 4 Picking Locks 4 Stalk & Hide 2/5 Perception 2/5
Other Skills: Refer to Development Point Costs given below for those skills unique to the Witch Hunter profession. All other skill costs are identical to the Ranger's development point cost. Prime Requisites: In/St	
Combat Skills: Disarm, Armed 2/5 Disarm, Unarmed 2/5 Subduing 1/5	Magical Skills: Divination 1/5
Level Bonuses: Arms Law Combat +2 Magical Skills +1 Perception Skills +3	
Body Development +1 Outdoor Skills +2 Subterfuge Skills +1	

3.0 OPTIONAL SKILL "LAWS"

3.1 NEW OPTIONS FOR POWER PERCEPTION

The original presentation of the Power Perception skill was based only on the faculty of sight. However, it can add a great deal of atmosphere to a game to lend this ability to the other senses. A Bard, for instance, might hear magic as notes of music, and a Beastmaster might detect the scent of magic on the wind.

The GM might decide that each of the different realms of magic has its own way of perceiving magic, or that while sight is the basic form of power perception, certain professions or races have developed means of using the other senses. Each person could detect magic in his own way—it's up to the GM. The following are various suggestions on how this can be done.

SIGHT (VISUAL)

In its basic form, Sight Power Perception works as described in *RMCH*. However, it is possible that instead of fields of magic, a gifted wizard might perceive magic as a pattern of interwoven threads whose design gives clues about the Realm of the spell, the nature of the spell (healing, cursing, etc.), and perhaps even the weaver of the spell. A priest might perceive an *Aura III* spell cast by a worshipper of the Sun God as a golden sun suspended above the caster's head, bathing him in its radiance.

Advantages: Sight-based Power Perception is, like vision, very acute. Thus, it can identify the realm and location of active magic.

Limitations: Only currently operating magic can be detected. The range should be limited to the edge of the viewer's acute visual perception (10 yards for weak magic, up to 100 yards for powerful magic) and by line-of-sight. In addition, the user must actively concentrate to see magic that is not directly affecting him.

Summary:

- Range: 10 to 100 yards, line-of-sight.
- Perceive Realm: Automatic with normal success.
- Determine Nature of Magic: Extremely Hard (-30 to -50 or more).
- Concentration: Required.

HEARING (AUDITORY)

This is the power to perceive the emanations of magic via the ears. A Bard might hear workings of power as strains of a melody. Simple spells are elementary tunes, repeating a single bar. Powerful incantations or magical rituals might be perceived as complex orchestral harmonies, strong and without repetition. A devotee of the Gods Above might hear the music of his church as bells, from the ring of small chimes for simple healing to the peal of a great gong for an Absolution. Evil music, deep, inharmonious choral undertones, might signify the presence of dark magic. Auditory Power Perception might simply be low murmuring, humming, and rumblings as well, without any true musical attributes.

Advantages: Not confined to line-of-sight. The range of perception is limited by acoustics and intervening barriers. Ranges start at a lower threshold of 30 yards and move up to a mile or more for the greatest spells.

Limitations: Hearing is not the most exact of the senses. Consequently, the listener may have difficulty determining the Realm of a spell and the exact direction of the sounds until very close.

Summary:

- Range: 30 yards to 1 mile, governed by barriers and acoustics.
- Perceive Realm: Absurd (-90 or more).
- Determine Nature of Magic: Second skill check to determine, Very Hard (-20 or more).
- Concentration: If user is not concentrating, Power Perception roll made at -10.

SMELL/TASTE (OLFACTORY)

This is the power to smell or taste enchantments. A Beastmaster, ever in the company of animals, might develop something of a smell for magic. He could detect power carried by the winds. A spell of healing might smell sweet and balmy, while a *Woodfires* might carry to his nose like green wood set ablaze. In addition, he might be able to smell the lingering scent of a spell recently cast.

Advantages: Not confined to line-of-sight. Magic can be smelled or tasted even after it ceases to be in active use. In this way, a person could track a mage by the magic he uses.

Limitations: Strong odors will cover the scent of magic. The scent is subject to the blowing winds, and thus the user can have some difficulty determining the source or range of the spell. Obviously, colds can completely take away this ability.

Summary:

- Range: 5-50 yds directly, hundreds of yards if carried by a breeze.
- Perceive Realm: Absurd (-70 or more).
- Determine Nature of Magic: Second skill check to determine.
- Concentration: If the user does not concentrate, Power Perception rolls are at -20.
- Other Note: Magics leave the scent of their passage even after the spell expires. 1-20 level spells have a -20 penalty for each hour passed, while 21-50 have a -10 penalty per hour. Above 50th, the penalty is -5 per hour.

FEELING (TACTILE)

Certain few can sense magic directly on their skin. Some feel it as a pressure, a tingling, or a chill down their spine. Power could be sensed as heat or cold, depending on its nature. Most feel it as a mixture of all of the above.

Advantages: It would be nearly impossible to block the use of this sense. It is difficult for the user to have his "feeling" anesthetized.

Limitations: This power is largely line-of-sight, though strong magics might "leak through" barriers to brush the perceiver. Metal and stone would block this ability almost completely unless they suffered prolonged exposure to power, in which case the metal itself would begin to radiate the power it had absorbed. Wood would act similarly, but with less blocking power and quicker passage of the magic.

Summary:

- Range: 10 to 100 yards, line-of-sight.
- Perceive Realm: Extremely Hard (-30).
- Determine Nature of Magic: Second skill check to determine.
- Concentration: If the user does not concentrate, the nature of the spell cannot be determined and Power Perception rolls are at -10 penalty.

INTUITIVE (PSYCHIC)

The rare mages – mostly Mentalists – who display this type of Power Perception are gifted indeed; and often quite powerful. This is the perception of magic directly by the mind. Some speculate that through this power the mage is actually tapping into the mind of the caster through the link of the spell itself. Whether this is true or not remains to be proven.

By means of this power, the character perceives directly the spell and its Realm of power – it is generally thought that this is done by interaction with the field of the mage’s mind. With difficulty and concentration, the user may get a general sense of the nature of the spell itself.

Advantages: This power is not line-of-sight. It provides the character with highly accurate information.

Limitations: The character needs to concentrate in order to perceive magic unless it affects him directly.

Summary:

- Range: 10 yards unless the character uses a *Presence* spell, in which case the ability is bounded by the range of the *Presence* spell.
- Perceive Realm: Automatic with normal success.
- Determine Nature of Magic: Second skill check, Extremely Hard (-30).
- Concentration: Required to determine the nature of the magic.
- Other Note: This version is more powerful than the other types of Power Perception and should be examined closely by the GM.

3.2 TERRAIN AWARENESS

In fantasy literature, certain races and professions are considered to be extremely deadly in their own environments. Armies invading Elven forests are often decimated, Orcs and Dwarves are the finest mountain troops, and a thief in a sewer can cut a fierce warrior into little pieces. There is no skill in *RM* that represents such specialization. Through the development of Terrain Awareness the characters can increase their effectiveness in certain situations. Within the cramped goblin tunnels the thief may be more deadly than the mighty warrior.

Terrain Awareness is for those characters who learned to fight in what might be adverse conditions. For example, in a forest battle both combatants are forced to avoid the foliage, detracting from their effectiveness, but since both must do so, there is no penalty for either combatant. But if one of the fighters is used to such combat he is at an advantage (i.e., a bonus to his OB).

SKILL USE

For every skill rank add a +1 to the character’s OB.

The character makes a Medium (+0) maneuver roll every 5 rounds to determine if he receives his bonus. If unsuccessful he may attack with his normal OB for five rounds.



Skill Cost: The skill cost is 1/3 for non and semi-spell users; 3/7 for spell users. The character may develop as many categories as he wants, provided he has a legitimate reason (i.e., an opportunity to learn it).

Skill Statistics: Agility and Intuition. If using level bonuses, Terrain Awareness should be categorized as a combat skill.

Option 1: Add +2 to the OB for every skill rank.

Option 2: Roll every 3 rounds to determine success in using the skill.

SKILL CATEGORIES

There are eight different forms of terrain awareness, each of which must be developed separately. They are not considered similar to each other.

Forest: This skill allows the character to make greater use of the trees and branches in his fighting style. Wood Elves, foresters, Druids and Rangers are likely to have this skill. This skill may be further divided into two similar areas: temperate forests and tropical jungles.

Mountain: Not just in the mountains, but also in any rocky territory. For example, Grund, the orc, is pursued into a quarry. He is then able to use the terrain to his advantage.

Close Quarters: This area involves any fighting in a cramped environment. Such situations could involve balcony battles, sewer skirmishes, or even alleyway attacks. This is ideal for thieves, rogues, and subterranean races. This skill requires appropriate weapons.

Water: This heading includes fighting underwater and combat in shallow pools. This skill might also require appropriate weapons.

Shipboard: This skill is for sailors pirates and marines. Able to take advantage of the tossing of the waves, those trained in shipboard combat are likely to dump the bodies of the unskilled overboard.

Snow And Ice: This skill not only includes fighting in slippery and treacherous footing, but also fighting in bulky clothing.

Sand: Whether the combatant is in the desert or on the beach this skill will let him take advantage. This can include kicking sand in his opponent's face or just maintaining his own balance.

Mounted: This skill handles the difficult situation of mounted combat. Those who have this skill resolve it as described above, while those who only have the riding skill must make a Medium (+0) maneuver in order to use their full OB. If the character does not successfully make a medium maneuver, he may only use 50% of his OB for the next five rounds. It is recommended that bonuses for charging still be used (as found in *RMCIH*).

Option: Fighting on horseback requires extensive training, and it is recommended that all maneuver roll fumbles result in an automatic roll on the Mounted Arms Fumble Table.

Example: Arador is a Grey Elven fighter who wants to master the art of sylvan combat, as well as to be a proficient mounted warrior. During zero level development, the player buys two ranks in the 'Forest' category for four development points and one rank in the 'Mounted' category for one point. Assuming the same progression of development, at fourth level Arador would have ten ranks in 'Forest' category and five in the Mounted, resulting in +10 and +5, respectively.

In order to determine whether or not Arador receives the combat bonus he would make a maneuver with a skill bonus (in the Forest category) of 77. This would be with 10 skill ranks (+50), his stat bonus (+15), and his level bonus (+12). He would only have a skill bonus of 52 in the Mounted category, with a combat bonus of plus five(+5).

3.3 AGILITY MODIFIED BY MIA

According to *Character Law* (Section 3.4), if a character's Maneuvering in Armor skill bonus is less than zero, the value is applied as a penalty to any maneuvers performed by that character. This rules variant redefines the Maneuvering In Armor (MIA) skill, composed of the skill rank bonus *plus* statistic bonus *plus* combat skills level bonus *minus* maximum armor MM penalty, as varying from the Maximum Maneuver modifier (as a negative number) to the character's Agility bonus (as a positive number).

If the character's MIA skill bonus is less than his Agility bonus, then the lesser total is substituted for his Agility bonus when figuring skill bonuses for the following skills:

CHARACTER LAW BASE SKILLS

Climbing	Swimming	Riding
Disarm Traps	Stalk & Hide	Directed Spells

CHARACTER LAW SECONDARY SKILLS

Acrobatics	Contortions	Dance
Diving	Rope Mastery	Skiing
Subduing	Tumbling	

RMCIH SECONDARY SKILLS

Athletic Games	Disarm. Armed	Disarm. Unarmed
Driving	Flying/Gliding	Grappling Hook
Iajitsu	Juggling	Lancing
Pick Pockets	Play Instrument	Pole-Vaulting
Rappelling	Reverse Stroke	Sailing
Set Traps	Silent Kill	Skating
Skinning	Stilt-Walking	Surfing
Targeting	Tightrope Walking	Tumb.. Attack
Tumb.. Evasion	Yado	

Example: Jugger is a 5th level fighter with a St bonus of +25 and Ag bonus of +15. He plans on wearing a chain mail shirt, AT 13 (Minimum modifier -15, maximum modifier -90). If he has ten ranks in MIA/Chain Armor, his MIA bonus is 50 + 20 (St/Ag bonus) + 15 (level bonus) - 90 = -5. Jugger has 5 ranks in climbing; his bonus in no armor is 25 + 15 (Ag) = 40. His climbing skill bonus while wearing armor is 25 - 5 (MIA instead of Ag) = 20.

If Jugger were to gain 5 more ranks in MIA/Chain Armor, then his MIA bonus would be 75 + 20 + 15 - 90 = +20. Since this is greater than his Ag bonus of +15, his Ag bonus is used for all skills as per normal (one can not be more agile in armor than out of armor).



3.4 FINE ARTS STATIC ACTION TABLE

FINE ARTS STATIC ACTION TABLE

-25 & down Blunder: During the creation of your piece you must make a 10% Luck-based Resistance Roll to avoid injuring yourself with your tools ('A' severity critical of GM's choice) if applicable. Due to your incompetence, you have completely eliminated all aesthetic content from the work in question. Unfortunately, you don't even notice the truly hideous aspects of your art and brazenly display it for all to see. Viewers are appalled; you earn a dismal review from your critics. This so demoralizes you that you give up the craft for two weeks. Your next attempt in this medium is at -25. No hope for this piece.

-25 to 04 Absolute Failure: Your creative process is derailed throughout the construction of this work. So poorly executed is this project that none of it can be salvaged. All materials and supplies involved in its fabrication are wasted. If applicable, make a +5% Luck-Based Resistance Roll to avoid injuring yourself ('A' Severity Critical of GM's choosing) with your tools. Try something else, not art-related, for a few days.

05 to 75 Failure: The work is ineptly executed and essentially at odds with what you hoped to achieve. You cannot bear to let anyone look at it. Only 15% of your material has any potential for improvement. You are sick of the entire project and decide to set it aside for a week before tackling it again. On the other hand, you could destroy the entire piece and begin fresh on a new composition in the morning.

76 to 90 Partial Success: Your mediocre endeavor falls short of meeting the standards you hoped for. During the creative process you neglected to fully think your ideas through, resulting in a work you are reluctant to exhibit. The materials are not a total loss however, and you can salvage 75% of the project. But you must consider your options for a day before trying to rework the piece.

91 to 110 Near Success: Your creation is looking good but although nearing completion, it still lacks some important element. You realize that aesthetically it could stand further work. You may try to improve upon it; roll again with a +20 bonus.

111 to 175 Success: Your work is perfectly executed in every facet. It successfully communicates all emotions and messages which you intended.

176 & up Absolute Success: The work is a triumph that sets new standards for aesthetic quality in its field. Furthermore, your innovative creation attracts patrons eager to collect your work. If applicable, you develop a new technique in the field with which your name becomes synonymous. Add +25 to your next artistic endeavor in this medium.

SPECIAL MODIFICATIONS

Trivial	+50
Routine	+30
Easy	+20
Light	+10
Medium	+00
Hard	-10
Very Hard	-20
Extremely Hard	-30
Sheer Folly	-50
Absurd	-70
Insane	-100
Phenomenal	-150
Virtually Impossible	-200
Inferior tools/supplies	-10 to -25
Superior tool/supplies	+10 to +25
Rushed Execution	-10
Unhurried Execution	+10



3.5 PERFORMING ARTS STATIC ACTION TABLE

PERFORMING ARTS STATIC ACTION TABLE

- 26 & down Blunder:** So utterly dismal is your performance that the crowd begins to search for rotten fruit to throw. You stubbornly persevere, vainly hoping to win them over. Unfortunately, this tactic backfires. Several well-meaning friends must drag you away before the audience becomes truly hostile. Critics pan your act and your next performance is at -25 due to loss of self-esteem. If applicable, make a -10% Luck-based Resistance Roll to avoid injury ('A' Severity Critical of GM's choosing) during the production.
- 25 to 04 Absolute Failure:** To your dismay a mental blank causes you to forget crucial sections of your piece. To jibes from the audience, you slink off-stage at the first opportunity. For a week you contemplate changing professions. If applicable, you must make a -5% Luck-based Resistance Roll to avoid injury due to the exertion ('A' severity critical of GM's choosing).
- 05 to 75 Failure:** A *faux pas* in your performance proves highly embarrassing. The audience vocally expresses its displeasure with the production. You'd better call for a brief intermission to compose yourself (roll again at -10) or else retreat while you have a chance; either way, devote at least several days of hard practicing to this part.
- 76 to 90 Partial Success:** Although you show promise, your work lacks polish and vitality. Your inexpertness causes the audience to slowly lose interest in the performance. You'd better retire gracefully and practice for a day before trying this act again in public.
- 91 to 110 Near Success:** A minor slip during the performance results in a slightly less than perfect production. Most of your audience won't notice but connoisseurs in the field realize the act was flawed in execution. However, you do learn from the mishap; add +20 to your next attempt at this piece.
- 111 to 175 Success:** You gracefully and artfully complete your performance to a rousing applause. If applicable, you successfully impart all messages and intended feeling with expertise.
- 176 & up Absolute Success:** The power and beauty of your performance leaves the audience awestruck. You receive a +25 bonus to your next production of the same material. The strength of your message also gives you a +15 bonus to one subsequent Leadership/Influence or Diplomacy roll on a related theme. Critical acclaim draws large crowds for your next presentation. People will remember your performance for years to come.

SPECIAL MODIFICATIONS

Trivial	+50
Routine	+30
Easy	+20
Light	+10
Medium	+00
Hard	-10
Very Hard	-20
Extremely Hard	-30
Sheer Folly	-50
Absurd	-70
Insane	-100
Phenomenal	-150
Virtually Impossible	-200
Hostile/Critical Audience	10
Friendly/Supportive Audience	+10
Extensively Rehearsed	+20
Unprepared/Impromptu	20

3.6 CLASS BONUS SYSTEM

The use of level bonuses can often result in obscenely-high skill bonuses. They greatly reduce playability at higher levels, but removing them entirely is not always the answer.

One alternative is a Class Bonus system. This bonus is awarded at first level, but never again. To determine this bonus, simply multiply the existing Level Bonus of a profession at first level by 5. This will give a result of +5, +10, or +15. The bonuses are applied to all appropriate skills, just as in the Level Bonus system, but it is given at first level only. This allows for some distinction between the professions, without ruining the game at higher levels.

One possible problem with this system is the effect it has on Base Spells. There are three possible solutions, however.

Option 1: Spellcasters receive their normal level bonuses.

Option 2: Spellcasters receive only the Class Bonus (i.e., +5 to +15). This will greatly reduce a spellcaster's effectiveness at higher levels.

Option 3: Spellcasters receive the Class Bonus as above, plus any stat bonuses for the realm(s) from which the spellcaster performs. Thus a Hybrid of Channeling and Mentalism would get to add the average bonus of his Intuition and Presence bonuses. This allows for the spellcaster to maintain some of his expertise, without making it an automatic maximum at higher levels or creating tremendous amounts of failures at low levels.

3.7 ALTERNATE SPELL LIST DEVELOPMENT

Spell Research (Section 4.1) of *RMCV* suggests some excellent rules for developing new lists. But those who still want a different way of developing existing lists for our characters instead of the pick system in *Spell Law* are still waiting. This is a small, alternate system for learning existing spell lists within the *RM* spell system. It is only used for learning lists that already exist and not for the research of new lists or spells.

The Spell Research Chart (RMCV, Section 4.1) is used to determine the amount of time required for a character to learn a list and the Research skill (RMCV, Section 5.1) to modify the result. There are specific costs associated with the research skill depending on the character's realm. For pure spell users, the cost is 1/2; for hybrid spell users, 1/3; for semi-spell users, 4; for non-spell users, 8. The character must separately develop his research skill for his base lists, and the open lists, and the closed lists of his realm. If the spellcaster is a hybrid, or wishes to learn lists from another realm (including arcane lists), he must develop a Research skill for each of those realm's list categories as well.

A list is learned in blocks of five spells and each block is researched in order and under a different column of the Spell Research Chart.

SPELL BLOCK	COLUMN
1-5	Routine (+30)
6-10	Easy (+20)
11-15	Moderate
16-20	Hard
21-25	Complex
26-50	Very Complex
51+	Abstrud

A character acquires a list by learning the first five spells. To do this, he must develop at least one rank with his research skill to reflect the time spent preparing to assimilate the list. Once this is done, he rolls under the appropriate column of the Spell Research Chart, once for each rank developed toward learning that particular group, and adds his research skill bonus. He continues this process until his total research success equals 100+. The result is the amount of time the character must spend with the list before he can begin using the spells. The GM should closely monitor the player to make sure that the player is taking the time to learn the list.

There are research roll modifiers associated with the various list categories. Each spell after level 20 is considered a single research project.

LIST CATEGORY	RESEARCH MOD
OWN REALM	
Base (own)	-10
Open	—
Closed	-25
Base (not own, same realm)	-35
DIFFERENT REALM	
Open	-45
Closed	-50
Base	-60
Arcane	-80
<ul style="list-style-type: none"> * Hybrid spell users treat both of their realms as 'Own Realm.' * Archmages and their ilk treat all realms as 'Own Realm' and each list as 'Closed.' 	

Example 1: Guthlaocca, a 10th level sorcerer, is attempting to learn the first five spells of the Warlock base list: Changeling. The only modifier is -35 for a base list that is not his own but

of the same realm (Channeling). Guthlaocca has researched base lists other than his own within his own realm before and thus is able to use his existing research skill bonus of 35. He develops two additional ranks with his skill to gain two rolls on the Spell Research Chart. The first five spells of a list fall under the Routine (+30) column of the chart. Guthlaocca's first roll is 33 resulting in a total of 33 (33 (roll) + 35 (skill bonus) -35 (category mod)).

Referencing the Spell Research Chart yields "50% complete, 40 hours". Guthlaocca needs a result of at least 50% on his next roll if he wants to be able to use these spells this level. His next roll is a bit better: 55. Referencing the chart this time yields "60%, 40 hours". Guthlaocca has succeeded! He must spend 80 hours studying and researching the nuances of the list. Once this time has been dutifully spent, Guthlaocca will have mastered at least the first five spells of the list Changeling.

Example 2: Kluwana, an 8th level Magician, has finally procured the Seer base list: Future Visions. She has never attempted to learn a list outside her own realm before and has no skill developed yet; it will be a difficult list to learn. The modifier is -60 for a base list in a different realm!

Kluwana prepares to get serious and develops two ranks in research toward another realm and its base lists. Kluwana's first roll is 50 resulting in a total of 5 (50 (roll) + 15 (skill bonus) -60 (category mod)). Referencing the Spell Research Chart yields a result of "40%, 50 hours". Kluwana is really frustrated, but she sticks with it and her second attempt results in "50%, 40 hours". Kluwana pulls her firewand from her backpack and burns the entire library down in a fit of frustration. After 90 hours of studying, she still hasn't grasped the concepts of the list. But she's a determined young lass and she'll make another attempt as soon as she can find another library... if they'll let her in!

Option 1: A character may overcast within a known range of spells using the existing ESF rules in *Spell Law*. A character may not overcast spells from a group he has not researched thoroughly.

Option 2: A GM may secretly roll the amount of time required for a character to learn a list and later reveal to the player when he has completed the necessary amount of study.

3.8 LORE SKILLS & RECOGNIZING HERBS & POISONS

The Herbs and Poisons presented in *Campaign Law* (Section 7.3.6) and *RMCH* (Section 5.6) have a certain "difficulty in finding" rating associated with each entry. This suggests that these herbs/poisons are rare or unique and thus presumably obscure. Borrowing from the *RMCH* Lore Table (Section 11.4), we can apply this to the Herb and Poison Lore skills. A character can recognize and use (with a Routine (+30) skill roll) a herb/poison with a "difficulty of finding" rating equal to or less than his number of skill ranks in the appropriate Lore skill.

Example: Zariya has 6 ranks in Herb Lore. He has no problem recognizing and using such herbs as Akbutege (difficulty 2) or Argsgargies (difficulty 5) but probably has never seen (much less actually used) an herb such as Winclamit (difficulty 7).

Option: If an herb/poison has a difficulty higher than the characters ranks in Herb/Poison Lore, the difference multiplied by 10 can be applied as a penalty to a Herb Lore or Use/Remove Poison skill roll. In the previous example, Zariya would have a -10 to his roll to attempt to use Winclamit correctly.

3.9 MEDITATION AS A SINGLE SKILL

The following is an expansion to *RM CIV* (Sec. 5.3) including classes from *RM III-V*.

RM CIII	
Assassin	2/4
Bashkar	2/6
Duelist	3/7
Cavalier	3/7
Sailor	3/6
Crafter	3/6
Chaotic Lord	2/4
Montebiane	3/6
Sleuth	2/4
Magus	2/4
Dream Lord—Illusionist variant	2/4
Dream Lord—Shaman variant	1/2
Bounty Hunter	2/4
Farmer	2/6
Craftsman	2/6
Gypsy	3/6
Warrior	6
Noble Warrior	3/7
Macabre	1/4
Moon Mage	2/6
Professional	2/6
RM CIV	
Arceist	1/5
Houri	2/4
Leader	3/7
Astral Traveler	1/3
Enchanter	1/3
RM CV	
Forcimage	1/5
Wizard	1/5
Maleficant	1/4

3.10 OPTIONAL DEVELOPMENT POINT SYSTEM

The following system uses all ten stats to determine Development Points, but it does not greatly increase the amount to be spent. This system makes the development system fair to all races and individuals as it does not stress certain stats over others. Total all ten of the actual Temporary stats and divide the result by 20, giving you the amount of DPs to be spent that level

Example: A Fighter with the following Temps: Co-90; Ag-94; SD-62; Me-48; Re-67; St-98; Qu-96; Pr-71; In-78; Em-39, would have a total of 743. Divide 743 by 20 and you have a result of 37.15 (i.e., 37) DPs. That same character with the following Potentials: Co-90; Ag-94; SD-62; Me-64; Re-80; St-98; Qu-96; Pr-91; In-78; Em-69, could have a total of 822.

Divide 822 by 20 and you have a result of a possible of 41.1 (i.e., 41) DPs. In the **RM** core rules, this character would gain nothing for the 30 point jump in Empathy, but in this system the character is effectively rewarded with 1.5 additional DPs.

By readjusting the total with the changing of the character's Temps, Development Points progress as the character does. If you are confronted with a fraction of .5 or more, you can choose to round up or down, depending if you want more or less DPs to be given.

3.11 RANK VERSUS RANK RESISTANCE ROLLS

There may be instances where competitive skill rolls have been made which both indicate success but are mutually incompatible. For example, a target makes a successful Hide roll but his pursuer makes a successful Tracking or Perception roll to spot him. To determine the final outcome, use a contest of skills based upon the expertise (number of skill ranks) of the persons involved. This is done using the *Spell Law* Resistance Roll table (15.5) where the Attack level is the number of skill ranks of one contestant's skill (for example the pursuit as described previously) and the Target level is the number of skill ranks of the other contestant's skill. The target contestant must roll equal to or higher than the roll indicated on the Resistance Roll table to win the contest of skills.

This method may be used to resolve the following example skill contests:

- Stalking vs Perception (attempting to surprise an opponent);
- Perception vs Hiding/Camouflage (attempting to escape pursuit);
- Tracking vs Tracking (attempting to conceal tracks);
- Duping vs Perception/Lie Perception (attempting to fool someone).

Example: Chipana Nutchaser, the Were-Squirrel Burglar, is attempting to elude the House Dragon armed guards. He has 8 ranks in Hiding and makes a successful Hide roll. His pursuers have 4 ranks in Perception and one makes a successful Perception roll. The Attack level is 4, the Target level is 8 and Chipana must roll equal or higher than a 36 to escape into the night without being seen by the guard. He rolls a 20 and despite being concealed from view, an acorn hits a guard on the head, giving away poor Chip's position.

3.12 TASK TIME TABLE

Using the Task Time Table, GMs may determine the exact amount of time required for Moving Maneuvers or Static Actions. Use it when you must know the time needed to complete a task (e.g. to dig a ditch, pick a lock, forage for food, make an arrow, don armor, etc.). Although similar in appearance to the Space Master Construction and Research Chart, the Task Time Table is not meant to be used for research projects or building contraptions. The table shouldn't be consulted for Engineering, Mechanition, or Gimmickry.

After a successful maneuver roll, choose a column of the Task Time Table. The Player rolls an open-ended d100, referencing the corresponding result. This is the amount of time that the task takes to complete. If multiple maneuvers were rolled to obtain a successful outcome, the same number of rolls should be made using the Task Time Table.

Example: Jed the Farmer digs a large hole. His maneuver rolls result in 20%, 30%, and 50% (taking three rolls to be 100% successful). If the GM wants to know how long it takes Jed to dig his hole, he would have Jed's player roll three times on the Task Time Table, adding all results.

If the task occurs in a large area, many workers may participate. In this case, a GM still rolls on the Task Time Table, but divides the result by the number of workers present. Remember to consider only the number of people who can work on the task at any one time. For instance, picking a lock is clearly a one-man operation.

Note: Do not use this table with tasks only taking a fraction of a round. The GM should only use this table when trying to create a sense of urgency. Or, if the characters have a finite amount of time to complete an action under significant pressure (e.g. the party is in a sealed room that is filling with water and must dig a hole through the wall before they drown).



TASK TIME TABLE

Maneuver Roll	Very Brief	Brief	Moderate	Slightly Lengthy	Lengthy	Very Lengthy	Extremely Lengthy	Most Lengthy
-51 & Less	A Stress	A Stress	A Stress	A Stress	A Stress	B Stress	B Stress	B Stress
-50 to -26	Eq. Fail	Eq. Fail	Eq. Fail	Eq. Fail	Eq. Fail	Eq. Fail	Eq. Fail	A Stress
-25 to 0	2 minutes	30 minutes	2 hours	Eq. Fail	Eq. Fail	Eq. Fail	Eq. Fail	Eq. Fail
01 to 20	1 minute	20 minutes	1 hour	20 hours	80 hours	350 hours	70 days	Eq. Fail
21 to 40	5 rounds	10 minutes	55 minutes	10 hours	70 hours	300 hours	60 days	4 years
41 to 55	5 rounds	9 minutes	50 minutes	9 hours	60 hours	275 hours	50 days	3 years
56 to 65	4 rounds	8 minutes	45 minutes	8 hours	50 hours	250 hours	45 days	2 years
66 to 75	4 rounds	7 minutes	40 minutes	7 hours	40 hours	225 hours	40 days	1 year
76 to 85	3 rounds	6 minutes	35 minutes	6 hours	35 hours	200 hours	35 days	300 days
86 to 95	3 rounds	5 minutes	30 minutes	5 hours	30 hours	175 hours	30 days	250 days
96 to 110	2 rounds	4 minutes	25 minutes	4 hours	25 hours	150 hours	25 days	200 days
111 to 130	2 rounds	3 minutes	20 minutes	3 hours	20 hours	125 hours	20 days	150 days
131 to 150	1 rounds	2 minutes	15 minutes	2 hours	15 hours	110 hours	15 days	120 days
151 and Up	1 rounds	1 minutes	10 minutes	1 hour	10 hours	100 hours	10 days	100 days

'A/B Stress' — Principal worker receives an 'A' or 'B' Stress critical; roll again.

'Eq. Fail' — Equipment Failure. A tool breaks; roll again.

4.0 OPTIONAL COMBAT "LAWS"

4.1 MARTIAL ARTS EXPANSIONS AND REVISIONS

NATURAL WEAPON KATAS

Some of the creatures and alternate races presented in *Creatures & Treasures I* and *II* possess various natural weaponry, such as an Idyvian's claws or a Sohleugir's bite or tail. This natural attack form could be selected as a weapon kata when a student of martial arts reaches the appropriate skill bonus. The rules from *Character Law* (Section 13.31) and *Arms Law* (Section 10.3) are applied with the appropriate *Claw Law* attack table being used. Appropriate tables include *Claw/Talon*, *Bite*, *Beak/Pincher*, *Ram/Butt/Bash*.

Example 1: *Rinaldo is an Idyvian Rogue who has learned some Martial Arts. When his OB reaches 50, he decides to learn a claw kata. Extra damage is figured from the Claw/Talon attack table (11.1.3) and the additional critical is Slash.*

Example 2: *Isska the Sohleugir is a High Warrior Monk. When his OB in Martial Arts Sweeps/Throws reaches 50 he decides to take a tail bash kata. Extra damage is figured from the Ram/Butt/Bash/Knock Down/Slug attack table (11.1.6) and the extra critical is Unbalancing.*

Option 1: Since the natural weaponry katas do not require a weapon or item in the hands, no -20 is assessed to the attacker's OB.

Option 2: Rather than purchase Martial Arts skill ranks and learn a natural weapon kata, a character may purchase Martial Arts but use the actual natural weapon combat table instead. In this case only one critical is done and no weapon katas are allowed. The character can not switch back and forth between the Martial Arts tables and the natural weapon tables, the skill is considered a Martial Art unto itself.

Example 3: *Ka'Xiou the Vulfen warrior is proficient in Martial Arts. She elects to use the Claw attack table directly where the Martial Arts Ranks 1, 2, 3 and 4 correspond to attacks topping out at Small, Medium, Large and Huge respectively.*

ABILITIES AND KATAS BASED ON SKILL LEVELS

According to *Character Law* (Section 13.31) and *Arms Law* (Section 10.3), special abilities and weapon katas are gained based upon the Offensive Bonus a character has in a certain Rank of Martial Arts. This is biased towards characters with high statistic and level bonuses who will gain those abilities much faster than a similarly skilled character (in terms of numbers of skill ranks purchased in Martial Arts).

Special abilities and weapon Katas can be awarded based upon the number of skill ranks learned in a Rank of Martial Arts (see the following table). Note that in all other aspects the special attacks and weapon Katas remain as previously defined.

SPECIAL ABILITY	CHL OB	# RANKS REQUIRED
1 attack at 2 or more foes within 90 degrees	40	4
First weapon kata	50	5*
1 attack at 2 or more foes within any angle	60	6
2 attacks versus one foe	80	8
Second weapon kata	90	10*

* As in *Arms Law*, the weapon fumble is reduced 1 for each rank above 5, but may never fall below 2.

Example: *M'Bassu T'Ballu has learned 6 ranks in Martial Arts Ranks 1 through 4. He may make one attack at two or more foes at a -20 for each additional foe, as stated in the core rules, and may select one weapon kata.*

Option 1: A Martial Artist may increase his initiative points by 10 for each skill rank he uses, thereby reducing his Offensive Bonus.

Option 2: A GM may modify the number of ranks required to gain an ability according to the requisites of his campaign.

ADDITIONAL KATAS

Character Law and *Arms Law* do not present any additional abilities for ultra-high level Martial Artists whose OBs have exceeded 100 (or have more than 10 skill ranks in a particular Rank of Martial Arts). The following table provides some suggestions for high level or truly heroic Martial Arts abilities.

OB	# ranks	Special Ability
105	14	May make 3 attacks versus 2 foes within 90 degrees of each other at a -40. For each additional -20, another foe may be attacked in the same arc.
120	15	Third weapon kata.
130	16	May make 3 attacks versus 2 foes within any arc of each other at a -40.
135	18	May make 3 attacks against a single foe at a -60.
140	20	Fourth weapon kata.
145	24	May make 4 attacks versus 2 foes within 90 degrees of each other way a -60. For each additional -20, another foe may be attacked in the same arc.
150	25	Fifth weapon kata.
155	26	May make 4 attacks versus 2 foes within any arc of each other at -60.
160	28	May make 4 attacks against a single foe at a -90.
165	30	Sixth weapon kata.

Example 5: *Ashaan, the Ky'taari Abbess, has achieved an Offensive Bonus of 140 with her Martial Arts Strikes skill. Aside from having learned four weapon katas in Strikes, during one combat round, Ashaan may 1) attack one foe three times at a -60 to each blow, leaving an 80 OB; 2) attack two different foes a total of three times at -40 to each blow, leaving a 100 OB.*

KATA OPTIONS

Arms Law assigns certain restrictions to the use of a weapon kata (Section 10.3) such as the Offensive bonus being reduced by 20 and the additional critical inflicted as being of one less severity. When a Martial Artist improves in ability such that he gains a second or higher weapon kata, he may choose to improve the first selected kata in the following ways.

1. Reduce the -20 penalty to Offensive Bonus to -10;
2. Increase the extra critical to one of an equal severity; or
3. Reduce the -10 penalty to Offensive Bonus to +0 if Option 1 was selected for a previous Kata.

Example 6: *Vareena has become skilled enough to gain a second Kata in Martial Arts Sweeps/Throws. Her first weapon kata was taken in Staff. She may either elect to reduce the OB penalty when using her staff kata or improve the extra unbalancing critical down with the staff kata.*



4.2 PARRYING VERSUS LARGE FOES/WEAPONS

Arms Law assumes that Offensive Bonus used to parry is equally effective versus all forms of melee attacks, except where noted for missile fire. The feel of this rule tends to break down when a foe wields a rather large weapon (such as a Battle Axe) or is of great stature (such as a Giant or Dragon). What is proposed is that the value of Offensive Bonus placed towards parrying is modified according to the table below. This table is an adjunct to *Arms Law* Table 8.2.5.

Large and two-handed weapons are defined in *Arms Law*. Large might also include tables, flying disks, and the like. Two-handed weapons include the usual assortment of two-handed swords, battle axes, quarterstaves, etc.

A large creature is considered to be roughly twice the size of the defender, such as a giant or war troll or a dragon. A large creature with a two-handed or large weapon would be, for example, a giant with a battle axe, a troll with a boulder, a dragon's horns or tail bash, a falling house.

Example: *Jean Paul de Gaule is fighting Lareth the Dark Cleric (a normal sized foe), and Fluffy the War Troll (a large foe). Jean has a 120 OB with a rapier with which he is parrying, splitting evenly between his two foes. Because Lareth is normal-sized and using a mace, Jean Paul's DB is +60. Because Fluffy is Large and using a sword, Jean Paul's DB is +60 x 1/2 or +30. Should Fluffy decide to use his favorite Battle Axe, Jean Paul's parry DB would drop to +60 x 1/4, or +15!*

Option: A GM may wish to define certain creatures as 'Super-Large,' perhaps 4 times or more the defender's size and half again the Offensive Bonus modifiers present above.

PARRYING MODIFICATIONS TABLE		
Defender and Weapon	Attacker and/or Weapon	Parry MOD
Normal Size with One-Handed Arms	Normal size with one-hand arms	x1
	Normal size with two-handed or large weaponry	x1/2
	Large size with one-handed or natural weaponry	x1/2
	Large Size with two-handed or large weaponry	x1/4
Normal Size with Two-Handed Large Weaponry	Normal size with one-handed arms	x1
	Normal size with two-handed or large weaponry	x1
	Large size with one-handed or natural weaponry	x1
	Large size with two-handed or large weaponry	x1/2
Large Size with Two-Handed or Large Weaponry	All cases	x1



4.3 ORIENTATION/SKILL BONUS BASED INITIATIVE

Orientation Roll (IN, Ranks in Perception) (SP)—When required, a combatant must make an Orientation Roll to determine his degree of self-awareness. The GM must determine the difficulty of the orientation. The combatant then makes the orientation roll in the same manner as a static maneuver. Failure means disorientation and no further action that round and a modification to the combatant's Initiative value based on that failure the following round. Success means that the combatant is under control and aware of his surroundings and situation and may proceed normally.

Example 1: *Frek leaps from behind a bush in an effort to surprise his victim. Frek cannot see his prey; only hear him. The GM decides that he must make an orientation roll to take in the surroundings and the posture of his intended target. The GM decides to give Frek a bonus of +20 because he has practiced this attack here previously. Frek rolls a 45, resulting in a total of 130 (45(roll) + 5 (Intuition mod) + 60 (perception rank bonus) + 20 (GM bonus)). He is fully aware of the situation and initiates the attack smoothly.*

Example 2: *Frek finds himself in the unfortunate position of catching in a Fireball for the first time in his career. The sudden blinding light, the searing of his nostrils, and the force of the blast disorient him. He must make an orientation roll. He rolls a 10, resulting in a total of 75. He loses any further action this round and his Initiative will be modified by -25 (100-75) next round.*

Note: *Experience with a given attack (i.e., Fireball) entitles a character to a bonus to his orientation roll, and in some cases, could negate the need for an orientation roll altogether (i.e., attack was expected, same foe, etc.).*

INITIATIVE VALUE

The base Initiative Value (IV) is equal to the character's Quickness stat modifier and his level. The IV is further adjusted by any additional statistic(s) that may be involved in the maneuver. In the case of a developed skill (such as a weapon skill), the skill's stat modification is used.

Example 1: *Isendul decides to attack with his sword this round. His IV is 35 (10 (quickness mod) + 20 (stat mod for skill with sword) + 5 (level)).*

Example 2: *Corun is casting a Firebolt at a charging Troll. His IV is 25 (5 (quickness mod) + 15 (Empathy mod) + 5 (level)).*

There are some instances when two combatants begin combat at a distance and one must close the distance between the two in order to attack. In these cases, the difference between the characters' IVs is then used as a general purpose percentage value to determine the distance that the closing combatant can travel before the other opponent can attack.

Example 3: *Frek successfully leapt from behind the bushes and knocked Rich Man cold. However, Rich Wife, 20' away, is a very famous magician and begins an incantation of vengeance.*

Frek and Rich Wife compare IVs. Frek's is 30, Rich Wife's is 25. Frek has no ranged attacks, so he must close on Rich Wife to attack (hopefully before she can release her spell). Subtracting Rich Wife's IV from Frek's yields 5. Frek has 5% of his movement available before Rich Wife crisps him.

Frek has a movement rate of 40' per round. 5% of 40' is 2'. Frek can choose any pace modifier he wishes because he is not wearing any encumbering armor and the terrain is flat and dry. Frek chooses to make a dash at Rich Wife (which is a x5 pace modifier but also a Hard (-10) maneuver). This increases the distance he can move to 10' (5x2). However, Rich Wife is 20' away and Frek is unable to get to her before he is fried.

Note: *The GM should not reveal opponents' IVs; they wouldn't know anyway. The GM would tell the player of Frek that just as he thought he was about to get her before she could release the spell, he felt the hot-crisping flame sear his face. Using this method adds an element of risk and uncertainty.*

This system is compatible with the Spell Class system (Spell Law, Section 6.2). Spellcasters using Class I or Instantaneous spells determine IV at the beginning of each round just as non-spellcasters. Spellcasters beginning Class II or III spells do not determine IV during preparation rounds.

Note: *This system generally ignores the percentage of action indicated in Arms Law and Spell Law. However, it does utilize the modifications for attempting to compress a normally lengthy process into fewer rounds.*



Example 4: A spellcaster could decide to squeeze a Class II or III spell into one round in order to gain an early IV. The modification for this is found on page 32 of *Spell Law* and would apply directly to the IV as well as modify his attack roll.

Example 5: An archer could decide to load and fire a longbow in one round to gain a chance at winning initiative each round. The modification for this is found on Page 16 of *Arms Law* and would apply directly to the IV as well as modify his attack roll.

Example 6: Modifications due to accrued concussion hits, critical modifications resulting from bleeding, limb/organ damage, etc. also apply directly to the IV.

REVISED COMBAT SEQUENCE

- I. Before combat begins, the GM must resolve any situation(s) of surprise. This is resolved with Orientation rolls.
- II. Combatants initiate action in order of their IVs. Combatants with equivalent IVs begin their actions simultaneously.
- III. Combat (swordplay, hand-to-hand, missile), in which combatants attempt no unusual maneuvers other than attack rolls, requires no Orientation roll.
- IV. Orientation rolls are made immediately after any event that the GM deems as sufficiently disorienting. These are made by each character at the end of the maneuver or event in question.

Spellcasting & unusual creatures will produce the majority of events that will require orientation rolls. The following list categorizes some possible situations.

- Targets of violent area effect spells
(*elemental balls, Sudden Dark/Light, etc.*)
- Targets of violent bolt spells
- Targets of Control spells
(*Mind Control, Calm, Possession, Sleep, etc.*)
- Targets of Displacement spells
(*Teleport, Long Door, Dimensional Gates/Portals, etc.*)
- Targets of Transformation spells
(*Shapechange, etc.*)
- Weapon (or spell) fumbles
- Complicated/risky moving maneuvers
(*Ambush, Acrobatics, Stalk/Hide, etc.*)

Note: A target can even be the spellcaster when he "attacks" himself with a spell.

4.4 RELATIVE INITIATIVE

To create a new system to handle actions within a round, a GM can extend the idea of initiative and the ability to kill in combat. Initiative tends to be absolute, with your enemy lopping off handy

body parts right before you attack. Now, with relative initiative, you can kill him after he kills you. This is based on the observation that most actions, especially in a combat situation, take place nearly simultaneously.

The root of the problem is the assumed definition of "initiative." As commonly accepted, whoever wins the roll gets to go first. But a character who starts an action first has no guarantee of ever completing that action. What people generally mean by initiative is that the character with the highest roll completes his or her action first. It doesn't matter whose activity begins first—what matters is who achieves results first. Keeping that in mind, it is much easier to envision an initiative system where people can complete only part of their action or resolve part of their attack.

The Relative Initiative Chart (below) is based on an initiative difference of 20 or less. Any difference of more than twenty means that the high roller has completely beaten his opponent, catching him before he could effectively complete anything. If the initiative difference is 20 or less, then use the chart to find the percentage of action completed. If the action is a static or moving maneuver, the percentage is the distance covered or the amount completed. If the action is an attack, the percentage is the percent of OB used in resolving the attack. This attack would take place even if the person hit suffered a rather serious wound, like a spear through the chest (he was already in motion, and momentum would complete his action). Penalties received from the immediately prior attack would not affect the attack. Obviously, if the weapon arm is sheared off, there would be no attack. Likewise, an interrupted spell is gone (assuming that the GM believes that a spell is nothing until it goes off, and that the time it takes to "go off" is negligible).

INITIATIVE MODIFIERS

Spell	+30
Missile	+20
Movement	+10
Melee	+0

The Initiative Modifiers exist to reflect the action sequence set up in the core rules, but still allow for random determination of initiative.

An easy formula for determining initiative is $D100$ (open-ended) + Qu Bonus + Initiative Modifier = Total Initiative Roll. These activity modifiers also allow you to use this same 20 point spread rather than having to develop different charts for each activity. Ties in initiative determination are resolved simultaneously, with each opponent having 100% action.

RELATIVE INITIATIVE CHART

Margin	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
% Completed	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	0

4.5 200 POINT INITIATIVE SYSTEM REVISITED

PREMISE AND PROBLEMS

The first premise of the 200 Point Initiative System (in *RMCI*) is that one round is composed of 200 initiative points. An open-ended dice roll is added to a character's temporary Quickness stat. Characters will then perform actions in descending order of initiative. For more details, see *RMCI*.

There are several problems in these rules. First, the system makes no provision for light weapons. Also, by the published rules, a caster could get off 4 instantaneous spells per round! This is in direct conflict with *Spell Law* (which states that a caster can only get off one spell per round—even if hasted)! Also, there is some confusion in the movement rules. The system does not take into account racial and miscellaneous bonuses on Quickness. Finally, there is a slight imbalance in favor of "lucky" players (i.e., players who tend to roll more open-ended rolls).

MODIFICATIONS

With a couple of modifications, the 200 point initiative system becomes more playable.

Do not make the roll open-ended. While this does not seem significant, it can be. By having the roll not open-ended, it makes the "200" mark harder to reach and much more significant when it is reached.

Do not allow more than one spell per round. This follows the rules laid out in *Spell Law*. Even if the spell is instantaneous, no more than one spell per round should be allowed.

Light weapons increase a character's initiative by 1 point per 5% lightened. The exact weight of the weapon is not the issue here. It is assumed that when a character learns to fight with a weapon, he will learn to use it "normally." A lightened weapon simply increases the speed of an attack.

If a character has a weapon that is more than 1 foot shorter than his opponent, he must subtract 25 from his initiative. Note that the modification is to the person with the shorter weapon, not the longer weapon. This applies to martial artists (who have a weapon length of 0)!

If the character is facing multiple opponents, he must subtract 5 from his initiative for each opponent past the first one (i.e., -5 for two opponents, -10 for three opponents, etc.).

Assume that all movement begins at point 200. Characters move 10% of their rate per 20 points of initiative. Combat might occur before movement is completed. Don't forget that a character can only attack if he has 75% of his action (move) left! Parrying can only occur if the character has 50% of his action (move) left!

Casting spells occurs as outlined in the published rules (except for instantaneous spells). Don't forget that the round that a spell goes off, the caster can only use 10% action. In addition, during the rounds of casting (in a multi-round spell), the caster can use 25% action.

8. All parries must be declared before any actions are started in the round (i.e., before the 200 point count begins).
9. If a critical result reads "You gain the initiative next round..." the character will act at point 200 next round (i.e., no initiative need be rolled).
10. *Haste* type spells cause the affected character to act at point 200 and then at point 100. When moving under *Haste* type spells, characters move a 10% of their rate per 10 initiative points.
11. A character can increase their initiative by sacrificing his OB. For each 10 points of OB sacrificed, the character's initiative is increased by 5 points. If the rules for martial artists increasing their First Swing Points is used (see *Character/Campaign Law*), this translates perfectly into the 200 point system. However, double the cost for non-martial artists attempting to do the same thing.
12. A character can add one more point of initiative for each 5 points in racial and miscellaneous Quickness modification. Thus, a +10 racial modification to Quickness and a +15 miscellaneous modification to Quickness would give the character a +5 on his initiative (effectively raising his Quickness by 5 points).



5.0 OPTIONAL CAMPAIGN "LAWS"

5.1 RANDOM EVENTS TABLE

The following table is an elaboration of the Random Events Chart found in *Character Law & Campaign Law*, page 132. It includes more varied and specific entries than its predecessor. Unlike an encounter table, the table provides for general trends, influences or events that affect an area. This table should be used no more than once per month and perhaps only once per six months or yearly, as the GM deems appropriate. Certain effects will be dependent on the terrain and season, and should be altered by the GM where needed.

- 01-30**—Life proceeds as normal.
- 31-32**—Public celebration, festival, or holiday.
- 33-34**—Popular trade item enters the region.
- 35**—New philosophy or religious belief infuses from a nearby area.
- 36-38**—Minor taxes imposed on a certain import/export item or produce.
- 39**—Minor taxes imposed on every household.
- 40-41**—Public unrest or demonstration.
- 42-43**—Minor drought affects crop production; prices increase 5% to 20%.
- 44-48**—Fire breaks out in public area or building.
- 49-50**—Minor to heavy flooding in low lying areas due to 2-12 days of heavy rainfall.
- 51-52**—Public trial, imprisonment and/or execution of a popular local hero.
- 53-54**—Severe winter cold snap or severe heat wave strikes area for 1 to 3 weeks.
- 55**—Major invention or discovery affects culture in some aspect (scientific, cultural, political, etc.).
- 56**—Traitorous activities or spy ring uncovered trying to undermine a local institution.
- 57-58**—Migration of populace into or out of region (political, military or economic refugees).
- 59-60**—Excavation uncovers an underground ruin (dungeon complex) of ancient origin.
- 61**—Appearance of a "holy" relic causes influx of pilgrims to the site.
- 62-63**—Blight or pestilence affects crop yield; causes food shortages and higher costs (25% to 50% increase).
- 64-66**—Mysterious crime wave affects a region (idiosyncratic thefts, arson, or bizarre ritualistic murders are possibilities).
- 67-68**—Tornado (inland) or hurricane (coastal) damages homes and fields.
- 69**—Fanatics/zealots enter area to conduct inquisitions (ethnic or religious "cleansing" of the populace).
- 70**—Kidnapping or assassination attempt of an important political or social figure.
- 71-73**—Charges of government scandal become public (bribery, sex scandal, corruption, etc.).
- 74-75**—Attack on outlying area by a singular or unique monster.
- 76-77**—Minor skirmish or raid versus a non-allied military force.
- 78**—New lands are discovered overseas and colonization is encouraged.
- 79**—Major new taxes are imposed by a greedy and corrupt ruling body. Widespread civil unrest and rioting.
- 80**—Gold Rush! Valuable mineral deposits located on unclaimed territories. Possible currency devaluation.
- 81-82**—A dry spell results in brush and forest fires over hundreds of acres. Villages and towns threatened.
- 83-84**—Escaped lunatics or roving bandits terrorize populace.
- 85**—Astronomical event (such as an eclipse or comet) causes panic, suicides.
- 86-87**—Important tournament/joust is held, establishing local heroes/champions.
- 88**—Tsunami (huge tidal wave) deluges coastal areas, damaging port cities and disrupting trade.
- 89-90**—Powerful spell-user and his underlings move into town; conflict with local guilds ensues.
- 91-92**—Severe economic depression sets in; merchants lose business, poverty and hardship are commonplace.
- 93-94**—Consumption of "ergotized" bread causes localized hallucinations and madness among the population.
- 95**—Revolt or rebellion by one faction of armed forces or city guard.
- 96-110**—Freakish weather condition such as ice falls, a rain of frogs, fish, or stones.
- 111-120**—Meteor strikes outside an urban area; causes panic and doomsaying in addition to moderate damage.
- 121-130**—Epidemic or plague hits heavily populated area (affects people/animals).
- 131-140**—Earthquake causes major structural damage to urban sites.
- 141-150**—Attempted coup to overthrow established governing body.
- 151-160**—Invasion by hostile forces either by land, sea, or air. Possible siege of fortified areas.
- 161-165**—Appearance of a powerful demigod produces a fanatical new religious movement.
- 166-175**—Civil war breaks out.
- 176-180**—Distortion of reality causes ripples in time/space continuum (appearance of creatures from future or past).
- 181-190**—Massive volcanic eruption spews lava, super-heated mud, and ash all over the surrounding area (possible climactic changes, too).
- 191-200**—Fluctuations in Essence Flows negate magic items and severely restrict spell use.
- 201+**—Extra-dimensional rift allows bizarre alien life-forms to appear in the area.

6.0 MISCELLANEOUS OPTIONAL "LAWS"

6.1 DROWNING EFFICIENTLY

DAMAGE THRESHOLD

Characters without at least one rank in the general skill swimming will begin drowning upon entering water over their head. A drowning character has his Constitution divided by 10 (round normally) in rounds before he begins suffering damage.

Example 1: *Barkley, a true landlubber, never took the time to learn to swim. While filling his canteen in a river, his horse unexpectedly nudged him into the deep, cold water. Barkley has a CO of 96 allowing him $(96/10) \approx 10$ rounds before he begins suffering serious damage. Luckily his horse, Weedchewer, realizes that Barkley still has the oat bag tied to his belt and decides to pull him out of the water 6 rounds later. Barkley falls to the bank quite exhausted and scared. He decides to take some swimming lessons and send his horse to obedience school.*

EXHAUSTION MODIFIERS

EXHAUSTION MODIFIERS CHART

Factor	Modifications to Exhaustion Points Expended
Temp. above 100°F	2x
Temp. above 120°F	4x
Temp. above 130°F	8x
Temp. below 20°F	2x
Temp. below -10°F	3x
Temp. below -30°F	5x
Temp. below -50°F	8x
Weak Current	2x
Strong Current	3x
Rapids	5x
Quicksand/Bog	3x
Damage above 25%	2x
Damage above 50%	4x
More than 10 hours w/o sleep	2x
More than 15 hours w/o sleep	3x

Increase Mod. by 1x for each additional 5 hrs w/o sleep.

PACE CHART

Pace	Pace Mult.	Maneuver Difficulty	Ex. Point Cost/Rnd
Floating	1.5x	Routine (+30)	1/6 rnds
*Sporadic Swim (Legs)	2x	Easy (+20)	1/2 rnds
Sporadic Swim (Legs/Arms)	3x	Light	5/rnd
†Sustained Swim (Legs)	4x	Medium (+0)	25/rnd
Sustained Swim (Legs/Arms)	5x	Hard (-10)	40/rnd
Drowning	6x	Very Hard (-20)	50/rnd
Combat	+1x	+1 level	+10/rnd
Underwater	+1x	+1 level	+10/rnd
Able to Breathe Normally	-5x	—	-15/rnd

* Sporadic swimming consists of at least 75% of the round spent swimming and 25% of the round floating.

†Sustained Swimming consists of 100% of the round spent actually swimming.

Example 2: *Barkley finishes filling his canteen and starts to mount his horse when a giant rattlesnake strikes. The horse starts and kicks Barkley back into the river. The exhaustion point cost for drowning is 50/rnd. There is a very strong current that results in a 3x exhaustion point cost modification, and the water is -10°F yielding an additional 3x modification. This will change Barkley's base expenditure from 50/rnd for a total exhaustion expenditure of $(50/\text{rnd} \times 3 \times 3) = 450$ exhaustion points per round! Barkley has a constitution of 96 (96 exhaustion points. ChL&CL, 7.2.3). In less than one round (10 seconds), Barkley will have completely exhausted himself.*

Meanwhile, Weedchewer manages to get away from the hungry snake. The snake turns his attention towards Barkley and slides into the river but finds the water just a little too cold and quickly turns to slither out. Barkley grabs the snake's tail (a Very Hard (-20) maneuver because he is drowning) and allows himself to be pulled out. The snake, numb from the cold water, doesn't feel the hitchhiker and Barkley is saved!

PACE LIMITATIONS CHART

Penalty	Prohibited Pace
Armor Qu Penalties -10 to -15	Sustained Swim (legs/arms)
Armor Qu Penalties -16 to -45	Sustained Swim (legs)(legs/arms)
Armor Qu Penalties -46 plus	Sustained (legs)(legs/arms), Sporadic (legs/arms)
Up to 2x Wt. Allowance	None
From 2x up to 4x Wt. Allowance	Sustained Swim (legs/arms)
From 4x up to 6x Wt. Allowance	Sustained Swim (legs)(legs/arms)
6x Wt. Allowance and up	Sustained (legs)(legs/arms), Sporadic (legs/arms)

ENCUMBRANCE CHART

#Of Weight Allowance Units in Load		*Encumbrance Penalty
More Than	Less Than or Equal to	
0x	1x	0
1x	2x	-10
2x	3x	-20
3x	4x	-25
4x	5x	-30
5x	6x	-35
6x	7x	-40
7x	8x	-50
8x	9x	-60
9x	10x	-70
10x	11x	-80
11x	12x	-90
12x	13x	-100
13x	14x	-110
14x & up		-120

* For purposes of swimming, all weight whether carried or worn, becomes "dead weight" when it is submerged, and effects a character's base movement rate while swimming.

Barkley had a tough enough time with deep, cold water without having to deal with encumbering armor. But if he had been wearing armor, he would surely have made his grave at the bottom of the river.

ARMOR MANEUVER PENALTY CHART

Armor	Man. Column	Min. Mod	Max. Mod
Plate	Absurd	-90	-510
Chain	Extremely Hard	-55	-300
Rigid Leather	Very Hard	-35	-240
Soft Leather	Hard	-20	-80
Heavy Clothes	Medium	-0	-25

Example 3: *Barkley weighs in at 185 pounds and possesses a strength modifier of +20 (not too shabby). Barkley's weight allowance is 10% of his normal body weight or 18 pounds (ChL&CaL (Section 7.2.2)). His full plate armor weighs in at 85 lbs, so his load is (85/18) = 5x his weight allowance. Barkley is drowning (50/rnd), underwater (+10/rnd), water temperature -10°F (x3), his armor, now dead weight, makes his maneuver Absurd and modifies it by -90 (good thing he is trained in it), a non-swimmer (no skill) -25. His total dilemma is (50/rnd + 10 rnd x 3) = 150 exhaustion points per round and a maneuver penalty of -120 on the Absurd (-70) column of the Maneuver/Movement Table. If he somehow manages to stay afloat in the first round, his maneuver penalty for the next round will be increased by -100 due to complete exhaustion! However, Barkley is a very stout man and will not suffer any permanent damage provided he is rescued and properly resuscitated within 10 rounds.*

TRAINED SWIMMERS

Trained swimmers have a slightly better chance against such potentially deadly circumstances. With one rank of swimming, a character can remain afloat and not drown provided there are no exceptional modifiers (such as armor or current). But if the conditions are less than perfect, a character with only one rank will quickly wish that he had invested more time in swim class.

Example 4: *Years later, Barkley is a lieutenant in the local baron's army. He has 20 ranks in swimming and regularly wins the local competitions wearing nothing but his rattlesnake speedos. But again, as (Barkley's) luck goes, he finds himself in full, plate armor in the very same river he visited years earlier.*

The armor Barkley is wearing is now considered "dead weight" since Barkley can no longer "carry" it. Barkley weighs 185 lbs so his weight allowance is 18 pounds His full plate armor weighs in at 85 lbs, so his load is (85/18) = 5x his weight allowance. Barkley can't maintain a Sustained Swim (legs)/arms because his weight allowance has been exceeded by 5x. So the best he can do to stay afloat is a Sporadic Swim (Legs/Arms) expending 5 exhaustion points per round. The water is still cold (x3) and the current just as strong (x3), so Barkley is actually expending (5/rnd x 3 x 3) 45 exhaustion points every round. Barkley has 96 exhaustion points. He will only be able to continue in this fashion for two rounds before completely exhausting himself. He decides not to try to fight the current with his armor on, so he is now expending only (5/rnd x 3) = 15 exhaustion points per round. No additional exhaustion modifiers apply.

Barkley's total swimming bonus is 80 (70 for ten ranks of development, and 10 for AG). Barkley's penalty for swimming while in plate is -90! Barkley can now attempt to swim with his armor on. He will roll on the Absurd (-70) column of the MM table 15.3.J. His bonus is 80 for swimming, his modifiers are -135 for a total modification to his roll of -55. Barkley initially rolls a 97; then an 82 for a total roll of 179. Subtracting 55 yields a net result of 124. This number is indexed on the MM table for a result of 30. Barkley must now roll 30 or less to keep from going under this round. Good luck, Barkley!

Note that if Barkley fails this maneuver, an additional exhaustion modifier of 6x will be applied because he will be drowning. He would be expending 90 exhaustion points each round. Barkley would be hard pressed to find the strength to make it to the surface and would silently sink to the bottom of the river.



SWIMMING SKILL OPTIONS

- Option 1:** A character could develop swimming specifically for use with a particular type of armor. This bonus would be used to negate the effects of dead weight.
- Option 2:** The swimming bonus is interpreted as a percentage of the character's land base movement rate while in water.
- Option 3:** The swimming bonus can be used as a percentage of the character's OB with a specific weapon or group that he can utilize in underwater combat.

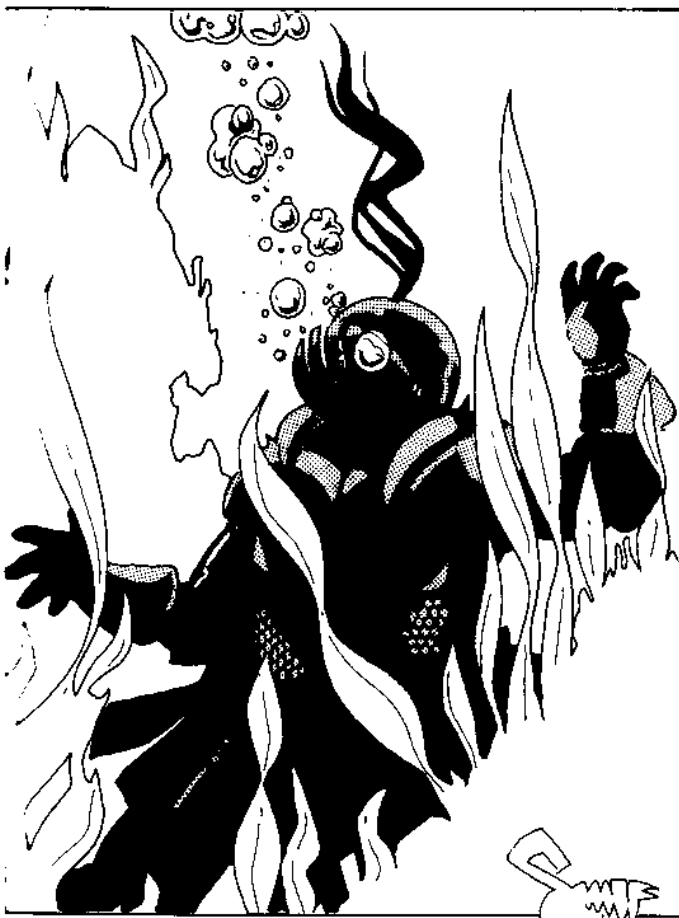
DROWNING CRITICAL CHART

This table can be used for swimming accidents, intentional drowning, or exceptional elemental attacks. It is a good secondary critical source for *Water Bolt* attacks, *Steam Bolt* attacks, damage a ship crew may suffer during a storm at sea, damage coastal incidents might suffer from a hurricane, or even in the stomach of a large creature such as a whale, snake, or dinosaur.

The table is general in that it only refers to liquids and not specifically water. A GM can drown his PCs in almost anything from lava to acid. Regardless of the medium, this table can be used to reflect the primary, secondary, or tertiary damage such an encounter might deliver.

'A', 'B', & 'C' Criticals are general purpose criticals used for intentional drowning and swimming mishaps.

'D' & 'E' criticals should only be used in circumstances where pressure is a factor.



DROWNING CRITICAL CHART

-19 - -05	Insignificant splash. +0 hits.
06 - 20	A lot of liquid. Little effect. +3 hits.
21 - 35	Minor choking. +8 hits.
36 - 50	Blinded by liquid. +13 hits. -5% for 1 round.
51 - 65	Completely soaked. Liquid fills eyes. Some choking. +15 hits. -15% for three rounds.
66 - 79	Epiglottal failure results in the 'Big Gulp'. +17 hits. -20 for 5 rounds due to gasping.
80	You can no longer deny your body's fundamental right to breathe. A painful cramp forces you to violently inhale. You drown instantly.
81 - 86	Liquid inhalation results in +20 hits.
87 - 89	You curse into the liquid that surrounds you on all sides. The curse is then forced back into your lungs for +25 hits.
90	Liquid fills your lungs to alarming capacity causing them to rupture and collapse. You die instantly as your chest cavity is filled with the intrusive liquid.
91 - 96	Asphyxiation... your worst nightmare. +30 hits. -30 to all maneuvers.
97 - 99	Unable to hold your breath any longer you take an spasmodic breath biting your tongue in the process. +35 hits. -35 to maneuvers.
100	You spasm, not once, not twice, but three times before your body is filled with liquid. Unfortunately, your lungs, deprived much too long, take in more than they were designed to do and softly explode, delivering a warm, ripping sensation that you will never be able to describe... at least to the living.
101 - 106	You lose consciousness but are rudely awakened as liquid fills your nose and throat. +40 hits.
107 - 109	A combination of pressure and asphyxiation result in temporary systems shutdown (1 round). +45 hits. -40% for two days.
110	Extreme pressure combined with asphyxiation result in a colorful hallucination before death.
111 - 116	Your eyes collapse from the imposing pressure of such depths. +50 hits. -90 to all maneuvers requiring sight (blinded).
117 - 119	Eardrums explode from the extreme pressure of the murky depths. Warm blood squirts through your hair. +60 hits.
120	The tremendous pressure of the liquid around you suddenly crushes you in a complicated series of internal snaps and tears. You become fish food.
Modifications:	
'A' Critical: -20	
'B' Critical: -10	
'C' Critical: +0	
'D' Critical: +10	
'E' Critical: +20	

6.2 GRACE AND FATE

The following are two different ways to work controllable luck or fate into *RM*. Each takes a different focus, but both essentially will provide the same effects.

GRACE

Grace (luck or karma) is a system by which characters earn points which can be spent by the player to assist in his endeavors or ward against misfortune.

Each starting character begins with 1d100 Grace points (this is not an open-ended roll). At any time during a game session, a player may announce he is spending Grace to increase a skill or attack roll.

The roll can be modified as follows:

- 1 point of Grace can raise a skill or attack roll by 1;
- 2 points of Grace can be used to reduce an attack against the character by one point;
- 5 points of Grace can raise or lower a critical hit delivered by the character by 1 point;
- 10 points of Grace can raise or lower a critical hit received by the character by 1 point;
- 10 points of Grace can add one to a ritual magic roll.

The GM awards additional Grace, much like experience, at the end of each adventure. One to five points of Grace per game session is suggested, based upon the relative level of risk, daring, and ingenuity of the players. Players must be careful in spending Grace for once one reaches 0 Grace, they may not gain any again. One Grace point remaining is needed to gain more Grace.

If at any one time a character is in very dire straits (for example he has just received a "death critical") he may elect to "burn his luck." The player immediately spends all the character's Grace, and he is temporarily able to "break the walls" of the game (such as be saved from the "death critical" and end up in a coma).

Since the character has "burned his luck," he is at 0 Grace and may not gain Grace again, except through extraordinary circumstances (such as possession of an artifact or completing a quest).

The player may also ask the GM for "something lucky" to happen. The GM asks for a relative level of effect (Small, Medium or Great) and randomly spends the player's Grace for that effect (for example, 1d10 Grace for a Small effect, 1d20 for Medium and 1d50 for Large).

The amount of Grace a character possesses is not a perceivable sum, except by the Deities of the game world (or such skills as Perceive Power). Certain items may temporarily add to or subtract from a character's Grace (especially Blessed or Cursed items).

Note that Grace and the 'Lucky' Background Option (see *RMCI*, Section 4.5 or *RMCIIV*, Section 6.1) do not interact, except that both can be used to modify a die roll in the player's favor.

The GM should determine the effect upon starting Grace for Characters with the 'Blessed' Background Option (see *RMCI*, 4.5).

Option 1: If Grace is indeed from the deities, then those with a high Intuition statistic should have a higher Grace (they are closer to the gods). Multiply a character's starting Grace by 1 plus his Intuition stat bonus divided by 100. This option is suggested only for a campaign with great deal of other worldly or divine influence.

Example 1: *Svarte is a Druid with a +30 In bonus and is Blessed by Nature. Svarte's player rolls 70 for his Grace roll and modifies that by his In bonus (70 x (1 + .30) = 91 points of Grace to start with).*

Option 2: It may be possible to transfer or steal Grace from other characters and NPCs via the Channeling skill, rituals or artifacts. An evil Cleric might gain Grace from his followers to use to his own ends.

FATE POINTS

In most roleplaying games, the players are playing the parts of heroes. Heroes, by definition, should be able to perform feats above and beyond those that normal folk should be able to achieve. However, it is not uncommon for the "hero" in a roleplaying session to be shut down by a series of bad dice rolls. While one or two bad dice rolls adds flavor to the game, a whole streak of them can spoil character perceptions and/or disenchant players.

This system allows players to decide when to make their characters "lucky." This system of Fate Points allows players to decide when "fate" intervenes on behalf of their characters. Here are the guidelines on using "fate."

STARTING FATE POINTS

Each character will start with 3 fate points. Every time a character goes up one level, he will receive an additional fate point. The GM will award 0-3 fate points per playing session (see below).

Non-player characters (NPCs) will only have fate points if the GM deems it appropriate. Only NPCs of heroic quality should ever have fate points. This applies to "bad-guy" NPCs as well!

Option 1: Each character must spend a background option to start with any fate points. Each background option spent is worth 1 fate point.

Option 2: Each character starts with 3 fate points but may spend background options to get more.

Option 3: Each character starts with 1-3 fate points.

Option 4: Each character starts with 1-3 fate points and may spend background options to get more.

Note: *The more fate points the GM allows characters to have, the harder it will be to have the characters fail. If characters have fate points, they will use them!*

GAINING FATE

Characters will gain fate points in a rather slow fashion. The GM should award 0 to 3 fate points per session played (based upon the GMs perception of character development). However, this amount should be modified using the guidelines below.

+2: The player achieved a major character goal during the session.

+1: The player achieved a major character goal during the session, but had to do so at the expense of another character in the party.

+2: The player assisted in completing a minor party goal.

+3: The player assisted in completing a major party goal.

+3: The player, single-handedly, completed a minor party goal.

+4: The player, single-handedly completed a major party goal.

This results in a character gaining 0 to 7 fate points in a session.



Note: If a character does not qualify for the bonus points, do not give them out!

As a guideline, the characters should be spending more fate points than they are receiving, until they accomplish party goals. A minor goal should be worth about the number of fate points spent in a single session. A major party goal should be worth about 1.5 times the number of fate points spent in a single session.

Option 5: Do not award fate points to a player character who was played as an NPC for the session. This will encourage full participation by the gaming group.

USING FATE

A fate point can be used in any one of the following ways.

1. Gain an additional roll on a skill check for a character.
2. Add to a resistance roll.
3. Negate an ESF.
4. Lessen the damage of a hit against a character.
5. Cancel an NPC's spending of a fate point.

Listed below are the details of how to use a fate point in each of the circumstances. Note that in all cases, a character must be attempting the action to spend the fate point (i.e., fate points cannot be spent on the behalf of another character). See "Blocking a Fate Point" (below) for more on how to use fate points against the bad guys.

ADDITIONAL ROLL FOR A SKILL CHECK

Anytime the results of a character's skill check are unsatisfactory, a fate point may be spent to roll again and add it to the first result. However, you cannot "fate" the result of a 01 roll. If a 01 is rolled on a skill check, the fumbled result stands.

For a "non-weapon" skill check, if the roll is between 02 and 05 (i.e., a fumble), the fumble result must be completed before adding in the "fate" roll (i.e., generate the negative number before adding in the bonus roll).

To facilitate play, a player must look up all results when using a fate point in a weapons skill check (i.e., an attack). Do not depend on the GM to look up all results.

Any number of fate points may be used to gain additional rolls. Another fate point may be spent to roll again and add it to the current total.

ADDING TO A RESISTANCE ROLL

After making a resistance roll (RR), the GM should inform the player as to whether the character was successful or not. If the RR was failed, the player may spend a fate point to add another roll to the RR. This process may be repeated until such a time as the character succeeds (or runs out of points).

If any roll results in a fumble, another roll should be made and subtracted from the current total (following the normal open-ended roll rules). The GM should not inform the player as to the effects of failing before the player commits to spending the fate point.

NEGATING AN ESF

If an ESF roll is failed, a fate point can be spent to cancel the fumble. However, spending a fate point in this way results in the generation of another ESF roll. You simply get another chance to roll the ESF roll successfully.

Any number of fate points may be used on this action. If an ESF is failed four times, for example, four fate points may be used to get another chance at succeeding.

LESSENING THE DAMAGE FROM A HIT

When a character takes damage for any reason, a fate point may be spent to lessen the effects of the damage. A fate point spent in this fashion provides three *damage credits*. You may use a damage credit for any combination of the following.

1. Take 10 less concussion hits.
2. Reduce a critical severity by 2 levels. If the critical is reduced to less than an 'A', there is no critical.
3. Negate one critical effect (bleeding, penalty, stun, etc.).

Example: A character is hit in a combat round for 33 points of damage and a 'D' critical (resulting in 3 hits/round, -30 to all actions, and stunned 5 rounds). A fate point may be used to do one of the following:

1. Take 30 less concussion damage (resulting in 3 concussion hits and the full 'D' critical)
2. Take 20 less concussion damage and reduce the 'D' critical to a 'B' critical (and thereby reduce the effects of the critical).
3. Take 20 less concussion damage and remove one effect from the critical (either the bleeder, penalty, or the stun)

4. Take 10 less concussion damage and remove the critical (dropping the critical by four levels results in taking less than an 'A').
5. Take 10 less concussion damage and remove two effects from the critical (i.e., the bleeding and the penalty, the penalty and the stun, or the bleeding and the stun).
6. Take 10 less concussion damage, drop the critical down to a 'B,' and remove one effect from the newly determined critical.

In all cases, you may examine the results to see which one you want to take. However, it is the responsibility of the player to look up the differing critical results to determine how he/she wants to spend the damage credit (i.e., don't depend on the GM to do all of the referencing). Try not to spend too much time in table references.

Any "extra" points not healed with a damage credit are lost. For example, if the character has taken only 13 hits and no critical, the player can spend a fate point to remove the 13 hits, but cannot save the other 17 hits for later.

Fate points are applied individually to each individual attack. For example, if in one round a character is attacked by three different opponents, and they (collectively) inflict 30 concussion hits (each doing 10), the minimum number of fate points that which can be spent to negate the damage is 3 (one per attack). Even though it seems that 1 fate point could negate the 30 concussion damage, it was delivered in 3 attacks, and thus must take 3 fate points to remove it. The same would apply for reducing criticals.

Note: *It is possible to receive 2 critical hits from one attack. In this case, one fate point (or set of fate points) may be used to apply to the damage (because it resulted from one attack).*

BLOCKING A FATE POINT

NPCs can have fate points, as well. Not all NPCs will have "fate." However, GMs should tell the players when NPC foes are spending a fate point. NPCs will use their fate points to lessen the effects of a hit (see above), to negate an ESF (see above), or to get another roll on a skill check (see above). NPCs should seldom (if ever) use fate points to "block" player characters from using fate points. This will only occur if the GM thinks the characters are having too easy a time.

Whenever an NPC spends a fate point, the character most directly associated with the result of the action has the option to spend a fate point to "block" or negate the results of that fate point. If there is more than one character who will be affected by the action, any one (but only one) of the characters may spend the fate point.

The GM will announce when an NPC is using a fate point. The appropriate player must then decide whether to spend a fate point "blocking" the bad guy or not (i.e., the player does not get to see the result of the spent fate point before deciding).

Fate points may also be spent to "block" an open-ended roll. Using this system, if an NPC open-ends a roll, it will be announced to the players. The character most directly associated with the action has the option of spending a fate point to keep the NPC from getting that second roll. However (as above), the player must make the decision before hearing the result of the roll.

It is important to note that "blocking" does not necessarily mean "causing to fail." It simply keeps the NPC from getting another roll (or keeps the NPC from fating the damage). A blocked roll could still succeed, but will probably be reduced in effect.

It is possible that an NPC may be attempting an action that does not affect the party in any way (i.e., sneaking away). In this case, the party may not spend fate points to block his rolls (however, they can use fate points in skill checks to try and affect the NPC). In all cases if there is anyone in the party who will be directly or indirectly harmed in the immediate future by the NPC's action, that character(s) can use a fate point to block the NPC's rolls.

Example 3: *A villainous assassin is trying to hide from the party. He uses a fate point to be sure and have a really high hiding roll. Nobody in the party can spend a fate point to stop the NPC from spending a fate point in this case. The NPC's action will not directly or indirectly harm the party in the immediate future (even if he later returns with more bad guys—it is not in the immediate future). However, the party members may spend fate points to up their Perception rolls (hoping to roll high enough to overcome the NPC's hiding roll bonus).*

Example 4: *A bad guy makes a maneuver roll to dive and pull a menacing looking lever on the wall. He spends a fate point to ensure his success. However, any one of the character's standing in the center of the room (where the trap is about to be triggered) may spend a fate point to block the NPC's spending of a fate point.*

6.3 OPTIONS FOR USING THE MANEUVER/ MOVEMENT TABLE

There are only two "official" ways to interpret percentage results on the Maneuver/Movement Table, given in *Character/Campaign Law*. There are, however, many different ways in which GMs can explain percentage results on this table.

The net Maneuver roll is cross-indexed with the degree of difficulty on Table 8.2.2 (the Maneuver/Movement Table). The result is usually self-explanatory, but a percentage result (i.e., a number) can be interpreted in several ways by the GM.

1. In the case of an all-or-nothing maneuver (i.e., no partial success possible) a second dice roll must be made. If this second roll is equal to or less than the original percentage result, then the maneuver succeeds. Otherwise, the maneuver fails.
2. If a maneuver can be partially successful, then the original percentage result is the degree of success.

Example 1: *Suppose a combatant attempts to leap 15 feet over a chasm 11 feet wide. The GM assigns the leap a degree of difficulty of Medium (+0). If the combatant does not cancel his maneuver, his roll will be modified by -10 for wearing a chain shirt (AT/13), by +25 for an excellent Agility (100), and by -10 for being wounded (over 25% of hits). He rolls a 91 for a net maneuver roll of 96 (91 - 10 + 25 - 10). Cross-indexing on the Maneuver/Movement Table produces a result of "80." This means that the combatant has leaped 12' (15' x .80) and therefore has crossed the chasm safely.*



If this maneuver had been to throw a rope around a rock on the other side of the chasm and the same result had been obtained, then a second dice roll would have been required. If this second roll was 80 or less (unmodified), then the rope throw would be successful; otherwise, it would fail.

These are the basics, and are suitable for the majority of maneuver resolutions. For easy reference, the first method shall be referred to as "All-or-Nothing" and the second "Partial Success." There are a number of other ways to interpret the percentage results on the Maneuver Movement Table. Here are some of the most useful.

3. *Stringent.* This method is used only in the most tasking of situations. Here, the percentage result is a combination of both cases 1 and 2. In other words, the result is the chance of successfully completing that percentage of the action.

Example 2: Consider an adventurer who is attempting to scale a mountain face. Although he is competent and does not think the climb is too difficult, there is an ever-present danger of catastrophe when moving from here to there. A particular stretch of rock 30' in height and at an angle of 80 degrees requires the use of pitons. The GM assigns the maneuver a difficulty of Hard (-10). The adventurer's roll is modified by +50 for his Climbing bonus. He rolls a 32 for a total Maneuver roll of 82. Cross-indexing this roll on the Maneuver/Movement Table produces a result of "50." This indicates that the adventurer has a 50% chance to climb 15' (30' x .50), half the total she wants to traverse. If the second roll is 50 or less (unmodified), then her climb would be successful; otherwise, she would fail (and probably fall).

4. *Safety Conscious.* In this type of situation, there is no question that the character can do the action; it is assumed that he will succeed. But the real concern here is whether he can do it safely. The percentage result represents the chance that the character can complete the maneuver without injury. A second dice roll must be made. If this second roll is equal to or less than the original percentage result, then the character completes the activity and remains unharmed. Otherwise, the maneuver still succeeds, but the character has incurred some form of injury (GM determines consequences).

Example 3: Suppose a bare-footed character wishes to traverse a 50' long corridor which is strewn with shards of broken glass. Of course, he can walk 50' in one round, but can he do it without slicing his feet to ribbons—that's the question. The GM assigns the maneuver a difficulty of Light (+10). The character's roll is modified by +10 for his Agility and by -10 for being wounded (over 25% of hits). He rolls a 27, which is also the total Maneuver roll. Cross-indexing this roll on the Maneuver/Movement Table produces a result of "60." A second dice roll is required to see if he is able to walk down the corridor without getting hurt. If this second roll is 60 or less (unmodified), then he is unharmed and the maneuver is successful. Otherwise, the maneuver still succeeds, but he must suffer an appropriate attack (such as a +50 Tiny, five +0 dagger attacks, two "C" slash criticals applied only to his feet, etc.).

5. *Complex Activity.* This method works for certain special cases—complex, multi-part activities which might require several rolls before completion. The percentage result represents the chance that the character can complete the entire maneuver without another maneuver roll being necessary. A second dice roll must be made. If this second roll is equal to or less than the original percentage result, then the character completes the entire activity (i.e., no further maneuver rolls are necessary). Otherwise, that phase of the maneuver still succeeds, but the character must continue with the next part of the activity (i.e., next round he must roll another maneuver roll).

Example 4: Imagine someone under a tree holding a rope which has been firmly tied to a branch high up in the tree. This person wants to climb the rope (using Rope Mastery), then crawl along the stout branch as far as he can go. It is also possible, using the same skill, to swing on the rope until high enough to grab hold of the desired branch (assuming no major branches are in the way). The GM assigns the maneuver a difficulty of Medium (+0). The person's roll is modified by +33 for his Rope Mastery bonus. He rolls a 66 for a total maneuver roll of 99. Cross-indexing this roll on the Maneuver/Movement Table produces an "80" result. A second dice roll is required to see if he is able to successfully swing to the desired location. If this second roll is 80 or less (unmodified), then his swing would be successful (i.e., he's where he wants to end up). Otherwise, he would climb to the top of rope instead, necessitating another Maneuver roll next round to shinny along the branch.

6. *Quick Task.* Some activities take only a small fraction of the round, possibly allowing for other actions. In this situation, a second roll must be made. If this second roll is equal to or less

than the original percentage result, then the maneuver succeeds and another maneuver may be attempted. Otherwise, the maneuver still succeeds, but the entire round is used doing it.

Example 5: A character wants to get up from a prone position. If he does this in a timely fashion, he may continue to act this round. The GM assigns the maneuver a difficulty of Routine (+30). The character's roll is modified by -50 (stunned) and -30 due to severe injuries (more than 75% hits). He rolls a 44 for a total Maneuver roll of -36 (44 - 50 - 30). Cross-indexing this roll on the Maneuver/Movement Table, we get a result of "50." A second dice roll is required to see if he can maneuver subsequent to standing. If this second roll is 50 or less (unmodified), he stands and may attempt another maneuver this round; otherwise, it will take him the whole round just to get back on his feet again.

7. *Interference.* Sometimes a character wants to maneuver, but there's an opponent obstructing him. If this is the case, a second dice roll must be made. If this second roll is equal to or less than the original percentage result, then the maneuver succeeds (i.e., the foe was unable to stop him). Otherwise, the maneuver failed because of the opponent's intervention. This interference may take any form the GM desires, from stopping the character to attacking him.

Example 6: A dungeon-adventurer wishes to run past an orc blocking his passage down the corridor. The GM assigns the maneuver a difficulty of Very Hard (-20). He rolls a 93 for his Maneuver roll. Cross-indexing this roll on the Maneuver/Movement Table produces a result of "50." A second dice roll is required to see if he can get around the orc without getting attacked. If this second roll is 50 or less (unmodified), he races past the orc unaffected. Otherwise, he is stopped and the orc takes a swipe at him.

8. *Time Contingent.* In some cases, a character makes a maneuver which would ordinarily be successful, but there is a time constraint. Thus the question becomes, "Can he do it in time?" To answer this, a second dice roll must be made. If this second roll is equal to or less than the original percentage result, then the maneuver succeeds within the time constraints imposed. Otherwise, the maneuver is not accomplished quickly enough and the character must undergo whatever penalty applies for failing (GM's discretion).

Example 7: Continuing with the same dungeon-adventurer mentioned above, assume that he ran past this orc towards a door down the corridor. He needs to run to the door, open it, then close it behind him before the orc throws a dagger at her. The GM assigns the maneuver a difficulty of Light (+10). He rolls a 53 for his Maneuver roll. Cross-indexing this roll on the Maneuver/Movement Table produces a result of "70." A second dice roll is required to see if he can get through the door before the orc attacks. If this second roll is 70 or less (unmodified), he races through the door quickly enough to avoid being attacked. Otherwise, he does not make it to the door before the orc throws a dagger at him.

9. *Multiple Actions.* Occasionally, a PC may want to do more than one maneuver at a time. If the GM permits this, the "Multiple Actions" method is used. The percentage represents the chance of successfully doing all activities simultaneously. A second dice roll must be made. If this second roll is equal to or less than the original percentage result, then all maneuvers succeed. Otherwise, none of the maneuvers attempted is successfully accomplished.

Example 8: Suppose a character wants to run and juggle three balls at the same time. The GM assigns the maneuver a difficulty of Hard (-10). The character's roll is modified by +40 for his Juggling bonus. He rolls a 77 for a total Maneuver roll of 117. Cross-indexing this roll on the Maneuver/Movement Table produces a result of "90." A second dice roll is required to see if he is able to successfully run and juggle at the same time. If this second roll is 90 or less (unmodified), then he would be successful at all tasks. Otherwise, he would fail to fully achieve any goal (e.g., he might drop the balls while stumbling).

10. *Exhibition.* This method is used only during competitions where style and quality of performance are important, like in the Olympics. In this case, the percentage represents the overall quality of the performance. A "100" indicates a perfect presentation; lower percentages mean that the execution was flawed in some way, while scores above "100" set a new standard for a quality performance. Clearly, the performer with the highest original percentage wins the competition.



Example: Three gymnasts perform at an exhibition to determine who is the greatest athlete. "A" has an Acrobatics bonus of +40, "B" has a +35, and "C" has a +30 bonus. The GM assigns their maneuvers a difficulty of Medium (+0). "A" rolls a 40 (for a net Maneuver roll of 80), "B" rolls a 67 which yields a total roll of 102, and "C" rolls a 35 for a total of 65. Cross-indexing these rolls on the Maneuver/Movement Table produces these results: "A" = 60, "B" = 80, and "C" = 40. In this competition, "B" is the winner (or so say the judges).

6.4 WEIGHT LIMITS

We all know how much weight a character can carry around with him before encumbrance penalties begin. But how much can that character lift? Simply saying that a strength of 95 can lift 150 pounds is probably inadequate. How much does the character's weight help in his lifting? What about racial and background modifications? Below is a formula which will incorporate the above questions and only take a minute to figure out.

Note: All weight is given in pounds.

Lifting Capacity = $\text{Weight}/2 + (\text{St}/10 \times \text{St Stat Modifier})$

Note: Negative or stat mods of zero are considered one (1).

LIFT CAPACITY EXAMPLES			
Weight/2 + (St./10 X Mod) = Lift Capacity			
Race	Weight	ST	LC
Common Man	150	50	$75 + (5 \times 5) = 100$
Common Man	175	79	$88 + (8 \times 10) = 168$
Common Man	175	90	$88 + (9 \times 15) = 223$
High Man	210	90	$105 + (9 \times 20) = 285$
Wood Elf	145	90	$73 + (9 \times 10) = 163$
Bear Tribe	370	100	$185 + (10 \times 40) = 585$
Halfling	90	55	$45 + (6 \times 1) = 51$
Lesser Orc	160	90	$80 + (9 \times 15) = 215$
Greater Orc	270	90	$135 + (9 \times 20) = 315$
Troll	875	90	$438 + 9 \times 25) = 663$
Fair Elf	188	70	$94 + (7 \times 1) = 101$

Note: These examples are primarily of the average warrior for a race. The Bear Tribesman is put in as an example of the upper limits a character could approach. Note that even the average troll can lift more—which is as it should be.

In order for the character to lift his maximum he must spend a round or two to brace himself or find solid footing. Two (or more) characters acting together may not always gain maximum lift. The GM should decide if both are in a position to use their weight and strength.

Outside influences may increase or decrease the lift capacity (i.e., pushing a rock uphill, or having to raise a portcullis before the lion gets to you).

Two things that these rules definitely add meaning to are Adrenal Strength and the *Strength* spell. Consider doubling either the modifier or the St Stat (not both).



7.0 OPTIONAL SPELL "LAWS"

7.1 VARIATIONS ON SUMMONING

WILL TO CONTROL

Certain spellcasters have access to several spell lists which allow various forms of beings (animals, demons, spirits, elementals and undead) to be permanently mastered to the spellcaster. How does one determine the maximum number of beings a summoner may have permanently mastered? This can be based upon the spellcaster's Will (*RMCI*, Section 5.1). A summoner can have permanently mastered to himself, at any one time, as many levels of beings as his Will divided by 10 (rounded off). This number is his total number of Control Levels. If this number is ever exceeded, the GM should have the creatures under his control initiate Will contests (*RMCI*) as his mind struggles to master them all.

Example 1: *Girra the Sorceress has an In bonus of 24, Em bonus of 40, Pr bonus of 12, SD bonus of 24 and Re bonus of 4. She has no racial bonuses or subtractions to RR rolls versus Magic thus her total Will is 104. Her number of Control Levels is $104/10 = 10.4$ or 10 levels. This could be divided among five 2nd level Elemental Servants or one 10th level Greater Airwing.*

Option: Certain spell-using professions should have increased Control Levels. Based on the following table, one's Control Levels increases as a character gains experience.

CONTROL LEVELS BONUS

	Option A	Option B
Non spell users	1 per 4 lvls	1 per 4 lvls
Semi spell users	1 per 3 lvls	1 per 2 lvls
Pure spell users	1 per 2 lvls	1 per level
Summoners*	1 per level	2 per level

*Summoners can be considered one of the following professions: Conjurers, Shamans, Druids and Necromancers.

Example 2: *Falling Light is an 8th level Conjurer with a base Will of 87 while Girra the Sorceress is 8th level with a base Will of 104. Falling Light has $87/10 = 9 + 2 \times 8 = 25$ Control Levels while Girra has $104/10 = 10 + 1 \times 8$ or 18 Control Levels using Option B. Using Option A, Falling Light and Girra have 17 and 14 Control levels respectively.*

A GM may determine which professions qualify as summoners according to his game world. For example, some professions may have increased Control Levels for only a certain type of being (such as demons for Evil Magicians and undead for Necromancers).

EASE OF SUMMONING

Determining the success chance of finding a certain creature (for example, with the *Summons I* spell) can be done via the *ChL/Cal* Maneuver/Movement Table (15.3.1). The GM assigns the difficulty of finding a certain form of creature. The spellcaster makes a BAR, determines the total and consults the Maneuver/Movement table. 100+ percent indicates success, a number <100% is a percent chance of success under which the caster must roll. Spell failures are resolved normally.

Example 3: *Galen is trying to summon a demonic familiar of a specific sort. The GM assigns a rating of Hard (-10). Galen rolls a 75 and adds his BAR of 36 for a total of 111. Consulting the table, he needs to roll under a 70 to succeed. Unfortunately, he rolls an 88 and decides to summon a less obscure demon.*

Example 4: *Steven McCauley and Girra the Sorceress are both interested in summoning creatures of Elemental Chaos (see EC). Steven is familiar with Earth and Fire elementals, so the GM determines that his summoning will be Extremely Hard (-30). Girra, however, worships Arcanus, the Lord of Elemental Chaos, and thus the GM rates her summoning as Easy (+20). It pays to have friends in high places.*

ATTEMPTED RITUAL CLASS

	ALC	ALT	AUX	CL	D/N	ELE	IFU	INF	S/P
ALC	—	2>1	2>1	8>1	4>1	4>1	8>1	8>1	4>1
ALT	2>1	—	4>1	8>1	4>1	4>1	8>1	4>1	4>1
AUX	2>1	4>1	—	8>1	8>1	4>1	8>1	8>1	8>1
CL	4>1	8>1	8>1	—	2>1	4>1	2>1	4>1	4>1
D/N	4>1	4>1	8>1	2>1	—	4>1	4>1	4>1	4>1
ELE	2>1	4>1	4>1	4>1	4>1	—	8>1	8>1	4>1
IFU	8>1	8>1	8>1	4>1	8>1	8>1	—	2>1	4>1
INF	8>1	4>1	4>1	4>1	4>1	8>1	2>1	—	4>1
S/P	4>1	4>1	8>1	4>1	2>1	4>1	4>1	4>1	—

ALC—Alchemical; ALT—Alteration; AUX—Auxiliary; CL—Clerical; D/N—Druidical/Natural; ELE—Elemental; IFU—Influence; INF—Informational; S/P—Summoning/Possession

SIMILAR RITUAL SKILLS

A user of ritual magics tends to focus upon only one or two classifications of ritual magics when purchasing the Magic Ritual skill. Yet all rituals are similar on a basic level. Following the format of RMCII's Similar Skills Tables (Section 11.3) the following table present some suggested similarities between ritual classes.

Example 5: *Steven McCauley has 6 ranks in Magic Ritual: Alchemical. He has tired of a project and wants to do an Alteration ritual to destroy the remains. 2 ranks of Alchemical ritual are similar to 1 of Alteration (2>1) so therefore he has effectively 6/2 or 3 ranks in Magic Ritual: Alteration.*

Option: If the Magic Ritual caster possesses a ritual focus (adding his Base Spell bonus to the ritual skill roll) he may use it, at reduced effectiveness, for a similar ritual according to the prior table.

Example 6: *Steven has a BAR of 40, base on a superior EM stat bonus and his level bonus. His Alchemical ritual focus, a set of earthenware mixing plates and jars, allows him to add 40 to those rituals. He would be able to add 40/2 or 20 to his attempted Alteration ritual.*

7.2 TO DESTROY AN ITEM

When items are involved in destructive situations, their usefulness could be reduced or eliminated. The GM must decide how to handle item damage and its effects. The easiest way is to give each item hit points, like characters, and to tick them off as damaged is accrued. A far simpler and less game-time consuming way would be to have items resist damage in an "all or nothing" approach, much the same



way that spells are used. Damage would only be assessed when an item fails to resist, and would be dependent on the amount of failure. Only two numbers need be recorded on the item sheet, one being the item level, and the other the natural Resistance Roll bonus versus attack. The GM would have the "Attack Bonus" Table (see below) to give (or calculate) the bonus versus the specific attack.

There are two premises which have influenced the construction of this procedure. The first is that there is a difference between a normal element and a magical element, and that the magical element can be resisted, by both animate and inanimate objects ("Binding Magic"). The second is that everyone possesses an aura, and that this aura protects items within about 2" of the body, to the character's level if it is higher than the item's level. In other words, for close items, use whichever level is higher.

An item's level depends on five things: Intelligence, Experience, Highest Imbedded Spell or Bonus, Magic, and if applicable, the Elemental Construction. Each of these will be addressed separately.

Item Intelligence Level grants the item a level add according to the following chart.

ITEM INTELLIGENCE LEVEL	
Intelligence Level	Bonus
Empathy	+5
Low	+10
Medium	+15
High	+20
Very High	+25
Artifact	+35
Lord Artifact	+50

Experience levels can only be gained, if the GM allows, by items with an intelligence of Medium or better. Add the experience level bonus to the total of the other levels.

Highest Imbedded Quality is either a castable spell or an imbedded bonus. Do not use natural, quality, or craftsmanship bonuses here—they are used later in the formula. Use only the highest level spell castable OR the highest bonus, not both.

Magic is included for completeness, and also allows the GM to decide if "intelligent" items are defined as magical, or if they constitute a "character" and must have further abilities to be "magic". Non-magical items are treated as standard first level (+1 level add) items. Magical items receive a +20 level add.

Elemental Construction is only for those items made of a Pure elemental material (per EC), and the level add of +10 represents the unique quality of the substance. Any material bonus is used later in the formula.

ITEM RESISTANCE ROLLS

For Intelligent items, the GM may wish to use the appropriate realm's stat bonus versus spells as an add to the RR. Other than that, nothing else is added to the RR for magic. The bonuses to the Physical Damage RR roll are divided into three areas: *Material Bonus*, *Quality Bonus*, and *Attack Bonus*.

Material Bonus is self-explanatory, and can be found in *ChL/CaL*, *AL* or *EC*.

Quality Bonus is divided into two categories: Workmanship and Design. The maximum bonus for each is +5, for a combined maximum of +10. If *RMCIIV* is available, you may choose to use "Equipment Pricing," Section 7.2, for construction and design bonuses over +5.

Attack Bonus reflects the basic ability of a material to resist a particular attack form. The bonus can be found by cross-referencing the material type with the attack type on the following chart.

ATTACK BONUS TABLE					
	Heat Flame	Cold Frost	Electricity	Acid	Crush Impact
Bone/Ivory	+35	+35	+45	-5	-20
Ceramic	+50	+30	+45	+30	-30
Cloth	-15	+20	+25	-10	+25
Crystal	+35	+15	+25	+25	-35
Glass	+30	+20	+45	+20	-50
Jewelry	+25	+40	+45	-15	-20
Leather/Book	+0	+25	+45	+0	+30
Liquid	-15	-30	-25	-20	+50
Metal	+40	+40	+45	+15	+20
Paper	-40	+30	+45	-30	+0
Stones/Gems	+45	+45	+40	+35	-10
Wood/Rope	+15	+30	+45	-10	+0

For the purpose of RRs, consider natural (not magical) elements to be 25th level, unless the GM feels that the situation is less or more severe. A torch probably isn't 25 level—maybe 10th. Items with a particular elemental focus (*Frostblade*, *EC* elemental materials, etc.) gain +25 to resist that element or that element's criticals. The RR bonuses are calculated around a median representation of the material category. Different materials within the same category will have different bonuses, like water and alcohol. In these cases, a GM should assign an additional bonus or penalty, depending on the attack form and the material.

RESISTING DAMAGE

If the GM is not using *EC*, then elements and their attacks are 25th level. If *EC* is being used or if the GM is merely feeling nasty, use the following table (recommended).

ELEMENT POWER LEVEL (NON-EC)	
Elements	25
Natural Elements	25
Lesser	25
Normal	30
Greater	35
Minor	40
Major	45
Superior	50

When an item suffers a magical attack, it gets a chance to resist the binding magic of the spell first, and then gets to resist the element. If the item fails the RR versus magic, then the physical attack proceeds normally. If the item makes it's RR against magic, it gains an additional +10 to the physical damage RR. Keep in mind that the spell's level and the element's level are two different things. The item uses its level for both RR rolls—only the RR bonuses change. Remember, if the item is within two inches of the body's aura, then the character's level, if it is higher than the item's, can be used. Items that fail their physical damage RRs consult the next table.

PHYSICAL DAMAGE TABLE		
Fail by	Damage Type	Percent*
1-25	Minor	25%
26-50	Medium	50%
51-100	Major	75%
101+	Slag	100%

* This refers to the functions lost and to the cost of repairing the item, relevant to the item's value or construction cost (whichever one your GM uses).

Although the different types of metal are nicely defined, the varieties of wood and leather and bone are all lumped into indistinct categories. Rather than figure individual bonuses for the different woods, leathers, and bones, use each category as the Base material, with any bonus material added to that total. The following should be used instead of the bonuses found in *ChL/CaL* and *AL*. Wood: -30; Leather (new addition): -25; Bone: -20; Stone (new change): -15; Metal: +0.

Example: Using an item called the *Scabbard of Surprise*, let's calculate the level and RR bonus. It is a +15 (non-magical bonus) leather scabbard that has a 20th level spell imbedded in it, usable 4x per day. The level of the item is 1 (non-magic) + 20 (highest enchantment) = 21st level. It gets no bonuses to it's Magical RR. To resist the physical damage, the scabbard receives the following bonuses: +0 for quality, +15 for material bonus, and -25 for base material = -10. The bonus versus different attack forms is taken from the *Attack Bonus* chart and added to or subtracted from the item's total. If the scabbard were to be hit by an Icebolt (*Magician Base List: Ice Law*), the item would make a RR versus *Essence* (attack level: 6 versus target level: 21). Assume for now that the item resists (needed to beat a 22), and receives the +10 bonus. For the physical resistance, the item must make a RR for each critical type received. An Icebolt can do both cold and impact criticals, so let's assume that both types are done. The scabbard's basic RR is -10 (+15 leather on a -25 base), versus *Crush/Impact*, leather gets a +30. Versus *Cold/Frost*, it is +25. Result from *Magical RR*: +10. Total bonus is +30 against *Impact* and +25 against *Cold*. The rolls are resolved on the *RR Table*, using a 25th level attack against a 21st level item.

7.3 LIVING TAROT IN A FANTASY CAMPAIGN

BACKGROUND

If there is anything that epitomizes present-day magical philosophies, it is modern tarot. With a history hundreds (some would say thousands) of years old, tarot is more than just a tool for divination.

Most modern interpretations of tarot symbolism are influenced by—and often actively based upon, the linking of tarot to Hermetic Qabalah during the nineteenth century. (Some claim that tarot was developed thousands of years ago, at the same time the Hebrew Qabalah was written, but there is no hard evidence to support this view, and Jewish scholars deny it.) Hermetic Qabalah incorporates a wide range of mythos and philosophies, including Hebrew, Gnostic, alchemical, Masonic, and the deities and mythologies of most major Western cultures past and present. Each card is associated with a particular “path” (or sephiroth) on the Tree of Life, the symbolic glyph of the Qabalah, and its title and interpretation are associated with the symbolism of that path.

Thus, each card of the tarot deck contains lessons to be learned about the workings of the universe. Understanding a card makes that card available for use in spell casting and ritual magic. While most students of tarot lean toward white or neutral magic, it is theoretically possible to apply tarot philosophy to the blacker arts. Most would claim, however, that to do so would quickly lead the magician to self-destruction.

The ultimate goal of the majority of tarot practitioners is to place themselves in harmony with the universe. The powers conferred by a detailed understanding of a particular card are of secondary importance. Tarot power is only to be used as a means to reach this goal.

THE TAROTMAGE (TAROTIST, TAROTMASTER)

The Tarotmage is a rare offshoot of the Runemaster profession. Like the Runemaster, the Tarotmage uses the power inherent in certain symbolic forms. More specialized than the Runemaster, however, the Tarotmage focuses on a few powerful symbols formalized within the framework of a philosophy called Tarot. His four primary symbol-objects—the rod, cup, sword, and pentacle, representing the elements of fire, water, air, and earth—supplement his symbolically detailed and very powerful tarot deck.

Despite the philosophical temperament of the Tarotmage, the elemental nature of most of his magic solidly classifies him, in most worlds, as a spell user of the realm of Essence. His magic works through his symbol-objects, which tap directly into the Essence flow. Tarotmages revere the Essence flow as the source of all things, and tend to personify it with the name “the Angel of the Tarot.” In some worlds, “the Angel” may actually be worshipped by Tarotmages as a deity, thus effectively making them Channelers, or Essence-Channeling hybrids. In worlds where magic is scarce, many may be so awed by the tremendous and unusual power of the major and minor arcana spells that Tarotmages are viewed as practitioners of the Arcane.

Although rare (as their way is for the few), Tarotmages may be found the world over, for seekers after knowledge and enlightenment know no national or cultural boundaries. They often view themselves as eternal students and, if called upon by circumstance, teachers to others. In fact, some of their spells—particularly those found on the “Minor Arcana Mastery” list—may seem too chaotic to be useful, but the Tarotmage knows that the Angel of the Tarot (i.e., the natural way of the world) is wise beyond our understanding and grants us that which will best teach and strengthen us.

THE TAROT SYMBOL-OBJECTS

There are those who believe that the Tarotmage simply uses the magic of card-runes as his source of power, but this is not so. Tarot is more than a simple deck of cards—it is a series of symbols which together embody a universal wisdom that the Tarotmage continually strives to understand and master. The most well-known of these symbols is the tarot deck itself; however, the Tarotmage also uses the symbols of the four tarot suits to harness four of the primary elements and their associated philosophies. The rod represents fire and spirit; the cup, water and the subconscious mind; the sword, air and the conscious mind; and the pentacle symbolizes earth and the physical world.

The Tarotmage obtains a high degree of power from his symbolic items by constructing them himself, attuning himself to them in the very act of their creation. Each of the four suit-symbols (rod, cup, sword, and pentacle) requires approximately one month apiece to construct. Because a completely empowered 78-card tarot deck requires 309 weeks (nearly six years—approximately thirteen months for a complete set of minor arcana cards, and the remaining time for the very powerful major arcana cards) to construct, many Tarotmages carry a more quickly constructed, unempowered full deck for more mundane divination and meditation tasks.

Despite the intimidating time factor in constructing the tarot deck, most Tarotmages would not be skilled enough to be able to control the awesome forces of the most powerful cards in any lesser amount of time. In any case, a Tarotmage need not have a complete deck in order to cast spells with those cards already constructed, and constructing new cards can often provide a very productive project when the Tarotmage is not wandering the world in search of enlightening adventures. Also, many Tarotmages complete several cards, and one or more of the other four symbol-objects, during their apprenticeship.

RUNNING A TAROTMAGE IN AN RM CAMPAIGN

As implied in the preceding discussions, the Tarotmage was designed as a pure spell user of Essence. However, in a campaign where the philosophical aspect of tarot is the major focus of the class, it may make more sense to designate this class as Channeling, or as an Essence-Channeling hybrid. In low-magic campaigns, it may even make sense to classify the Tarotmage as arcane (due to the Major Arcana Mastery list, in particular).

GMs should examine the Major and Minor Arcana Mastery lists carefully before adding this class to their games. The Minor Arcana Mastery list is about as chaotic as magic comes, due to the fact that the exact results of the spells are never entirely predictable. In some campaigns, this may limit the list's usage.

On the opposite end of the spectrum, the Major Arcana Mastery list can be incredibly powerful, and may throw off game balance. This list actually allows a Tarotmage to function as one of nearly two dozen other professions, albeit in a very limited fashion. In order to compensate for this, the time required to construct major arcana cards is high (1 week + value of the card; the final card, card XXI, requires 22 weeks alone to construct). Also, the bonuses assigned to many of the “tarot personas” created by the spells have been set low, if you consider their supposed level. In a high-powered magic campaign, GMs may wish to reassign bonuses to be more in line with the personas’ actual levels.

To help get first-level PC Tarotmages started, the GM may wish to allow the player to begin with a few cards, and one or more of his symbol-objects, already constructed.

Regarding the construction and use of a “Tarot of Many Teachings:” Once the deck is constructed, anyone may use it (i.e., use does not require an Attunement roll). For details on the construction process, refer to the 50th level “Road of Life” spell on the Rod Mastery list. It is up to the GM, however, to decide what results are obtained by drawing any individual card, and whether those results change each time the card is drawn.

7.4 THE TAROT OF MANY TEACHINGS

The Tarot of Many Teachings (TOMT) is a fascinating and powerful magic object; its creation is the ultimate achievement of a Tarotmage. This table was designed to make it easy for GMs to incorporate a TOMT into their campaigns.

To make things interesting, over 300 different effects have been included in this table. It is doubtful, however, that all effects are applicable or playable in all worlds and campaigns. Therefore, it is important for GMs to understand the principles around which these effects were designed, so that they may better adapt the table to their playing style.

The Tarot Deck. Tarot decks typically consist of 78 cards. Each card may have many meanings, and some would interpret a card differently if it were drawn in a reversed, rather than an upright, position. While a number of different interpretation systems exist, the card titles used by Aliester Crowley in his Thoth Tarot have been selected for use in this table. These titles are simple and easily comprehended, although most students of tarot would find a literal interpretation of the titles to be restricting and somewhat misleading. Nevertheless, in order to keep things manageable, the effects assigned to most cards in this table are based on very literal, stereotypical interpretations of these titles. They should also provide a good starting point for those who wish to create their own card effects.

Effect Categories. If characters have free access to a TOMT, repeated drawings of the same card make its effects potentially predictable. Thus, four categories of effects have been included, to maintain variety and to keep players guessing. Suggestions for using these categories appears under the heading ‘Drawing Cards from a Tarot of Many Teachings.’ However, a general idea of the nature of each category is given here:

Positively Aspected. This category details effects which the vast majority of PCs would find beneficial.

Neutrally Aspected. The effects of Neutral cards vary widely. The possibilities fall into several categories: 1) the card may have both positive and negative effects; 2) the card may have either positive or negative effects, depending on the character’s disposition or luck; 3) the effects may be neither positive nor negative—just curious or unusual; 4) whether the effects are positive or negative may be highly subjective—some characters would find the effects beneficial, others less so.

Negatively Aspected. This category describes effects that the vast majority of PCs would find detrimental. Note that this category is the one most likely to have effects that require special role playing; that is, the effects may alter the character’s personality or beliefs. Some effects of this ‘role-playing’ type, however, can also be found in the Neutral column.

Simplified Effects. These are the ‘quick-and-dirty’ effects. While less interesting than the effects from other categories, these results may be easier for GMs to use. The effects are immediate, unambiguous, and do not require the player to engage in any special role playing. This set may be used in addition to, in place of, or as an ‘emergency backup’ for the other three categories. There are an approximately equal number of positive and negative effects, with a few neutral effects thrown in.

Individual Card Effects. Because playing styles differ, it is unlikely that all effects can be used by any GM ‘as they stand.’ Thus, GMs should not hesitate to modify the effects to fit their world system. Many effects have purposely been left somewhat ambiguous for just this reason.

In the interest of variety, the ideas and mechanics of the effects have been pulled from many sources within the *RM* system. The core rules, both *Creatures and Treasures* volumes, and most *Companion* volumes are represented here. GMs should be warned that effects in all categories make substantial use of the expanded skill system introduced in *RMCH*. GMs not making use of the extra skills will have to revise many of the effects in this table extensively.

To save space, the ‘special effects’ of drawing cards have been mostly eliminated. That is, there are few descriptions of what the character sees, hears, or feels as the card is drawn. However, it is recommended that GMs do more than simply describe the resulting mechanics of the card effect. The characters experience should be punctuated with details such as: “you feel faint;” “a white light blinds you for a few seconds;” “you hear a shriek, and a chill runs up your spine,” etc.

It may also be more effective to withhold some or all information about a card’s effects from the player. A few cards note this specifically, but many do not. Unless the card’s effects are clearly and immediately obvious, it may be much more fun to let the player try to deduce the result for himself. Taking this approach, however, means more work for the GM, since it will require that he remain alert to situations where the effect should be applied.

Another feature that may reduce playability in some campaigns is that some effects (as mentioned earlier) require special role playing. The card-drawing character may undergo a (detrimental) change in personality and/or beliefs, requiring the player to take actions in opposition to the character’s normal tendencies. GMs who lack confidence in their players’ abilities to engage in this sort of contrary-to-personality role-playing may have to force such actions out of the character. If it would be too difficult to do this, the card’s effect will have to be replaced or modified. Substituting the Simplified Effect is one alternative.

Finally, mention should be made of the inevitable attempts by players to rid their characters of effects they find undesirable. To paraphrase the popular adage, "You draws yer card... you takes yer chances." The GM should make it very difficult (if not impossible) to remove most negative effects from a TOMT. In addition, successful attempts to remove negative effects received from the Neutral category should remove the card's positive effects as well.

DRAWING CARDS FROM A TAROT OF MANY TEACHINGS

As good tarot decks can be found for under \$15 (these days, many mainstream bookstores even carry a few), perhaps the easiest and most enjoyable method for incorporating a TOMT into a game session is simply to purchase one and allow the players to actually 'pick a card.' Keep in mind that different decks use different symbol schemes (e.g., 'staves' or 'wands' instead of 'rods', 'Pages' instead of 'Princesses', etc.), so the GM may need to translate cards and suits into their nearest equivalents on the TOMT Effects Table. If an actual deck is not available, a table appears below that simulates drawing from a 78-card pack through dice-rolling.

Before presenting players with a scenario using a TOMT, the GM should decide how he will use the table. Several options present themselves.

Option 1: Use the Positive/Neutral/Negative categories of the TOMT Effects Table. Have the character draw/roll his card, then roll to determine the category used (1-33 = Positive, 34-66 = Neutral, 67-99 = Negative, 00 = GM's Option). Use the Simplified Effects if the resulting effects are inappropriate for the GM's world scheme.

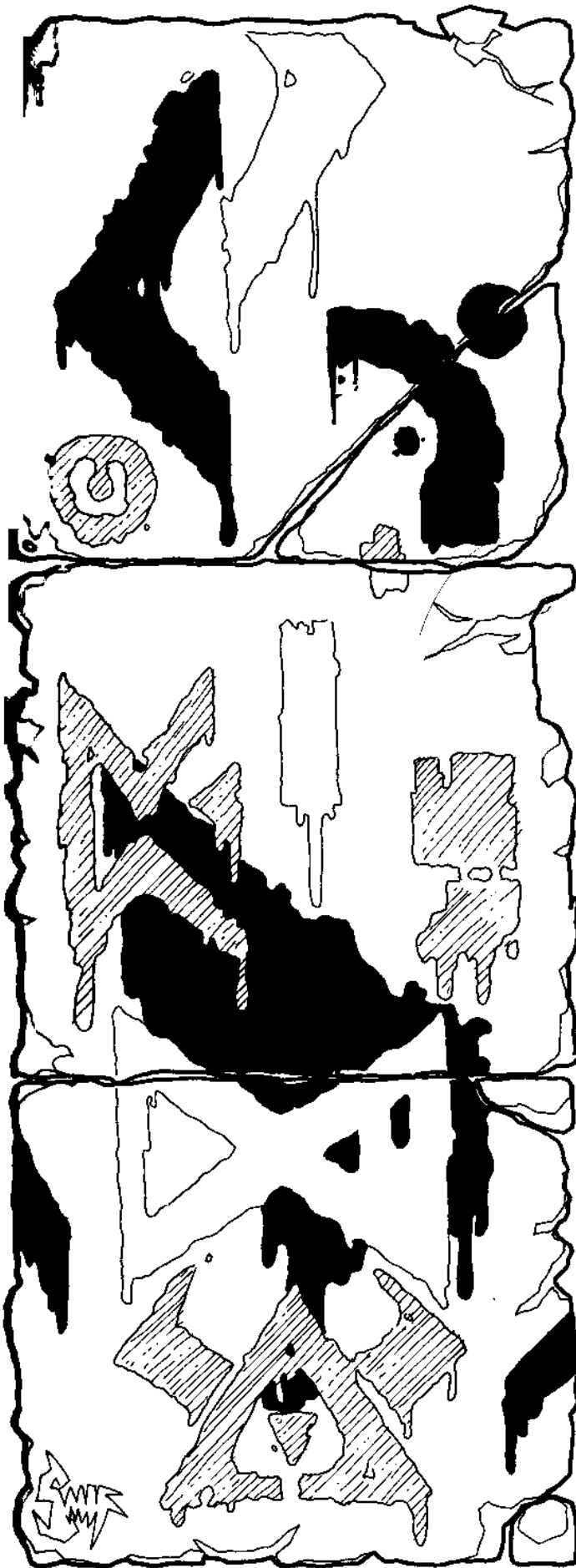
Option 2: Use only the Positive and Negative categories of the table. If actually drawing cards, the orientation of the card determines the effect (upright = Positive, reversed = Negative; be sure to mix the cards in such a way that some will be reversed). If 'rolling' cards, roll another dice to determine categories (even numbers = Positive, odd numbers = negative).

Option 3: To maintain an 'equity' of results, use only the Neutral category.

Option 4: For quick and easy result generation, use only the Simplified Effects.

Option 5: As Option 1, only all four categories are used (Positive, Neutral, Negative, and Simplified). Roll to determine category (1-25 = Positive, 26-50 = Neutral, 51-75 = Negative, 76-00 = Simplified).

Option 6: GM decides the general 'nature' of the deck's creator (Good, Evil, Neutral), and uses only the category reflecting this aspect. Thus, different TOMT decks may always have different (albeit lopsided) results.



The following is the suggested sequence of steps to use when a player draws from a TOMT.

1. Have the player select a card from the shuffled deck, or roll on the TOMT Deck Table.
2. If using more than one category of effects, roll (or check card orientation) to select from among the choices.
3. Cross reference the card with the category to locate the specific card effect.
4. Carefully read the effect description, including any footnotes.
5. Decide how the effect can be implemented within the world system used. If it cannot be used 'as is,' modify or replace it, or, if desired, use the Simplified Effect.
6. Decide how much (if any) information about the effect should be imparted to the player. Note that if information is provided to the player, it may be better to do so privately, since the results may not be apparent to other characters. Also note that there are a few cards whose effects are apparent to everyone except the card-drawing character.
7. Devise an appropriate special effect to add drama, and describe it to the player.
8. Provide the appropriate effect details to the appropriate people.
9. If the effect is delayed, ongoing, or permanent, be sure to make notes for future reference.

TOMT DECK TABLE

00 – The Fool	27 – 6 of Rods	54 – 5 of Swords
01 – The Magician	28 – 7 of Rods	55 – 6 of Swords
02 – The High Priestess	29 – 8 of Rods	56 – 7 of Swords
03 – The Empress	30 – 9 of Rods	57 – 8 of Swords
04 – The Emperor	31 – 10 of Rods	58 – 9 of Swords
05 – The Hierophant	32 – Princess of Rods	59 – 10 of Swords
06 – The Lovers	33 – Prince of Rods	60 – Princess of Swords
07 – The Chariot	34 – Queen of Rods	61 – Prince of Swords
08 – Strength	35 – King of Rods	62 – Queen of Swords
09 – The Hermit	36 – Ace of Cups	63 – King of Swords
10 – Wheel of Fortune	37 – 2 of Cups	64 – Ace of Pentacles
11 – Justice	38 – 3 of Cups	65 – 2 of Pentacles
12 – The Hanged Man	39 – 4 of Cups	66 – 3 of Pentacles
13 – Death	40 – 5 of Cups	67 – 4 of Pentacles
14 – Temperance	41 – 6 of Cups	68 – 5 of Pentacles
15 – The Devil	42 – 7 of Cups	69 – 6 of Pentacles
16 – The Tower	43 – 8 of Cups	70 – 7 of Pentacles
17 – The Star	44 – 9 of Cups	71 – 8 of Pentacles
18 – The Moon	45 – 10 of Cups	72 – 9 of Pentacles
19 – The Sun	46 – Princess of Cups	73 – 10 of Pentacles
20 – Judgment	47 – Prince of Cups	74 – Princess of Pentacles
21 – The World	48 – Queen of Cups	75 – Prince of Pentacles
22 – Ace of Rods	49 – King of Cups	76 – Queen of Pentacles
23 – 2 of Rods	50 – Ace of Swords	77 – King of Pentacles
24 – 3 of Rods	51 – 2 of Swords	78 – Reroll 2x—this table
25 – 4 of Rods	52 – 3 of Swords	79 – GM's choice
26 – 5 of Rods	53 – 4 of Swords	

USING THE TABLE

Generate a 2-digit number by rolling a d8 and subtracting 1 for the first digit, and rolling a d10 for the second digit.

Example: Player rolls a d8 and resulting in a 6, and rolls a 3 on the d10. The resulting number is a 53.

THE FOOL

Positively aspected: The querent stops aging. Period. Unless he is affected by aging magic, he will never die of old age.

Neutrally aspected: At a time in the future of the querent's choosing, he may make a wish that will be granted (one time only; GM should use normal common-sense restraints in implementing the querent's wish, including 'literal interpretations' if necessary). After the wish is granted, however, the querent will lose 10 points from his temporary and potential Re stat (GM's choice as to whether or not to inform the player of this fact in advance).

Negatively aspected: In the future, the querent will exhibit a marked tendency toward gullibility. Any ranks he may have in Lie Perception and Trading skills are lost, and cannot be redeveloped. In addition, he has a -25 to his ability to resist attempts to persuade him (through such skills as Seduction and Diplomacy).

Simplified effects: Both the temporary and potential values of the querent's SD and Re are permanently lowered by 10.

THE MAGICIAN

Positively aspected: The querent may make a roll on the 'Skill at Magic' table (RMCI, pages 51–52), re-rolling any result of 10 or below. It is up to the GM whether options already in effect should be multiplied or re-rolled.

Neutrally aspected: An evil presence washes over the querent. As it passes, the querent realizes he now knows both Foul Changes spell lists (RMCIV, pages 64–66) to 20th level, and can cast spells from them as if the lists were of his realm (costs normal PPs).

Negatively aspected: The querent becomes highly susceptible to magic effects. His RRs versus all realms of magic are now at an additional -10.

Simplified effects: Querent gains +5 to all spell BARs.

THE HIGH PRIESTESS

Positively aspected: The querent may now have a chance to gain insight into a particular situation or question by meditating. For every 30 minutes spent meditating, the querent may add +5 to a basic information roll; if the result is 101 or better, the querent has gained one piece of useful information (GM should feel free to apply negative modifiers to reflect the difficulty or subtlety of the information sought).

Neutrally aspected: The querent may increase his IN bonus (not stat) by +1% for every -1% he removes from his Co bonus (it is permissible to lower the Co bonus to a negative number, or, if already a negative number, to lower it further). Querent must make his decision regarding this trade-off immediately after drawing this card, and the resulting bonuses are permanent.

Negatively aspected: The querent is now in danger of phasing into the ethereal plane. There is a 1% chance cumulative each week that he will 'phase out' at any given moment for 1–100 rounds (GM should make an occasional check). The querent can do nothing while 'phased.' After 100 weeks, he permanently disappears into the æther. Nothing less than a 50th level Alteration ritual will save the querent from this fate.

Simplified effects: Querent gains 5 ranks of Channeling skill.

THE EMPRESS

Positively aspected: The querent gains a familiar (GM's choice of type). If the querent already has a familiar, the GM may elect to either assign the character either a second familiar, or allow the character's current familiar to be affected by a permanent *Range Extension III* spell (Closed Essence list: Familiar's Law, *RMCI*, page 29).

Neutrally aspected: Surprise! The querent is aware that he has suddenly become pregnant. Male querents had better find an awfully good midwife.

Negatively aspected: As he will probably soon discover, the querent now possesses a 'wilting touch.' Any plants that he touches will wither and die (large plants, such as grown trees, and magical plants get a RR). In addition, he cannot handle herbs without destroying their effects.

Simplified effects: Querent now knows a random Animist list to 10th level. Roll d8: 1 = Nature's Movement, 2 = Plant Mastery, 3 = Animal Mastery, 4 = Herb Mastery, 5 = Nature's Protections, 6 = Nature's Lore, 7 = Enrichment (*RMCI*, page 66), 8 = Genetic Ways (*SUC*, pages 42-43).

THE EMPEROR

Positively aspected: Over time, the querent will become more self-confident, and will present a more 'commanding' exterior. Each time the querent gains a level, he receives a permanent +1 to both his temporary and potential Pr stat (add the point before rolling for stat gains).

Neutrally aspected: The querent suddenly understands the subtle strategies of one tactical game (e.g., chess, go, etc.—GM's choice). +100 to Tactical Games skill for this game. The querent will also understand how to apply the game's principles to real-life situations; -30 to all Tactics and Military Organization skills. Unfortunately, the querent will have a tendency to apply the knowledge indiscriminately, resulting in a -10 to all Social skills.

Negatively aspected: The querent feels an irresistible urge to be a 'self-appointed champion' for one class of people (roll d6: 1=children, 2=women, 3=the poor, 4=the sick, 5=slaves, 6=others of the querent's religion) When members of the class are in the vicinity, the querent will do whatever he can to 'protect them from harm.' If the other members of the querent's party don't share his convictions, the querent may be performing a lot of one-man rescues.

Simplified effects: A +50 bonus is added to the querent's Leadership skill.

THE HIEROPHANT

Positively aspected: If the querent makes an appropriate sacrifice to his patron deity (materials and procedures for such should be determined by the GM), he may cast a *Success* spell (Closed Channeling list Wyrd Mastery, *SUC* page 42) one time at will. He can only receive one such spell per sacrifice, and must cast it before receiving another. For purposes of game balance, it is suggested that the sacrifice procedure should be difficult and time consuming.

Neutrally aspected: Charged with a sense of devotion and piety, the querent has now become a holy champion for his religion, with access to the spells of the Cleric base list: Holy Champion (*SUC*, pages 44-45). He answers to the current head of his church. If the querent is atheistic or agnostic, he suddenly adopts the most prominent religion from his culture.

Negatively aspected: Heretic! If the querent is a spell user of the Channeling realm, he is cut off from his god and cannot regain any PPs. If he is not a channeler, he will be unable to use any Channeling-based spells or items.

Simplified effects: Querent may now throw a *Bless III* spell (Cleric base list: Protections, *SL* page 48) once per day; requires no preparation or PPs.

THE LOVERS

Positively aspected: A warm, glowing feeling touches the querent, and he becomes mentally linked to his beloved spouse or partner. They may mentally communicate at will across any distance. If the querent currently has no love interest, the effects of this card will be delayed until he becomes involved in a relationship.

Neutrally aspected: The querent becomes empathically locked with the person who is in closest physical proximity to him at the time he draws this card. No matter how far apart he is from his 'partner,' any spells or combat results affecting the partner will similarly affect the querent (but not vice-versa).

Example 1: *The partner is affected by a 'Sleep' spell, and falls asleep for 7 rounds; the querent, then, also falls asleep for 7 rounds.*

Example 2: *The partner is healed of 15 concussion hits by a lay healer; the querent also heals up to 15 concussion hits.*

Example 3: *The partner is struck in combat, and takes 11 points of damage, and is bleeding from the arm at a rate of 2 hits/rnd; the querent also takes 11 concussion hits and bleeds from the arm at 2 hits/rnd.*

Note: *Because the card 'The Lovers' typically depicts a male and a female, the GM may instead choose to link the querent with the closest person of the opposite sex.*

Negatively aspected: Smitten by cupid's arrow, the querent becomes a hopeless romantic. There is a 5% chance that anytime he sees a person of the opposite sex for the first time, he will become infatuated. While 'in love,' the querent will go to extremes to impress the object of his desires, including lavish gifts, serenades, etc. Even if the querent is 'in love,' he retains a 5% chance of falling for a different person, and transferring his affections to her (or him).

Simplified effects: Querent is affected by the *Beauty of Arraer* curse (Evil Cleric base list: Curses, *SL* page 60).

THE CHARIOT

Positively aspected: Once per week, the querent may cast the 11th, 12th, or 13th level spell (querent's choice each time) from the Magician base list: Conveying Ways (*RMCI*, page 86).

Neutrally aspected: If he concentrates, the querent can control the actions of any 1 target at will (treat as a *Master of Kind* spell, Mentalist base list: Mind Control, *SL* page 116; target gets normal RR). He can do this for as long as he can concentrate; however, for every two minutes he concentrates, he loses 1 point from his temporary St and Pr stats (due to the strain). Lost points can only be regained through normal stat gain rolls when advancing a level.

Negatively aspected: Horses and other equine creatures (e.g., unicorns, pegasi, etc.) now fear the querent. They will shy from him as he approaches, and will repeatedly rear if he attempts to mount. Permanently lose all levels in Animal skills involving equines.

Simplified effects: Querent gains +25 to Driving and all Riding skills. Also, he gains +25 in Animal Handling: Equine.

STRENGTH

Positively aspected: Once per day, the querent may draw on newfound reserves of inner strength, and perform a maneuver as if his strength bonus was twice its actual value.

Neutrally aspected: Armed with a new resolve, the querent now has an additional +50 bonus in any contest of Wills. Unfortunately, his stubbornness extends to everything, and he will always insist on having things his way. He permanently loses all ranks in Diplomacy, if any, and cannot develop any more.

Negatively aspected: The querent's natural healing systems are weakened. Recovery times for illnesses and injuries are doubled (including recovery times indicated by healing spells).

Simplified effects: The querent is now able to lift and carry up to 500 pounds without expending special effort (e.g., is able to do this and not spend extra exhaustion points).

THE HERMIT

Positively aspected: Querent gains a *Tarot Mentor* (see 50th level spell on the Tarotmage base list: Minor Arcana Mastery).

Neutrally aspected: The querent develops an acute sense of smell and hearing (equivalent to constant *Scent* and *Sly Ears* spells from the Monk base list: Monk's Sense, *SL* page 91), and gains an Spatial Locatin Awareness bonus of +100. This is fortunate, because he is now blind. With luck, he should be able to use his new-found skills to adapt to his sightlessness.

Negatively aspected: Realizing that wisdom cannot be rushed and that urgency is a hindrance to solid personal growth, the querent now requires double normal experience points to advance a level.

Simplified effects: The querent permanently loses the ability to produce vocal sound (i.e., talk).

WHEEL OF FORTUNE

Positively aspected: Once per day, the querent may request a 'second chance' after an unfavorable event outcome. This translates into allowing the player to reroll if he doesn't like the results of a given die roll. The player may then take the better of the two rolls.

Neutrally aspected: A magical wheel appears, suspended in mid-air before the querent. Six markings appear on the wheel: +1x, -1x, +2x, -2x, +3x, and -3x. The querent may 'wager' up to one-third of the temporary value of one stat, then spin the wheel (use 1d6). Based on the result of the spin, the querent either 'wins' or 'loses' the given multiple of the wagered stat (both temporary and potential; max. 101). Unbeknownst in advance to the querent, the following rules are in effect for this card: The querent may do this up to 3 times before the wheel disappears. Regardless of the outcome of the spins, the querent loses 5 pts. off both his temporary and potential SD stat per spin (even if SD is wagered). If the querent does not spin the wheel at all, he receives +15 to his temporary and potential SD (max. 101, or 102 if already at 101).

Negatively aspected: Querent is cursed with 'unluck.' Random rolls (i.e., those not involving skills or spells) made by or on behalf of the character are biased by 10% against the querent. In addition, any *Guess* spells cast by the querent will never work.

Simplified effects: Roll d100; 1-50 = querent receives a permanent +50 bonus to his Gambling skill; 51-100 = querent receives a permanent -50 bonus to Gambling.

JUSTICE

Positively aspected: A booming voice (that all in the vicinity can hear) asks the querent, 'Who is guilty? The man who murders for a righteous cause, or the man who kills this murderer to protect others?' The querent must then answer the question. The GM should then award from 0 – 10,000 experience points to the querent based on the quality of the answer received. For example, a straightforward, simplistic, but logical answer might be worth 1,000 points, while a complex discussion of the gray areas of the question and conditions which might mediate the answer might be worth 7,000 – 8,000 points.

Neutrally aspected: Querent draws twice more. For the first card, he will receive its effects as per the 'Positively aspected' description. For the second, the card's effects are selected from the 'Negatively aspected' description. It's only fair.

Negatively aspected: A delirious vision causes the querent believes himself to be transformed into a Paladin for his church or philosophy. In fact, he is no different, but may believe he is possessed of holy weapons and armor, Paladin spells, etc. He will try to use his supposed abilities to champion his church or cause. The GM is encouraged to perpetrate this fallacy for the player as long as possible; for example, instead of saying, "your spell does not go off," he might instead say "the target seems unaffected by your spell."

Simplified effects: The querent receives a 'Sword of Justice' (see *C&T*, page 73).

THE HANGED MAN

Positively aspected: By willing it to be so, the querent may now cause others to forget that they have ever seen, met, or known him. The memories of the querent fades slowly (depending on how long the target has known him, and how much actual contact the two have had; could take hours to weeks or months), but when the memory has faded, the target will not recall anything about the querent, nor will he remember any interactions between himself and the querent.

Neutrally aspected: The querent must draw again from the deck; however, the card he draws will be reversed in its effect (for example, if he draws the Death card, and receives effects as per the 'Neutrally aspected' effects, he may utilize a 'life' touch 1x/month, and if he rolls a 05 or below afterwards, he may gain some life-benefit, such as renewed hits). The GM should do the best he can to devise 'reverse' effects for the drawn card, but if it is not possible, he may have the player draw again.

Negatively aspected: The sigil of the Hanged Man appears on the palm or hand covering of the querent's weapon hand (if querent typically wields weapons in both hands, roll randomly for hand). Each time the querent enters a town, or is anywhere where a large group of people are gathered, there is a 10% chance that someone will notice the sigil, recognize it, and approach the querent to ask a favor (may be modified by certain factors, such as unusually large or small town size). If the querent refuses the request, he receives a 'C' Impact critical. The sigil of the Hanged Man is widely recognized as a sign of aid. Only the truly needy dare approach

those who bear it to make their request; those invoking the sign of the Hanged Man in greed instead of need receive the 'C' Impact critical, while the bearer of the sign remains unaffected (this should help other party members from taking unfair advantage of the poor querent's situation once they figure out what's going on). There is the potential for abuse on the part of the GM in this effect, but also the potential for creating some interesting situations. While the average request for aid will be something along the lines of 'a few copper pieces to help feed a starving family', an especially involved request might become the basis for an entire adventure. The querent may try to hide the sigil by keeping his fist closed (requires regular concentration rolls and may add a negative modifier to many maneuvers if maintained), any attempt to cover the sigil, such as by wearing a glove, will cause the sigil to appear on the querent's forehead or head covering, raising the probability of being approached to 90%. If the hand covering is removed, the sigil will disappear from the querent's forehead and reappear on his palm.

Simplified effects: Querent is affected by an invisible choking force. Treat as a *Steelgrip* spell (Open Mentalism list: Mind's Grip, *RM CIV*, page 68).

DEATH

Positively aspected: The querent feels an eerie cold chill flow through his body for a moment, but no other effects; however, if and when the querent receives some sort of fatal injury or killing blow, instead of dying, he is immediately renewed and restored to full health (one time only).

Neutrally aspected: Once per month, the querent may utilize a 'death touch'—that is, he may touch a target and 'will' him to die (target gets a normal RR versus a 13th level Essence spell). However, immediately afterwards, the querent must roll; if he rolls 05 or below, the querent also dies (no RR).

Negatively aspected: The querent suddenly becomes painfully aware of his own mortality, and knows that he is unable to be affected by any *Lifekeeping* or *Lifegiving* spell or substance.

Simplified effects: The querent is affected by a *Death True* spell (Necromancer base list: Death Mastery, *RM CII*, page 44–45). He gets no RR, and GM may choose the critical tables used. (Note: remember, this is the Death card. Get nasty. Use things like Disruption or Plasma or Disintegration criticals.)

TEMPERANCE

Positively aspected: A new inner peace and discipline allows the querent to remain calm, composed, and rational. +25 to RRs versus fear attacks, as well as mental effects and spells that would cause him to behave aggressively or irrationally.

Neutrally aspected: The querent undergoes a sudden 'restructuring' of his abilities. All of his stat values (temporaries and their associated potentials) randomly shift to new categories (note that this will also entail recalculating of bonuses). An easy way to handle this would be to write down all the character's stat values on small squares of paper (for example, if the character's Co stats are 87 temporary and 95 potential, write 87/95). Next, mix the papers, and have the player draw one randomly for each stat, in the normal order used in *ChL&CaL* (i.e., Co first, then Ag, etc.). It is acceptable to draw the original values for a stat.

Negatively aspected: A need for 'balance' affects the querent. From now on, whenever he rolls an open-ended roll (up or down), his 'handedness' switches (e.g., if he is currently right-handed, he becomes left-handed). If he is in the middle of manually manipulating something when this occurs (e.g., holding a weapon, playing an instrument, etc.), he must take the time to switch hands or operate at -25. If the querent is ambidextrous, he will now begin to favor one hand as a result of drawing this card. His favored hand will then periodically switch as per the instructions for this card.

Simplified effects: A permanent +10 is added to the querent's SD bonus (not stat).

THE DEVIL

Positively aspected: Without expending PPs, the querent may cast spells of up to 10th level from the Paladin base list: *Exorcism* (*RM CII*, page 80).

Neutrally aspected: Querent may 'make a pact with the devil.' A demon appears, who will grant a wish for the querent if the querent agrees to the conditions specified by the demon. It is up to the GM whether or not the demon specifies the conditions in advance of granting the querent's wish. The querent may decline this offer without penalty.

Negatively aspected: The querent becomes an 'open door,' subject to fits of demonic possession once a week. Treat as a *Demonic Possession II* spell (Sorcerer base list: Soul Destruction, *SL* page 97).

Simplified effects: A Type IV Demon of the Pale appears (*C&T*, page 36–38) and attacks the querent.

THE TOWER

Positively aspected: An understanding of the integration of the power realms touches the querent's mind. He may channel usable PPs from or to spell users of any realm (this effect otherwise follows the normal rules for Channeling, so the querent and the other spellcaster must have levels in Channeling in order to take advantage of this ability).

Neutrally aspected: The querent gains the ability to cast any spell of up to 5th level from the Lay Healer base lists (except *Prosthetics*). No PPs, operations, or recovery times are required. However, the querent must touch his target, and the effects of the spell last only for 1 round/level of the querent. At the end of a spell's duration, all removed damage returns, and the target takes an additional 'B' Stress critical (see *RM CIII*, page 90).

Negatively aspected: A feeling of weakness quickly passes over the querent. If he is of a mortal race, he will now age at 5x normal rate (i.e., for each year that passes, the querent will age as if five years have passed for him). If the querent is of an immortal race, he will begin to age, and eventually die, as if he were of a mortal race.

Simplified effects: Querent is hit by a lightning bolt; roll a +50 attack on the *Lightning Bolt* table.

THE STAR

Positively aspected: Blessed by stellar powers, the querent can now cast up to 10 additional points of spells per day of 1st to 5th level from the Astrologer base list: *Starlights* (*SL* page 65).

Neutrally aspected: The querent receives the ability to 'wish upon a star'—literally. The wish must be of a 'minor' nature (no more powerful than a 5th level spell, in the GM's judgment), and he

must actually go outdoors on a starry night to make his wish. He may utilize this ability no more than once per starry night. Whenever the querent decides to take advantage of this boon, however, he must spend the entire next day sleeping, or operate at -50 until his next full sleep period.

Negatively aspected: From now on, any spells cast by the querent (including those cast from items) are accompanied by an impressive 'special effect' of twinkling star-like lights. Note that this will make it impossible to throw even normally-subtle spells, such as Presence, without attracting attention.

Simplified effects: Querent is now able to speak, read, and write the magical language *Aster* (refer to *RMCI*, page 8) at level 10.

THE MOON

Positively aspected: The querent is now under the constant effects of a *Moon Bath* spell (Moon Mage base list: Moon Mastery, *RMCI* page 54). He will heal 1 hit/minute when standing outside in the moonlight.

Neutrally aspected: Querent becomes a lycanthrope (GM chooses or selects randomly from lycanthrope table, *C&T* page 46). He also gains the ability to control animals of his type when not in animal form; treat as a constant 15th level *Mastery* spell from the Animist base list: Animal Mastery (*SL* page 55).

Negatively aspected: Once a month, the querent will suffer the effects of a *Dream Killer 1* spell (Dream Lord base list: Dream Law, *RMCI* page 75).

Simplified effects: The querent loses all ability to detect illusions. He permanently loses all ranks in Sense Reality Warp, and cannot use any spells of an illusion-detecting nature.

THE SUN

Positively aspected: For a time, the querent will be able to view both his successes and failures in terms of an 'overall, big picture' of accomplishment; as a result, he receives 2x normal experience points for his next adventure.

Neutrally aspected: From now on, the querent will have a +15 bonus to all actions taken during the two-hour period surrounding the zenith of the sun's path, and a -15 to all actions taken during the two-hour period at night exactly 12 hours opposite its zenith.

Example: *If the sun reaches its zenith at 1:30 p.m. on a given day, the querent will be +15 from 12:30 to 2:30 p.m., and -15 from 12:30 to 2:30 a.m.*

Negatively aspected: The querent becomes super-sensitized to sunlight. He burns easily, and takes 5 hits/hour, if outdoors during the daylight hours (this may be mediated somewhat if he keeps to the shade).

Simplified effects: Querent is affected by a *Death Blaze* spell (Arcane list Mana Fires, *RMCI*, page 15).

JUDGMENT

Positively aspected: A newfound ability to analyze subtle details allows the querent to judge another's profession and level accurately.

Neutrally aspected: At the conclusion of every adventure, the querent is now judged. If 'the powers that be' (i.e., the GM) decide that the querent has behaved true to his nature (i.e., the player role played the character well), he is granted a reward. If the querent has acted contrary to his nature (i.e., the player role played the character poorly), he is punished. Roll d6 to determine the reward/punishment:

1 = ± 5 to base hits; 2 = ± 1 extra rank in a developed skill; 3 = ± 2 to base PPs (even if not a spell user); 4 = Querent learns or forgets a language (spoken or written); 5 = Querent gains or loses a random possession (if gains, roll on *C&T* 'Modest Items' chart, page 72); 6 = ± 100 silver pieces. If the querent's behavior has not been 'clear cut,' judgment may be suspended for that occasion.

Negatively aspected: The querent develops a tendency to be indecisive. He will act as if he is always under the influence of a *Hesitation* spell (Mentalist base list: Mind Attack, *SL* page 117).

Simplified effects: Querent's judgment is either enhanced or impaired—roll to determine which: 50% chance of a permanent -50 to his Evaluation skill; 50% chance of a permanent +50 to Evaluation.

THE WORLD

Positively aspected: The forces of nature bend to the querent's command. He takes half damage/effect from elemental spells and creatures, and can learn elemental-type spell lists (e.g., Ice Law, Elemental Ways, Magnetic Law, etc.) for 1/2 normal cost.

Neutrally aspected: Whether he wants to be or not, the querent is now the keeper/guardian of this tarot deck. He must take it with him, and guard and protect it with his life. He may not draw cards and receive effects from the deck, but he may decide if others may use it. Any attempt to rid himself of this duty will result in an 'E' critical strike from every critical table the GM can find.

Negatively aspected: Detailed knowledge of the workings of the universe flood the querent's conscious mind. Unable to handle the information, the querent goes insane. All temporary mental stats reduced to 1. 50% chance per stat that each potential mental characteristic (SD, Me, Re, In, Em) reduced d100 percent (e.g., a roll of 75 would reduce a potential of 80 by 75% to 20).

Simplified effects: The querent can now speak and understand (not read) all non-magical languages as a typical native speaker.

ACE OF RODS: ROOT OF FIRE

Positively aspected: Whether or not the querent is of a spell-using profession, he gains the ability to cast a *Fireblade* spell (Arcane list Mana Fires, *RMCI*, page 15) 2x/day; it does not cost the querent any PPs to do this.

Neutrally aspected: The querent is engulfed in a sudden rush of flames for a brief moment; afterwards, his physical body is unharmed, but his spiritual self has been 'burned away' and replaced with another identity. He remains at his same level, but his profession and skills have completely changed (GM chooses at random or by die roll). The mechanics of this effect work as follows: If the character changes from one spell-using profession to another, he swaps lists one-for-one from his old profession to his new realm and profession (swap base lists for base lists, open lists for open lists, and closed lists for closed lists; unless the querent was originally an Archmage, he may keep any arcane lists). If the querent originally was not a spell user but becomes one in the transformation, he receives two random base lists from his new profession. If the querent changes from a spell-using to a non-spell-using class, he loses all spell lists. Skills are 'swapped' as follows: the querent keeps any skills that have a one-rank development cost of 3 points or less for his new profession (i.e., anything costing 3, 3/*, or 3/any number). Any skills costing the new profession more than 3 points

For a single rank must be switched to skills costing 3 or less; all ranks developed in the old skill must be transferred as a whole to the new skill. Weapons skills are retained, no matter what the cost difference.

Example: *Ralph is a 3rd level Warrior Mage who knows the base lists Mind's Touch and Elemental Ways, and the open Essence list Essence Hand. He draws the Ace of Rods, and suddenly... he becomes a 3rd level Lay Healer. The GM elects to let the player decide what base lists will replace his old Warrior Mage base lists, and the player chooses Concussion Mastery and Bone Mastery. The GM then decides that the player must replace Essence Hand with the Open Mentalism list Self Healing. As for his skills, Ralph gets to keep his six levels in Broadsword, but will have to get used to spending 8 Development points to gain additional skill ranks from now on. However, the Weapon Evaluation skill, which cost him 2/4 as a Warrior Mage, now costs him 5 as a Lay Healer, so the GM decides that Ralph must transfer the three levels he has developed in this skill to the Poison Lore skill, which costs him 1/2 as a Lay Healer.)*

Negatively aspected: The querent develops a fear of the awesome power of fire. His RRs versus fire are now at -10, and he cannot handle fire-imbued magic items (fire blades, for example). If he is a spell user, he can no longer cast any fire-based spells (*Firebolt*, *Wall of Fire*, etc.).

Simplified effects: The querent cannot be harmed by any non-magical fire.

2 OF RODS: DOMINION

Positively aspected: The place that the querent considers 'home' becomes a 'place of returning' for him; this effectively lets him cast a *Returning* spell at will (Cleric base list: Channels, *SL* page 49).

Neutrally aspected: The querent becomes some sort of 'focusing point' for an interplanar gate. Whenever a 66 is rolled, the gate opens up, an extradimensional being comes through (select randomly from the 'Non-Demon Entities' chart, *C&TH*, page 31), then the gate closes. Depending on the situation and the entity type, the results of the sudden entry could range from the merely distracting to the beneficial to the highly detrimental.

Negatively aspected: No immediate effects of this card are apparent. Later, however, when the character returns home or enters a city, he will be pressed into military service (through a 'draft,' conscription, or by just plain being 'shanghaied'). If he attempts to avoid service, he will be arrested and imprisoned.

Simplified effects: Another person in the querent's party (GM chooses or selects randomly) is now able to control the querent's actions for the next 24 hours. The character states his commands, and the querent must obey.

3 OF RODS: VIRTUE

Positively aspected: From now on, any characters that the GM judges to be of mostly-to-highly 'good' alignment cannot cause any harm to the querent—either intentionally or accidentally (i.e., combat damage delivered is nullified, fumbled spells that hit the querent have no effect instead, etc.).

Neutrally aspected: From now on, 'no good deed goes unpunished' for the querent. Anytime the querent performs an act that is, in the GM's opinion, sincerely altruistic, he must roll a D6 on the following table: 1 = Lose 10 x D100 experience points; 2 = Lose 1-

6 ranks in a random skill (querent must possess ranks in the skill); 3 = Lose D100 gold pieces (but no more than he possesses); 4 = Gain D100 gold pieces; 5 = Gain 1-6 ranks in a random skill (querent need not possess ranks in the skill); 6 = Gain 10 x D100 experience points.

Negatively aspected: When he returns from his current adventure, the querent will feel a sudden, undeniable impulse to give all of his possessions away to the 'less fortunate.' Even if he has friends who try to stop him from taking this action, the querent will attempt to find ways around their well-intentioned interference.

Simplified effects: A bag of coins magically appears at the querent's feet. He has received 100 gp for each of the following 'virtues' that he possesses (GM's opinion): chastity, fairness, faith (piety), charity (generosity), honesty, integrity, kindness.

4 OF RODS: COMPLETION

Positively aspected: The querent suddenly feels he has completed training for one of his skills. He gains the levels and bonus for the skill (chosen randomly) now, without having to advance a level (he does not get re-credited for the skill development once he does advance).

Neutrally aspected: Whenever the querent attempts a maneuver of Extremely Hard (-30) difficulty or above, and succeeds fully (table shows result of 100% or above), he may add +1 to his base hits. However, if he fails entirely (table shows fall/freeze/fail results), he must subtract -1 from his base hits.

Negatively aspected: The querent develops a tendency to 'finish things too early'. This has the effect of moving any maneuver up one level on the maneuver table (e.g., 'medium' maneuvers become 'hard').

Simplified effects: He's done spellcasting for the day... querent is drained of all remaining PPs. He will 'recharge' after the normally required rest period.

5 OF RODS: STRIFE

Positively aspected: The querent now has a natural ability to detect evil within a 100' radius of himself.

Neutrally aspected: Querent now has the ability to remove curses from others—by taking them upon himself. The curse gets no RR, but is automatically transferred to the querent. The curse then 'fades' from the querent (again, no RR) over a period of 1-10 months.

Negatively aspected: The querent contracts a disease from the Evil Cleric base list: Disease (*SL* page 60) Roll a D20 to randomly select from the 17 options, rerolling on results of 18 and above.

Simplified effects: Target takes an 'E' Neuro critical (see *RMCV*, page 107).

6 OF RODS: VICTORY

Positively aspected: One time only, the querent may 'proclaim' victory in an impending battle. This means that his opponents will not attack, and the querent (and his party) may pass without incident. The querent must proclaim his victory before the first offensive action is taken. If his party takes any hostile action (e.g., attacking, stealing from the opposing party, etc.), the effects of the querent's proclamation may be nullified.

Neutrally aspected: Querent gets his own cheering section. Each time he defeats an opponent, all within 50' can hear cheering (as if in a stadium) for a few seconds.

Negatively aspected: The querent believes himself to be invincible. He will never parry, even if a critical indicates that he must. Also, he will never use defensive spells (such as *Shield*, *Aura*, or *Bladeturn*, for example).

Simplified effects: For that 'winning edge,' the querent's main weapon now has an additional +10 magical bonus that is cumulative with any other bonus the weapon might have.

7 OF RODS: VALOR

Positively aspected: Every time the querent successfully resists the effects of fear, charm, control, or subjugation magic, he may add 1 to his base PPs (even if he has none, and/or is not currently able to use magic).

Neutrally aspected: The querent and all his equipment are instantly transported to a magical arena. He faces a stone golem (see *C&T*, pages 33–34), which he must fight. If he survives the battle, he will be returned to his original location (to his companions, it will seem as if he was gone only a moment), along with a victory prize—a magic item selected randomly from the Miscellaneous Magic Items Chart (*C&T*, page 70).

Negatively aspected: Despite brave intentions, the querent now has an uncontrollable tendency to freeze in combat. Whenever he does something particularly spectacular (i.e., rolls a 00), he will become totally immobile for 1–10 rounds.

Simplified effects: Querent now has a +50 to all actions versus dragons (OB, maneuvers, etc.). Go get 'em, tiger.

8 OF RODS: SWIFTNESS

Positively aspected: If the querent is a spell user, he gains Eloquence (*RMCI* 'Skill at Magic' option, page 51). If he is of the realm of Arms, he now possesses 'Subconscious Prep' (*RMCI* 'Skill at Arms' option, page 51). If he is a semi spell user, the GM should decide which of these abilities the querent gains.

Neutrally aspected: The querent's movements become quicker in battle, but at a trade-off cost. He may either add +10 to his DB and subtract -10 from his OB, or he may add +10 to his OB and subtract -10 from his DB. He may choose which strategy he will use before he enters combat, but must stick to his choice for the entire combat.

Negatively aspected: Now displaying a tendency towards impatience, the querent has a permanent -10 to all rolls requiring concentration or self-discipline (including -10 to SD bonus).

Simplified effects: Querent gains a +25 bonus to his Sprinting skill.

9 OF RODS: STRENGTH

Positively aspected: The querent realizes that both his temporary and potential St stats have been permanently raised 10 points, to a maximum of 101 (if already at or above 101, add +1).

Neutrally aspected: The querent feels a surge of power pass quickly through his body, but nothing more. Later, when the querent tries to grip an object, he discovers that he cannot help but crush any object he grasps; weapon handles break, stone objects are crushed to pebbles, etc. If the querent manages to grip a being, the being will suffer a +100 grapple attack with Krush criticals.

Negatively aspected: When he needs it most, strength will elude the poor querent. All criticals delivered by the querent (both from weapons and spells) are reduced one level ('A' criticals become no critical, a 'G' critical would become an 'F' critical, etc.).

Simplified effects: Querent gains +10 to his OB (all melee attacks).

10 OF RODS: OPPRESSION

Positively aspected: Querent now knows a *Great Command* (Magus spell; see *RMCI*, pages 22–23). To determine which command he knows, roll first to randomly select the circle, then roll to select the specific command known. The querent may cast the command once per week.

Neutrally aspected: Querent gains possession of a *Lesser Control Doll* (Maleficant base list: Talismans, *RMCV* page 41). He may designate the doll to represent any one person (and may change the designated target at will), then use the doll freely within the parameters of the spell. However, the doll radiates a subtle magic that is highly attractive, making others (almost unconsciously) want to take the doll. Should someone else gain possession of the doll (the urge may be modified by SD), the doll will come to represent the querent, thus allowing the new owner to control the querent.

Negatively aspected: The querent disappears. Unbeknownst to his party, he has reappeared elsewhere in the world—as a slave. If he decides to escape his lot without help, well... good luck.

Simplified effects: The weight of all the querent's personal possessions doubles. The querent's ability to carry more weight, unfortunately, does not.

PRINCESS OF RODS

Positively aspected: Querent develops telekinetic powers. Treat as the ability to throw a *Telekinesis 50#* spell (Open Mentalism list: *Telekinesis*, *SL* page 114) at will.

Neutrally aspected: An odd 'thump' in his chest leads the querent to suspect he has undergone a change. As he may later discover, his heart is now made of eog. This results in the following effects: heart criticals have no effect, +5 to RRs versus Essence and Channeling but -5 versus heat- and cold-based elemental attacks, +5 to chance of spell fumbles (i.e., querent fumbles on a 1–10).

Negatively aspected: Why would anyone want to cover up such a pretty face? Well... whether he wants to or not, the querent can't. All attempts to alter his appearance (via Disguise skill, Illusions or Misfeel spells, etc.) will fail.

Simplified effects: What a ham! Querent gains +50 to his Acting skill.

PRINCE OF RODS

Positively aspected: An air of nobility surrounds the querent. His manner, bearing, and general appearance leaves observers with the impression that he is an important and powerful person. Treat as a constant *Aura* spell (Open Channeling list *Light's Way*, *SL* page 41).

Neutrally aspected: Now believing that 'an armed society is a polite society,' the querent will never relinquish his weapon. He will carry it with him at all times (even sleep with it), and refuse requests to 'leave his weapon at the door.' However, he will never

fumble his weapon in combat. Also, he is much harder to disarm; any 'disarm' results from criticals received are ignored, and anyone attempting to use Disarm skill against him will do so at -75.

Negatively aspected: Fascinated by the power and beauty of fire, the querent becomes a pyromaniac. Whenever he rolls a 66, the querent will seize the first opportunity he has to set something on fire. The GM may also want to make additional periodic checks for manifestation of this impulse.

Simplified effects: Oh, thou fleet of foot... +10 to the querent's Qu bonus.

QUEEN OF RODS

Positively aspected: Now blessed with a new mental agility, the querent cannot be stunned (if affected by a critical from the Stun Table, he will still be affected by non-stunning damages, such as concussion hits).

Neutrally aspected: The querent finds that he is now immune to all effects from poisons. Sad to say, however, he is also immune to all effects from herbs as well.

Negatively aspected: The querent becomes extremely revenge-motivated. He will attempt to repay any perceived insult or injury in kind—including those conferred accidentally. Thus, a party member who fumbles his weapon and accidentally hits the querent had better watch his back!

Simplified effects: The querent suddenly attacks a nearby party member. He will continue to attack until he either dispatches his opponent or is subdued in some fashion.

KING OF RODS

Positively aspected: The querent finds that if he concentrates, he can actually see 'Essence flows.' This will allow him to perform such tasks as identifying earthnodes, evaluating how much power is in a magical object (although the specific powers will not be known), determining when an Essence user is getting ready to cast a spell, etc.

Neutrally aspected: If the querent is a non spell user, he draws again. However, if the querent is a spell user, this card has the following effects: If he casts a spell and does not fumble, he must roll again. If the die roll is 96 or above, the spell has an additional unpredictable, unintended effect.

Table of Effects (roll d6): 1 = Range is halved (or, if range is 'Touch' or 'Self', spell travels and affects a random nearby target); 2 = Duration is halved (or, if no duration or duration is concentration, effects are halved—half damage or half number of targets, for example); 3 = Duration is doubled (or, as above, effect is doubled); 4 = A different, random spell of up to 20th level is cast from the same spell list as the intended spell (same targets, if not otherwise designated by the spell); 5 = As 4 above, except spell is cast from a random base list of the caster's profession (caster need not know the list); 6 = As 4 above, except spell is cast from a random base list of another profession of the same realm.

Negatively aspected: Querent becomes extremely bigoted versus one race. Treat as the spell *Prejudice* (Evil Mentalist base list: *Psychosis Mastery*, *SUC*, page 78-79).

Simplified effects: Querent is affected by a *Torment* spell (Evil Magician base list: *Physical Erosion*, *SL* page 95).

ACE OF CUPS: ROOT OF WATER

Positively aspected: Creatures of the water (fish, water elementals, etc.) will view the querent as a master, and will follow commands given to them by the querent to the best of their ability.

Neutrally aspected: A magical fountain appears before the querent, from which he and/or his companions may drink. If any decide to do so, the water's effects are random. Roll a D6: 1 = Permanently lose -5 from base hits; 2 = Affected by a level 10 poison; 3 = Fall asleep for 1-6 hours; 4 = May cast a *Waterbolt* at will (1x only); 5 = Cure one injury (could include the restoration of hits to normal level), poison, or curse (GM's choice); 6 = Gain a permanent +5 to base hits. After the querent and each of his companions have made their decisions to drink or not, the fountain disappears.

Negatively aspected: The querent develops a fear of water. His RRs versus water-based attacks are at -10, and he is -50 to perform water-related skills (e.g., Swimming, Sailing, etc.). If he is a spell user, he can no longer cast any water-based spells (*Waterbolt*, *Waterwall*, etc.).

Simplified effects: He may or may not be able to swim, but the querent is now certainly unable to drown.

2 OF CUPS: LOVE

Positively aspected: A loved one that the querent has lost to death is resurrected. GM's discretion as to how to handle this—for example, the loved one may appear immediately before the querent, or perhaps the querent will not discover this until he returns home and finds his loved one awaiting him.

Neutrally aspected: The querent now knows a touching 'Love Story' that he may tell with a +100 bonus to his Tale-Telling skill. All who hear the story are moved and enthralled by it (i.e., they will not initiate any other action). Once a person has heard the story, however, he will have a tendency to periodically beg the querent to retell it—often very insistently. If he isn't careful, the querent could find himself giving frequent command performances for local nobles.

Negatively aspected: The querent becomes narcissistic and vain. He constantly primps and preens, and may dress foppishly. In addition, whenever he encounters a mirror (save any he may carry with him for purposes of grooming), he will become transfixed by his own reflection for 1-10 minutes, or until he is forcibly interrupted.

Simplified effects: An increase in the querent's self-love makes him less sensitive to the needs and feelings of others. Permanent -10 to Em bonus.

3 OF CUPS: ABUNDANCE

Positively aspected: Whenever the querent suffers loss of an appendage—finger, foot, leg, nose, etc. (sorry—not head!), he will automatically regenerate the missing body part in 1-10 days.

Neutrally aspected: The querent can have all the power he wants—at a trade-off. For every point he subtracts from a temporary stat, he may add 1 to his PPs for the day or +5 to an action. The temporary stat selected must be at 90 or above at the beginning of the day (although he may reduce it well below 90 throughout the course of the day), and he can only return the stat to its original value through normal level-advance stat gain rolls. (Remember that reducing the stat may also reduce its bonus.)

Negatively aspected: Anytime the querent receives (not delivers) a critical, he must roll. On a 91 or above, he receives 1-4 extra criticals of the same severity and type (although the value for each critical should be rolled separately).

Simplified effects: The querent now possesses a 'built-in' +3 adder. He has the ability to cast three extra spells per day in addition to any adder or multiplier that he may already possess.

4 OF CUPS: LUXURY

Positively aspected: Sometime in the near future, a well-to-do merchant or noble or heir (same sex as the querent) will take a liking to the querent. He will desire to insure that the querent wants for nothing. While this friendship lasts, the querent will always have a nice place to stay (with the friend), good food to eat, decent and perhaps opulent clothes to wear, etc. Note that this does not mean that the friend will simply hand money or valuable objects to the querent on whim or demand; he will simply insure that basic needs are met in a somewhat more-than-adequate fashion.

Neutrally aspected: At some point in the future, the querent will be offered an attractive opportunity to work for an influential individual (perhaps a nobleman) in a high-status, well-paying job. If he accepts, he must give up the 'adventuring life,' and devote his full-time attention to his work (and enjoying its benefits). If he returns to adventuring, he must permanently give up his position. Whether or not this would 'tick off' his employer is up to the GM; the employer may allow the querent to go with his blessing, or he may swear revenge, or even imprison him if he has entrusted the querent with important secrets, etc.

Negatively aspected: The querent develops 'expensive tastes' in all things, always wanting to purchase the best that his money can buy (or perhaps more than his money can buy). GM should work to ensure that whenever the character expresses a need or desire to purchase an object, he walks away with the best or most ostentatious (and often most expensive) one in the shop.

Simplified effects: The querent can afford to be a little lazier—when asleep, he may make General Perception rolls to detect noises and motion as if he were fully awake.

5 OF CUPS: DISAPPOINTMENT

Positively aspected: Discouraged by locks? Not the querent. Any lock he touches will automatically open (this will not prevent any non-disarmed traps from being set off, however).

Neutrally aspected: At the end of each adventure, when treasure is divided up, one of the items that the querent receives (select at random) will turn out to be illusory—the item looks and feels real, but has no powers/abilities (including 'normal' weapons, which will do no damage if used). However, he will still be able to sell the item to someone for a reasonable price.

Negatively aspected: The querent becomes prone to fits of despair. Once a week, the emotion will become so intense that he must make a roll on the Depression critical table (see *RMCI*, page 89). Roll D100: 01–35 results in an 'A' critical, 36–65 is a 'B', 66–85 a 'C', 86–95 a 'D', and 96–00 an 'E'.

Simplified effects: No effect. Sorry.

6 OF CUPS: PLEASURE

Positively aspected: A shower of magical confetti rains upon the querent, who realizes that he now knows the Open list: Pleasures to 10th level (*RMCI*, page 67). Casting from this list still costs the querent normal PPs.

Neutrally aspected: The querent is now addicted to an herb (select randomly from *ChL&CaL* Herb Chart, pages 21–22), and will suffer debilitating withdrawal symptoms if he does not take it daily. Because the querent has effectively developed tolerance to the herb, it will not impart its normal effects to him, but for 4 hours after taking the herb, he will be at +10 on all actions due to a 'pleasant high' the herb provides.

Negatively aspected: The querent believes that he has received a beneficial effect from drawing this card, when, in fact, there has been no effect other than this delusion. GM should randomly select an effect from the 'Positively aspected' category, and describe it in vague terms to the player (e.g., "You feel as if you might be able to cast some spells from some sort of Prosaic list").

Simplified effects: Querent is magically presented with an unusual object—a 'bard in a bag'. The bag is purse-sized. The querent may open the bag at any time, and a normal, human bard will appear. The bard can only entertain—but he is very entertaining indeed (+100 to all 'bardish' entertainment skills, such as Singing, Poetic Improvisation, etc.). Upon command, the bard will return to the bag until called forth again.

7 OF CUPS: DEBAUCH

Positively aspected: Querent gains an increased ability to 'corrupt' others. In this instance, 'corrupt' is defined as convincing the target to do something he might otherwise not do. This translates into +50 to Duping and Seduction skills.

Neutrally aspected: Querent becomes extremely susceptible to the effects of intoxicating drugs (e.g., alcohol, opiates, etc.). He cannot develop any ranks in Drug Tolerance for such substances, and any he has are lost. When under the effects of these drugs, querent has +10 DB, -10 OB, -25 initiative, rounds of stun are halved, concussion hits received are halved, -10 to all perception skills, and -10 to all maneuvers.

Negatively aspected: Querent develops a marked weakness for 'pleasures of the flesh' (e.g., wine, women—or men, gambling, etc.). He will pursue such pleasures to the exclusion of all else, doing just enough 'work' to gain money or opportunities to satisfy his habits.

Simplified effects: Querent is in a permanent state of 'uncleanliness.' Bathing does not remove the dirt from his body, and he now has a malodorous air that is detectable from 30'.

8 OF CUPS: INDOLENCE

Positively aspected: Despite the fact that he has done nothing special to earn the privilege, the querent is allowed to increase his personal potential. Player rolls for new potentials based on his current (not original) temporary stat values, and keeps the higher of the two potentials.

Neutrally aspected: The querent immediately falls into a magical sleep, has a nice dream, and wakes up an hour later.

Negatively aspected: The querent becomes lazy and unhelpful. He will not participate in any activities requiring 'team effort,' and will perform only minimal work to 'get by' on a day-to-day basis.

Simplified effects: From now on, all of the querent's actions expend x2 normal exhaustion points.

9 OF CUPS: HAPPINESS

Positively aspected: A sincere wish previously expressed by the querent is granted (within reason). For example, if the querent has been known to sigh 'I'd sure like to get me a spell multiplier some day,' a 2x or 3x multiplier may suddenly appear in his hand.

Neutrally aspected: Querent becomes very good-natured and difficult to anger. -25 to initiating Frenzy; +25 to terminate Frenzy; -25 in combats not related to survival (i.e., -25 to attacks initiated by the querent's party); +25 to Seduction skill.

Negatively aspected: Life is funny, isn't it? The querent thinks so. Whenever he rolls a 05 or less, he will be incapacitated for 1-10 rounds by uncontrollable laughter.

Simplified effects: Querent may now ignore all criticals of one type (that would make you happy, wouldn't it?). Roll d8 to determine type: 1 = Cold, 2 = Electrical, 3 = Heat, 4 = Impact, 5 = Krush, 6 = Puncture, 7 = Slash, 8 = Unbalancing.

10 OF CUPS: SATIETY

Positively aspected: The querent's body metabolism becomes amazingly efficient; querent only requires one solid, nutritious meal per week to survive and thrive.

Neutrally aspected: The querent will never be satisfied with his performance in any action. Because of increased focus on attaining perfection, all non-magic, non-combat maneuvers are at +10. However, after completing a maneuver, he must roll. On a 76 or above, he insists on repeating the maneuver again ("That wasn't right—I gotta go down and climb that rope again"). Even after repeating a maneuver, he must roll again—another 76 or above means another attempt.

Negatively aspected: The querent's body weight doubles. The weight gain is all fat—no additional muscle mass (and thus, no additional strength) is gained (save that required to support the querent's now-massive frame).

Simplified effects: Oh, my stomach! Querent feels as if he has stuffed himself excessively at an incredible feast. -25 to all actions for the remainder of the day while he recovers.

PRINCESS OF CUPS

Positively aspected: An unnatural dexterity and gentleness allows the querent to handle and use things without damaging them (brittle pages or scrolls that would crumble to the touch, for example). He will never break objects by accident.

Neutrally aspected: The querent loses -5 permanently from his Re bonus (not the stat), but gains a permanent +5 to his In modifier.

Negatively aspected: Querent begins to suffer from a sort of 'verbal dyslexia.' He is still able to express his thoughts, but the words come out in a jumbled order. -100 to all skills requiring verbal maneuvers, including spells with a verbal component. The player should be encouraged to role play this if possible, forcing other players to decipher his statements.

Simplified effects: Now in tune with the spirit of the Princess of Cups, the querent gains 20 ranks in Poetic Improvisation skill.

PRINCE OF CUPS

Positively aspected: The querent, if he desires, is able to bring an artistry to everything he does. His spells may be accompanied by beautiful, breathtaking special effects. His fighting skills may be punctuated by impressive, sweeping strokes and acrobatic maneuvers. This does not subtract from his die roll, although if done indiscriminately, it could draw unwanted attention. In certain situations, neutral or unfriendly observers may be awed or intimidated by the querent's obvious skill, subtracting -10 from their actions (GM's discretion).

Neutrally aspected: A bizarre magical allergy affects the querent; treat as the background option 96-97 from the 'Special Abilities' Background Chart (ChL&CaL, page 68).

Negatively aspected: Although not actually transformed, the querent will begin to display 'vampiric tendencies.' He will tend to shun light, and will exhibit a desire to drink blood (whether he actually commits murder to assuage this desire should be determined periodically by a die roll modified by SD). In addition, he will be drawn to actual vampires, with a -25 to his RRs versus any spells actually cast on him by vampires.

Simplified effects: From now on, all criticals that the querent receives in combat will be 'Slaying' (i.e., ignore 'A,' 'B,' 'C,' etc.—go straight to the 'Slaying' column of the 'Large/Super Large' criticals chart).

QUEEN OF CUPS

Positively aspected: Increased powers of imagination now make it possible for the querent to comprehend the incomprehensible. +50 to all RRs versus insanity, +50 in all situations requiring orientation to novel situations (such as interplanar travel).

Neutrally aspected: The querent gains a limited ability to predict future events at will (treat as an *Intuitions V* spell, Seer base list: Future Visions, SL page 121). However, he will now have a remarkably difficult time recalling anything that has happened to him in the past—even the simplest memory searches should be handled by a Mnemonics roll at -50.

Negatively aspected: A limited visual illusion envelops the querent that makes him appear as something (not someone) else. The illusion is the same size as the querent. For example, he might appear to be a very large bird, or a small tree, or a huge marshmallow (get creative, GM!). The illusion will always be more odd than fearsome, and will cause the querent to always attract attention (who's ever seen a giant walking marshmallow, after all?). Reactions to the querent will vary, depending on the illusion and the people he encounters.

Simplified effects: Did you see a giant, purple, fire-breathing buffalo with green toenails float by just now? The querent did.

KING OF CUPS

Positively aspected: The querent develops a special enthusiasm for certain activities. Each time he advances a level, he will gain one extra rank in a selected skill (select randomly; may be different each time). He need not already have ranks in the skill.

Neutrally aspected: Querent delivers 2x damage when using fire attacks (spells, Fireblades, torches, etc.), but receives 2x damage from water-based attacks (including *Waterbolts*, water elementals, drowning, etc.).

Negatively aspected: The ever-present question now on the querent's mind is "what's in it for me?" Unless he can be provided with a good, self-serving argument for doing so, the querent will refuse to take any cooperative action or participate in any 'team' activities.

Simplified effects: He'd just as soon take a nap anyway.... -10 to all RRs versus sleep magic.

ACE OF SWORDS: ROOT OF AIR

Positively aspected: The querent becomes super-sensitized to subtle shifts in air currents, temperatures, etc. He gains a +25 bonus to his Weather-Watching skill. Also, once a month, he may cast the 50th level spell *Weather Mastery* (Open Channeling list: Weather Ways, *SL* page 39) without expending PPs.

Neutrally aspected: A blast of magical wind disintegrates the querent's weapons and armor. They are replaced with a magical 'wind weapon' of a type equivalent to the querent's primary weapon (special abilities that the original weapon may have had are lost), and 'wind armor.' These items have no weight, no encumbrance, and are so wispy and tenuous in nature that they are practically invisible. The weapon is +15, magical, and delivers an additional Stun critical equal in severity to any normal critical obtained. The armor protects as AT 14.

Negatively aspected: The querent now requires more air than usual to function normally. At 2,000 ft. above sea level, he operates at -10, and is penalized -5 for each additional 1,000 feet above sea level. He may also incur penalties when weather or area conditions include stagnant air patterns or highly humid conditions. Finally, he can only hold his breath for half as long as usual, giving him a -10 on Swimming maneuvers that are rated 'Hard' or above.

Simplified effects: The querent's primary weapon turns to smoke and dissipates upon the breeze (no RR).

2 OF SWORDS: PEACE

Positively aspected: Querent gains the ability to cast a *Calm I* spell (Closed Channeling list: *Calm Spirits*, *SL* page 45) at will (i.e., costs the querent no PPs), although he must concentrate to maintain the effects. Once per week, the querent may also cast a *Calm* spell (lasting 1 minute/level of the querent) affecting everyone within a 100' radius of himself.

Neutrally aspected: Querent can now put the 'souls of the restless undead' to rest. Querent gets a BAR at his level; one 'self-willed' undead (i.e., not merely animate bodies, such as zombies) within 100' gets an RR at its level. If the querent is successful, the soul of the undead creature is dispelled and is 'at peace' in the realms of the quiet dead. If the querent is unsuccessful, his target will be enraged and direct all of its attacks at the querent until one or the other is destroyed.

Negatively aspected: Querent may never be the first to attack in a combat situation. In addition, there is a 10% chance (roll at the beginning of combat) that the querent will decide not to fight at all, instead attempting to do what he can to get all parties to cease fighting; in such situations, he may continue to use such skills as Parry, Subdue, Disarm, Diplomacy, *Calm* spells, etc.

Simplified effects: Querent gains a dove as a familiar (in addition to any other familiars he has).

3 OF SWORDS: SORROW

Positively aspected: Once per week, the querent may now 'demoralize' all opponents within a 10' radius. The opponents will have a -10 to all actions taken against the querent, and -25 RR to any fear or subjugation-type spells that the querent casts upon them.

Neutrally aspected: A book appears before the querent. He may read it immediately, or he may take it with him and read it later (it will always be written in a language that the querent can read—if he can't read, it will be a picture book). The book takes only about 5 minutes to finish. The story is a particularly poignant tragedy. After reading it, the book disappears, and he must roll d100 + SD bonus - Em bonus. If the total is 51 or above, the querent learns a valuable lesson from the story; he cannot be deceived by others (i.e., he always knows when another is intentionally lying to him). If the total is 50 or below, the querent becomes profoundly despondent; whenever he rolls a 10 or below, he will cease all activity and cry for 1-10 minutes.

Negatively aspected: Querent becomes suicidal; there 10% chance per week that he will attempt to take his own life. If he suffers a personal setback/defeat, there is a 25% chance he will make an attempt on-the-spot.

Simplified effects: How sad. Querent is now deaf.

4 OF SWORDS: TRUCE

Positively aspected: Querent gains empathetic knowledge of the motives of anything or anyone which takes offensive action (need not be combat-oriented) against him or his party. This could include hunger, instinct, hatred of the querent and/or his party, desire to destroy 'trespassers,' etc. If desired, he may use this knowledge to parlay appropriately with his opponent(s) at a +50 bonus.

Neutrally aspected: If the querent is able to grasp the hand of an opponent/enemy, the two will go into 'stasis.' Neither may take action while in stasis. No time seems to pass for them, and any injuries they have will be nullified until they leave the stasis state. The 'lock' between the two can only be broken if others physically separate them (e.g., pull or knock them apart).

Negatively aspected: Sometime in the near future, a 'friendly' person or party encountered by the querent will turn out to be (a) deceitful foe(s). After making overtures of cooperation and camaraderie to gain advantage, the opposing person/party may attack, rob, kidnap, etc. the querent (and his group, if appropriate).

Simplified effects: Trusting fool. Permanent -25 to the querent's Lie Perception skill.

5 OF SWORDS: DEFEAT

Positively aspected: From now on, each time the querent vanquishes an opponent (i.e., his opponent is killed, is subjugated, or surrenders), the querent automatically regenerates 25 hits (maximum of his total hit value).

Neutrally aspected: In the future, the querent 'earns' one extra development point (DP) each time he defeats an opponent without killing him (e.g., opponent flees, is captured, etc.). However, the querent loses DPs whenever he is defeated (e.g., querent flees, is captured, etc.). Bonus or deficit DPs must be immediately 'cashed in' or removed when the querent advances a level, at which point, he is returned to his normal DP level, and thus restarts the cycle of DP accumulation or loss.

Negatively aspected: Despite skill, luck, and best efforts (and good die rolls), the querent will simply lose the next combat he engages in. The GM may handle this by adjusting the querent's rolls downward by -50 to -100 (as needed to give the advantage to the opponent), or may adjust the opponent's rolls upward, or both.

Simplified effects: Querent now has a permanent -10 to all OBs.

6 OF SWORDS: SCIENCE

Positively aspected: In the future, the querent may choose one (and only one) spell he observes being cast by another being to permanently add to his 'spell repertoire.' The querent may then cast the observed spell at will 1 time per day, without preparation and without spending any PPs.

Neutrally aspected: Disciplined by a newfound reason and logic, the querent gains 10 points to his temporary and potential Re stat maximum of 101; if already at or above 101, add +1). However, he loses 10 points from his temporary and potential In stat.

Negatively aspected: The querent begins to have doubts about the validity of magic. From now on, whenever the querent rolls a 00, he loses any spell-casting ability (including casting spells from items) for 1-10 hours.

Simplified effects: A newfound understanding of bodies in motion allows querent to double his range without penalty when firing missile weapons or elemental attack spells (bolts or balls).

7 OF SWORDS: FUTILITY

Positively aspected: The querent cannot be trapped. If he is imprisoned (including by spells such as *Mystical Cage*, but not including spells which merely impede, such as 'Wall' spells), entrapped, or finds himself at a dead end, he will be (if he desires) teleported to a random, unrestricted area within 100'.

Neutrally aspected: No matter how hard he tries, the querent will never again be able to walk and whistle at the same time.

Negatively aspected: The querent experiences an odd jolt in his limbs. As he will discover later, he is no longer able to deliver a killing blow in combat (or otherwise), although he may inflict damage up to the final stroke. If the querent actually does deliver a killing blow to his foe, the foe is instead instantly restored to full health.

Simplified effects: Querent loses all of his development buys for this level (only). He will advance a level as normal, but he will not advance in ranks for any skill.

8 OF SWORDS: INTERFERENCE

Positively aspected: An odd electromagnetic field forms around the querent. As a result, spells cast against him are only half as effective (i.e., duration is halved, damage is halved, etc.). Strangely, the field does not affect spells cast by the querent himself.

Neutrally aspected: The querent finds that extremes of temperature now facilitate his ability to concentrate. All of his concentration skills receive a +10 bonus when the temperature is below 32° or above 90° F. Unfortunately, normal temperatures have the reverse effect—10 to concentration skills if the temperature is between 50° and 80°.

Negatively aspected: A sudden mental block causes the querent to entirely forget a random skill or spell list (GM's choice). The querent will not be able to re-learn the forgotten information.

Simplified effects: A magical force interferes with attacks made against the querent. Regardless of his attire, the querent takes damage as if protected by AT 20 (encumbrance penalties are still based on the querent's actual clothing).

9 OF SWORDS: CRUELTY

Positively aspected: Even if he is evil, the querent gains the ability to resist evil. Evil spells cast on the querent (including those caused by the triggering of evil or cursed items) are at -25. The querent is also at +25 to resist attempts by evil entities to seduce or trick him.

Neutrally aspected: Under stress, the querent will become prone to fits of uncontrollable Frenzy (normal 20% chance; 35% chance in melee). Even with Frenzy skill, the querent will not be able to prevent these fits, although the effects are the same as for voluntary Frenzy (see *RMCH*, page 30). The Frenzied state will continue until the stressful object/event has been eliminated.

Negatively aspected: Other members of any party of which the querent is a member will feel compelled to taunt and humiliate him (the severity of these taunts should be dependent upon the PC's personality). For example, they may tease him, or play nasty practical jokes on him—even inflict physical harm if they already possess cruel and insensitive tendencies.

Simplified effects: Querent receives a permanent +50 bonus to his Interrogation skill.

10 OF SWORDS: RUIN

Positively aspected: The querent will now deliver 'Slaying' criticals against one class of 'enemies' (e.g., humans, wolves, goblins, undead, ogres—GM's choice).

Neutrally aspected: The querent simply dies. No physical damage is done to the body, although it does deteriorate as expected if not preserved in some fashion. If he is resurrected, he will gain a permanent +15 to his Co modifier (not the stat).

Negatively aspected: Next time he returns home, the querent will find his non-adventuring life has been destroyed. The exact effect of this depends on the querent's background—his property may have been burned down, his belongings stolen, his family killed, crops ruined, etc. (GM should feel free to get really nasty, as traditionally, many consider this to be the worst card in the deck.)

Simplified effects: Querent is stripped of all his hard-won experience and possessions. He returns to 1st level abilities (10,000 experience points), loses all possessions except for basic (non-magical) weapons and armor, and forgets all spell lists and skills except for those which could be obtained at 1st level (player or GM may choose).

PRINCESS OF SWORDS

Positively aspected: Now imbued with new-found grace and an ability to concentrate, the querent may perform maneuvers as if they were one level lower than their actual difficulty (e.g., Easy becomes Routine, Hard becomes Medium, etc.).

Neutrally aspected: A random member of the querent's party becomes aware of the querent's every move. No matter where he is or what he is doing, the party member may know, if desired. This might be useful if the querent is in trouble, but the querent can also kiss his privacy good-bye. Note that this effect does not confer the power to read the querent's thoughts.

Negatively aspected: Despite conventional propriety and possible insistence from others, the querent will refuse to wear any clothing (including armor). He may still wear normal packs or other carrying gear. If anyone attempts to 'dress him,' he will resist, and if he ever finds himself wearing clothing, he will remove it.

Simplified effects: The querent can no longer be affected by any 'Evil' magic (i.e., spells cast from 'Evil' spell lists).

PRINCE OF SWORDS

Positively aspected: The querent becomes a little more 'clever,' allowing him to see additional possibilities in many situations. +10 to the following skills: Mechanition, Gimmickry, Rope Mastery, Camouflage, Trap-Building.

Neutrally aspected: Thoughts from the minds of nearby others now randomly intrude into the querent's thoughts. The querent cannot control when this happens. He may, at first, have a difficult time of figuring out whether these thoughts are his own or another's. (Suggestion to the GM for achieving a 'truly' random cue for this event: choose a common but not-too-typical word that comes up occasionally in gaming conversation—e.g., something like 'stat' or 'horse' or 'pizza'. Whenever you or one of your players use the word, 'throw a nearby thought' at the querent.)

Negatively aspected: Whenever he 'creates' something (a magic item, a crafted item, or builds a trap, writes a book, etc.), the querent is overcome by an irresistible urge to utterly destroy it. After he completes the item, make a roll minus SD bonus on the 'Hard' column of the Maneuver Chart to determine the amount of the item damaged before the querent gets himself under control.

Simplified effects: A horrible scarring appears on the querent's face, permanently lowering his appearance by d10 x 5.

QUEEN OF SWORDS

Positively aspected: Each day, upon awakening, the querent may designate a special ability that will serve him for the next 24 hours. Select abilities as 'A' picks from any category on the Innate Stat Abilities Chart (see *RMCI*, pages 32–34). Note that the querent may not choose another ability until he gets at least 6 hours of sleep.

Neutrally aspected: Keen perceptive abilities are bestowed upon the querent. Small details almost 'jump out' at him; +25 to all perception skills. However, this ability comes at a cost—because his senses cannot selectively screen out sensory information, he is at -25 on all concentration skills.

Negatively aspected: The 'powers that be' become very unforgiving of the querent's 'errors.' Anytime the querent fumbles a weapon or spell, or receives a 'fail' result for a maneuver, he receives a 'C' Impact critical in addition to any effects resulting from his failure.

Simplified effects: Querent may, if he concentrates, see through any non-magical solid material for a distance of 6'.

KING OF SWORDS

Positively aspected: An incredible ability to adapt quickly to new sensory information means that the querent need never make orientation rolls—he terminates actions with full awareness of his position and situation.

Neutrally aspected: The querent and all items he carries now turn invisible at random times (whenever the GM or any player rolls a 66) for 1-10 rounds. If he strikes or is struck while invisible, he becomes visible for one round only, then returns to the invisible state for the remaining rounds.

Negatively aspected: An odd-feeling breeze passes over the querent's scalp—odd because the querent is now bald!

Simplified effects: Querent permanently shrinks to half his current height. Note that this will affect his movement rate.

ACE OF PENTACLES: ROOT OF EARTH

Positively aspected: The querent suddenly gains knowledge of the 1st–10th level spells of the Arcane list: Earthblood's Ways (*RMCI*, pages 11–12). Casting spells from the list, however, still requires normal casting time and PPs.

Neutrally aspected: The solid-but-heavy effects of earth power are felt by the querent. His total hits are permanently increased by an additional 20% (that is, 20% over and above the bonus provided by his Co modifier), but he requires an extra 25% sleep time.

Negatively aspected: Weighed down by the inert spirit of earth, the querent's reactions are permanently slowed. His initiative is cut in half, he cannot be affected by *Speed* or *Haste* spells, and miscellaneous reaction times are reduced by 25%.

Simplified effects: A pool of quicksand appears immediately underneath the querent, and he begins to sink at a rate of 1' / minute. Any attempt he makes to free himself unaided is at -100. Aided attempts to free him are at -25. If the querent is unable to free himself, he will drown.

2 OF PENTACLES: CHANGE

Positively aspected: The querent can change the color of his skin, clothing, and/or armor at will (may be any color, or a blend of colors). It is up to the GM and player to determine what effects this ability has in any situation, but one possibility is that with a suitable color choice, Hiding bonuses might be increased by +25.

Neutrally aspected: Querent is subjected to a random type 'C' changeling effect (see *RMCI*, pages 13–14).

Negatively aspected: All coins and loose gems currently carried by the querent are turned to stones. The querent might not notice this until it comes time to pay for dinner, however.

Simplified effects: The querent is transformed into a being of another race. Choose new race randomly from *ChL&CaL* Race Abilities Table, page 51.

3 OF PENTACLES: WORKS

Positively aspected: Whether or not the querent is an Alchemist, he suddenly receives insight into how to construct a magic item of 'Potent' ability. While he still must purchase the necessary construction materials and gain access to PPs (if he has none), he inherently knows the procedures and spells needed to get the job done. Once the item is constructed, the knowledge of how he built it fades. The GM may decide the nature of the item to be built, or he may allow the player to select its abilities subject to GM approval.

Neutrally aspected: A sudden materialistic interest engages the querent. He gains a +25 bonus to evaluation, crafting-type general skills, and lore-type academic skills, but is at -25 for all meditation and non-lore-type academic skills.

Negatively aspected: A random magic item owned by the querent loses all of its magical abilities—permanently.

Simplified effects: Querent gains +50 to either his Leather-Working, Painting, Sculpting, Stone-Crafts, or Wood-Crafts skill (querent's choice).

4 OF PENTACLES: POWER

Positively aspected: Querent gains the ability to draw PPs (if spell user) or strength (if non spell user; semi spell users get choice) from an earthnode. Querent must be inside the earthnode, and must concentrate (no other activity) for 5 minutes per +1 PP or +1 St bonus gained (querent may go above his normal level of PPs). The gain is temporary, however, and will disappear after 4 hours (i.e., any extra PPs gained in this way will be lost if not cast within 4 hours).

Neutrally aspected: If the querent is a spell user, he is able to cast spells from one list for only half the normally required PPs (round up), but another list will cost him double PPs. If the querent is from the realm of Arms, he gains two levels for every one level developed for one weapon (retroactive), but receives only one level for every two levels developed in another. The GM should choose the lists or weapons affected. If the querent is a semi spell user, the GM should select which of these options to use.

Negatively aspected: A sudden 'magic overload' affects all the querent's magical items. Roll on the appropriate (i.e., matched to total number of magic items carried by querent) column of the 'Magic Item Interaction' table from AC, page 182. Since this card is 'Negatively aspected,' the GM may wish to have the player reroll if the results are inadvertently beneficial.

Simplified effects: If querent is a spell user, he gains his total PP amount (base PP x multiplier, if any) over and above his current PP total (may take him above his normal total PPs); he keeps these PPs until they are spent (i.e., they do not regenerate). If querent is of the realm of Arms, he gains his total hits over and above his current hits total; again, he retains these hits until damaged in combat—they do not regenerate.

5 OF PENTACLES: WORRY

Positively aspected: Concerned about what's going on behind your back? The querent develops 'eyes in the back of his head.' If he concentrates for three rounds, he gains the ability to see as if his eyes were located on the back of his head (although no eyes actually appear there). While viewing in this manner, he cannot see using his normal eyes, but by concentrating for a round, he can shift his sight back to a normal orientation.

Neutrally aspected: Higher levels of anxiety now characterize the querent's every action. Roll before any maneuver: 1-30 = too much stress, -25 to the action; 31-70 = character can handle the stress level, no effect; 71-00 = beneficial stress, +25 to the action.

Negatively aspected: The querent becomes a hypochondriac. He frequently imagines himself to be injured or ill, and he believes any actual injuries or illnesses to be much more serious than they truly are. If the GM trusts the player's ability to role play this effect, he may wish to inform the player privately and let the player enjoy driving the other players crazy. Alternatively, the GM may keep this information from the player, and simply make up or exaggerate symptoms from time-to-time (for example, if the character takes 5 hits in a combat and is bleeding at 1 per round, the GM may inform

the player that he has taken 10 hits and is bleeding at 3 per round but a good Diagnostics roll by another player would refute this information).

Simplified effects: Worrying too much about everything else constantly distracts the querent. -10 to all concentration skills.

6 OF PENTACLES: SUCCESS

Positively aspected: Querent may choose one non-magical, non-combat, non-perception skill at which he will never fail (e.g., Climbing, Metal Lore, Foraging, etc.).

Neutrally aspected: Whenever the querent succeeds at a non-combat maneuver, he must roll. On a result of 01-50, his effort has exhausted him, and he must spend 10 minutes recovering. On a result of 51-00, his success invigorates him, giving him +10 to all activities for the next 10 minutes.

Negatively aspected: The querent becomes overconfident of his abilities. He rushes all activities by 1 round (e.g., casts spells 1 round earlier, fires missiles with 1 less round of preparation, etc.). He must, of course, take the associated penalties for hurrying his actions.

Simplified effects: All non-combat, non-spellcasting maneuvers (moving and static) that the querent attempts during the next 24 hours will automatically succeed.

7 OF PENTACLES: FAILURE

Positively aspected: Next time the querent unknowingly attempts an action which would cause him great harm and manages to succeed in the action, he will actually fail, thereby avoiding the danger.

Example: *The querent attempts to pole-vault over a wall. His die roll indicates success, but a deep pit containing 300 alligators is located in the querent's landing path. Mysteriously, as the querent reaches the pinnacle of his vault, he slowly begins to fall backwards; the glimpse he receives of the wall's far side just before he descends tells him just how fortunate he is to have failed!*

Neutrally aspected: There is now a 10% chance that any spell cast on the querent (detrimental or beneficial) will fail. When the spell is cast, roll D100; on a 10 or less, the caster loses the PPs, but the spell has no effect. If the spell does not automatically fail, the querent gets his normal resistance roll.

Negatively aspected: The querent becomes unable to further his ability in a random skill which he is currently developing (this will not be discovered until he advances a level); all attempts to obtain additional ranks in the skill will fail and the development points will be lost if he tries.

Simplified effects: All non-combat, non-spell-casting maneuvers (active and static) that the querent attempts during the next 24 hours will automatically fail.

8 OF PENTACLES: PRUDENCE

Positively aspected: An informed caution characterizes the querent's business dealings. +30 to Trading skill.

Neutrally aspected: A single dose of the herb Vir Jai (see SUC, pg. 18) appears in the querent's hand. He may choose to keep it or ingest it, but if he keeps it and attempts to sell it or give it away, the herb will disappear.

Negatively aspected: The querent now takes twice as long to get ready for action—double the rounds of preparation required for spellcasting and ranged weapons.

Simplified effects: Suddenly realizing that people who engage in direct combat often get hurt, the querent can now only fight from a distance using ranged weapons (or spells).

9 OF PENTACLES: GAIN

Positively aspected: From now on, any payment or other monetary treasure that the querent receives will magically increase itself by 10%.

Neutrally aspected: A powerful magic item appears in the querent's hand (roll on the 'Most Potent' items table, *C&TH*, page 83). However, the item is able to initiate Will contests with the querent; the winner controls the actions of the other. Will contests should be initiated any time the querent attempts to use the item, or anytime the GM determines that it would benefit the item to be in control.

Negatively aspected: Desirous of material wealth, and covetous of his companions' possessions, the querent will make periodic attempts to steal items from other members of his party. He will not act stupidly or rashly, but he will take advantage of any reasonable opportunity to filch what he can.

Simplified effects: A valuable object from someone else in the party (choose randomly) appears in the querent's hand; if intelligent, the item will consider the querent its owner. Of course, the other party member who used to be the owner of the object is liable to be a little upset....

10 OF PENTACLES: WEALTH

Positively aspected: A small chest appears at the feet of the querent. It contains a tidy sum of coins, gems, or jewelry (roll once on the 'Very Rich' column of the *C&T* Money, Gems, and Jewelry Chart, page 67).

Neutrally aspected: Querent gains a valuable item (select randomly from 'Potent' table, *C&TH*, page 76). However, anytime the querent rolls a 66, he will forsake any other activity to stand and admire his prize.

Negatively aspected: The querent's energy level becomes inversely related to his personal wealth. The richer he becomes, the less he will want to exert himself. GM should assign, and continually adjust (based on the character's net wealth) a % chance that the character will refuse to engage in any activities requiring physical or mental exertion. (Watch out! If the character should somehow manage to become the richest person in the world, he may just lapse into a coma!)

Simplified effects: Querent is now 1,000 gold pieces richer. Of course, try and haul all those coins home....

PRINCESS OF PENTACLES

Positively aspected: Once a week, the querent may, by touching a freshly-baked loaf of bread, change it into an enchanted bread type of his choice (for bread types, see chart in *ChL&CaL*, page 23).

Neutrally aspected: The querent receives one gift and one geas from the Chaotic tables (*RMCH*, pages 49–52).

Negatively aspected: A spirit of generosity touches the querent. He gives a random possession (GM's choice) to another party member (again, GM's choice). If the other character refuses, the querent will insist until his offer is accepted.

Simplified effects: Without spending PPs, querent can now throw the 3rd level spell *Preservation* (Cleric base list; Life Mastery, *SL* page 50).

PRINCE OF PENTACLES

Positively aspected: Once per week, and without spending PPs, the querent may cast a *Sound to Matter* spell (Arcane list; Sonic Law, *RMCH*, page 72).

Neutrally aspected: One of the querent's level bonuses is reduced from +3 to +2 (if the querent's class has no level bonuses of +3, then a bonus is lowered from +2 to +1); however, another of the querent's level bonuses is raised from 0 to +1 (select randomly from appropriate options). If level bonuses are not used, the GM should pick an appropriate class of skills to apply a -1/level penalty, and another to apply a +1/level bonus.

Negatively aspected: The querent has two left feet—literally. -25 to all applicable non-static actions until he learns to adjust to his new anatomy.

Simplified effects: Querent no longer requires sleep. He may regenerate PPs every 24 hours with only 2 hours of meditation.

QUEEN OF PENTACLES

Positively aspected: The querent becomes a regular 'angel of mercy.' +25 to Diagnostics and First Aid skill.

Neutrally aspected: Querent becomes very 'moody.' At the beginning of each day, he must roll d100: 1–25: mood exceptionally negative, -10 to all actions for the day; 76–00: mood exceptionally positive, +10 to all actions for the day.

Negatively aspected: Although he may desperately wish otherwise, the querent finds he cannot tell a lie. He may have to either become a master of the carefully-worded-phrase or keep silent.

Simplified effects: Shy guy—querent subtracts -10 from all social skills.

KING OF PENTACLES

Positively aspected: 'Persistence' is the querent's new by-word. Even if he absolutely and entirely fails a maneuver (non-combat), he may make a second try at no penalty.

Neutrally aspected: Half of the querent's life Essence is pulled into a personal possession (weapon, belt, amulet, etc.; GM's choice), doubling the item's power. If the item had no inherent powers previously, it may be used to cast any one spell (up to 10th level) from the Closed Essence list: Spirit Mastery (*SL* page 78) once per day. Without the item, the character operates at -50% for all activities (if within 10' of the item, the character operates normally). If the item is destroyed, the life levels are lost permanently. The GM may wish to allow other characters that may gain possession of the item to control the querent a 1á a *Subjugation* spell (Sorcerer base list; Soul Destruction, *SL* page 97).

Negatively aspected: 'Greed is good'—from now on, the querent will always demand more than his fair share of the treasure, and will wheedle, cajole, and possibly even threaten to get what he wants.

Simplified effects: Querent suffers a sudden 'stupidity attack.' He loses all ranks in his academic skills (they may be redeveloped from scratch).

8.0 SPELL LISTS

8.1 TAROTMAGE BASE

ROD MAGIC (8.1.1)

TAROTMAGE BASE

Notes: The rod symbolizes the element of fire. It governs spirituality and creativity, power, and the father/energizing principle. All spells on this list, with the exception of the 50th level Road of Life spell, are cast on the caster's personal Tarot Rod. The Tarot Rod is a rod of anywhere from 1' to 7' in length, personally fashioned by the caster from metal or wood (preferably a precious, valuable, attractive, or magical material). Creation of the rod takes a minimum of two hours per day for 1 month, during which time the caster must roll versus his Smithing skill (for metal rods) or Wood Crafts skill (for wooden rods) daily to create the rod. Any negative total roll indicates that the caster has damaged the rod, and must start over from scratch. At the end of 30 successful days, the caster must perform an Alchemical Ritual to make the rod "enchanted" by the spells on this list. The level of the "spell," for purposes of this ritual, is considered to be 10th level; if the caster has learned this list prior to the ritual, he is also entitled to the "known spell" bonus of +10. If the ritual is unsuccessful, the rod is destroyed. A Tarotmage may use a Tarot Rod created by someone else, but it will only be half as effective (e.g., act as a +1 spell rstead of +2, duration equal 1 minute/2 levels, etc.).



	Area of Effect	Duration	Range
1—Spell Store	Tarot Rod	until cast	touch
2—Rod of Power I	Tarot Rod	P	touch
3—Rod of Light	Tarot Rod	10 min/lvl	—
4—Aura Rod	self	10 min/lvl	—
5—Fire Bridge	Tarot Rod	1 min/lvl	—
6—Fire Bolt (100')	1 target	—	100'
7—Rod of Power II	Tarot Rod	P	touch
8—Fire Armor I	self	10 min/lvl	—
9—Fire Ball	10'R	—	100'
10—Fire Servant	Tarot Rod	1 rnd/lvl	10'/lvl
11—			
12—Rod of Power III	Tarot Rod	P	touch
13—Aura Rod True	10'R	10 min/lvl	—
14—Fire Bolt (300')	1 target	—	300'
15—Fire Tree	Tarot Rod	V	touch
16—			
17—Fire Armor II	self	10 min/lvl	—
18—Rod of Power IV	Tarot Rod	P	touch
19—			
20—Fire Elemental	Tarot Rod	1 rnd/lvl	10'/lvl
25—Power Torch	1 target	1 rnd/lvl	100'
30—Rod of Power V	Tarot Rod	P	touch
50—Road of Life‡	—	P	—

1—Spell Store (F) Caster may cast this spell with any spell he wishes to store; later, the stored spell may be cast at any time with no preparation. The *Spell Store* spell costs the same number of PPs as the spell stored. The stored spell is placed in the caster's Tarot Rod. To store another spell on the rod, the first spell must be discharged.

2—Rod of Power I (F) Turns the caster's Tarot Rod into a +2 spell adder.

3—Rod of Light (F) Causes the end of the caster's Tarot Rod to burst into a bright flame, turning it into a torch that will light a 30' radius. The flame is magical, and will not blow out or burn out (until the end of the spell duration), but it can be dispelled or canceled by magical means. The flame does not consume the caster's rod. It may also be used to ignite flammable material as a normal torch.

4—Aura Rod (F) Creates a fiery aura around the caster's Tarot Rod, making him appear more powerful and subtracting 10 from all attacks against him. The caster need not hold the rod in his hand once the spell has been cast, but it must be in an exposed location on his person.

5—Fire Bridge (F) When the caster's Tarot Rod 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 bridge of fire (length of up to 5' per level). The caster may then cross the bridge with all his personal gear without harm. Anyone else attempting to cross the bridge takes

an 'A' Heat critical each round on the bridge, and risks a 5% chance of falling off the bridge per 5' crossed. The caster may return the Tarot Rod to normal at any time and pick it up at either end.

6—Fire Bolt (E) A bolt of fire is shot from the caster's Tarot Rod (which must be pointed at its target). Results are determined on the Fire Bolt Table.

7—Rod of Power II (F) As Rod of Power I, except that the caster's rod is turned into a +3 spell adder or 2x multiplier (caster's choice). A *Rod of Power I* spell must have been cast previously on the rod.

8—Fire Armor I (D) Causes a "heat shield" to emanate from the caster's Tarot Rod, engulfing him in an invisible force field that protects him from natural heat up to 100°C and subtracts 30 from all heat/fire-based attacks. The caster need not hold the rod in his hand once the spell has been cast, but it must be kept on his person.

9—Fire Ball (E) A 1' radius ball of fire is shot from the caster's Tarot Rod (which must be pointed at its target). It explodes to affect a 10' radius area. Results are determined on the Fire Ball Table.

10—Fire Servant (F) Allows the caster to transform his Tarot Rod into a fire servant (from *C&T*) for the duration of the spell. The servant will follow the instructions of the caster as long as he concentrates; if allowed to move outside the range of this spell, the servant disappears.

12—Rod of Power III (F) As *Rod of Power II*, except that the caster's rod is turned into a +4 spell adder or 3x multiplier (caster's choice). A *Rod of Power II* spell must have been cast previously on the rod.

13—Aura Rod True (F) As *Aura Rod*, except that the aura radiates through a 10' radius, giving the benefits to all "friendly" beings within the radius.

14—Fire Bolt (E) As *Fire Bolt* above, except range is 300'.

15—Fire Tree (F) For this spell, the caster must imbed one end of his Tarot Rod into fertile soil. The *Fire Tree* spell is then cast on the rod, causing it to grow over a period of 1 week. The rod will turn into a 6' tree with fiery red and orange leaves. It must be watered daily with cool, clear water from the caster's Tarot Cup (i.e., caster must fill the cup using the *Cup Magic Refresh* spell). After 1 week, the tree may be uprooted, and the roots cut off. The Tarot Rod then reverts to its normal form. The roots can be used to make 1 dose of Kilmakur, an herb which, when brewed and consumed, protects the ingestor versus heat and flames for 1–10 hours.

17—Fire Armor II (F) As *Fire Armor I*, except caster is protected against natural heat at any temperature, and subtracts -75 from all heat/fire-based attacks.

18—Rod of Power IV (F) As *Rod of Power I*, except that the caster's rod is turned into a +5 spell adder or 4x multiplier (caster's choice). A *Rod of Power III* spell must have been cast previously on the rod.

20—Fire Elemental (F) As *Fire Servant*, except turns caster's Tarot Rod into a strong Fire Elemental.

25—Power Torch (E) Causes a continuous stream of very hot fire to shoot from the tip of the caster's Tarot Rod (similar to a powerful blowtorch). The flame can be used to ignite/melt objects, or as a weapon. One wooden object (up to 3' x 3' x 3') can be ignited each round; larger objects can be fully ignited in multiple rounds (e.g., igniting a wooden building measuring 10' x 10' x 10' would take 4 rounds). Metal objects can be melted to slag at the rate of 5 rounds per 3' x 3' x 3' chunk. Anyone unfortunate enough to be attacked by a *Power Torch* will suffer an 'E' heat critical each round after the first round (the first-round attack should be treated as a normal *Fire Bolt* attack). The target may make a maneuver roll each round to try to escape the flame using an appropriate gymnastic or athletic skill (e.g., Jumping or Tumbling if target is near a ledge, Sprinting if in an open area, etc.) modified by the caster's Directed Spell skill for *Fire Bolt*.

30—Rod of Power V (F) As *Rod of Power I*, except that the caster's rod is turned into a +6 spell adder or 5x multiplier (caster's choice). A *Rod of Power IV* spell must have been cast previously on the rod.

50—Road of Life (F†) This spell, along with the *Road of Life* spells on the Cup, Sword, and Pentacle Magic lists, allows the caster to create a "Tarot of Many Teachings" (see item description elsewhere) from his Tarot deck. A full 78-card deck is required. Each of the four *Road of Life* spells must be cast on the deck each day beginning at full moon and ending the day of the next full moon (requires 2 hours per spell cast, or 8 hours total per day). The caster's four symbol objects must always be close at hand while casting each *Road of Life* spell. Missing a day means that the caster must begin the casting process over again, and requires the caster to roll a d100 - SD modifier + 3% per days invested in casting the Road of Life spell. If the result of the roll is over 100, then 5–50 cards of the caster's deck were destroyed and must be re-created before beginning again. After successfully enchanting the deck for the indicated number of days, the caster must perform a 50th level Alchemical Ritual, during which he must sacrifice his four symbol objects (rod, cup, sword, and pentacle). The sacrifice of these objects adds +10% each (+40% total) to the chance of the ritual's success (as "Other Influencing Factors"). If the ritual is successful, the Tarot deck is transformed into a "Tarot of Many Teachings," but the caster has no control over the specific effects of each card. New symbol objects may be built using normal guidelines to replace those destroyed during the ritual. Major and Minor Arcana Magic spells cannot be cast using a deck transformed into a "Tarot of Many Teachings," but a new deck may be constructed.

CUP MAGIC (8.1.2)

TAROTMAGE BASE

Note: The cup symbolizes the element of water. It governs emotions and intuition, healing, and the mother/form-making principle. All spells on this list, with the exception of the 50th level Road of Life spell, are cast on the caster's personal Tarot Cup. The Tarot Cup is a cup personally fashioned by the caster from metal or wood (preferably a precious, valuable, attractive, or magical material). Creation of the cup takes a minimum of two hours per day for 1 month, during which time the caster must roll versus his Smithing skill (for metal cups) or Wood Crafts skill (for wooden cups) daily to create the cup. Any negative total roll indicates that the caster has damaged the cup, and must start over from scratch. At the end of 30 successful days, the caster must perform an Alchemical Ritual to make the cup "enchantable" by the spells on this list. The level of the "spell," for purposes of this ritual, is considered to be 10th level; if the caster has learned this list prior to the ritual, he is also entitled to the "known spell" bonus of +10. If the ritual is unsuccessful, the cup is destroyed. A Tarotmage may use a Tarot Cup created by someone else, but it will only be half as effective (e.g., cure 0-5 instead of 1-10, duration equal 1 minute/2 levels, etc.). Potions on this list must be created and consumed from the caster's Tarot Cup in order to work. Potions thus created remain potent indefinitely, but will immediately lose potency if emptied into another vessel (unless the 30th level Transfer Potion spell is cast). Only one potion may occupy the cup at a time.

	Area of Effect	Duration	Range
1—Refresh	1 target	—	—
2—Healing Potion I	1 target	—	—
3—Sleep Potion	1 target	1 min/5% fail	—
4—			
5—Share Water II	Tarot Cup	—	—
6—Invisibility Potion	1 target	1 min/lvl	—
7—Poison Potion	1 target	1 rnd/10% fail	—
8—Water Bolt	1 target	—	100'
9—Love Potion	1 target	P	—
10—Teleport Potion I	1 target	—	—
11—Share Water III	Tarot Cup	—	—
12—Healing Potion II	1 target	—	—
13—			
14—Antidote Potion	1 target	P	—
15—Water Scry	Tarot Cup	1 min/lvl	touch
16—Fertility Potion	1 target	24 hrs	—
17—Share Water IV	Tarot Cup	—	—
18—Tempest	Tarot Cup	10 min/lvl	1 mile
19—			
20—Teleport Potion II	1 target	—	—
25—Healing Potion III	1 target	—	—
30—Transfer Potion	1 potion	—	—
50—Road of Life†	—	P	—

1—Refresh (F) Fills the caster's Tarot Cup with a cool, refreshing liquid that, when consumed, completely satisfies the thirst of the drinker. Will not remove the effects of a *Curse of Unquenchable Thirst* or similar spell-induced thirsts, but will cause the effects to subside for ten minutes.

2—Healing Potion I (H) Heals 1-10 hit points of the drinker's concussion damage.

3—Sleep Potion (FM) Causes the person drinking the potion to fall into a magical sleep.

5—Share Water II (F) When cast just after casting another spell from this list, this spell will allow any potion in the Tarot Cup to be shared by two people, who will both receive the potion's full effects.

6—Invisibility Potion (F) Makes the drinker of the potion and all items (under 25 pounds in weight) on his person invisible.

7—Poison Potion (F) A person consuming this potion must make an RR versus a 7th level poison or be incapacitated with sickness (i.e., may take no action). The victim also loses 1-10 concussion hits per round while poisoned.

8—Water Bolt (E) A bolt of water is shot from the caster's Tarot Cup; results are determined on the Water Bolt Table. The caster must point the mouth of the cup in the direction of his target.

9—Love Potion (F) Causes the drinker of the potion to fall deeply in love with a specific person. The person of the potion-drinker's desires is determined by the caster at the time the potion is created.

10—Teleport Potion I (F) One round after this potion is consumed, the drinker will teleport to a spot specified by the caster (this gives the drinker time to hand the cup back to the caster, if necessary). Normal teleport failure rules apply, as in the *Teleport I* spell on the Closed Essence list: Lofty Bridge.

11—Share Water III (F) As *Share Water II*, except the potion can be shared by 3 people.

12—Healing Potion II (H) As *Healing Potion I*, except cures 7-70 concussion hits.

14—Antidote Potion (H) Allows drinker to make an additional RR at +20 versus a poison ingested earlier. A successful roll removes the poison from the drinker's system, but does not repair any damage already done as a result of ingesting the poison.

15—Water Scry (I) Causes the caster's Tarot Cup to fill with a clear liquid, which the caster then gazes into to receive a vision concerning one very specific topic. If the topic is related to a past- or present-time period, the caster will receive detailed information on the topic from the GM based on the success of his spell roll (e.g., if the caster does a scrying on the murder of the dwarf, a 23 might tell him the dwarf was killed with a knife on the evening of April 7, while a 00 might indicate that he was killed with a knife at 6:14 P.M. on April 7 in the tree grove near Moonhaven by Boris the blacksmith as revenge for a theft the dwarf committed). If the topic is related to a future-time period subject, the caster will receive generalized, symbolic information (similar to *Dream I*, Cleric base list: Communal Ways).

16—Fertility Potion (F) If the potion's ingestor is female, there is a 100% chance that she will become pregnant if she engages in sexual activities within the next 24 hours. There is also a 15% chance that the pregnancy will result in multiple births; if so, roll a

D100 to determine how many (1-80 twins, 81-95 triplets, 96-99 quadruplets, 00 quintuplets). If the potion's ingestor is male, there is a 75% chance that any women with whom he engages in sexual activities within the 24 hour period will become pregnant, regardless of their fertility status.

17—Share Water IV (F) As *Share Water II*, except the potion can be shared by four people.

18—Tempest (F) Causes storm-like forces to form in the caster's Tarot Cup over three rounds, then emerge and spread quickly over another three rounds to fill a 1-mile radius area. There will be heavy rain or blizzards (depending on climate), high winds (25-60 mph), and lightning (random; anyone caught in the storm has a small chance of being hit). Caster must set the cup on the ground before casting the spell, and leave the cup on the ground during the duration of the spell (picking up the cup or knocking it over cancels the spell, although it may take several rounds for its effects to die down). The cup remains in place during the tempest, unaffected by the storm, and may be retrieved by normal means after the spell is canceled or its duration has ended.

20—Teleport Potion II (F) As *Teleport Potion I*, except range is 10 miles per level.

25—Healing Potion III (H) As *Healing Potion I*, except heals 20-200 concussion hits.

30—Transfer Potion (F) Allows caster to transfer a potion created in his Tarot Cup to another suitable container (usually a vial or other small bottle). The transferal process takes four hours; a fumble of the *Transfer Potion* spell destroys the effect of the potion in the Tarot Cup, thus making it necessary to spend the PPs to recreate the potion before attempting to transfer it again.

50—Road of Life (F‡) As the *Road of Life* spell on the Rod Magic list.

SWORD MAGIC (8.1.3)

TAROTMAGE BASE

Notes: *The sword symbolizes the element of air. It governs conscious mental processes, knowledge and action, and the son/energizing principle. All spells on this lists, with the exception of the 50th level Road of Life spell, are cast on the caster's personal Tarot Sword. The Tarot Sword is a sword of any type personally fashioned by the caster from some appropriate metal. Creation of the sword takes a minimum of two hours per day for 1 month, during which time the caster must roll versus his Smithing skill daily to create the sword. Any negative total roll indicates that the caster has damaged the sword, and must start over from scratch. At the end of 30 successful days, the caster must perform an Alchemical Ritual to make the sword "enchantable" by the spells on this list. The level of the "spell," for purposes of this ritual, is considered to be 10th level; if the caster has learned this list prior to the ritual, he is also entitled to the "known spell" bonus of +10. If the ritual is unsuccessful, the sword is destroyed. A Tarotmage may use a Tarot Sword created by someone else, but it will only be half as effective (e.g., attack at +5 instead of +10, last for*

1 round/2 levels, etc.). If the caster uses high-quality materials, and if his Smithing skill is high enough, he may fashion a "superior" weapon (+5, +10, etc.; GM's discretion). Any superior bonuses are not cumulative with magical bonuses; one or the other must be used against an opponent.

	Area of Effect	Duration	Range
1—Attack I*	Tarot Sword	1 rd	—
2—			
3—Enchant Blade I	Tarot Sword	P	—
4—Blade of Fear	Tarot Sword	1 rnd/lvl	—
5—Whirling Blade	Tarot Sword	1 rnd/lvl	5'
6—Attack II*	Tarot Sword	1 rd	—
7—Blade of Sharpness	Tarot Sword	1 rnd/lvl	—
8—Dancing Blade	Tarot Sword	1 rnd/lvl (C)	10'
9—Sword Guess	Tarot Sword	1 question	—
10—Enchant Blade II	Tarot Sword	P	—
11—Attack III*	Tarot Sword	1 rd	—
12—Wind Blade	20'R	1 rnd/lvl (C)	50'
13—Sword Commune	Tarot Sword	1 question	—
14—			
15—Blade of Seeking	Tarot Sword	10 min/lvl	100'
16—Attack IV*	Tarot Sword	1 rnd	—
17—Enchant Blade III	Tarot Sword	P	—
18—			
19—Blade of Slaying	Tarot Sword	1 rnd/lvl	—
20—Sword Commune True	Tarot Sword	1 question	—
25—Enchant Blade IV	Tarot Sword	P	—
30—Enchant Blade V	Tarot Sword	P	—
50—Road of Life‡	—	P	—

1—Attack I (F*) Adds +5 to the caster's next attack with his Tarot Sword the round after this spell is cast.

3—Enchant Blade I (F) Turns the caster's Tarot Sword into a +5 magic weapon and imbues it with an empathic intelligence. Anyone using a Tarot Sword enchanted using this spell must know this list, or they will not receive the benefits of this magical bonus.

4—Blade of Fear (F) If the caster delivers a critical strike on a target while this spell is active on his Tarot Sword, the target must make a RR or flee in fear of the caster.

5—Whirling Blade (F) When this spell is cast on the caster's Tarot Sword and the sword is released, it will begin to whirl at a very high speed in the manner of a windmill blade. The caster can then control the sword within a 5' radius of himself at will. Anyone attempting to pass by the whirling blade to reach the caster must make a Very Hard (-20) maneuver roll, or suffer a 'B' Slash critical.

6—Attack II (F*) As *Attack I*, except that the bonus is +10.

7—Blade of Sharpness (F) As *Blade of Fear*, except that the sword inflicts a critical of 1 level higher than the actual critical delivered (i.e., an 'A' critical becomes a 'B,' a 'B' becomes 'C,' etc.; 'no critical' results and 'E' criticals are unaffected).

8—Dancing Blade (F) Allows the caster's Tarot Sword to leave his hand and attack a target up to 10' away. The sword has the same attack bonus as the caster. The caster must continue to concentrate

PENTACLE MAGIC (8.1.4)

TAROTMAGE BASE

While this spell is active; if he ceases concentration, the sword will hang motionless in the air. At the end of the spell duration, the sword drops to the ground if not already retrieved by the caster.

9—Sword Guess (I) Allows caster to mentally consult with his sword concerning a pending decision (which road fork leads to the castle, etc.). The sword will make a choice as a *Guess* spell, except that the die roll bias is 35%.

10—Enchant Blade II (F) As *Enchant Blade I*, except that the bonus is +10, and the sword is imbued with low intelligence. An *Enchant Blade I* must have been cast previously on the sword.

11—Attack III (F*) As *Attack I*, except bonus is +15.

12—Wind Blade (FE) Causes the caster's Tarot Sword to be suspended in the air (within 50' of himself) and vibrate rapidly as long as he concentrates. The vibrations cause the 20' radius around the sword to be filled with a strong wind which has the following effects: cuts all movement through the radius by 75%; anyone in the radius must make a successful Medium (+0) maneuver roll or lose grip on objects in their hands, causing the objects to be blown randomly outside the radius; anyone inside the radius during the first round of the spell must make an RR or take a 'B' Impact critical. The caster is immune to the effects of the wind.

13—Sword Commune (I) Allows caster to mentally commune with his sword to receive a yes-or-no answer to one question on a very specific topic.

15—Blade of Seeking (F) Allows caster to attune his Tarot Sword to any being with whom the caster is familiar, or has had described to him in detail. The caster must hold the sword in his hand; if the being comes within 100' of the blade during the spell's duration (regardless of whether the being can be seen or not), the sword will give a strong 'tug' on the caster's hand. If the caster releases the sword, it will attempt to reach the being and attack it (use caster's OB). The sword cannot travel through walls or other objects, but it will seek out openings which allow it to reach its target. The sword will act intelligently, attempting to ambush its target if possible. The caster need not see the sword in order for it to attack, but he must be within 100' of the sword. After making one attack, whether or not the attack is successful, the sword will return to the caster.

16—Attack IV (F*) As *Attack I*, except bonus is +20.

17—Enchant Blade III (F) As *Enchant Blade I*, except bonus is +15 and the sword is imbued with a medium intelligence. An *Enchant Blade II* must have been cast previously on the sword.

19—Blade of Slaying (F) As *Blade of Fear*, except delivers a Slaying critical to the target.

20—Sword Commune True (I) As *Sword Commune*, except caster can receive a more detailed answer to a question involving only 1 concept (e.g., a name or short phrase may constitute the answer).

25—Enchant Blade IV (F) As *Enchant Blade I*, except bonus is +20 and the sword is imbued with high intelligence. An *Enchant Blade III* must have been cast previously on the sword.

30—Enchant Blade V (F) As *Enchant Blade I*, except bonus is +25 and the sword is imbued with very high intelligence. An *Enchant Blade IV* must have been cast previously on the sword.

50—Road of Life (F‡) As the *Road of Life* spell on the Rod Magic list.

Notes: The pentacle symbolizes the element of earth. It governs the physical/material world, wealth, and the daughter/form-making principle. All spells on this list, with the exception of the 50th level *Road of Life* spell, are cast on the caster's personal Tarot Pentacle. The Tarot Pentacle is a metal disk from 1" to 6" in diameter, personally fashioned by the caster (preferably from some sort of precious or magical material). The disk is usually inscribed with its creator's personal sigil or other meaningful symbol(s). Creation of the pentacle takes a minimum of two hours per day for 1 month, during which time the caster must roll versus his Smithing skill daily to create the pentacle. Any negative total roll indicates that the caster has damaged the pentacle, and must start over from scratch. At the end of 30 successful days, the caster must perform an Alchemical Ritual to make the pentacle "enchanted" by the spells on this list. The level of the "spell," for purposes of this ritual, is considered to be 10th level; if the caster has learned this list prior to the ritual, he is also entitled to the "known spell" bonus of +10. If the ritual is unsuccessful, the pentacle is destroyed. A Tarotmage may use a Tarot Pentacle created by someone else, but it will only be half as effective (e.g., hold no than more 25 pounds, last for 1 minute/2 levels, etc.).

	Area of Effect	Duration	Range
1—Pentacle Shield	Tarot Pentacle	1 min/lvl	—
2—Pentacle Symbol I	Tarot Pentacle	V	10'
3—Pentacle Disc	Tarot Pentacle	10 min/lvl	10'
4—Pentacle Knife	Tarot Pentacle	1 min/lvl	—
5—Pentacle Coin I	Tarot Pentacle	P	—
6—Pentacle Symbol III	Tarot Pentacle	V	10'
7—Pentacle Returning*	Tarot Pentacle	—	100'
8—Pentacle Portal	3'R	1 rnd/lvl	—
9—			
10—Pentacle Symbol V	Tarot Pentacle	V	10'
11—Pentacle Coin II	Tarot Pentacle	P	—
12—			
13—Lord Pentacle Disc	Tarot Pentacle	10 min/lvl	10'
14—Pentacle Symbol VII	Tarot Pentacle	V	10'
15—Pentacle Portal True	3'R	1 rnd/lvl	—
16—Pentacle Return. True*	Tarot Pentacle	—	1 mile
17—Pentacle Coin III	Tarot Pentacle	P	—
18—			
19—Pentacle Barrier	Tarot Pentacle	1 min/lvl	—
20—Pentacle Symbol X	Tarot Pentacle	V	10'
25—Pentacle Coin IV	Tarot Pentacle	P	—
30—Lord Pentacle Symbol	Tarot Pentacle	V	10'
50—Road of Life‡	—	P	—

1—Pentacle Shield (F) Causes the caster's Tarot Pentacle to enlarge to the size of a full shield. The shield has a grip, and can be used as a normal shield.

2—Pentacle Symbol I (F) Allows caster to imbed a 1st level spell into his Tarot Pentacle. The pentacle is then placed onto a solid surface, where it will attach itself and become un-removable by non-magical means. The symbol can then be triggered by one of the following methods (decided by caster): time period, certain movements, certain sounds, touch, entering the 10' radius around the symbol, etc. The symbol is canceled when a being fails an RR against it. After the symbol has been triggered, the pentacle can be manually removed from the surface.

3—Pentacle Disc (F) Causes the caster's Tarot Pentacle to expand to a diameter of 2', and float about 3' off the ground. The *Pentacle Disc* can hold any number of items that will fit together on the disk and weigh no more than 50 pounds collectively. The caster may mentally control the direction of movement of the disk within 10' of himself. The disc can move at a rate of up to 10 mph.

4—Pentacle Knife (F) Causes caster's Tarot Pentacle to expand or contract (depending on its normal size) to a diameter of about 3", and to be edged with sharp protrusions. The *Pentacle Knife* can then be thrown at a target; attacking as a shuriken using the caster's skill in *Thrown Weapon: Shuriken* to determine damage done in combat.

5—Pentacle Coin I (F) Causes the caster's Tarot Pentacle to shrink to coin size. It then divides; half of the pentacle returns to its normal size and detail, the other becomes a copper coin. This spell is usable only once per day.

6—Pentacle Symbol III (F) As *Pentacle Symbol I*, except spells of up to 3rd level may be imbedded.

7—Pentacle Returning (F*) Causes the caster's Tarot Pentacle to fly through the air and return to his hand from up to 100' away. There can be no intervening barriers.

8—Pentacle Portal (F) Caster may open a round portal through a solid surface by placing his Tarot Pentacle in the center of the desired portal area and casting this spell. The portal can be up to 3' radius in width and 3' in depth. Once the portal has been closed, the caster will be able to retrieve the pentacle.

10—Pentacle Symbol V (F) As *Pentacle Symbol I*, except spells of up to 5th level may be imbedded.

11—Pentacle Coin II (F) As *Pentacle Coin I*, except a bronze coin is created.

13—Lord Pentacle Disc (F) As *Pentacle Disc*, except disc is 5' in diameter and can carry up to 200 pounds.

14—Pentacle Symbol VII (F) As *Pentacle Symbol I*, except spells of up to 7th level may be imbedded.

15—Pentacle Portal True (F) As *Pentacle Portal*, except caster can portal through surface of up to 5' per level.

16—Pentacle Returning True (F*) As *Pentacle Returning*, except that the pentacle teleports back to the caster (i.e., can pass through intervening barriers), and the range is 1 mile.

17—Pentacle Coin III (F) As *Pentacle Coin I*, except a silver coin is created.

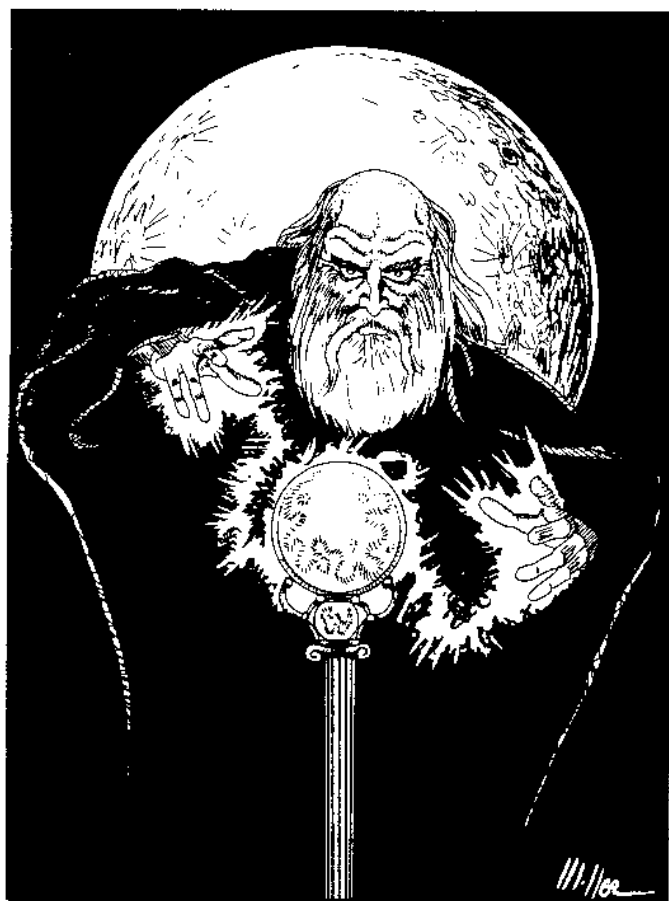
19—Pentacle Barrier (F) When the caster's Tarot Pentacle is set edgewise on the ground (imbedded in the firm soil, a floor crack, etc.) and this spell is cast, the pentacle will grow into a semi-circular wall of up to 20' in width and 10' in height. If the pentacle is positioned in a doorway, between two parallel walls, etc., the pentacle wall will wedge itself into these side surfaces; otherwise, the barrier can be passed by walking around it. The barrier cannot be toppled, and is made of a super-hard metal material that cannot be broken through using normal tools or weapons.

20—Pentacle Symbol X (F) As *Pentacle Symbol I*, except spells of up to 10th level may be imbedded.

25—Pentacle Coin IV (F) As *Pentacle Coin I*, except a gold coin is created.

30—Lord Pentacle Symbol (F) As *Pentacle Symbol I*, except spells of up to 20th level may be imbedded.

50—Road of Life (F‡) As the *Road of Life* spell on the Rod Magic list.



MINOR ARCANA MAGIC (8.1.5)

TAROTMAGE BASE

Notes: *The Minor Arcana, in all its seeming simplicity, embodies the valuable lessons we all must learn in this life. The Angel of the Tarot may appear to bestow her gifts capriciously, but in the end we can be assured that she has made the wisest choice to teach us that which we most need to know. The Minor Arcana consists of 56 cards—four suits of fourteen cards each. Each suit consists of ten numbered cards (ace – ten) and four court cards (King, Queen, Prince, and Princess). In order to use the spells on this list, the caster must have created and hand painted the necessary cards, although he need not have an entire deck in order to use some of the cards. All four cards of a given number must be completed, however, in order to cast the denomination's associated spell. Each card takes 1 week to create. The cards can be crude in appearance if the caster's Painting skill is low, but if the caster has no Painting skill when creating cards, he must add his negative Painting modifier to the chance for spell fumble when using those cards.*

Minor Arcana Magic spells are cast in the following manner: The caster begins by removing the four cards of the spell type he is casting (aces for Ace Magic, fives for Five Magic, etc.). The cards are placed face-down and mixed while the spellcaster throws the spell. Next, one of the four cards is drawn by the "querent," who may be the caster himself or another person. Each group of cards centers around a general theme; the exact effects of the spell are determined by the suit of the card drawn by the querent (if no player has a tarot deck on hand, D4 determines the suit: 1=rods, 2=cups, 3=swords, 4=pentacles). Each querent may "consult" a given Minor Arcana card group only once per day; additional "consultations" will yield nothing and waste PPs).

Unless otherwise specified, the effects of the card begin the round after the card is drawn. Also, unless the caster utilizes the 30th level Minor Arcana Mastery spell, each querent can only be under the influence of one card at a time. The querent need not have the Attunement or Runes skills. Any spell released by the querent is the result of the Minor Arcana Magic spell.

The card interpretations used in this list are based on those put forth by the esoteric order known as the Golden Dawn. As interpretations of the cards may vary, players who are also students of tarot may wish to re-write this list to reflect their personal views on the cards' symbolism.

	Area of Effect	Duration	Range
1—			
2—Ace Magic	1 querent	—	—
3—			
4—Two Magic	1 querent	10 min/lvl	—
5—			
6—Three Magic	1 querent	1 rnd/lvl	—
7—			
8—Four Magic	1 querent	1 rnd/lvl	—
9—			
10—Five Magic	1 querent	24 hrs.	100'
11—			
12—Six Magic	1 querent	24 hrs.	100'
13—			
14—Seven Magic	1 querent	1 min/lvl	100'
15—			
16—Eight Magic	1 querent	1 rnd/lvl	—
17—			
18—Nine Magic	1 querent	1 rnd/lvl	—
19—			
20—Ten Magic	1 querent	24 hrs.	—
25—Tarot Servant	—	1 rnd/lvl	—
30—Minor Arcana Mastery	Tarot deck	—	—
50—Tarot Mentor	1 querent	P	—

2—Ace Magic (F) Querent is affected by one of the following spells.

Ace of Rods: Root of Fire. *Speed I* (Monk base list: Evasions).

Ace of Cups: Root of Water. *Calm I* (Closed Channeling list: Calm Spirits).

Ace of Swords: Root of Air. *Combat I* (Beastmaster base list: Combat Enhancement).

Ace of Pentacles: Root of Earth. *Sleep* (Mentalist base list: Mind Control)

4—Two Magic (F) Adds +5 to one of the querent's social skills.

Two of Rods: Dominion. +5 to Leadership.

Two of Cups: Love. +5 to Seduction.

Two of Swords: Peace Restored. +5 to Diplomacy.

Two of Pentacles: Change. +5 to Gambling.

6—Three Magic (F) Affects one of the following for the querent while in combat.

Three of Rods: Established Strength. Adds +5 to the querent's OB.

Three of Cups: Abundance. If the querent is disarmed during combat, another weapon—an exact duplicate of the querent's original weapon—will immediately appear in the querent's hand. This will continue for the duration of the spell. Duplicate weapons will disappear if the caster releases his grip on them. All duplicate weapons disappear at the spell's end.

Three of Swords: Sorrow. Demoralizes querent's opponent, who is at -5 OB.

Three of Pentacles: Material Works. Gives querent's weapons a +5 magical bonus; this bonus is not cumulative with any other magical bonuses.

8—Four Magic (F) Affects the querent's spell casting or spell defense.

Four of Rods: Perfected Work. Prevents the querent from fumbling spells cast with required preparation time. Halves the failure chance for spells requiring ESF.

Four of Cups: Blended Pleasure. Delays the effects of a spell that has been successfully cast on the querent. Querent is aware of the type of spell which will affect him and he cannot keep the spell from working; but the spell effects are delayed 2 rounds.

Four of Swords: Rest from Strife. Adds +5 to the querent's RRs.

Four of Pentacles: Earthly Power. Adds +5 to the querent's BARs.

10—Five Magic (F) Allows the querent to place a limited "curse" on a target of the querent's choosing. The querent must be within 100' and be able to see his target; he then "wills" the curse to be active. The querent has 24 hours after drawing his card to locate his target and release the curse.

Five of Rods: Strife. Causes querent's target to take 5-50 concussion hits of damage.

Five of Cups: Loss in Pleasure. Places the querent's target into a deep depression for one day. This will cause the target to initiate no action.

Five of Swords: Defeat. Causes the querent's target to receive -10 to his OB and DB bonuses during his next combat.

Five of Pentacles: Material Trouble. Causes all coins and non-magical gems being carried by the querent's target to disintegrate to dust.

12—Six Magic (F) As *Five Magic*, except querent bestows a limited "blessing" on his target.

Six of Rods: Victory. Causes querent's target to receive +10 to both his OB and DB bonus in his next combat.

Six of Cups: Pleasure. Places the querent's target in a very positive, happy frame of mind for one day. The target receives the following benefits: healing rate is doubled (healing spells also have double effect), and +10 to all RRs versus spells negatively affecting the target's emotions.

Six of Swords: Earned Success. Adds +15 to all of the target's trading skills for one day.

Six of Pentacles: Material Success. Causes 1-10 silver pieces to appear in the target's purse.

14—Seven Magic (F) Allows the querent to select a point within 100', on which a 5' radius trap will be centered.

Seven of Rods: Valor. Each person entering the trap radius is attacked by a 5th level wild animal. If a person exits the radius, the animal he was fighting will disappear. If a person defeats his animal, he may proceed without incident. At the end of the spell duration, all animals disappear.

Seven of Cups: Illusory Success. Teleports anyone who steps into the radius 1 mile in a random direction (but remaining at ground level).

Seven of Swords: Unstable Effort. The surface of the trap is covered by a very slick, transparent material. Anyone entering the radius must make an Ag roll each round or fall. Reduces normal movement by 90%; any attempt to move faster triples the chance of slipping and falling.

Seven of Pentacles: Success Unfulfilled. Creates a 10' deep pit trap in the trap radius, hidden by an illusion of normal ground. The illusion remains for the duration of the spell.

16—Eight Magic (F) Affects the querent's defensive abilities.

Eight of Rods: Swiftiness. Adds +15 to the querent's DB.

Eight of Cups: Abandoned Success. Lowers morale of querent's target; each time the querent hits, there is a 50% chance the target will flee.

Eight of Swords: Shortened Force. Subtracts -15 from the OB of one of the querent's attackers.

Eight of Pentacles: Prudence. Adds +15 to the querent's parry (querent must be parrying at least at +5).

18—Nine Magic (F) Affects the querent's offensive capabilities.

Nine of Rods: Great Strength. Adds +15 to querent's OB.

Nine of Cups: Happiness. Adds +15 to the querent's morale.

Nine of Swords: Despair and Cruelty. Raises querent's critical strikes 1 level (i.e., 'A' to 'B,' etc.; 'E' becomes 'Slaying').

Nine of Pentacles: Gain. Adds +15 to the querent's initiative.

20—Ten Magic (F) Allows querent to cast one of the following spells at will (one time only) within 24 hours of drawing the card.

Ten of Rods: Oppression. Querent may cast the spell *Subjugation* (Sorcerer base list: Soul Destruction).

Ten of Cups: Perfected Success. Querent may cast the spell *Concentration V* (Monk base list: Body Reins).

Ten of Swords: Ruin. Querent may cast the spell *Family Curse I* (Warlock base list: Revenging Law).

Ten of Pentacles: Wealth. Querent may cast the spell *Item Analysis V* (Bard base list: Item Lore).

25—Tarot Servant (F) Creates a personification of a Minor Arcana court card drawn by the querent. The tarot servant will not fight in hand-to-hand combat, but it will follow all other directions given to it by the querent to the best of its ability. If harmed in any way, the tarot servant is dispelled. All tarot servants speak, but none possess any special knowledge. Each of the different cards has one special ability.

King of Rods. May cast a *Wall of Fire* spell at will.

King of Cups. Radiates a constant *Calm* aura within a 10' radius.

King of Swords. Radiates a constant *Inspirations II* within a 10' radius.

King of Pentacles. Possesses all Trading skills at +75.

Queen of Rods. Possesses Diplomacy and Seduction skills at +75.

Queen of Cups. May cast a *Glamour I* spell at will.

Queen of Swords. Possesses General Perception skill at +75.

Queen of Pentacles. Has the ability to communicate perfectly (10 ranks) in the querent's language, and +25 (level 3) in all other languages.

Prince of Rods. Exceptionally strong; +75 to rolls involving brute strength.

Prince of Cups. May commune with a demon to receive an answer to one yes/no question.

Prince of Swords. May cast an *Erosions* spell at will.

Prince of Pentacles. Possesses all Leadership and Tactical skills at +75.

Princess of Rods. May cast a *Pyrokinesis II* spell at will.

Princess of Cups. May cast a *Charm Kind* spell at will.

Princess of Swords. Possesses *Pick Pockets* skill at +75.

Princess of Pentacles. May casting a *Healing 5-50* spell at will.

30—Minor Arcana Mastery (F) Allows caster to combine effects of multiple cards for one querent. The number of cards to be “drawn” is determined by the caster beforehand; the effects of all cards take effect simultaneously one round after the last card is drawn. Caster must expend both the PPs for this spell, and for each of the card types drawn. This spell does not allow the querent to draw more than one card of any one type.

50—Tarot Mentor (F) Allows querent to draw from the court cards; the card drawn becomes the querent’s permanent “mentor.” The mentor card is a sort of advisor/teacher/ guardian angel. A character may only have one mentor. The mentor will have the same special ability as given for the cards in the *Tarot Servant* spell. It will appear at random times in different forms, and as frequently or infrequently as it chooses. The mentor may appear in a physical form to the querent, or in a dream, or as a voice, etc. The mentor will base its actions on what it believes will teach the querent the most valuable lesson, even to the apparent detriment of the querent. To the querent, it may seem as though the mentor behaves chaotically, but the mentor may be basing its actions within the framework of a “grand plan” beyond the scope of the querent’s understanding. The querent has no power to force the mentor to show itself. Anyone may have a tarot mentor, but Tarotmages are likely to be hesitant to throw the spell for the benefit of anyone other than another Tarotmage.

MAJOR ARCANA MAGIC (8.1.6)

TAROTMAGE BASE

Note: *The Major Arcana is much more than a set of cards—to unlock its mysteries is to understand the very nature of the universe. The complex glyphs and symbols inscribed upon each card describe powerful archetypal forms which can be fleetingly “brought to life” and controlled by an adept student of the tarot. All spells on this list require that the caster use his personal Tarot deck. Creation of each card takes a minimum of 1 week plus the level of the card (not the level of the spell; The Fool is level 0, The Magician level 1, etc.). Thus, creating an entire 22 card set requires 253 weeks. The cards can be crude in appearance if the caster’s Painting skill is low, but if the caster has no Painting skill when creating cards, he must add his negative Painting modifier to the chance for spell fumble when using those cards.*

Casting of each Major Arcana spell requires the usual preparation rounds. On the last round of preparation, the caster throws the card of the Tarot persona being invoked on the ground. The card then transforms into the physical presence of the persona. When the spell ends, the persona reverts to card form, which the caster must then retrieve via normal means. The caster must concentrate to control the persona; loss of concentration cancels the spell. The Tarot persona may never

leave the caster’s visual range, nor may it be farther away from the caster than 10’ per level. Any damage taken or PPs spent by the Tarot persona will regenerate in 24 hours. Should the caster recall the persona a second time before the 24 hour period has passed, that persona will be at its earlier level of PPs and hits.

Each persona constitutes an actual physical presence which combines some of the Essence of the caster with universal, archetypal forms. Any PPs expended by the persona are also expended by the caster, though the caster himself need not know the specific spell being cast by the persona. The caster does not take damage as the Tarot persona takes damage, but if the persona is killed (i.e., its hit points reach zero), the caster will take 50% of his total hits, and must make an RR versus the level of the attacker or be knocked unconscious. The cards of Tarot personas that are killed are destroyed, and must be recreated. Major Arcana Magic personas have the same initiative as the caster. They prepare and cast spells and make resistance rolls at their own level. Only The Fool and The Hanged Man can speak. All other persona communicate mentally with the caster. The duration of all Major Arcana Magic spells is 2 rounds + 1 round per level of the caster.

	Area of Effect	Duration	Range
1—The Fool	—	V	—
2—The Magician	—	V	—
3—The High Priestess	—	V	—
4—The Empress	—	V	—
5—The Emperor	—	V	—
6—The Hierophant	—	V	—
7—The Lovers	—	V	—
8—The Chariot	—	V	—
9—Justice	—	V	—
10—The Hermit	—	V	—
11—Wheel of Fortune	—	V	—
12—Strength	—	V	—
13—The Hanged Man	—	V	—
14—Death	—	V	—
15—Temperance	—	V	—
16—The Devil	—	V	—
17—The Tower	—	V	—
18—The Star	—	V	—
19—The Moon	—	V	—
20—The Sun	—	V	—
25—Judgment	—	V	—
30—The World	—	V	—
50—Major Arcana Mastery	—	V	—

1—The Fool (F) Creates an apprentice level male Bard persona with the following statistics: Hits: 10; OB Dagger, +15; AT 1(0). The Fool commands the following skills: Singing, +10; Play Lute, +10; Poetic Improvisation, +5.

2—The Magician (F) Creates a 1st level male Magician persona with the following statistics: Hits: 15; OB Dagger, +20; AT 1(5); PP: 2. The Magician can cast the following 1st level spells – *Enchanted Rope* (Magician base list: Earth Law), *Sleep V* (Closed Essence list: Spirit Mastery).

3—The High Priestess (F) Creates a 2nd level female Shaman persona with the following statistics: Hits: 20; OB Mace, +20; AT 1(10); PP: 4. The High Priestess can cast the following spells: 1st level – *Guess* (Shaman base list: Visions), *Projected Light* (Open Channeling list: Light's Way); 2nd level – *Protection I* (Open Channeling list: Spell Defense).

4—The Empress (F) Creates a 3rd level female Animist persona with the following statistics: Hits: 25; OB Mace, +25; AT 1(15); PP: 6. The Empress can cast the following spells: 1st level – *Plant Lore* (Animist base list: Plant Mastery), *Animal Sleep I* (Animist base list: Animal Mastery); 2nd level – *Calm I* (Closed Channeling list: Calm Spirits); 3rd level – *Herb Finding* (Animist base list: Herb Mastery).

5—The Emperor (F) Creates a 4th level male Rogue persona with the following statistics: Hits: 40; OB Broadsword, +40; AT 8(35). The Emperor has a high presence, and projects a strong air of confidence and leadership, thus adding +5 to the morale of all allies.

6—The Hierophant (F) Creates a 5th level male Cleric persona with the following statistics: Hits: 25; OB Mace, +30; AT 6(20); PP: 10. The Hierophant can cast the following spells: 1st level – *Repel Undead V* (Cleric base list: Repulsions), *Heal 1-10* (Open Channeling list: Concussion's Ways); 5th level – *Stunning* (Cleric base list: Channels).

7—The Lovers (F) Creates two 3rd level personas: a female Healer and a male Lay Healer. Each has the following statistics: Hits: 30; OB Rank 1 Martial Arts Sweeps/Throws, +25; AT 1(25); PP: 6. The Healer can cast the following spells: 1st level – *Heal 1-10* (Healer base list: Surface Ways); 2nd level – *Muscle Repair* (Healer base list: Muscle Ways); 3rd level – *Tendon Repair* (Healer base list: Muscle Ways); plus *Transferring Ways* (Healer base list). The Lay Healer can cast the following spells: 1st level – *Heal 1-10* (Lay Healer base list: Concussion Mastery); 2nd level – *Minor Fracture Repair* (Lay Healer base list: Bone Mastery); 3rd level – *Cut Repair I* (Lay Healer base list: Blood Mastery).

8—The Chariot (F) Creates a 7th level male Fighter persona who fights from a chariot; he has the following statistics: Hits: 45; OB Broadsword, +50 (both in the chariot and on foot); AT 14(40). The chariot has two horses which do not fight, but have 100 hits each. The Charioteer has a high presence and projects a strong air of confidence and leadership, thus adding +10 to the morale of all allies.

9—Justice (F) Creates an 8th level female Paladin persona with the following statistics: Hits: 50; OB Two-Handed Sword, +50; AT 14(25); PP: 8. The servant of Justice can cast the following spells: 1st level – *Laying on Hands I* (Paladin base list: Laying on Hands), *Repel Undead III* (Paladin base list: Spell Breaker); 2nd level – *Inspirations I* (Paladin base list: Inspirations); 5th level – *Attack +25* (Paladin base list: Arm's Way).

10—The Hermit (F) Creates a 9th level male Seer persona with the following statistics: Hits: 30; OB Rank 1 Martial Arts Strikes, +35; AT 1(30); PP: 18. The Hermit can cast the following spells: 1st level

– *Presence* (Seer base list: True Perception), *Question I* (See base list: Mind Visions); 3rd level – *Vision Behind* (Seer base list: Past Visions); 6th – *Mind Typing* (See base list: Mind Visions), *See Invisible* (See base list: True Sight).

11—Wheel of Fortune (F) Creates a 10th level female Illusionist persona with the following statistics: Hits: 30; OB Cagger, +40; OB Strike (Feel-Taste-Smell), +50; AT 1(35); PP: 20. The servant of Fortune can cast the following spells: 1st level – *Sound Mirage* (Illusionist base list: Sound Molding), *Smell Mirages* (Illusionist base list: Feel-Taste-Smell); 2nd level – *Strike* (Illusionist base list: Feel-Taste-Smell); 3rd level – *Taste Mirage* (Illusionist base list: Feel-Taste-Smell); 5th level – *Feel Mirage* (Illusionist base list: Feel-Taste-Smell); 6th level – *Illusion V* (Illusionist base list: Illusion Mastery). She brings with her the spirit of good fortune, adding +5 to the Luck rolls of all allies.

12—Strength (F) Creates an 11th level female Noble Warrior persona with the following statistics: Hits: 55; OB, Two-Weapon Combo (Mace and Long Sword), +50 each; AT 16(35); PP: 11. The servant of Strength can cast the following spells: 4th level – *Singing Strike* (Noble Warrior base list: Noble Weapons); 6th level – *Lesser Strike* (Noble Warrior base list: Noble Weapons); 7th level – *Lesser Hammer Strike* (Noble Warrior base list: Noble Weapons).

13—The Hanged Man (F) Creates a 12th level male Magus persona with the following statistics: Hits: 35; OB Dagger, +45; AT 2(35); PP: 24. The Hanged Man can cast the following spells: 1st level – *Calm* (Magus base list: Command Words); 5th level – *Great Command I/Compassion* (Magus base list: Command Words); 7th level – *Glamour* (Magus base list: Power Words), *Text Analysis II* (Magus base list: Linguistics).

14—Death (F) Creates a 13th level male Necromancer persona with the following statistics: Hits: 35; OB *Darkbolt I* (Dark Law), +50; AT 2(35); PP: 26. The servant of Death can cast the following spells: 3rd level – *Darkbolt I* (Necromancer base list: Dark Law); 6th level – *Minor Death* (Necromancer base list: Death Mastery); 8th level – *Fog of Darkness* (Necromancer base list: Dark Law); 11th level – *Greater Death* (Necromancer base list: Death Mastery).

15—Temperance (F) Creates a 14th level female Warrior Monk persona with the following statistics: Hits: 80; OB Rank 4 Martial Arts Strike and Sweeps/Throws, +100 each; AT 1(80). The persona cannot be made to intentionally fight an opponent to the death; instead, the servant of Temperance will work to subdue her target. She commands the following skills: all disarm skills, +50; Subduing, +30; all adrenal moves, +40; all Gymnastics skills, +25. She also continually radiates an aura of peace and balance; all within a 20' radius must make an RR versus a *Calm I* spell at 5th level or become calmed.

16—The Devil (F) Creates a 15th level male Warlock persona with the following statistics: Hits: 45; OB Dagger, +45; AT 2(35); PP: 30. The Devil can cast the following spells: 8th level – *Changeling IV* (Warlock base list: Changeling); 9th level – *Bone Break II* (Warlock base list: Doom's Law), *Look of Disfigure III* (Warlock base list: Evil Eye); 10th level – *Skin Burn II* (Warlock base list: Doom's Law); 15th level – *Bleeding V* (Warlock base list: Doom's Law).

17—The Tower (F) Creates a 16th level male Sorcerer persona with the following statistics: Hits: 50; OB *Lightning Bolt* (Light Law), +55; AT 2(35); PP: 48. The Tower can cast the following spells: 10th level – *Lightning Bolt* (Magician base list: Light Law);

8.2 ARMS MASTER BASE LISTS

BATTLE TRANCE (8.2.1)

ARMS MASTER BASE

	Area of Effect	Duration	Range
1—Battle Trance	self	V	self
2—Blur *	self	1 min/lvl	self
3—Battle Focus *	self	1 rnd	self
4—Quick Strike I *	self	1 rnd	self
5—Attack +25 *	self	1 rnd	self
6—Haste I *	self	1 rnd	self
7—Battle Glow I	self	1 min/lvl	self
8—Attack +40 *	self	1 rnd	self
9—Hammerstrike	self	1 rnd/lvl	self
10—Danger Vision	self	1 min/lvl	10/lvl
11—Attack +50 *	self	1 rnd	self
12—Haste II *	self	2 rnd	self
13—Battle Glow II	self	1 min/lvl	self
14—Battle Call	self	1 rnd/10% fail	10/lvl
15—Attack +70 *	self	1 rnd	self
16—Quick Strike II *	self	1 rnd	self
17—Battle Glow III	self	1 min/lvl	self
18—Attack +85 *	self	1 rnd	self
19—Haste IV *	self	4 rnd	self
20—Thunderstrike	self	1 rnd/lvl	self
25—Battle Glow True	self	1 min/lvl	self
30—Attack +100 *	self	1 rnd	self
40—Haste X *	self	10 rnd	self
50—The Last Stand	self	V	self

5,8,11,15,18,30—As spell of the same name on Paladin base list: Arm's Way (*RMCI*).

6,12,19,40—As spell of the same name on the Closed Essence list: Rapid Ways (*Spell Law*).

1—Battle Trance (U) This spell allows the caster to enter a state of single-minded battle awareness. While in this state the caster can dispell except spells from this list. He gains a +10 to perception rolls relating directly to the battle. This spell must be cast before any of the other spells on this list can be used. This spell lasts as long as the battle (GM's discretion).

2—Blur (F*) This spell blurs the caster's appearance, giving him a +10 DB. This spell is not cumulative with *Battle Glow* spells.

3—Battle Focus (U*) This spell heightens the caster's ability to concentrate, giving him a +5 per level to adrenal moves. This spell should be cast during the preparation round.

4—Quick Strike I (U*) This spell increases the caster's reflexes, giving him a +10 to his initiative determination.

7—Battle Glow I (F) This spell gives the caster a visible aura, causing him to appear more powerful and subtracting 25 from attacks against him. This spell is not cumulative with *Blur* or other *Battle Glow* spells.

11th level – *Shatter* (Sorcerer base list: Solid Destruction); 13th level – *Unstone* (Sorcerer base list: Solid Destruction); 14th level – *Undoer True* (Sorcerer base list: Solid Destruction); 15th level – *Mind Break* (Sorcerer base list: Mind Destruction).

18—The Star (F) Creates a 17th level female Astrologer persona with the following statistics: Hits: 55; OB *Shock Bolt* (Starlights), +60; AT 2(35); PP: 34. The Star can cast the following spells: 2nd level – *Dream I* (Astrologer base list: Holy Vision); 3rd level – *Light* (Astrologer base list: Starlights); 4th level – *Light Eruption* (Astrologer base list: Starlights); 5th level – *Shock Bolt* (Astrologer base list: Starlights); 7th level – *Anticipation* (Astrologer base list: Time's Bridge); 10th level – *Vision Behind* (Astrologer base list: Time's Bridge). The Star emanates an aura of hope, adding +15 to the morale of all allies.

19—The Moon (F) Creates an 18th level female Moon Mage (grey-based) persona with the following statistics: Hits: 60; OB *Katana*, +65; OB *Moon Beam* (Moon Mastery), +65; AT 10(40); PP: 36. The Moon can cast the following spells: 1st level – *Moon Shade* (Moon Mage base list: Moon Mastery); 4th level – *Moon Bath* (Moon Mage base list: Moon Mastery); 13th level – *Mood Swing V* (Moon Mage base list: Moon Madness), *Mass Distraction* (Mystic base list: Confusing Ways); 14th level – *Word of Fear* (Mystic base list: Confusing Ways).

20—The Sun (F) Creates a 19th level male Crystal Mage persona with the following statistics: Hits: 70; OB *Broadsword*, +70; OB *Crystal Bolt* (Crystal Mastery), +50; OB *Fire Bolt* (Fiery Ways), +75; AT 2(40); PP: 38. The Sun can cast the following spells: 7th level – *Fire Bolt* (Crystal Mage base list: Fiery Ways); 12th level – *Crystal Bolt* (Crystal Mage base list: Crystal Mastery), *Heat Armor I* (Crystal Mage base list: Fiery Ways), *Enchant Earth V* (Crystal Mage base list: Deep Earth Healing); 14th level – *Circle Flame* (Crystal Mage base list: Fiery Ways); 16th level – *Metal Fires* (Crystal Mage base list: Fiery Ways).

25—Judgment (F) Creates a 20th level female Sage persona with the following statistics: Hits: 75; OB *Dagger*, +70; AT 2(40); PP: 50. The servant of Judgment can cast the following spells: 13th level – *Weigh Decision III* (Sage base list: Lore's Master), *Mind's Lore V* (Sage base list: Absorb Knowledge); 20th level – *Correlations III* (Sage base list: Lore's Master). In addition, she commands the following skills: General Perception, +90; Lie Perception, +75; Philosophy/Religion (all), +25.

30—The World (F) Creates a 21st level female Archmage persona with the following statistics: Hits: 100; OB *Mace*, +75; AT 2(50); PP: 63. The World can cast the following spells: 5th level – *Wodeguide* (Arcane list: Earthblood's Ways); 7th level – *Ethereal Room* (Arcane list: Ethereal Mastery); 11th level – *Earthmight* (Arcane list: Earthblood's Ways), *Weak Elemental* (Arcane list: Entity Mastery); 13th level – *Stonewall True* (Arcane list: Stone Lore); 14th level – *Whirlwind* (Magician base list: Wind Law); 17th level – *Wind of Flame* (Arcane list: Mana Fires); 18th level – *Calm Water True* (Magician base list: Water Law); 20th level – *Rain Call* (Open Channeling: Weather Ways).

50—Major Arcana Mastery (F) Allows the use any of the lower level spells on this list to create and control multiple tarot personas simultaneously (i.e., throw down multiple cards), up to 1 card per 10 levels of the caster.

WARRIORBLADE (8.2.2)

ARMS MASTER BASE

	Area of Effect	Duration	Range
1—Minor Warriorblade	1 weapon	P	T
2—Light Blade	Warriorblade	10 min/lvl	T
3—Shock Blade	Warriorblade	1 rnd/lvl	T
4—Lesser Warriorblade	Warriorblade	P	T
5—Draw Blade *	Warriorblade	—	T
6—Water Blade	Warriorblade	1 min/lvl	T
7—Stout Blade	Warriorblade	1 rnd/lvl	T
8—Greater Warriorblade	Warriorblade	P	T
9—Ice Blade	Warriorblade	1 rnd/lvl	T
10—Defender Blade	Warriorblade	1 rnd/lvl	T
11—Locate Warriorblade *	caster	—	1000'/lvl
12—Fire Blade	Warriorblade	1 rnd/lvl	T
13—Recall Warriorblade	Warriorblade	—	1000'/lvl
14—Silver Warriorblade	Warriorblade	P	T
15—Wind Blade	Warriorblade	1 min/lvl	T
16—Earth Blade	Warriorblade	1 min/lvl	T
17—Blade Store	Warriorblade	V	T
18—Disarm	1 target	—	5'
19—Destroyer Blade	Warriorblade	V	T
20—Golden Warriorblade	Warriorblade	P	T
25—Blade of Death	Warriorblade	V	T
30—Lord Warriorblade	Warriorblade	P	T
50—Warriorblade True	Warriorblade	P	T

1—Minor Warriorblade (F) This spell allows the caster to attune himself to a special weapon, called a Warriorblade. The caster **must** be involved in the forging of his Warriorblade (he must make it himself or have a part of him go into the making, i.e., blood, hair, etc.). A minor Warriorblade is +10 to hit and its fumble range is decreased by 1 (e.g. a broadsword Warriorblade would fumble on an unmodified 1-2 instead of 1-3. Note that the fumble range can **not** be 0; an unmodified 1 always fumbles). An Arms Master can have only one Warriorblade at a time and the spells on this list will only work on his own Warriorblade. Note: the spells on this list refer to a "blade." This can be any melee weapon the player and GM agree on.

2—Light Blade (F) A beam of light (like a flashlight) springs from the caster's blade with a 20' effective range.

3—Shock Blade (F) Blue sparks dance along the blade inflicting a Shock critical two levels less in severity than the regular critical.

4—Lesser Warriorblade (F) This spell turns a Minor Warriorblade into a Lesser Warriorblade with the following modifiers: +15 to hit, -1 to fumble range, and it functions as a +1 adder.

5—Draw Blade (F*) The caster's blade leaps into his hand negating any penalties for not having a weapon ready.

6—Water Blade (F) Allows the caster to "fly" through the water at 100' per round. This spell does not give the ability to breathe under water.

9—Hammerstrike (F) This spell adds to the force of the caster's blows, resulting in double concussion hits for any melee attacks the caster makes. This spell is not cumulative with *Stout Blade* (Arms Master base list: Warriorblade) or *Thunderstrike*.

10—Danger Vision (I) For the duration of this spell, everything that is potentially harmful to the caster (GM's discretion) is outlined in a soft blue glow. Intelligent and/or highly magical dangers should get an RR. Note that the glow is visible only to the caster.

13—Battle Glow II (F) As *Battle Glow I* plus foes must resist versus the caster's level or hesitate 1 round per 10% failure before attacking the caster.

14—Battle Call (P) With this spell the caster rallies troops allied with him. This gives the troops +50 to morale rolls.

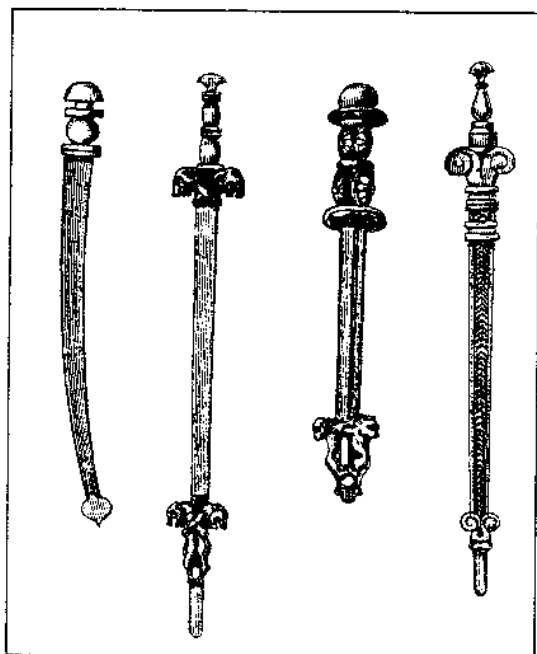
16—Quick Strike II (U*) As *Quick Strike I*, except the bonus is +20.

17—Battle Glow III (F) As *Quick Strike II*, plus RR modifier of -20.

20—Thunderstrike (F) As *Hammerstrike*, except triple concussion hits are delivered. This spell is not cumulative with *Hammerstrike* or *Stout Blade* (Arms Master base list: Warriorblade).

25—Battle Glow True (F) RR mod: -50 As above, except failure by 100 or more means the foe will flee for 1 round per 10% failure.

50—The Last Stand (UF) This spell can only be cast in a desperate situation (i.e., one man versus an entire army; the GM should be very restrictive about the use of this spell). This spell acts as *Battle Glow True*, *Danger Vision*, *Haste* (for the duration) and *Hammerstrike*. It also gives the caster +25 OB, the caster ignores stun, can sustain twice normal hits and will not go unconscious at 0 hit points. He must be killed to stop him. At the end of the battle, this spell is canceled and the caster loses all remaining PPs, hits and exhaustion points. He will then fall into a very deep sleep (-100 to awaken) for 1 day per round of combat.



7—Stout Blade (F) For the duration of the spell the caster inflicts double concussion hits. Criticals are not affected. This spell is not cumulative with *Hammerstrike* or *Thunderstrike* (Arms Master base list: *Battle Trance*).

8—Greater Warriorblade (F) This spell turns a lesser Warriorblade into a greater Warriorblade with the following modifiers: +20 to hit, -2 to fumble range, and it functions as a +2 adder.

9—Ice Blade (F) White ice and a cold mist envelops the blade, inflicting a Cold critical 1 level less in severity than the regular critical.

10—Defender Blade (D) For the duration of the spell, the caster can add the bonus to OB from his Warriorblade to his DB. This does not reduce the bonus to OB. For example; a Greater Warriorblade would be +20 to OB and +20 to DB.

11—Locate Warriorblade (I*) The caster knows the exact direction and distance to his Warriorblade.

12—Fire Blade (F) Red hot flames leap from the blade, inflicting a Heat critical of the same severity as the regular critical.

13—Recall Warriorblade (F) The caster's Warriorblade flies through the air to his out stretched hand at a rate of 1000' per round.

14—Silver Warriorblade (F) This spell turns a greater Warriorblade into a silver Warriorblade with the following modifiers: +25 to hit, -2 to fumble range, and it functions a either a +3 adder or a x2 multiplier (caster chooses when spell is cast.)

15—Wind Blade (F) As long as the caster holds his Warriorblade, he can fly at 150' per round for the duration of this spell.

16—Earth Blade (F) Using his Warriorblade to "attack" the ground, the caster can tunnel through earth and stone at a rate of 10' per round.

17—Blade Store (F) The caster can store one of his own spells in his Warriorblade to be cast at a later time. Only one spell can be stored in the blade a time.

18—Disarm (F) The target must make an RR versus this spell with a negative modifier equal to the bonuses of the caster's Warriorblade (just the bonus from the Warriorblade, not the caster's total OB). If the RR fails, the target's weapon flies 10' per 10% failure in a random direction.

19—Destroyer Blade (F) After casting this spell, in the next attack in which an opponent uses a shield or parries and the caster misses by the amount of defensive bonus given by the shield or parry, the defender's shield or weapon is destroyed. Magic weapons or shields should get an RR.

20—Golden Warriorblade (F) This spell turns the caster's silver Warriorblade into a Golden Warriorblade with the following modifiers: +30 to hit, -3 to fumble range, and it functions as either a +4 adder or x3 multiplier (caster chooses when the spell is cast).

25—Blade of Death (F) With this spell the caster attunes his Warriorblade to a specific enemy. To cast this spell, the caster must have something from the target, either part of his body or a possession. After a ritual which takes four hours to complete, the Warriorblade will do Slaying criticals against the target. Only one enemy can be attuned to the blade at one time.

30—Lord Warriorblade (F) This spell turns the caster's Golden Warriorblade into a Lord Warriorblade with the following modifiers: +35 to hit, -3 to fumble range, and it functions as either a +5 adder or a x3 multiplier (caster chooses when he casts the spell).

50—Warriorblade True (F) This spell turns the caster's Lord Warriorblade into a True Warriorblade with the following modifiers: +45 to hit, it never fumbles, and it functions as either a +6 adder or a x4 multiplier (caster chooses when he casts the spell).

ENCAMPMENTS (8.2.3)

ARMS MASTER BASE

	Area of Effect	Duration	Range
1—Campfire	one fire	—	10'
2—Mend Cloth	one garment	—	T
3—Mend Armor	one suit of armor	—	T
4—Mend Weapons	one weapon	—	T
5—Fletching	self	1 hr/lvl	T
6—Battle Feast	one feast	—	T
7—			
8—Pillage & Plunder	self	—	self
9—Break Camp	one camp	V	100'
10—Lights Out *	one camp	—	5'/lvl
11—Don Armor	self	V	self
12—Make Camp	one camp	V	100'
13—Find Food	1000'R/lvl	1 hr/lvl	100'
14—Set Watch	one camp	1 hr/lvl	100'
15—			
16—Barrier Trench	one camp	1 hr/lvl	10'
17—			
18—			
19—Wooden Palisade	one camp	1 hr/lvl	10'
20—Alarm Sounding	one camp	1 hr/lvl	100'
25—Siege Weapon	self	V	self
30—Earthen Palisade	one camp	1 hr/lvl	10'
50—Stone Palisade	one camp	1 hr/lvl	10'

1—Campfire (F) This spell allows the caster to start a fire in all but the most extreme conditions (e.g. thunderstorms). The caster must have a source of fuel for the fire.

2—Mend Cloth (F) This spell repairs rips and tears in one cloth garment. It will not replace missing material.

3—Mend Armor (F) This spell will repair, clean and polish one suit of non-magical armor.

4—Mend Weapons (F) This spell will repair, clean and sharpen one non-magical weapon.

5—Fletching (F) This spell allows the caster to make arrows or bolts from appropriate material in 1/10th the normal time.

6—Battle Feast (F) This spell causes a huge meal to be prepared from raw foodstuffs (the spell does not create the food). Anyone who eats the food will have +5 to morale rolls for the rest of the day. The feast will feed 5 people per level of the caster.

8—Pillage & Plunder (I) This spell gives the caster the location and approximate value of a defeated foe's treasure. This information is vague and general. For example, It might tell him there is 1,000 gp in the cellar but not that it is in a secret vault under a wine keg. This spell can only be used after the caster has defeated an opponent (to the victor go the spoils!).

9—Break Camp (U) This spell allows the caster to organize the packing of gear and the preparation to travel so that a camp can be broken in 1/10th the normal time.

10—Lights Out (F*) This spell instantly extinguishes all non-magical sources of light in the caster's camp. This spell will only work in the caster's own camp (i.e., it will not function as an "attack" on enemy camps).

11—Don Armor (U) This spell allows the caster to put on his armor in 1/10th the normal time.

12—Make Camp (U) This spell allows the caster to organize the setting up of a camp so that it is finished in 1/10th the normal time.

13—Find Food (I) This spell allows the caster to organize foraging parties so that they gain a +75 to their collective foraging rolls.

14—Set Watch (I) This spell allows the caster to organize watches and patrols so that they gain +25 to surprise/avoidance rolls.

16—Barrier Trench (F) A trench with wooden stakes in the bottom comes into being around the caster's camp. the trench is 10' wide by 10' deep and 10' per level long. It takes one round per foot of length to form. Anyone falling into the pit will take a +10 Fall/Crush attack and a +50 Medium Stinger attack.

19—Wooden Palisade (F) This spell creates a 10' high wooden wall around the caster's camp. The maximum length of the wall is 10' per level.

20—Alarm Sounding (I) This spell allows the caster to set up an alarm in the camp. At the time of casting, a "password" is chosen. When anyone utters the password in the area of the spell, a loud alarm sound is heard. This will give anyone who is sleeping a +50 to awaken. Anyone alert will automatically perceive the alarm.

25—Siege Weapon (F) This spell allows the caster to construct one siege weapon (e.g., a catapult or a siege tower) in 1/10th the normal time. This spell does not provide the materials.

30—Earthen Palisade (F) As Wooden Palisade, except the wall is made of packed earth.

50—Stone Palisade (F) As Wooden Palisade, except the wall is made of stone.

MARTIAL LAW (8.2.4)

ARMS MASTER BASE

	Area of Effect	Duration	Range
1—Forced March	self	1 hr/lvl	self
2—Riding	self	1 hr/lvl	self
3—Charging	self	1 rnd/lvl	self
4—			
5—Unseen March	self	1 hr/lvl	self
6—Mental Command	target	—	10'/lvl
7—Rapid Deployment I	target	—	10'
8—Mass Forced March	1 target/lvl	1 hr/lvl	10'
9—Silent March	self	1 hr/lvl	self
10—Mass Riding	1 target/lvl	1 hr/lvl	10'
11—Mass Charging	1 target/lvl	1 rnd/lvl	10'
12—Mass Unseen March	1 target/lvl	1 hr/lvl	10'
13—Mental Orders	target	—	10'/lvl
14—Mass Mental Command	1 target/lvl	—	10'/lvl
15—Rapid Deployment III	3 targets	—	10'
16—			
17—			
18—Mass Silent March	1 target/lvl	1 hr/lvl	10'
19—			
20—Mass Mental Orders	1 target/lvl	—	10'/lvl
25—Rapid Deployment V	5 targets	—	10'
30—Ghost Force	10 targets/lvl	1 hr/lvl	1000'
40—Rapid Deployment True	1 target/lvl	—	10'
50—Marching Mastery	V	1 rnd/lvl	self

1—Forced March (U) This spell allows the caster to march at 2x base rate, with no exhaustion points spent, for the duration. If he stops, the spell is canceled.

2—Riding (U) This spell gives the caster a +3 per level to all riding maneuvers.

3—Charging (U) This spell reduces the difficulty of moving maneuvers by 3 categories (e.g., Very Hard (-20) becomes Light (+10)). This can only be used in combat situations for maneuvers related to charging or closing with the enemy.

5—Unseen March (U) Caster can march at normal speed and receive a +75 to his Stalk roll.

6—Mental Command (P) Caster can send one command (one word per level) to one target in range. The target is under no compulsion to follow the command.

7—Rapid Deployment I (F) With this spell the caster can move one target a distance of 10' per level instantly. Treat this as *Long Door* on the Closed Essence list: Lofty Bridge, except for the range limitation.

8—Mass Forced March (F) As *Forced March*, except one target per level may be affected.

9—Silent March (U) The caster makes no sound as long as he moves at a normal marching speed.

10—Mass Riding (P) As *Riding*, except one target per level may be affected.

11—Mass Charging (P) As *Charging*, except one target per level may be affected.

12—Mass Unseen March (PF) As *Unseen March*, except one target per level may be affected.

13—Mental Orders (P) As *Mental Command*, except a set of commands can be sent. The caster is limited to one sentence per level.

14—Mass Mental Command (P) As *Mental Command*, except one target per level can receive the command.

15—Rapid Deployment III (F) As *Rapid Deployment I*, except three targets may be deployed up to 30' per level.

18—Mass Silent March (PF) As *Silent March*, except one target per level may be affected.

20—Mass Mental Orders (P) As *Mental Orders*, except one target per level can receive the orders.

25—Rapid Deployment V (F) As *Rapid Deployment I*, except 5 targets may be deployed up to 50' per level.

30—Ghost Force (PF) This spell acts as both *Mass Silent March* and *Mass Unseen March* and it affects 10 targets per level.

40—Rapid Deployment True (F) As *Rapid Deployment I*, except one target per level may be deployed up to 100' per level.

50—Marching Mastery (U) Caster may use one of the lower level spells on this list each round.



COMMANDS (8.2.5)

ARMS MASTER BASE

	Area of Effect	Duration	Range
1—Battlelore I	self	—	self
2—Organization I	self	—	self
3—Siege Craft I	self	—	self
4—Tactics I	self	—	self
5—Command I	self	—	self
6—Battlelore II	self	—	self
7—Organization II	self	—	self
8—Siege Craft II	self	—	self
9—Tactics II	self	—	self
10—Command II	self	—	self
11—Battlelore III	self	—	self
12—Organization III	self	—	self
13—Siege Craft III	self	—	self
14—Tactics III	self	—	self
15—Command III	self	—	self
16—Battlelore IV	self	—	self
17—Organization IV	self	—	self
18—Siege Craft IV	self	—	self
19—Tactics IV	self	—	self
20—Command IV	self	—	self
25—Battlelore True	self	—	self
30—Organization True	self	—	self
35—Siege Craft True	self	—	self
40—Tactics True	self	—	self
50—Command True	self	—	self

1—Battlelore I (UI) The casting of this spell grants the caster a +10 bonus to his next Racial History (Battles) roll.

2—Organization I (UI) This spell grants the caster a +10 bonus to his next Military Organization roll.

3—Siege Craft I (U) Allows the caster a +10 bonus to his next Siege Engineering roll.

4—Tactics I (U) Caster gets a +10 bonus to his next Tactics roll.

5—Command I (U) Caster gets a +10 bonus to his next Leadership roll.

6—Battlelore II (UI) As a *Command I*, except bonus is +20.

7—Organization II (UI) As *Battlelore II*, except bonus is +20.

8—Siege Craft II (U) As *Organization II*, except bonus is +20.

9—Tactics II (U) As *Siege Craft II*, except bonus is +20.

10—Command II (U) As *Tactics II*, except bonus is +20.

11—Battlelore III (UI) As *Command II*, except bonus is +30.

12—Organization III (UI) As *Battlelore III*, except bonus is +30.

13—Siege Craft III (U) As *Organization III*, except bonus is +30.

14—Tactics III (U) As *Siege Craft III*, except bonus is +30.

15—Command III (U) As *Tactics III*, except bonus is +30.

16—Battlelore IV (UI) As *Command III*, except bonus is +40.

17—Organization IV (UI) As *Battlelore IV*, except bonus is +40.

- 18—**Siege Craft IV (U)** As *Organization IV*, except bonus is +40.
 19—**Tactics IV (U)** As *Siege Craft IV*, except bonus is +40.
 20—**Command IV (U)** As *Tactics IV*, except bonus is +40.
 25—**Battlelore True (UI)** As *Command IV*, except bonus is equal to the caster's level or +50 (whichever is higher).
 30—**Organization True (UI)** As *Battlelore True*, except bonus is equal to the caster's level or +50 (whichever is higher).
 35—**Siege Craft True (U)** As *Organization True*, except bonus is equal to the caster's level or +50 (whichever is higher).
 40—**Tactics True (U)** As *Siege Craft True*, except bonus is equal to the caster's level or +50 (whichever is higher).
 50—**Command True (U)** As *Tactics True*, except bonus is equal to the caster's level or +50 (whichever is higher).

8.3 ELEMENTALIST BASE LISTS

EARTH FORMS (8.3.1) ELEMENTALIST BASE

	Area of Effect	Duration	Range
1—Earthmight I	self	1 rnd/lvl	self
2—			
3—Stoneskin I	self	1 rnd/lvl	self
4—Earth Fingers	5'R	1 rnd/10% fail	1'/lvl
5—Earthmight II	self	1 rnd/lvl	self
6—			
7—Earth Hand	10'R	1 rnd/10% fail	1'/lvl
8—Stoneskin II	self	1 rnd/lvl	self
9—			
10—Earthform	self	1 rnd/lvl	self
11—			
12—Earth Arms	20'R	1 rnd/10% fail	1'/lvl
13—Earthmight III	self	1 rnd/lvl	self
14—			
15—Stoneskin III	self	1 rnd/lvl	self
20—Lord Earthform	self	1 rnd/lvl	self
25—Earthmight True	self	1 rnd/lvl	self
30—Stoneskin True	self	1 rnd/lvl	self
50—Earthform True	self	1 rnd/lvl	self

1—Earthmight I (U) Gives the caster a +10 to his St modifier for the duration of this spell.

3—Stoneskin I (D) Gives the caster AT 12 for the duration of the spell.

4—Earth Fingers (F) This spell causes earth and stone tendrils to rise up out of the ground and attack anything within their area of effect. The tendrils attack as a +0 Medium Grapple attack. If the caster concentrates then the fingers get an OB equal to the caster's Em modifier.

5—Earthmight II (U) As *Earth Fingers*, except +20 to St modifier.

7—Earth Hand (F) This spell causes a huge hand (and fore arm) made of earth and stone to rise up out of the ground. The hand can attack with a +20 Large Grapple anything the caster chooses within range. In the rounds after the hand causes a 'C' or better critical the target is held and can not move. If the caster concentrates, the held object or being takes a +50 Large Crush attack.

8—Stoneskin II (D) As *Stoneskin I*, except gives AT 16.

10—Earthform (F) Caster is transformed into a weak Earth Elemental. He has all the abilities listed in *C&T*, except he retains his mind and all his skills. The caster is limited in movement and physical action as per the description and he may cast spells from this list only.

12—Earth Arms (F) A pair of huge (5' diameter, 10' long) earth and stone arms rises up from the ground and attacks the target of the caster's choice with a +100 Huge Grapple. If the attack gets a 'C' or better critical, then the victim is enveloped and will suffocate. If the caster concentrates then the victim will take an 'E' crush critical each round.

13—Earthmight III (U) As *Earth Arms*, except +30 to St modifier.

15—Stoneskin III (D) As *Stoneskin II*, except gains AT 20.

20—Lord Earthform (F) As *Earthform*, except caster gains the form of a strong Earth Elemental.

25—Earthmight True (U) As *Lord Earthform*, except caster gains +50 St modifier.

30—Stoneskin True (D) As *Stoneskin III*, except caster gains AT 20 and criticals against the caster are resolved on the Large Creatures critical strike table.

50—Earthform True (F) Caster gains the form and abilities of an Earth Elemental Savant as listed in *C&TH*, except the only spells he can cast are from this list.

FIRE FORMS (8.3.2)

ELEMENTALIST BASE

	Area of Effect	Duration	Range
1—Ignite	1 object	—	100'
2—Fire Walking	self	1 min/lvl	self
3—Resist Heat	self	1 min/lvl	self
4—			
5—Fire Cloak I	self	1 rnd/lvl	self
6—			
7—Mass Ignite	1 object/2 lvls	—	100'
8—Heatarmor	self	1 min/lvl	self
9—Fire Cloak II	self	1 rnd/lvl	self
10—Fireform	self	1 min/lvl	self
11—			
12—Fire Cleanse	self	V	self
13—Mass Ignite True	1 object/lvl	—	100'
14—Fire Cloak III	self	1 rnd/lvl	self
15—Fire Armor	self	1 min/lvl	self
20—Lord Fireform	self	1 min/lvl	self
25—Lord Fire Cloak	self	1 rnd/lvl	self
30—Blaze of Glory	1'/lvl R	—	self
50—Fireform True	self	1 min/lvl	self

1—Ignite (F) Causes one flammable object to burst into flames. Fire is normal and can be put out by the usual methods. Living beings are not affected by this spell.

2—Fire Walking (U) Caster can walk across any hot surface that can support his weight, and not take damage. If the caster stops walking, he will take damage (GM's discretion, based on temperature of surface). Note: this spell does not give the ability to move over non-solid surfaces like lava or flames.

3—Resist Heat (D) Caster is totally protected from natural heat up to 200°F and adds +10 to RRs versus heat and -10 to elemental fire attacks.

5—Fire Cloak I (F) Caster is bathed in flames causing an 'A' Heat critical and 10 hits to all within a 5' radius. The caster is unharmed by these flames.

7—Mass Ignite (F) As *Ignite*, except 1 object per 2 levels is ignited.

8—Heatarmor (D) As *Resist Heat*, except protects against all natural heat and fire and modifies spells involving heat and fire by 20.

9—Fire Cloak II (F) As *Fire Cloak I*, except it delivers a 'C' Heat critical and 20 hits.

10—Fireform (F) As *Earthform* (Elementalist base list: Earth Forms), except caster takes on the form of a lesser Fire Elemental.

12—Fire Cleanse (H) With this spell the caster can heal damage to himself. The caster must first build a small fire specifically for this spell. The caster then places his hands into the flames. The caster feels the heat of the fire and experiences all the pain but takes no damage. After several minutes (GM's discretion based on the extent of injuries) the caster removes his hands and he is healed of all concussion hits. Any specific injuries will heal in 1/2 the normal time.

13—Mass Ignite True (F) As *Mass Ignite*, except one object per level can be ignited and non-flammable objects have a chance of igniting: non-magical stone = 10%, non-magical metal = 50%, magical substances = 2%.

14—Fire Cloak III (F) As *Fire Cloak I*, except it delivers a 'D' heat critical and 30 hits.

15—Fire Armor (D) As *Heatarmor*, except it also decreases all fire concussion hits by 1/2 and decreases Heat criticals by one level of severity (e.g. 'B' becomes 'A', etc.).

20—Lord Fireform (F) As *Fireform*, except caster takes on the form of a strong Fire Elemental.

25—Lord Fire Cloak (F) As *Fire Cloak I*, except it delivers an 'E' Heat critical and 40 hits.

30—Blaze of Glory (E) With this spell, the caster causes an explosion of fire. The caster is at the center of the attack but takes no damage. The attack is resolved as a +100 *Plasma Ball* delivering double concussion hits and Heat criticals instead of Plasma.

50—Fireform True (F) As *Earthform True* (Elementalist base list: Earth Forms), except caster takes on the form of a Fire Elemental Savant.

AIR FORMS (8.3.3)

ELEMENTALIST BASE

	Area of Effect	Duration	Range
1—Zephyr	self	1 min/lvl	self
2—Minor Turbulence	target	1 rnd/5% fail	100'
3—Wind Lift I	target	1 min/lvl	100'
4—Float	self	1 min/lvl	self
5—Cross Winds *	1 missile	—	100'
6—			
7—Wind Lift II	target	1 min/lvl	100'
8—Air Walk	self	1 min/lvl	self
9—			
10—Airform	self	1 min/lvl	self
11—Major Turbulence	target	1 rnd/5% fail	100'
12—			
13—Wind Lift III	target	1 min/lvl	100'
14—			
15—Air Running	self	1 min/lvl	self
20—Lord Airform	self	1 min/lvl	self
25—Turbulence True	target	1 rnd/5% fail	100'
30—Wind Lift True	target	1 min/lvl	100'
50—Airform True	self	1 min/lvl	self

1—Zephyr (U) Caster can run at one better pace category than normally allowed for his armor and encumbrance. For example, an unarmored man could move at his base rate x6 (expending 75 exhaustion points per round) instead of x5. If the caster stops running the spell is ends. This spell does not give the caster any modifier to the maneuver difficulty nor does it give exhaustion bonuses.

2—Minor Turbulence (F) This spell sets up random wind currents and eddies around a target. The target is -20 to all moving maneuvers and combat for the duration.

3—Wind Lift I (F) This spell allows the caster to move objects with the wind. The caster may move any object up to 10 pounds weight, at a maximum rate of 10' per round. The effect of this spell is like telekinesis. Caster must make maneuver rolls using Spell Mastery, difficulty based on complexity of maneuver and strength of existing winds (GM's discretion). For example, throwing a rock at the side of a building with a light breeze would be an Easy maneuver (+20), but threading a needle in a light breeze or hitting a building with a rock in a hurricane would both be an Insane (-100) maneuver.

4—Float (U) Caster's body become less dense so that he floats with the wind. The caster has no control over direction or speed and must make maneuver rolls to maintain orientation (GM's discretion).

5—Cross Winds (F*) Caster causes one missile attack to be blown off course, giving it a -100 attack modification. Caster must be able to see missile.

7—Wind Lift II (F) As *Wind Lift I*, except 20 pounds may be moved at a maximum rate of 20 feet per round.

8—Air Walk (U) Caster may walk on air as if on solid ground. He may only move at normal walking pace and may gain altitude as if climbing a hill (GM's discretion for maneuver difficulty).

10—Airform (F) As *Earthform* (Elementalist base list: Earth Forms), except caster gains the form of a weak Air Elemental.

11—Major Turbulence (F) As *Minor Turbulence*, except the modifier is -50.

12—Wind Lift III (F) As *Wind Lift I*, except 30 pounds may be moved at a maximum rate of 30' per round.

15—Air Running (U) As *Air Walking*, except caster may move up to 3x normal pace.

20—Lord Airform (F) As *Airform*, except caster gains the form of a strong Air Elemental.

25—Turbulence True (F) As *Minor Turbulence*, except the modifier is -100.

30—Wind Lift True (F) As *Wind Lift I*, except 1 lb. per level may be moved at a maximum rate of 1' per level per round (e.g. at 36th lvl the caster may move 36 pounds up to 36' per round).

50—Airform True (F) As *Earthform True* (Elementalist base list: Earth Forms), except caster gains the form and abilities of an Air Elemental Savant.

ICE FORMS (8.3.4)

ELEMENTALIST BASE

	Area of Effect	Duration	Range
1—Ice Running	self	1 min/lvl	self
2—Ice Shield	self	1 rnd/lvl	self
3—Resist Cold	self	1 min/lvl	self
4—			
5—Ice Patch	1'R/lvl	1 min/lvl	10'
6—			
7—			
8—Coldarmor	self	1 min/lvl	self
9—			
10—Iceform	self	1 min/lvl	self
11—Ice Cage	target	1 min/10% fail	100'
12—			
13—			
14—Ice Patch True	1'R/lvl	P	10'
15—Ice Armor	self	1 min/lvl	self
20—Lord Iceform	self	1 min/lvl	self
25—Utterice	10'R/lvl	1 min/lvl	10'
30—Ice Cage True	target	P	100'
50—Iceform True	self	1 min/lvl	self

1—Ice Running (U) Caster can run on ice and snow as if on normal ground.

2—Ice Shield (D) Creates a normal sized shield of ice in front of the caster. The shield moves as if wielded by the caster and in all respects acts as a normal shield.

3—Resist Cold (D) As *Resist Heat* (Elementalist base list: Fire Forms), except protects down to -20°F and the bonus is versus cold attacks.

5—Ice Patch (F) Creates a patch of thin ice on any solid or liquid surface. Any attempts to move across this patch are resolved as a Sheer Folly (-50) maneuver due to the slipperiness of the ice. After the duration of the spell the ice melts normally (e.g. 1 or 2 rounds in very hot conditions or several hours in very cold conditions).

8—Coldarmor (D) As *Heatarmor* (Elementalist base list: Fire Forms), except the bonus is against cold attacks.

10—Iceform (F) As *Earthform* (Elementalist base list: Earth Forms), except the caster gains the form of a weak Ice Elemental.

11—Ice Cage (F) Creates a shimmering block of ice around the target. The target cannot move while encased. The ice is porous, so the target can still breathe. The block of ice has AT 11 and can take 500 hits before breaking.

LIGHT FORMS (8.3.5)

ELEMENTALIST BASE

14—Ice Patch True (F) As *Ice Patch* above, except the duration is permanent.

15—Ice Armor (D) As *Fire Armor* (Elementalist base list: Fire Forms), except the bonus is against ice and cold attacks.

20—Lord Iceform (F) As *Iceform* except the caster gains the form of a strong Ice Elemental.

25—Utterice (F) As *Ice Patch*, except the ice is unnaturally slippery requiring a Virtually Impossible maneuver to cross (use Absurd (-200) if *RMCIIV* is unavailable).

30—Ice Cage True (F) As *Ice Cage*, except the ice is not porous. The target is in suspended animation. He does not age, nor does he need to eat or breathe.

50—Iceform True (F) As *Earthform True* (Elementalist base list: Earth Forms), except caster gains the form and abilities of an Ice Elemental Savant.

	Area of Effect	Duration	Range
1—Blur	self	1 min/lvl	self
2—Dazzle	target	1 min/lvl	100'
3—Resist Light	self	1 min/lvl	self
4—Light	10'R	10 min/lvl	touch
5—			
6—Aura	self	1 min/lvl	self
7—Lord Light	1'R	P	touch
8—Lightarmor	self	1 min/lvl	self
9—			
10—Lightform	self	1 min/lvl	self
11—			
12—Light True	10'R	P	touch
13—			
14—			
15—Lightning Armor	self	1 min/lvl	self
20—Lord Lightform	self	1 min/lvl	self
25—Utterlight	10'R	10 min/lvl	touch
30—Light Affinity	target	1 rnd/10% fail	10'
50—Lightform True	self	1 min/lvl	self

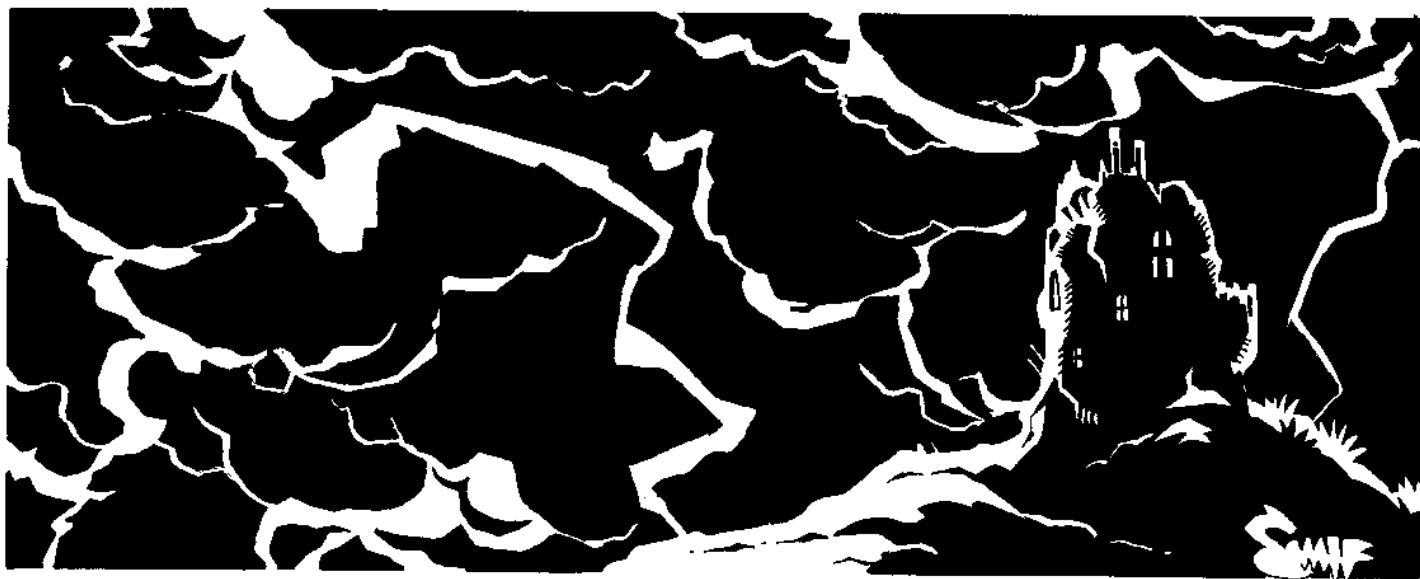
1—Blur (D) Caster appears blurred, subtracting 10 from all attacks against him.

2—Dazzle (F) Causes a dancing pattern of light in front of the target's eyes causing him to be distracted; -10 to all actions and he must make an orientation roll each round.

3—Resist Light (D) As *Resist Heat* (Elementalist base list: Fire Forms), except protects against light and electricity attacks.

4—Light (F) Creates a sphere of light about the point touched that will illuminate out to 100'.

6—Aura (D) Caster is surrounded by a bright aura which makes him appear more powerful and subtracts 25 from all attacks against him. Note: this spell is not cumulative with *Blur*.



7—Lord Light (F) As *Light*, except the sphere is 1' radius and illuminates out to 50'.

8—Lightarmor (D) As *Heatarmor* (Elementalist base list: Fire Forms), except the bonus is against light and electricity attacks.

10—Lightform (F) As *Earthform* (Elementalist base list: Earth Forms), except caster gains the form of a weak Light Elemental.

12—Light True (F) As *Light* except for the duration.

15—Lightning Armor (D) As *Fire Armor* (Elementalist base list: Earth Forms), except the bonus is against light and electricity attacks.

20—Lord Lightform (F) As *Lightform*, except caster gains the form of a strong Light Elemental.

25—Utterlight (F) As *Light*, except even magical dark can not exist within its area of effect.

30—Light Affinity (F) Target becomes a "living lightning rod." If he is outdoors during a thunderstorm he will take a +50 *Lightning Bolt* attack each round for the duration of the spell. If the caster is the target of this spell he takes no damage from the lightning. Instead, he can absorb the attacks and recast them. The caster may choose to cast one +50 *Lightning Bolt* for each one absorbed, or he may hold the absorbed bolts and gain an additional +10 for each bolt after the first (e.g., if the caster absorbs three bolts, he could cast three +50 bolts or one +70 bolt or one +60 bolt and one +50 bolt). Directed Spell skills are not appropriate for this spell; only the bonus from this spell applies.

50—Lightform True (F) As *Earthform True* (Elementalist Base list Earth Forms), except caster gains the form and abilities of a Light Elemental Savant.

1—Swimming (U) Caster can swim at 2x normal walking pace for the duration of this spell and he does not need to make a swimming roll unless conditions are severe (i.e., strong cross currents, etc.).

4—Water Walking (U) Caster can walk on the surface of water or similar liquids.

5—Wave I (F) Causes a wave of water to move away from the caster across the surface of a body of water. The wave will capsize small boats (i.e., a canoe or small rowboat) and give swimmers a -50 to their swimming roll.

6—Drowning (F) Target must make an RR or begin to drown. The lungs of the target are filled with water and the target may be saved by normal life saving means. While drowning the target is at -100 to everything. The target must be in a large body of water when this spell is cast.

8—Water Running (U) As *Water Walking*, except caster can move at 3x normal walking pace.

9—Wave II (F) As *Wave I*, except it will upset medium boats and give swimmers a -75 to swimming.

10—Waterform (F) As *Earthform* (Elementalist base list: Earth Forms), except caster gain the form of a weak Water Elemental.

12—Wave III (F) As *Wave I*, except it will upset large boats and give swimmers a -100.

14—Whirlpool (F) Creates a whirlpool that will draw in and sink any non-powered ship within 500'. The GM may allow a Sheer Folly (-50) sailing maneuver to escape.

15—Dehydration (F) Target loses most of his body water. He must make a RR or lose 1 point of temporary St per 5% failure. Strength can only be regained through normal level advancement.

20—Lord Waterform (F) As *Waterform*, except caster gains the form of a strong Water Elemental.

25—Lord Wave (F) As *Wave I*, except it will upset any boat or ship and swimmers have a -200.

30—Mist Form (F) This spell allows the caster to transform his body into a cohesive ball of mist. The caster is aware of his surroundings and can fly at his normal walking speed. The caster can alter his shape so that he can seep through cracks in walls and under doors, etc. The caster can not physically affect the world while in this form, except through spells from this list. While in this form, the caster can only be affected by water-destroying spells, and Heat and Electrical criticals are rolled on the Slaying Critical Strike Chart.

50—Waterform True (F) As *Earthform True* (Elementalist base list: Earth Forms), except caster takes on the form and abilities of a Water Elemental Savant.

WATER FORMS (8.3.6) ELEMENTALIST BASE

	Area of Effect	Duration	Range
1—Swimming	self	1 min/lvl	self
2—			
3—			
4—Water Walking	self	1 min/lvl	self
5—Wave I	10'/lvl R	—	10'
6—Drowning	target	—	100'
7—			
8—Water Running	self	1 min/lvl	self
9—Wave II	10'/lvl R	—	10'
10—Waterform	self	1 min/lvl	self
11—			
12—Wave III	10'/lvl R	—	10'
13—			
14—Whirlpool	100'R	10 min/lvl	100'
15—Dehydration	target	—	100'
20—Lord Waterform	self	1 min/lvl	self
25—Lord Wave	10'/lvl R	—	10'
30—Mist Form	self	1 min/lvl	self
50—Waterform True	self	1 min/lvl	self

DARK FORMS (8.3.7)

ELEMENTALIST BASE

	Area of Effect	Duration	Range
1—Shadow	self	1 min/lvl	self
2—Dark	10'R	1 min/lvl	touch
3—Resist Dark	self	1 min/lvl	self
4—			
5—Shadow Walk	self	—	self
6—			
7—Blindness	target	1 rnd/10% fail	100'
8—Darkarmor	self	1 min/lvl	self
9—			
10—Darkform	self	1 min/lvl	self
11—			
12—Dark True	10'R	P	touch
13—Shadow Walk True	self	—	self
14—Blindness True	target	P	100'
15—Darkfire Armor	self	1 min/lvl	self
20—Lord Darkform	self	1 min/lvl	self
25—Utterdark	10'R	1 min/lvl	touch
30—Touch of the Grave	target	—	touch
50—Darkform True	self	1 min/lvl	self

1—Shadow (U) Caster and all his possessions are as black as shadows, leaving him nearly invisible in shadows.

2—Dark (F) Caster creates a 10' radius circle of darkness in which only magical light can exist.

3—Resist Dark (D) As *Resist Heat* (Elementalist base list: Fire Forms), except protects against dark attacks.

5—Shadow Walk (U) Caster can step into shadows and exit from another shadow up to 100' distant.

7—Blindness (F) Target is blinded for 1 round per 10% failure. Target is at -100 to all activities while blinded.

8—Darkarmor (D) As *Heatarmor* (Elementalist base list: Fire Forms), except protects against dark attacks.

10—Darkform (F) As *Earthform* (Elementalist base list: Earth Forms) except caster gains the form of a weak Dark Elemental (use Light Elemental stats except causes Cold criticals and suffers Slayingcrtis from electricity).

12—Dark True (F) As *Dark*, except for duration.

13—Shadow Walk True (U) As *Shadow Walk*, except distance traveled is up to 100' per level.

14—Blindness True (F) As *Blindness*, except target is permanently blind.

15—Darkfire Armor (D) As *Fire Armor* (Elementalist base list: Fire Forms), except protects against dark and darkfire attacks.

20—Lord Darkform (F) As *Darkform*, except caster gains the form of a strong Dark Elemental.



25—Utterdark (F) As *Dark*, except cancels all light except for *Utterlight*.

30—Touch of the Grave (F) This spell causes the caster's hand to radiate a cold dark light. The caster then touches his intended victim and the target must make an RR versus the caster's level or feel the hand of death upon him. If the target fails by more than 100, he is dead. If he fails by 50-99, he ages 10 years and loses 1-10 from each temporary stat. If he fails by 20-49, he ages 5 years and loses 1-5 from each temporary stat. If he fails by 1-19, he ages 1 year and subtracts 1 from each temporary stat. If the target makes his RR, he is stunned for 1 round.

50—Darkform True (F) As *Earthform True* (Elementalist base list: Earth Forms), except caster gains the form and abilities of a Dark Elemental Savant.

8.4 SHADOW MAGE BASE LISTS

SHADOW LAW (8.4.1)

SHADOW MAGE BASE

	Area of Effect	Duration	Range
1—Shadows	1 target	10 min/lvl	10'
2—Dark I	10'R	10 min/lvl	touch
3—Shadowbolt I	1 target	—	100'
4—Darkvision	1 target	10 min/lvl	10'
5—Control Dark	10'R	C	self
6—Suddendark	10'R	—	100'
7—Dark II	50'R	10 min/lvl	touch
8—Enshroud	10'R	1 rnd/lvl	100'
9—Shadowbolt II	1 target	—	200'
10—Circle of Shadows	10'R	1 rnd/lvl	100'
11—Waiting Shadows	V	V	100'
12—Shadowfire Bolt I	1 target	—	100'
13—Shadowbolt III	1 target	—	300'
14—Shape Shadow	1 shadow	1 min/lvl	100'
15—Shadow Curse	1 target	P	100'
16—Shadowfire Bolt II	1 target	—	200'
17—Utterdark	100'	1 min/lvl	touch
18—Area Shadow Curse	10'R/lvl	P	100'
19—Triad of Shadow	V	—	100'
20—Shadowfire Bolt III	1 target	—	300'
25—Corner Shadowfire Bolt	1 target	—	100'
30—Following Shadowfire Bolt	1 target	—	100'
50—Shadow Mastery	V	1 rnd/lvl	V

1—Shadows (E) Target and all objects on his person appear to be a shadow, and thus are almost invisible in dark areas.

2—Dark I (F) Darkens a 10' radius about the point touched.

3—Shadowbolt I (E) A bolt of concentrated shadow is shot from the palm of the caster. Results are determined on the Normal Elemental Force Attack Table (*EC*, page 106) using Cold criticals (primary), *Aether* criticals (secondary), and Depression criticals (tertiary).

4—Darkvision (U) Target can see in all darkness as if in broad daylight.

5—Control Dark (F) Caster can control the degree of darkness within the range from daylight to full dark; it can be different in different parts of the radius.

6—Suddendark (F) Causes a 10' radius burst of intense darkness; all those inside are stunned 1 round per 5% failure.

7—Dark II (F) As *Dark I*, except radius is 50'.

8—Enshroud (E) Creates a fog of concentrated shadow in a 10' radius that delivers an 'A' Depression critical to those who pass through it. It moves with the wind.

9—Shadowbolt II (E) As *Shadowbolt I*, except range is 200'.

10—Circle of Shadows (E) As *Enshroud*, except it is formed into a wall 10' high in a 10' radius about the target, and does not move with the wind.

11—Waiting Shadows (F) When cast in conjunction with a *Dark* or *Light* spell, it delays the effects of the other spell until a specific time has passed (up to 24 hours), or until triggered (e.g., someone passes, etc.) at the caster's option.

12—Shadowfire Bolt I (E) A bolt of sparkling Shadowfire is shot from the caster's palm. Results are determined on the Greater Elemental Force Attack Table (*EC* page 107), using Cold criticals (primary), Electricity criticals (secondary), and Depression criticals (tertiary).

13—Shadowbolt III (E) As *Shadowbolt I*, except range is 300'.

14—Shape Shadow (F) Allows caster to form an existing shadow (up to 10 square feet per level) into any shape he desires. Caster may "animate" the shadow as long as he concentrates.

15—Shadow Curse (F) Target's shadow has a life of its own. Although the shadow remains with the target, it does not mimic the target's movement. Instead, its movements are grotesque and random.

16—Shadowfire Bolt II (E) As *Shadowfire Bolt I*, except range is 200'.

17—Utterdark (F) Darkens a 100' radius about the point touched. *Utterdark* nullifies all magically and naturally created light.

18—Area Shadow Curse (F) All shadows in the area of effect are constantly moving and shifting, and bear little if any relation to the actual physical situation.

19—Triad of Shadow (E) As *Shadowbolt I*, except three bolts are shot from caster's palm using normal *Triad Bolt* restrictions.

20—Shadowfire Bolt III (E) As *Shadowfire Bolt I*, except range is 300'.

25—Corner Bolt (F) As *Shadowfire Bolt I*, except range is 200', and operates under normal *Corner Bolt* restrictions.

30—Following Bolt (F) As *Shadowfire Bolt I*, except range is 200', and operates under normal *Following Bolt* restrictions.

50—Shadow Mastery (F) Caster can use one lower level spell on this list each round.

SHADOWPORT (8.4.2)

SHADOW MAGE BASE

Note: Before a Shadowport spell may be utilized, the caster must have stored the location of the target. If the shadow no longer exists, and Shadow Recall has not been cast, target must roll (adding any appropriate 'Luck' or 'Fate' modifiers) and apply the results on the Shadowport Failure Table (below).

	Area of Effect	Duration	Range
1—Shadow Store*	self	P	self
2—Time Store*	self	P	self
3—			
4—Shadowhop	self	1 rnd/lvl	self
5—			
6—Shadowport I	1 target	—	20 miles/lvl
7—Shadow Gauge	self	3 rnds	20 miles/lvl
8—Shadowport II	2 targets	—	20 miles/lvl
9—			
10—Shadowport III	3 targets	—	20 miles/lvl
11—Shadow Alert*	self	1 rnd/lvl	20 miles/lvl
12—			
13—Shadowport V	5 targets	—	20 miles/lvl
14—Shadow Recall	self	1 min	20 miles/lvl
15—Shadowport X	10 targets	—	20 miles/lvl
20—Lord Shadowport	20 targets	—	20 miles/lvl
30—Mass Shadowport	V	—	20 miles/lvl
50—Shadowport True	1 target	—	V
75—Mass Shadowport True	V	—	V

1—Shadow Store (P*) Stores the physical location of a shadow for use with higher level spells on this list.

2—Time Store (P*) Stores the temporal location of a shadow for use with higher level spells on this list.

Note: The temporal locations of shadows are stored for the purpose of determining whether or not they still exist (through the use of the Shadow Gauge spell). This in no way implies that the caster can actually temporally travel to the location of the time-stored shadow; the travel accomplished by these spells is purely spatial in nature.

4—Shadowhop (F) Allows caster to travel through a shadow with at least a 2' diameter to any other shadow with at least a 2' diameter within line of sight (up to 5' per level) once per round.

6—Shadowport I (F) Transports target to a previously stored shadow within range.

7—Shadow Gauge (I*) Informs caster if a shadow Time Stored earlier is still present for purposes of utilizing a Shadowport spell.

8—Shadowport II (F) As *Shadowport I*, except transports two targets.

10—Shadowport III (F) As *Shadowport I*, except transports three targets.

11—Shadow Alert (I*) Informs caster if a previously stored shadow currently exists. Caster may concentrate on one stored shadow per round per level of caster.

13—Shadowport V (F) As *Shadowport I*, except transports five targets.

14—Shadow Recall (F) If a previously stored shadow does not currently exist, this spell will recreate it for one minute.

15—Shadowport X (F) As *Shadowport I*, except transports ten targets.

20—Lord Shadowport (F) As *Shadowport I*, except transports twenty targets.

30—Mass Shadowport (F) As *Shadowport I*, except transports one target per level of caster.

50—Shadowport True (F) As *Shadowport I*, except transports target to any previously stored shadow, regardless of range or to a random point on the Shadow plane.

75—Mass Shadowport True (F) As *Shadowport True*, except transports one target per level of caster.

SHADOWPORT FAILURE TABLE

≤ (-25) Target disappears in a shadowy explosion of smoke. All within a 5' radius per level of spell must take an 'A' Depression critical as target teleports to the realm of Shades (target may die if unquipped to survive in the Shadow plane). Insane (-100) Orientation roll.

(-24) to 04 Target begins to fade into the shadows, but suddenly rematerializes and fails to *Shadowport*. Target takes an 'A' Depression critical and a 'B' Stress critical per 10 miles to destination. Absurd (-90) Orientation roll.

05 to 75 Target begins to fade into the shadows, but suddenly rematerializes and fails to *Shadowport*. Target takes an 'A' Stress critical per 20 miles to destination. Absurd (-75) Orientation roll.

76 to 90 Target fails to *Shadowport*. Medium (+0) Orientation roll.

91 to 110 Target teleports to nearest shadow (most likely in the same area as caster). Medium (-5) Orientation roll.

111 to 175 Target teleports to nearest stored shadow to spell destination. Medium (-5) Orientation roll.

≥176 Target teleports to the nearest shadow to spell destination. No Orientation roll required.

8.5 DOPPELGÄNGER BASE LISTS

DOPPELGÄNGER WAYS (8.5.1)

DOPPELGÄNGER BASE

Note: Caster may only have one form for every five levels of experience (round up) of each type stored at any one time. Caster may willingly cancel any one stored type and store another in its place. Caster always appears as himself, comprised of said organic or inorganic material, unless otherwise noted. There is a base 1% chance per day that caster will suffer from *Delusion* (see notes under *Mental Shifting* spell list) while under the effects of one or more Form spells. All Form spells take three rounds to complete the shift.

	Area of Effect	Duration	Range
1—Type Organic*	1 object	P	100'
2—Type Inorganic*	1 object	P	100'
3—Body Preparation*	self	—	self
4—Landing*	self	—	self
5—Phantom Step	1'R	1 min/lvl	self
6—Organic/Inorganic Form	self	P	self
7—Mold Facial	self	10 min/lvl	self
8—Leap*	self	—	self
9—No Trace	self	C	self
10—Mold Organic I	self	24 hrs	self
11—Mold Inorganic I	self	24 hrs	self
12—Organic/Inorganic Form III	self	24hrs	self
13—			
14—No Sense	self	C	self
15—Mold Organic II	self	24 hrs	self
16—Mold Inorganic II	self	24 hrs	self
17—			
18—Mold Traits	self	10 min/lvl	self
19—Resist Summons*	self	—	self
20—Mold Organic III	self	24 hrs	self
30—Mold Inorganic III	self	24 hrs	self
40—Mote Form	self	1 min/lvl	self
50—Mold Organic/ Inorganic True	self	P	self

1—Type Organic (P*) Caster may study (for three uninterrupted rounds) a non-living, organic object for use with higher level spells on this list.

2—Type Inorganic (P*) As *Type Organic*, except target may study an inorganic object.

3—Body Preparation (U*) Caster must cast this before any Form spell on this list. If he does not, he will suffer 'A' Physical Alteration criticals until the total change equals 100%.

4—Landing (F*) Allows the caster to land safely in a fall of up to 20' per level, and to take that distance off the severity of any longer fall.

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

6—Organic/Inorganic Form I (F) Caster may assume the form of a stored organic or inorganic non-living object (3/4x to 2x normal mass). Caster will receive physical benefits of new material form (e.g., leather form will yield ATs 5-12, etc.).

7—Mold Facial (F) Allows caster to mold one facial feature for every five levels of experience (round up), so it will differ from his normal features. Each feature takes one round to mold.

8—Leap (F*) Caster may leap up to 5' per level laterally or 2' per level vertically in the round that the spell is cast.

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

10—Mold Organic I (F) Caster may use any related skill bonus to mold his current organic form into one that has been *Typed* (e.g., a caster in 'leather' form may use *Leather Working* skill to mold himself into a jacket, one in 'wood' form could use *Fletching* skill to mold himself into an arrow, etc.), within 3/4x to 2x caster's mass.

11—Mold Inorganic I (F) As *Mold Organic I*, except caster can mold his inorganic form (e.g., a caster in 'clay' form may use his *Pottery* skill to mold himself into a pot, etc.).

12—Organic/Inorganic Form III (F) As *Organic/Inorganic Form I*, except the mass restriction is 1/40x to 400x.

14—No Sense (F) As *Invisibility I* on the Closed Essence list: *Invisible Ways*, except that the caster is also undetectable by smell and sound and the spell only lasts as long as he concentrates.

15—Mold Organic II (F) As *Mold Organic I*, except the mass restriction is 1/20x to 40x.

16—Mold Inorganic II (F) As *Mold Inorganic I*, except the mass restriction is 1/20x to 40x.

18—Mold Traits (F) Allows caster to mold one trait for every five levels of experience (round up), from any *Typed* anything from any Doppelgänger base spell list. Each trait takes one round to mold.

19—Resist Summons (SF*) Allows caster, when in applicable form (golem, elemental, demon, undead, spirit, etc.), an additional RR modified by +1 per level against other spellcasters' *Summon* or *Control* spells of that form (or type). This spell will react immediately, regardless of caster's status (unconscious, asleep, busy, etc.), if he has sufficient PPs.

20—Mold Organic III (F) As *Mold Organic I*, except the mass restriction is 1/40x to 400x.

30—Mold Inorganic III (F) As *Mold Inorganic I*, except the mass restriction is 1/40x to 400x.

40—Mote Form (F) Caster takes the form of a cloud of tiny dispensed particles. While in this form, he is fully aware in all of his senses. He is able to move at a rate of 1' per round when in contact with the ground: he can seep through cracks and extend himself to become virtually invisible. However, he may not cast spells, and he does not appear as himself.

50—Mold Organic/Inorganic True (F) As *Mold Inorganic III* and *Mold Organic III*, except the duration is permanent.

ORGANIC SHIFTING (8.5.2)

DOPPELGÄNGER BASE

Note: Caster may only have one form for every five levels of experience (round up) of each type stored at any one time. For example., a ninth level *Doppelgänger* can have 2 Racial forms stored, 2 Animal forms, 2 Plant forms, and 2 Personal forms). Caster may willingly cancel any one stored form and store another in its place. When in Race (not Personal) or Animal form, caster will always resemble himself, unless otherwise noted. There is a base 1% chance per day that caster will suffer from *Delusion* (see notes under *Mental Shifting* spell list) while under the effects of one or more Form spells. All Form spells take three rounds to complete the shift. While in another form, caster must acquire nutrition per the norm for that form (e.g., an anteater will eat ants, a plant will photosynthesize, a fish will breathe in water, etc.).

	Area of Effect	Duration	Range
1—Type Race*	1 target	P	100'
2—Type Animal*	1 animal	P	100'
3—Type Plant *	1 plant	P	100'
4—Type Personal*	1 target	P	100'
5—Body Preparation*	self	—	self
6—Racial Form I	self	24 hrs	self
7—Personal Form I	self	24 hrs	self
8—Animal Form I	self	24 hrs	self
9—Plant Form I	self	24 hrs	self
10—Racial Form II	self	24 hrs	self
11—Personal Form II	self	24 hrs	self
12—Animal Form II	self	24 hrs	self
13—Plant Form II	self	24 hrs	self
14—Racial Form III	self	24 hrs	self
15—Personal Form III	self	24 hrs	self
16—Animal Form III	self	24 hrs	self
17—Plant Form III	self	24 hrs	self
18—Racial Form True	self	P	self
19—Personal Form True	self	P	self
20—Animal Form True	self	P	self
30—Plant Form True	self	P	self
50—Living Form Shift	self	1 rnd/lvl	self

1—Type Race (P*) Caster may study (for three uninterrupted rounds) a person's race for use with higher level spells on this list.

2—Type Animal (P*) As *Type Race*, except caster may study an animal.

3—Type Plant (P*) As *Type Race*, except caster may study a plant.

4—Type Personal (P*) As *Type Race*, except caster may study a specific person.

5—Body Preparation (U*) Caster must cast this before any Form spell on this list. If he does not, he will suffer 'A' Physical Alteration criticals until the total change equals 100%.

6—Racial Form I (F) Caster may assume form of a stored race, within 3/4x to 2x his own mass. Caster's racial stat bonuses change and he receives any unusual racial abilities (e.g., infravision, increased hearing, etc.).

7—Personal Form I (F) As *Racial Form I*, except caster may assume the form of a stored person (physical stats included). Although he gains racial abilities, he will not receive acquired skills or abilities.

8—Animal Form I (F) As *Racial Form I*, except caster may assume the form of a stored animal.

9—Plant Form I (F) As *Racial Form I*, except caster may assume the form of a stored plant.

10—Racial Form II (F) As *Racial Form I*, except mass restriction is 1/20x to 40x.

11—Personal Form II (F) As *Personal Form I*, except mass restriction is 1/20x to 40x.

12—Animal Form II (F) As *Animal Form I*, except mass restriction is 1/20x to 40x.

13—Plant Form II (F) As *Plant Form I*, except mass restriction is 1/20x to 40x.

14—Racial Form III (F) As *Racial Form I*, except mass restriction is 1/40x to 400x.

15—Personal Form III (F) As *Personal Form I*, except mass restriction is 1/40x to 400x.

16—Animal Form III (F) As *Animal Form I*, except mass restriction is 1/40x to 400x.

17—Plant Form III (F) As *Plant Form I*, except mass restriction is 1/40x to 400x.

18—Racial Form True (F) As *Racial Form III*, except duration is permanent.

19—Personal Form True (F) As *Personal Form III*, except duration is permanent.

20—Animal Form True (F) As *Animal Form III*, except duration is permanent.

30—Plant Form True (F) As *Plant Form III*, except duration is permanent.

50—Living Form Shift (F) This spell allows the caster to cast any 6th-17th lvl spell from this list once per round. Once cast, *Body Preparation* need not be cast again for the duration of the spell, and all shifts take only one round.

INORGANIC SHIFTING (8.5.3)

DOPPELGÄNGER BASE

Note: Caster may only have one form for every five levels of experience (round up) of each type stored at any one time. For example, a ninth level Doppelgänger can have 2 Stone forms stored, 2 Golem forms, and 2 Elemental forms). Caster may willingly cancel any one stored form and store another in its place. When in Golem or Elemental form, caster will always resemble himself, unless otherwise noted. There is a base 1% chance per day that caster will suffer from Delusion (see notes under Mental Shifting spell list) while under the effects of one or more Form spells. All Form spells take three rounds to complete the shift. While in another form, caster must acquire nutrition per the norm for that form (e.g., an elemental will assimilate, etc.). While in Stone form, caster is subject to earth and stone affecting spells, though he can resist at his level. While in Golem form, caster is subject to golem (and/or earth and stone) affecting spells, though he can resist at his level. While in Elemental form, caster is subject to elemental (and/or earth and stone) affecting spells, though he can resist at his level. For purposes of these spells, the term 'Stone' refers to any rock, mineral, jewel, metal, glass, etc. While in inorganic form, caster must rest to regain PPs. For purposes of these spells, the term 'Golem' refers to any construct, golem or shard.

	Area of Effect	Duration	Range
1—Type Stone*	1 stone	P	100'
2—Type Golem*	1 golem	P	100'
3—Type Elemental*	1 elemental	P	100'
4—Body Preparation*	self	—	self
5—			
6—Stone Form I	self	P	self
7—Golem Form I	self	P	self
8—Elemental Form I	self	P	self
9—Stone Form II	self	P	self
10—Golem Form II	self	P	self
11—Elemental Form II	self	P	self
12—Stone Form III	self	P	self
13—Golem Form III	self	P	self
14—Elemental Form III	self	P	self
15—Stone Change	self	24 hrs	self
16—			
17—			
18—			
19—Elemental Change	self	24 hrs	self
20—Stone Change True	self	P	self
30—Elemental Change True	self	P	self
50—Non-Living Form Shift	self	1 rnd/lvl	self

1—Type Stone (P*) Caster may study (for three uninterrupted rounds) a Stone for use with higher level spells on this list.

2—Type Golem (P*) As *Type Stone*, except caster may study a Golem.

3—Type Elemental (P*) As *Type Stone*, except caster may study an Elemental.

4—Body Preparation (U*) Caster must cast this before any Form or Change spell on this list. If he does not, he will suffer 'A' Physical Alteration criticals until the total change equals 100%.

6—Stone Form I (F) Caster may assume form of a stored Stone, within 3/4x to 2x his own mass. Caster only receives 25% of a Stone's natural abilities (e.g., a +10 material bonus would be a +3 (+2.5 round up), etc.).

7—Golem Form I (F) As *Stone Form I*, except caster may assume form of a stored Golem, and caster receives 100% of its natural abilities.

8—Elemental Form I (F) As *Golem Form I*, except caster may assume form of a stored Type A or B Elemental.

9—Stone Form II (F) As *Stone Form I*, except mass restrictions are 1/20x to 40x, and caster receives 50% of Stone's natural abilities.

10—Golem Form II (F) As *Golem Form I*, except mass restrictions are 1/20x to 40x.

11—Elemental Form II (F) As *Elemental Form I*, except caster may assume form of a stored Type C Elemental, and mass restrictions are 1/20x to 40x.

12—Stone Form III (F) As *Stone Form I*, except mass restrictions are 1/40x to 400x, and caster receives 75% of Stone's natural abilities.

13—Golem Form III (F) As *Golem Form I*, except mass restrictions are 1/40x to 400x.

14—Elemental Form III (F) As *Elemental Form I*, except caster may assume form of a stored Type D Elemental, and mass restrictions are 1/40x to 400x.

15—Stone Change (F) As *Stone Form III*, except caster receives 100% of Stone's natural abilities.

19—Elemental Change (F) As *Elemental Form III*, except caster may assume form of a stored Type E Elemental.

20—Stone Change True (F) As *Stone Change*, except duration is permanent.

30—Elemental Change True (F) As *Elemental Change*, except duration is permanent.

50—Non-Living Form Shift (F) This spell allows the caster to cast any 6th-30th lvl spell from this list once per round. Once cast, *Body Preparation* need not be cast again for the duration of the spell, and all shifts take only one round.

LIGHT SHIFTING (8.5.4)

DOPPELGÄNGER BASE

Note: Caster may only have one form for every five levels of experience (round up) of each type stored at any one time. For example, a ninth level *Doppelgänger* can have 2 *Light Beast* forms stored, and 2 *Spirit* forms). Caster may willingly cancel any one stored form and store another in its place. When in *Light Beast* form, caster may resemble himself. There is a base 1% chance per day that caster will suffer from *Delusion* (see notes under *Mental Shifting* spell list) while under the effects of one or more *Form* spells. All *Form* spells take three rounds to complete the shift. While in another form, caster must acquire nutrition per the norm for that form (e.g., a unicorn will graze, etc.). While in *Spirit* form, caster is subject to *spirit* affecting spells, though he can resist at his level.

	Area of Effect	Duration	Range
1—Type <i>Light Beast</i> *	1 beast	P	100'
2—Type <i>Spirit</i> *	1 spirit	P	100'
3— <i>Feel Spirit</i> *	10'R	1 min/lvl	self
4— <i>Body Preparation</i> *	self	—	self
5— <i>Taint Resistance</i>	self	1 hr/lvl	self
6— <i>Light Beast Form I</i>	self	P	self
7— <i>Spirit Form I</i>	self	P	self
8— <i>Light Beast Form II</i>	self	P	self
9— <i>Spirit Form II</i>	self	P	self
10— <i>Light Beast Form III</i>	self	P	self
11— <i>Spirit Form III</i>	self	P	self
12—			
13—			
14— <i>Light Beast Form True</i>	self	P	self
15— <i>Spirit Form True</i>	self	P	self
20— <i>Taint Resist True</i>	self	1 hr/lvl	self
30— <i>Physical Manifestation</i>	self	1 min/lvl	self
50— <i>Light Form Shift</i>	self	1 rnd/lvl	self

1—Type *Light Beast* (P*) Caster may study (for three uninterrupted rounds) a *Beast* of light (e.g., unicorn, hippogriff, great eagle, leocorn, lammasu, etc.) for use with higher level spells on this list.

2—Type *Spirit* (P*) As *Type Light Beast*, except caster may study a *Spirit*.

3—*Feel Spirit* (I*) Caster may 'feel' one spirit in area of effect for use with *Type Spirit*.

4—*Body Preparation* (U*) Caster must cast this before any *Form* spell on this list. If he does not, he will suffer 'A' *Physical Alteration* criticals until the total change equals 100%.

5—*Taint Resistance* (H) This spell gives caster in *Spirit* form one additional resistance roll versus taint incurred. If the RR is successful, the taint is utterly removed along with all damage accrued thereby.

6—*Light Beast Form I* (F) Caster may assume form of a stored *Light Beast*, within 3/4x to 2x his own mass. Caster only receives 25% of its supernatural abilities (e.g., a unicorn's horn would neutralize 25% of poisons within a 2.5' radius, etc.).

7—*Spirit Form I* (F) Caster may assume form of a stored *Spirit*. Caster only receives 25% of a *Spirit*'s superior *Will* abilities (e.g., caster would only have a *Will* of 2.5x his level).

8—*Light Beast Form II* (F) As *Beast Form I*, except mass restrictions are 1/20x to 40x, and caster receives 50% of *Light Beast*'s abilities.

9—*Spirit Form II* (F) As *Spirit Form I*, except caster has a *Will* of 5x his level.

10—*Light Beast Form III* (F) As *Beast Form I*, except mass restrictions are 1/40x to 400x, and caster receives 75% of *Light Beast*'s abilities.

11—*Spirit Form III* (F) As *Spirit Form I*, except caster has a *Will* of 7.5x his level.

14—*Light Beast Form True* (F) As *Beast Form III*, except caster receives 100% of *Light Beast*'s abilities.

15—*Spirit Form True* (F) As *Spirit Form I*, except caster has a *Will* of 10x his level.

20—*Taint Resist True* (H) As *Taint Resistance*, except allows five additional RRs.

30—*Physical Manifestation* (F) Allows caster in *Spirit* form to physically manifest himself in any one of the five senses as appropriate to *Spirit* type (e.g., a *Spirit of Joy* may be aurally manifested as laughter, textually as warmth, visually as light, etc.).

50—*Light Form Shift* (F) This spell allows the caster to cast any 6th-15th lvl spell from this list once per round. Once cast, *Body Preparation* need not be cast again for the duration of the spell, and all shifts take only one round.

DARK SHIFTING (8.5.5)

DOPPELGÄNGER BASE

Note: Caster may only have one form for every five levels of experience (round up) of each type stored at any one time. For example, a ninth level *Doppelgänger* can have 2 Dark Beast forms stored, 2 Demon forms, and 2 Undead forms). Caster may willingly cancel any one stored form and store another in its place. When in Demon or Undead form, caster will always resemble himself, unless otherwise noted. There is a base 1% chance per day that caster will suffer from *Delusion* (see notes under *Mental Shifting* spell list) while under the effects of one or more Form spells. All Form spells take three rounds to complete the shift. While in another form, caster must acquire nutrition per the norm for that form (e.g., an undead will drain life, etc.). While in Demon or Undead form, caster is subject to demon or undead affecting spells, though he can resist at his level. For purposes of these spells, the term 'Demon' refers to any entity that can be summoned as a demon (e.g., nightwing, yals, dreadwing, etc.). This does not include *Chaos Demons*.

	Area of Effect	Duration	Range
1—Type Dark Beast*	1 beast	P	100'
2—Type Demon*	1 Demon	P	100'
3—Type Undead*	1 undead	P	100'
4—Body Preparation*	self	—	self
5—Corpse	self	C	self
6—Dark Beast Form I	self	P	self
7—Demon Form I	self	P	self
8—Undead Form I	self	P	self
9—Dark Beast Form II	self	P	self
10—Demon Form II	self	P	self
11—Undead Form II	self	P	self
12—Dark Beast Form III	self	P	self
13—Demon Form III	self	P	self
14—Undead Form III	self	P	self
15—Dark Beast Form True	self	P	self
16—Demon Form True	self	P	self
17—Undead Form True	self	P	self
18—Chaos Form I	self	P	self
19—Chaos Form II	self	P	self
20—Chaos Form III	self	P	self
30—Chaos Form True	self	P	self
50—Dark Form Shift	self	1 rnd/lvl	self

1—Type Dark Beast (P*) Caster may study (for three uninterrupted rounds) a Beast of the dark (e.g., harpys, minotaurs, leogron, panthershark, etc.) for use with higher level spells on this list.

2—Type Demon (P*) As *Type Dark Beast*, except caster may study a Demon (*Chaos Demons* included).

3—Type Undead (P*) As *Type Dark Beast*, except caster may study an Undead.

4—Body Preparation (U*) Caster must cast this before any Form spell on this list. If he does not, he will suffer 'A' Physical Alteration criticals until the total change equals 100%.

5—Corpse (F) Caster may assume the form of a corpse. One minor wound for every five levels of experience (round up) may be manifested, or one major wound for every ten levels of experience (round up) may be manifested. Each wound takes three rounds to appear. Caster is still vulnerable to stimulus, and will respond as normal.

6—Dark Beast Form I (F) Caster may assume form of a stored Dark Beast, within 3/4x to 2x his own mass. Caster only receives 25% of its supernatural abilities (e.g., a gorgon's gaze would turn 25% of targets to stone, etc.).

7—Demon Form I (F) Caster may assume form of a stored Type I or II Demon, within 3/4x to 2x his own mass. Caster only receives 25% of its supernatural abilities (e.g., 25% of a gogonaur's critical strikes would be accompanied by an 'A' Heat critical, etc.).

8—Undead Form I (F) Caster may assume form of a stored Type I or II Undead, within 3/4x to 2x his own mass. Caster only receives 25% of its supernatural abilities (e.g., a spectre's touch would only drain 5 Co every 2 rounds, etc.).

9—Dark Beast Form II (F) As *Beast Form I*, except mass restrictions are 1/20x to 40x, and caster receives 50% of Dark Beast's abilities.

10—Demon Form II (F) As *Demon Form I*, except caster may assume the form of a Type I-IV Demon, mass restrictions are 1/20x to 40x, and caster receives 50% of Demon's abilities.

11—Undead Form II (F) As *Undead Form I*, except caster may assume the form of a Type I-IV Undead, mass restrictions are 1/20x to 40x, and caster receives 50% of Undead's abilities.

12—Dark Beast Form III (F) As *Beast Form I*, except mass restrictions are 1/40x to 400x, and caster receives 75% of Dark Beast's abilities.

13—Demon Form III (F) As *Demon Form I*, except caster may assume the form of a Type I-VI Demon, mass restrictions are 1/40x to 400x, and caster receives 75% of Demon's abilities.

14—Undead Form III (F) As *Undead Form I*, except caster may assume the form of a Type I-VI Undead, mass restrictions are 1/40x to 400x, and caster receives 75% of Undead's abilities.

15—Dark Beast Form True (F) As *Beast Form III*, except caster receives 100% of Dark Beast's abilities.

16—Demon Form True (F) As *Demon Form III*, except caster may assume the form of a Type I-VI+ Demon, and he receives 100% of Demon's abilities.

17—Undead Form True (F) As *Undead Form III*, except caster may assume the form of a Type I-VI+ Undead, and he receives 100% of Undead's abilities.

18—Chaos Form I (F) As *Dark Beast Form I*, except caster may assume the form of a Type I or II Chaos Demon.

19—Chaos Form II (F) As *Dark Beast Form II*, except caster may assume the form of a Type I-IV Chaos Demon.

20—Chaos Form III (F) As *Dark Beast Form III*, except caster may assume the form of a Type I-V Chaos Demon.

30—Chaos Form True (F) As *Dark Beast Form True*, except caster may assume the form of a Type I-VI Chaos Demon.

50—Dark Form Shift (F) This spell allows the caster to cast any 6th-30th lvl spell from this list once per round. Once cast, *Body Preparation* need not be cast again for the duration of the spell, and all shifts take only one round.

MENTAL SHIFTING (8.5.6)

DOPPELGÄNGER BASE

Note: It is recommended that the magics of this list not be so "clean." For instance, the GM should feel free to slip an occasional word or mannerism of a *Mind Typed* individual into the PC's behavior. This will become more common as the number of individuals *Mind Typed* approaches caster's maximum (the maximum equals 10% of the sum of Me and Em, rounded up). When a *Copy* or *Change* spell is utilized, caster's affected mental attributes are replaced by those of the copied being. The caster's old attributes are stored as a "figment." This figment has no affect upon caster's actions (because the "mental resident" is taking care of that now), but it can cancel the *Copy* or *Change* spells (unless *Delusion* has occurred (see below)). There is a base ((2x spell level) minus SD modifier)% chance per week that when caster is under the effects of a *Copy* or *Change* spell, he will become victim of *Delusion*. If *Delusion* occurs, caster's figment is rendered powerless. Caster is then victim of the effects of a *Mental Change True* spell. Caster firmly believes he is the person, thing, or being copied. All *Copy* or *Change* spells take three rounds to complete the copy or change.

	Area of Effect	Duration	Range
1—Mind Type*	1 target	P	self
2—Probe Emotion	1 target	—	self
3—Probe Emotion II	1 target	—	self
4—Probe Emotion III	1 target	—	self
5—Probe Memory I	1 target	—	self
6—Emotion Copy I	self	24 hrs	self
7—Emotion Copy II	self	24 hrs	self
8—Probe Memory II	self	—	self
9—Emotion Copy III	self	24 hrs	self
10—Mental Copy I	self	24 hrs	self
11—Emotion Copy IV	self	24 hrs	self
12—Probe Memory III	self	—	self
13—Emotion Change I	self	P	self
14—Probe Memory True	self	—	self
15—Mental Copy II	self	24 hrs	self
16—Emotion Change II	self	P	self
17—Mental Copy III	self	24 hrs	self
18—Emotion Change III	self	P	self
19—Emotion Change IV	self	P	self
20—Mental Copy True	self	24 hrs	self
25—Mental Change I	self	P	self
30—Mental Change II	self	P	self
35—Mental Change III	self	P	self
40—Mental Change True	self	P	self
50—Reversion*	self	—	self

1—Mind Type (P*) Caster gains and stores all mental and emotional information about target. This information is only accessible via higher level spells on this list. This spell can also be used to totally erase one stored mind from caster's memory.

2—Probe Emotion I (I) Allows caster to know the general emotions/outlook of any *Mind Typed* race. Emotions/outlook would match a typical member of that race.

3—Probe Emotion II (I) Allows caster to know the general emotions/outlook of any *Mind Typed* animal or sentient plant.

4—Probe Emotion III (I) Allows caster to know the general emotions/outlook of any *Mind Typed* supernatural being (e.g., see the *Light Shifting* and *Dark Shifting* spell lists).

5—Probe Memory I (I) Allows caster to know the race, profession and level of any *Mind Typed* individual when he was typed.

6—Emotion Copy I (F) Caster's emotions/outlook will match that of any *Mind Typed* race or individual.

7—Emotion Copy II (F) Caster's emotions/outlook will match that of any *Mind Typed* animal or sentient plant.

8—Probe Memory II (I) As *Probe Memory I*, except caster also knows which languages the target knew at that time, gets a general idea of what kinds of skills he had, and knows of some very strong memories (though he does not gain the ability to use them).

9—Emotion Copy III (F) Caster's emotions/outlook will match that of any *Mind Typed* non-living object (i.e., will have no thoughts or presence).

10—Mental Copy I (F) Caster mentally becomes race, level, and/or profession of any *Mind Typed* race or individual. Caster will gain any racial bonuses to mental skills. Note that the caster still retains his skills (new level bonuses, stat bonuses applied, granted). Also, any attribute that the caster does not choose to copy, he will retain. For example, a Pale Elf 10th level Doppelgänger casts a *Mental Copy I* on a High Man 3rd level Moon Mage, choosing race only. After casting *Racial Form I* (Doppelgänger base list: Organic Shifting), choosing High Man (only), and, assuming he succeeds both *Delusion* rolls, he now looks, thinks, and acts like a High Man 10th level Doppelgänger).

11—Emotion Copy IV (F) Caster's emotions/outlook will match that of any *Mind Typed* supernatural being.

12—Probe Memory III (I) As *Probe Memory II*, except caster also gets a general idea of what spell lists target had at that time, a vague idea of special mental abilities, and more detailed memories.

13—Emotion Change I (F) As *Emotion Copy I*, except duration is permanent.

14—Probe Memory True (I) As *Probe Memory III*, except caster knows of all skills, spell lists, memories and special abilities target had at that time (though he does not gain the ability to use them).

15—Mental Copy II (I) As *Mental Copy I*, except caster also receives half target's skill ranks, some strong memories, and/or half of his language abilities.

16—Emotion Change II (F) As *Emotion Copy II*, except duration is permanent.

17—Mental Copy III (I) As *Mental Copy II*, except caster also receives all target's skills, more memories, half of his spell casting capabilities, and/or all of his mental statistics.

18—Emotion Change III (F) As *Emotion Copy III*, except duration is permanent.

19—Emotion Change IV (F) As *Emotion Copy IV*, except duration is permanent.

20—Mental Copy True (I) As *Mental Copy III*, except caster also receives all target's spell casting capabilities, languages, memories, etc.

25—Mental Change I (F) As *Mental Copy I*, except duration is permanent.

30—Mental Change II (F) As *Mental Copy II*, except duration is permanent.

35—Mental Change III (F) As *Mental Copy III*, except duration is permanent.

40—Mental Change True (F) As *Mental Copy True*, except duration is permanent.

50—Reversion (F*) If Delusion has occurred, caster's figment may, once per month, engage in a Will versus Will contest against his Changed self to cast this spell. If the spell is unsuccessful (not the Will versus Will contest), all remnants of caster's former self (including all stored forms, etc.) are completely wiped from his brain with no chance of recovery.

8.6 WITCH HUNTER BASE SPELL LISTS

THE CHAINS (8.6.1)

WITCH HUNTER BASE

	Area of Effect	Duration	Range
1—Hold I (75%)	1 target	C	100'
2—Tether I	1 target	10 min/lvl	touch
3—Hold II (50%)	1 target	C	100'
4—Tether II	1 target	10 min/lvl	touch
5—Lesser Chains	1 target	10 min/lvl	touch
6—			
7—Mass Tether I	V	10 min/lvl	touch
8—Hold III (25%)	1 target	C	100'
9—Tether III	1 target	10 min/lvl	touch
10—Lesser Cage	10'x10'x10'	1 hour/lvl	100'
11—			
12—Mass Tether II	V	10 min/lvl	touch
13—Greater Chains	1 target	10 min/lvl	touch
14—Tether IV	1 target	10 min/lvl	touch
15—Hold True (0%)	1 target	C	100'
16—			
17—Greater Cage	10'x10'x10'	1 hour/lvl	100'
18—Mass Tether III	V	10 min/lvl	touch
19—Holy Chains	1 target	10 min/lvl	touch
20—Mass Chains	V	10 min/lvl	touch
25—Tether True	1 target	10 min/lvl	touch
30—Mass Tether IV	V	10 min/lvl	touch
50—Mass Tether True	V	10 min/lvl	touch

1—Hold I (F) Target is held to 75% of normal action.

2—Tether I (F) Target's motion is restricted to a limited radius centered around a fixed point specified when this spell is cast. He is restricted as if he were attached to an invisible, intangible tether. His range of motion on the *Tether* is a radius of 10' per level of the caster. If the target attempts to leave the radius, he will take an 'A' Electrical critical each round until he enters the radius again.

3—Hold II (F) Target is held to 50% of normal action.

4—Tether II (F) As *Tether I*, except target takes a 'B' critical each round if he leaves the radius.

5—Lesser Chains (F) Target is wrapped in chains of force. Any attempt to escape is resolved as a spell attack with the chains serving as the attacker (-20 RR). If the RR is failed, he suffers a 'C' Shock critical. If the attempt to escape is made using magic, and the target fails his RR, he suffers 'C' severity Electrical, Stun, and Shock criticals.



7—Mass Tether I (F) As *Tether I*, except one target per level can be bound.

8—Hold III (F) Target is held to 25% normal action.

9—Tether III (F) As *Tether I*, except target takes a 'C' critical each round if he leaves the radius.

10—Lesser Cage (F) All near effect are trapped in a cage of force. Any attempt to escape is resolved as a spell attack with the bars serving as the attacker (-20RR). If the RR is failed, the target suffers a 'C' Shock critical. If the attempt to escape is made using magic, and the target fails his RR, he suffers 'C' severity Electrical, Stun, and Shock criticals.

12—Mass Tether II (F) As *Tether II*, except one target per level can be bound.

13—Greater Chains (F) As *Lesser Chains*, except target takes an 'E' Electrical critical if the RR is failed, and 'E' Electrical, Stun, and Shock criticals if the attempt is made using magic.

14—Tether IV (F) As *Tether I*, except target takes a 'D' critical each round if he leaves the radius.

15—Hold True (F) Target is held to 0% action (target is paralyzed).

17—Greater Cage (F) As *Lesser Cage*, except target takes an 'E' Electrical critical if the RR is failed, and 'E' Electrical, Stun, and Shock criticals if the attempt is made using magic.

18—Mass Tether III (F) As *Tether III*, except one target per level can be bound.

19—Holy Chains (F) As *Greater Chains*, except Holy criticals are substituted for Electrical criticals.

20—Mass Chains (F) As *Lesser Chains*, except one target per level can be bound.

25—Tether True (F) As *Tether I*, except target takes an 'E' critical each round if he leaves the radius.

30—Mass Tether IV (F) As *Tether IV*, except one target per level can be bound.

50—Mass Tether True (F) As *Tether V*, except one target per level can be bound.

THE ÆGIS (8.6.2)

WITCH HUNTER BASE

	Area of Effect	Duration	Range
1—Suppress Channeling (10')	10'R	1 rnd/lvl (C)	self
2—Suppress Essence (10')	10'R	1 rnd/lvl (C)	self
3—Suppress Mentalism (10')	10'R	1 rnd/lvl (C)	self
4—			
5—Dispel Channeling (10')	10'R	—	self
6—Dispel Essence (10')	10'R	—	self
7—Dispel Mentalism (10')	10'R	—	self
8—			
9—Suppress Channeling (100')	100'R	1 rnd/lvl (C)	self
10—Suppress Essence (100')	100'R	1 rnd/lvl (C)	self
11—Suppress Mentalism (100')	100'R	1 rnd/lvl (C)	self
12—			
13—Dispel Channeling (100')	100'R	—	self
14—Dispel Essence (100')	100'R	—	self
15—Dispel Mentalism (100')	100'R	—	self
16—Block Channeling	1 target	1 rnd/lvl (C)	100'
17—Block Essence	1 target	1 rnd/lvl (C)	100'
18—Block Mentalism	1 target	1 rnd/lvl (C)	100'
19—Block Channeling True	1 target	1 rnd/10% fail	100'
20—Block Essence True	1 target	1 rnd/10% fail	100'
25—Block Mentalism True	1 target	1 rnd/10% fail	100'
30—Excommunication	1 target	1 day/10% fail	100'
50—Excommunication True	1 target	P	100'

1—Suppress Channeling (10') (F) While this spell is active, any Channeling spells cast within its radius must first make a RR versus this spell. If the RR is failed, the spell fails to take effect. The caster of the *Suppress* spell must remain stationary while this spell is in effect, or it ceases to function.

2—Suppress Essence (10') (F) As *Suppress Channeling 10'*, except Essence spells are affected.

3—Suppress Mentalism (10') (F) As *Suppress Channeling 10'*, except Mentalism spells are affected.

5—Dispel Channeling (10') (F) As *Suppress Channeling 10'*, except the effect is mobile and remains centered on the caster. If the radius encounters an already existing Channeling spell, the spell must make a RR (+20) or be canceled.

6—Dispel Essence (10') (F) As *Dispel Channeling 10'*, except Essence spells are affected.

7—Dispel Mentalism (10') (F) As *Dispel Channeling 10'*, except Mentalism spells are affected.

9—Suppress Channeling (100') (F) As *Suppress Channeling (10')*, except for radius.

10—Suppress Essence (100') (F) As *Suppress Essence (10')*, except for radius.

11—Suppress Mentalism (100') (F) As *Suppress Mentalism (10')*, except for radius.

13—Dispel Channeling (100') (F) As *Dispel Channeling (10')*, except for radius.



14—**Dispel Essence (100') (F)** As *Dispel Essence (10')*, except for radius.

15—**Dispel Mentalism (100') (F)** As *Dispel Mentalism (10')*, except for radius.

16—**Block Channeling (F)** Target must make an RR or be unable to utilize any Channeling PPs while caster concentrates. Hybrids who share the Channeling realm lose access to half their existing PPs.

17—**Block Essence (F)** As *Block Channeling*, except no Essence PPs may be utilized.

18—**Block Mentalism (F)** As *Block Channeling*, except no Mentalism PPs may be utilized.

19—**Block Channeling True (F)** Target must make an RR or be unable to utilize any Channeling PPs for 1 round per 5% failure.

20—**Block Essence True (F)** As *Block Channeling True*, except no Essence PPs may be utilized for the duration.

25—**Block Mentalism True (F)** As *Block Channeling True*, except no Mentalism PPs may be utilized for the duration.

30—**Excommunication (F)** Target must RR or be drained of all PPs for 1 day per 10% failure.

50—**Excommunication True (F)** Target must make an RR or be permanently drained of all PPs. The effects of this spell can be reversed (PPs can be restored) by a higher level spellcaster.

1—**Detect Lie (I)** Caster can determine if a selected speaker is lying.

2—**Pain I (M)** Target takes 10% of his remaining hits for 1 minute per 5% failure.

3—**Fear I (M)** Target develops a permanent fear of the caster, and is at -10 to all actions whenever in his presence.

4—**Compel Truth I (M)** Target must answer one question truthfully.

6—**Pain II (M)** Target takes 30% of his remaining hits for 1 minute per 5% failure.

7—**Fear II (M)** As *Fear I*, except the penalty is -20.

8—**Compel Truth II (M)** Target must answer the caster's questions truthfully for 1 minute.

10—**Pain III (M)** Target takes 50% of his remaining hits for 1 minute per 5% failure.

11—**Fear III (M)** As *Fear I*, except the penalty is -30.

12—**Compel Truth III (M)** As *Compel Truth II*, except for duration.

14—**Pain IV (M)** Target takes 70% of his remaining hits for 1 minute per 5% failure.

15—**Fear IV (M)** As *Fear I*, except the penalty is -40.

16—**Compel Truth IV (M)** As *Compel Truth II*, except for duration.

18—**Pain V (M)** Target takes 90% of his remaining hits for 1 minute per 5% failure.

19—**Fear V (M)** As *Fear I*, except the penalty is -50.

20—**Compel Truth V (M)** As *Compel Truth II*, except for duration.

25—**Compel Truth VI (M)** As *Compel Truth II*, except for duration.

30—**Fear True (M)** As *Fear I*, except the penalty is -70.

50—**Compel Truth True (M)** Target can never again lie to the caster.

THE QUESTION (8.6.3) WITCH HUNTER BASE

	Area of Effect	Duration	Range
1—Detect Lie	self	1 min/lvl (C)	self
2—Pain I	1 target	1 min/5% fail	10'
3—Fear I	1 target	P	10'
4—Compel Truth I	1 target	1 question	10'
5—			
6—Pain II	1 target	1 min/5% fail	10'
7—Fear II	1 target	P	10'
8—Compel Truth II	1 target	1 min	10'
9—			
10—Pain III	1 target	1 min/5% fail	10'
11—Fear III	1 target	P	10'
12—Compel Truth III	1 target	10 min	10'
13—			
14—Pain IV	1 target	1 min/5% fail	10'
15—Fear IV	1 target	P	10'
16—Compel Truth IV	1 target	1 hour	10'
17—			
18—Pain V	1 target	1 min/5% fail	10'
19—Fear V	1 target	P	10'
20—Compel Truth V	1 target	24 hours	10'
25—Compel Truth VI	1 target	1 Week	10'
30—Fear True	1 target	P	10'
50—Compel Truth True	1 target	P	10'



THE EYE (8.6.4)

WITCH HUNTER BASE

	Area of Effect	Duration	Range
1—Detect Channeling	self	1 min/lvl	100'
2—Detect Essence	self	1 min/lvl	100'
3—Detect Mentalism	self	1 min/lvl	100'
4—Tracking	self	C	self
5—Spell Signature Feel	self	—	touch
6—Store Spell Signature	self	P	touch
7—Detect Holy	self	1 min/lvl	100'
8—Detect Unholy	self	1 min/lvl	100'
9—Tracks Lore	self	—	touch
10—Detect Illusion	self	1 min/lvl	100'
11—Detect Facade	self	1 min/lvl	100'
12—Detect Misfeel	self	1 min/lvl	100'
13—Passing Lore	self	—	touch
14—Detect Spell Signature	self	1 min/lvl	100'
15—Type Spell Signature	self	—	touch
16—Location	self	1 min/lvl (C)	1 mile
17—			
18—			
19—Trace Spell Signature	self	1 min/lvl	10 miles/lvl
20—Penetrate Illusion	self	1 min/lvl (C)	100'
25—Penetrate Misfeel	self	1 min/lvl (C)	100'
30—Penetrate Facade	self	1 min/lvl (C)	100'
50—Hunter's Eye	self	1 min/lvl	self

1—Detect Channeling (I) Detects any active spell or item from the Channeling realm. Caster can concentrate on a 5' radius area each round.

2—Detect Essence (I) Detects any active spell or item from the Essence realm. Caster can concentrate on a 5' radius area each round.

3—Detect Mentalism (I) Detects any active spell or item from the Mentalism realm. Caster can concentrate on a 5' radius area each round.

4—Tracking (U) Caster gains a +2 per level bonus to all tracking attempts.

5—Spell Signature Feel (I) Gives caster a general idea of the residual aura of the spellcaster who cast an examined active spell, rune, or similar spell effect. Two similar spells (such as *Light* and *Light (50'R)*), cast by the same person, will "feel" the same when examined. Likewise, two casters who apprenticed together will cast similar feeling spells. This spell will often identify the work of a particular spell caster with whose "feel" the caster is familiar.

6—Store Spell Signature (U) Allows caster to permanently memorize an examined spell signature for future comparison.

7—Detect Holy (I) Detects any item, consecrated ground or location, or other work of Channeling dedicated to the caster's deity (or other allied and aligned deity), including spells cast by devotees of that religion.

8—Detect Unholy (I) Detects any item, consecrated ground or location, or other work of Channeling dedicated to any deity opposed and inimical to the caster's deity. Also, this spell will detect the "infidel" devotees of the opposed religion (if they are spellcasters).

9—Tracks Lore (I) Caster learns origin of examined tracks, and acquires a visual image of the one who left them. Note: this spell must be used within 1 hour per level of the tracks being made.

10—Detect Illusion (I) As *Detect Channeling*, except will detect any active illusion.

11—Detect Facade (I) As *Detect Channeling*, except will detect any active *Facade* (or similar spell).

12—Detect Misfeel (I) As *Detect Channeling*, except will detect any active *Misfeel* (or similar spell).

13—Passing Lore (I) Caster acquires visual image and sounds of any being or entity which has passed within a 50' radius of a specific object. Note: this spell must be used within 1 hour per level of the tracks being made.

14—Detect Spell Signature (I) As *Detect Channeling*, except will detect the presence of any spell signature the caster has *Stored*.

15—Type Spell Signature (I) Caster learns the approximate (+/- 10%) level, realm, profession, and outlook (ethic), of a spellcaster who generated an examined spell signature.

16—Location (I) Gives the direction and distance to a person or item the caster is familiar with or has had described in detail (GM's discretion).

19—Trace Spell Signature (I) Gives the direction and distance to the spellcaster who generated an examined spell signature.

20—Penetrate Illusion (I) Caster can see through a single illusion (it ceases to exist for the caster).

25—Penetrate Misfeel (I) As *Penetrate Illusion*, except a single *Misfeel* is neutralized.

30—Penetrate Facade (I) As *Penetrate Illusion*, except a single *Facade* is neutralized.

50—Hunter's Eye (U) All the lower level *Detect* and *Penetrate* spells on this list may be utilized simultaneously.



THE FIST (8.6.5)

WITCH HUNTER BASE

	Area of Effect	Duration	Range
1—Combat I *	self	1 rnd/lvl	self
2—Stun Relief I *	self	—	self
3—Unpain 25% *	self	1 rnd/lvl	self
4—Combat II *	self	1 rnd/lvl	self
5—Stun Relief II *	self	—	self
6—Reverse Strike *	self	—	self
7—Summon Weapon *	1 weapon	—	10'/lvl
8—Unpain 50% *	self	1 rnd/lvl	self
9—Combat III *	self	1 rnd/lvl	self
10—Stun Relief III *	self	—	self
11—			
12—Strength II *	self	1 rnd/lvl	self
13—Combat IV *	self	1 rnd/lvl	self
14—Resonant Weapon	1 weapon	1 rnd/lvl	touch
15—Unpain 75% *	self	1 rnd/lvl	self
16—Stun Relief IV *	self	—	self
17—Combat V *	self	1 rnd/lvl	self
18—Stun Relief V *	self	—	self
19—Strength III *	self	1 rnd/lvl	self
20—Air Sheath	1 weapon	-	touch
25—Stun Relief True *	self	—	self
30—The Fist *	1 weapon	-	touch
50—Slayer *	1 weapon	-	touch

1—Combat I (U*) Caster's attacks and defensive moves become faster and more fluid, adding an additional +5 to both his OB and DB. This is cumulative with any other modifications he has, but is not cumulative with other *Combat* spells.

2—Stun Relief I (HU*) Caster is relieved with one round of accumulated stun effects.

3—Unpain 25% (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—Combat II (U*) As *Combat I*, except bonus is +10.

5—Stun Relief II (HU*) As *Stun Relief I*, except two rounds of stun are removed.

6—Reverse Strike (U*) Caster may strike a target behind him with no negative modifications.

7—Summon Weapon (F*) Caster may call a weapon to his hand. The weapon flies to the caster's hand, and can be used to parry (but not attack) in the same round that it arrives. The weapon travels at 100' per round.

8—Unpain 50% (S*) As *Unpain 25%*, except 50% additional hits can be sustained.

9—Combat III (U*) As *Combat I*, except bonus is +15.

10—Stun Relief III (HU*) As *Stun Relief I*, except three rounds of stun are removed.

12—Strength II (U*) Caster's physical attacks deliver double normal concussion hits.

13—Combat IV (U*) As *Combat I*, except bonus is +20.

14—Resonant Weapon (F*) Caster causes his weapon to vibrate rapidly. The weapon delivers an additional Vibration critical of one level less in severity than its normal critical. Also, the weapon has a chance to cut armor equal to the caster's level (if armor cut is indicated, resolve the attack against AT 1 if the damage would be greater).

15—Unpain 75% (U*) As *Unpain 25%*, except 75% additional hits can be sustained.

16—Stun Relief IV (HU*) As *Stun Relief I*, except four rounds of stun are removed.

17—Combat V (U*) As *Combat I*, except bonus is +25.

18—Stun Relief V (HU*) As *Stun Relief I*, except five rounds of stun are removed.

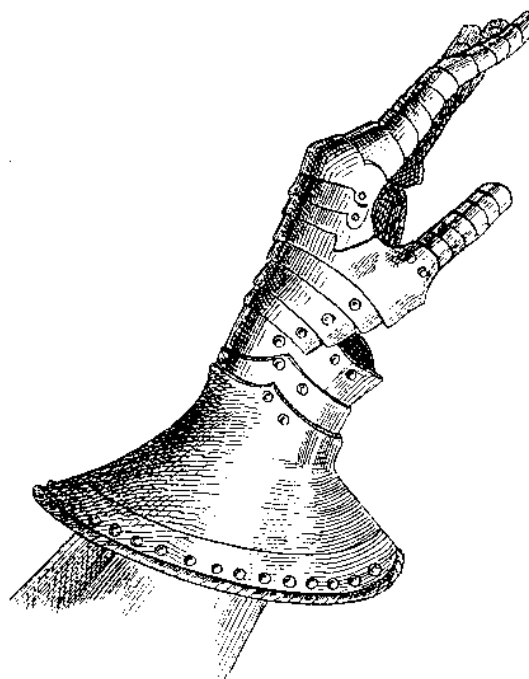
19—Strength III (U*) Caster's physical attacks deliver triple normal concussion hits.

20—Air Sheath (F*) Caster can place a weapon into an inter-dimensional space to be called back later at his will. The weapon can be called back from any location (the caster does not have to be in the same place he cast the spell). The weapon cannot be summoned back if any part of it would occupy a solid object when it reappears. The weapon can be recalled and wielded in the same round with only a -10 penalty.

25—Stun Relief True (HU*) As *Stun Relief I*, except all rounds of stun are removed.

30—The Fist (F*) Caster can strike a target at range with a melee weapon. The weapon never leaves the caster's hands; the wounds seemingly appear on the target out of nowhere. The caster must have an unobstructed line of sight to the target. Normally, this attack cannot parry or be parried. The attack is resolved normally, applying the range modifications of a longbow.

50—Slayer (F*) Caster's weapon delivers Slaying criticals on all attacks in addition to any normal criticals delivered.



8.7 MISCELLANEOUS SPELL LISTS

COMBAT LAW (8.7.1)

SEMI SPELL USER BASE

Note: All the spells on this list take effect at the beginning of the round after they are cast.

	Area of Effect	Duration	Range
1—Dodge I *	self	1 rnd	self
2—Attack I *	self	1 rnd	self
3—Maneuver I *	self	1 rnd	self
4—Perception I *	self	1 rnd	self
5—Haste I *	self	1 rnd	self
6—Dodge II *	self	2 rnds	self
7—Attack II *	self	2 rnds	self
8—Maneuver II *	self	2 rnds	self
9—Perception II *	self	2 rnds	self
10—Haste II *	self	2 rnds	self
11—Dodge III *	self	3 rnds	self
12—Attack III *	self	3 rnds	self
13—Maneuver III *	self	3 rnds	self
14—Perception III *	self	3 rnds	self
15—Haste III *	self	3 rnds	self
16—Dodge IV *	self	4 rnds	self
17—Attack IV *	self	4 rnds	self
18—Maneuver IV *	self	4 rnds	self
19—Perception IV *	self	4 rnds	self
20—Haste IV *	self	4 rnds	self
25—Dodge True *	self	5 rnds	self
30—Attack True *	self	5 rnds	self
35—Maneuver True *	self	5 rnds	self
40—Perception True *	self	5 rnds	self
45—Haste True *	self	5 rnds	self
50—Combat Mastery	self	1 rnd/lvl	self

1—Dodge I (D*) This spell gives the caster +10 to his DB for one round.

2—Attack I (F*) This spell gives the caster +10 to his OB for one round. This bonus may not be used to parry.

3—Maneuver I (U*) This spell gives the caster +10 to one combat related maneuver (i.e., outflanking the opponent—GM's discretion).

4—Perception I (U*) This spell gives the caster +10 to one combat related Perception roll.

5—Haste I (F*) This spell allows the caster to take two actions in one round.

6—Dodge II (D*) As *Dodge I*, except the bonus is +20 and the spell lasts two rounds.

7—Attack II (F*) As *Attack I*, except the bonus is +20 and the spell lasts two rounds.

8—Maneuver II (U*) As *Maneuver I*, except the bonus is +20 and the spell lasts two rounds.

9—Perception II (U*) As *Perception I*, except the bonus is +20 and the spell lasts two rounds.

10—Haste II (F*) As *Haste I*, except spell lasts two rounds.

11—Dodge III (D*) As *Dodge I*, except the bonus is +30 and the spell lasts three rounds.

12—Attack III (F*) As *Attack I*, except the bonus is +30 and the spell lasts three rounds.

13—Maneuver III (U*) As *Maneuver I*, except the bonus is +30 and the spell lasts three rounds.

14—Perception III (U*) As *Perception I*, except the bonus is +30 and the spell lasts three rounds.

15—Haste III (F*) As *Haste I*, except spell lasts three rounds.

16—Dodge IV (D*) As *Dodge I*, except the bonus is +40 and the spell lasts four rounds.

17—Attack IV (F*) As *Attack I*, except the bonus is +40 and the spell lasts four rounds.

18—Maneuver IV (U*) As *Maneuver I*, except the bonus is +40 and the spell lasts four rounds.

19—Perception IV (U*) As *Perception I*, except the bonus is +40 and the spell lasts four rounds.

20—Haste IV (F*) As *Haste I*, except spell lasts four rounds.

25—Dodge True (D*) As *Dodge I*, except the bonus is +50 and the spell lasts five rounds.

30—Attack True (F*) As *Attack I*, except the bonus is +50 and the spell lasts five rounds.

35—Maneuver True (U*) As *Maneuver I*, except the bonus is +50 and the spell lasts five rounds.

40—Perception True (U*) As *Perception I*, except the bonus is +50 and the spell lasts five rounds.

45—Haste True (F*) As *Haste I*, except spell lasts five rounds.

50—Combat Mastery (FDU) This spell acts as any one of the True spells above, except for the duration. The caster must decide which spell it functions as when it is cast.

ESSENCE WING (8.7.2)

OPEN ESSENCE

	Area of Effect	Duration	Range
1—Float	target	1 min/lvl	10'
2—Levitate	target	1 min/lvl	10'
3—Fly (75'/rnd)	target	1 min/lvl	10'
4—Maneuver I	target	1 rnd/lvl	100'
5—Fly (150'/rnd)	target	1 min/lvl	10'
6—Mass Levitate	1 target/lvl	1 min/lvl	10'
7—Long Fly (75'/rnd)	target	1 hr/lvl	10'
8—Maneuver II	target	1 rnd/lvl	100'
9—Fly (300'/rnd)	target	1 min/lvl	10'
10—Mass Fly (75'/rnd)	1 target/lvl	1 min/lvl	10'
11—Slow Flight *	target	1 rnd/10% fail	10'/lvl
12—Maneuver III	target	1 rnd/lvl	100'
13—Mass Long Fly	1 target/lvl	1 hr/lvl	10'
14—Flight Stop *	target	V	10'/lvl
15—Fly (450'/rnd)	target	1 min/lvl	10'
16—Maneuver IV	target	1 rnd/lvl	100'
17—Mystic Carriage	100 lbs/lvl	1 min/lvl	10'
18—Fly (600'/rnd)	target	1 min/lvl	10'
19—Long Fly (300'/rnd)	target	1 hr/lvl	10'
20—Fly (750'/rnd)	target	1 min/lvl	10'
25—Mass Fly (150'/rnd)	1 target/lvl	1 min/lvl	10'
30—Maneuver True	target	1 rnd/lvl	100'
35—Lord Mass Fly	1 target/lvl	1 min/lvl	10'
40—Lord Long Fly	target	1 hr/lvl	10'
45—Mass Flight Stop *	1 target/lvl	V	50'/lvl
50—True Flight	target	1 min/lvl	10'

1—Float (F) Target's body becomes as light as air so that he drifts with the wind. Target can not control his movement.

2—Levitate (F) Target can move upwards or downwards at a rate of 10' per round. Movement is vertical; horizontal movement is possible only if other means are used (i.e., levitating up to the ceiling and then "walking" along the ceiling by the hands).

3—Fly (75'/rnd) (F) Target can fly at a rate of 75' per round.

4—Maneuver I (F) Target gains a +10 to in-flight maneuvers.

5—Fly (150'/rnd) (F) Target can fly at a rate of 150' per round.

6—Mass Levitate (F) As above, except affects one target per level.

7—Long Fly (75'/rnd) (F) As *Fly (75'/rnd)*, except duration is one hour per level.

8—Maneuver II (F) As *Maneuver I*, except bonus is +20.

9—Fly (300'/rnd) (F) Target can fly at a rate of 300' per round.

10—Mass Fly (75'/rnd) (F) As *Fly (75'/rnd)*, except affects one target per level.

11—Slow Flight (F*) Target must make an RR versus this spell or fly at 1/2 movement rate for 1 round per 10% failure.

12—Maneuver III (F) As *Maneuver I*, except bonus is +30.

13—Mass Long Fly (F) As *Long Fly (75'/rnd)*, except affects one target per level.

14—Flight Stop (F*) Target must resist this spell or lose the ability to fly. The attack level is the caster's level. The defender's level is the level of the target if the flight is natural, or the level of the caster of the flight spell if the flight comes from magic. The duration of this spell is one round per 10% failure if the flight is natural or from a constant magic item. If the flight is from a spell, the spell it is canceled. If the target has no other means of flight then he falls (GM's discretion on severity of Fall/Crush attack).

15—Fly (450'/rnd) (F) Target can fly at a rate of 450' per round.

16—Maneuver IV (F) As *Maneuver I*, except bonus is +40.

17—Mystic Carriage (F) Caster can cause one object up to 100 pounds per level to fly at a rate of 75' per round. Any number of people who could normally fit in the object may ride (e.g. a wagon or a small boat could be made to fly).

18—Fly (600'/rnd) (F) Target can fly at a rate of 600' per round.

19—Long Fly (300'/rnd) (F) As *Fly (300'/rnd)*, except the duration is one hour per level.

20—Fly (750'/rnd) (F) Target can fly at a rate of 750' per round.

25—Mass Fly (150'/rnd) (F) As *Fly (150'/rnd)*, except affects one target per level.

30—Maneuver True (F) As *Maneuver I*, except bonus is +50.

35—Lord Mass Fly (F) As *Fly (300'/rnd)*, except one target per level can fly at a rate of 300' per round.

40—Lord Long Fly (F) As *Fly (450'/rnd)*, except target can fly at a rate of 450' per round for a duration of one hour per level.

45—Mass Flight Stop (F*) As *Flight Stop*, except affects one target per level.

50—True Flight (F) Target can fly at a rate of 1000' per round.



MAGICAL ROPES (8.7.3)

CLOSED MENTALISM

Note: Concerning the *Enchanted Rope* spells, the caster can make the rope take the form he wants, but this spell does not render it rigid (except if a *Rigidity* spell has been cast on it). An *Enchanted Rope* keeps its form for the duration of the spell, but can't support any weight by the simple fact of the *Enchanted Rope* spell.

	Area of Effect	Duration	Range
1— Enchanted Rope	1 rope	C	touch
2— Personal Rope	1 rope	P	touch
3— Mystical Bond	1 rope	10 min/lvl	10'/lvl
4— Enchanted Rope II	1 rope	C	10'
5— Fly	1 carpet	1 min/lvl	touch
6— Multiple Ropes II	2 ropes	V	V
7— Snake Rope	1 rope	1 min/lvl	100'
8— Enchanted Rope III	1 rope	1 min/lvl (C)	50'
9— Mystical Bond II	1 rope	10 min/lvl	20'/lvl
10— Rigidity	1 rope	10 min/lvl	10'/lvl
11— Multiple Ropes III	3 ropes	V	V
12— Flying Carpet I	1 carpet	10 min/lvl	touch
13—			
14— Enchanted Rope IV	1 rope	1 min/lvl (C)	100'
15—			
16— Multiple Ropes V	5 ropes	V	V
17—			
18—			
19—			
20— Flying Carpet II	1 carpet	10 min/lvl	touch
25—			
30— Multiple Ropes True	V	V	V
50— Rope Mastery	V	1 round/lvl	V

1—Enchanted Rope I (F) As the *Enchanted Rope* spell in the Magician base list: Earth Law. This spell can be used to actually attack a being (to try to bind target). Spell Mastery is used as an OB, and the attack is resolved as a Small Grapple attack. No concussion hits can be inflicted, only criticals. If foe has an edged weapon, may attempt to sever the rope: the rope's DB is +2 per level of caster, is treated as AT 1 and has 5 hits. Severing a rope immediately cancels the spell for this rope.

2—Personal Rope (F) Allows caster to make a 20' per lvl magical rope. His maneuvers with this rope will be at +25, and for others it will only be a +10 rope. The rope's strength is twice the strength of a normal rope. A caster can only have one *Personal Rope* at any one time.

3—Mystical Bond (F) The caster chooses one end of the rope. This end will remain where it is as if it had been fixed there. This *Mystical Bond* will be able to support 50 pounds per level of caster (the rope can break, but the *Bond* will remain).

4—Enchanted Rope II (F) As *Enchanted Rope I*, but caster does not need to hold the end of the rope and attack size is Medium.

5—Fly (F) Allows caster to activate a carpet prepared by one of the *Flying Carpet* spells on this list. If the caster is stunned while trolling the carpet, he must make a Medium (+0) flying maneuver to avoid falling. If he is killed or rendered unconscious, the carpet falls.

6—Multiple Ropes II (F) The next *Rope* spell cast from this list will affect two ropes.

7—Snake Rope (F) Allows caster to turn one end of a rope into a level 1 snake. Caster must know the Closed Channeling list: *Serpent Law*. The snake's movements depend on the movements of the rope.

8—Enchanted Rope III (F) As *Enchanted Rope I*, but the caster does not need to hold the rope and attack size is Large. If the caster ceases concentrating on the rope, it will remain motionless until concentration is resumed.

9—Mystical Bond II (F) As *Mystical Bond*, but the bond can support 100 pounds per level of caster, and the strength of the rope is doubled.

10—Rigidity (F) The rope this spell is cast upon will keep the same form for the duration of the spell.

11—Multiple Ropes III (F) As *Multiple Ropes II*, but affects 3 ropes.

12—Flying Carpet I (F) Allows caster to create a *Flying Carpet* that will only obey his will. A caster can only have one *Flying Carpet*. The process takes one week. It will be able to support 25 pounds per level of caster, and will be able to fly at 5' per round per level of caster. The skill *Flying/Gliding* will be used for especially difficult maneuvers (hard wind, etc.)

14—Enchanted Rope IV (F) As *Enchanted Rope III*, but attack size is Huge.

16—Multiple Ropes V (F) As *Multi-ropes II*, but affects 5 ropes.

20—Flying Carpet II (F) As *Flying Carpet I*, but the limits are 35 pounds per level and 10' per round per level.

30—Multiple Ropes True (F) As *Multi-ropes II*, but affects 1 rope per level.

50—Rope Mastery (F) The caster may use any lower level spell on this list each round.

SERPENT LAW (8.7.4)

(CLOSED CHANNELING)

Note: Snakes conjured by this list have levels corresponding only to their physical characteristics and not to their poison. The characteristics are shown below.

Level	Hits	AT	DB	OB	MS/AQ
1	15B	1	30	20SSt	SL/VF
2	20B	1	40	40SSt	SL/BF
3	25B	1	45	60SSt	MD/BF
5	35B	1	50	80SSt	MD/BF

	Area of Effect	Duration	Range
1—Snake Gaze	1 being	C	10'
2—Charm Snakes	1 snake/lvl	C	10'
3—Snake Bite I	self	1 min/lvl	self
4—Snake Form	self	1 min/lvl	self
5—Summon Snake I	1 snake	1 min/lvl	10'
6—Memorize Venom	1 snake	P	10'
7—Multi-Summoning II	1 spell	V	self
8—Snake Bite II	self	1 min/lvl	self
9—Summon Snake II	1 snake	1 min/lvl	10'
10—Snake Familiar	1 snake	P	touch
11—Neutralize Venom	1 target	P	touch
12—Snake Bite III	self	1 min/lvl	self
13—Multi-Summoning III	1 spell	V	self
14—Major Snake Gaze	1 being	V	20'
15—Snake Summoning III	1 snake	1 min/lvl	10'
16—			
17—			
18—Snakebite True	self	1 min/lvl	self
19—Snake Familiar II	1 snake	P	touch
20—Multi-Summoning IV	1 spell	V	self
25—Snake Summoning True	1 snake	1 min/lvl	10'
30—Snake Familiar True	1 snake	P	touch
50—King of Snakes	V	1 min/lvl	V

1—Snake Gaze (M) Caster's eyes are hypnotic: target is at 25% activity, except receives a -20 RR each round.

2—Charm Snakes (M) Snakes will not attack caster for the duration of this spell. They will follow caster's instructions if not offensive (i.e. "attack this guy").

3—Snake Bite I (F) Caster can bite his foes like a snake. When the spell is cast, he must specify which poison will be used (this can be any of the generic poisons described in *RM*: Circulatory, Conversion, Muscle, Nerve, Reduction or Respiratory) but not a specific poison (like Acaana). Attack size is Small, using the skill "Snake Bite" (developed using the same cost of Spell Mastery and Ag and Qu asodifying stats.

4—Snake Form (F) Allows caster to take the form of a snake. He really looks and feels like a snake—he is, in fact, effectively transformed in a 1st level snake. He receives all of the snake's abilities except poison.

5—Summon Snake I (FM) Allows caster to summon a level 1 snake that will have the ability to inject a poison (the general type of which is chosen as the spell is cast). Poison level will be the level of caster.

6—Memorize Venom (I) Allows caster to memorize a venom to be used later with spells of this list. A number of venoms equal to caster's level can be memorized at the same time. If the caster can touch the snake and study it for one minute or more when this spell is cast, RRs against this poison will be at -5. The snake must be alive.

7—Multi-Summoning II (FM) Caster's next *Snake Summoning* spell will create 2 snakes instead of 1.

8—Snake Bite II (F) As *Snake Bite I*, except caster can inject a specific venom if it has been previously memorized. Caster must specify when the spell is cast which venom he plans to use.

9—Snake Summoning II (FM) As *Snake Summoning I*, except caster creates a 2nd level snake that will be able to inject one of caster's memorized venoms. In this case the level will be the one of the memorized poison, and not the caster's.

10—Snake Familiar (M) As *Familiar* in the Closed Essence list: Gate Mastery, without the limitation on size.

11—Neutralize Venom (H) Allows caster to stop the effects of any one venom in a being. The venom's RR is at -25.

12—Snake Bite III (F) As *Snake Bite II*, except caster also gains the attack quickness of a snake (AQ: BF).

13—Multi-Summoning III (FM) Caster's next *Snake Summoning* spell will create 3 snakes instead of 1.

14—Major Snake Gaze (M) As *Snake Gaze*, except target only receives one RR when the spell is cast, and will remain in the same state for the number of rounds equal to the duration of the spell. If the RR failure exceeds 25, target can take no action.

15—Snake Summoning III (FM) As *Snake Summoning II*, except the snake is level 3, and the poison level is caster's level.

18—Snake Bite True (F) As *Snake Bite III*, except the poison takes effect immediately.

19—Snake Familiar II (M) As *Snake Familiar*, except allows caster to have a second familiar.

20—Multi-Summoning True (FM) As *Multi-Summoning III*, except creates a number of snakes equal to half caster's level (round up).

25—Snake Summoning True (FM) As *Snake Summoning III*, except the snake is level 5 and its poison is instantaneous.

30—Snake Familiar True (M) As *Snake Familiar*, except allows caster to have one *Snake Familiar* for every three of experience (round down). This spell must be cast as a normal *Familiar* spell for each new familiar.

50—King Of Snakes (F) As *Snake Summoning True*, *Multi-Summoning True*, and *Snake Bite True*, at the same time.

MIRROR MAGIC (8.7.5)

CLOSED ESSENCE

	Area of Effect	Duration	Range
1—Create Mirror	1 glass object	P	touch
2—Steal Reflection	1 target	1 day/10% fail	10'
3—Floating Mirror	1 mirror	1 min./lvl (C)	100'
4—Reflection Scry	1 mirror	C	self
5—Mirror Rune	1 mirror	V	touch
6—Mirror Wall	—	1 min./lvl	10'
7—Mirror Door I	—	—	100'/lvl
8—Reflect Invisible	1 mirror	10 min./lvl	10'
9—Mirror Illusion	1 mirror	10 min./lvl	100'
10—Mirror Question I	1 mirror	1 question	10'
11—Mirror Trance	1 target	V	10'
12—Reflection Double	1 target	1 min./lvl (C)	10'
13—Shatter Mirrors	V	—	100'
14—Reflect Inner Truth	1 target	1 min./lvl	10'
15—Mirror Question II	1 mirror	1 question	10'
16—Mirror Door II	—	—	1 mile/lvl
17—Mirror Trap	1 target	V	10'
18—Spell Reflection*	1 spell	—	100'
19—Steal Reflection True	1 target	P	10'
20—Mirror Door True	—	—	100 mile/lvl
25—Mirror Maze	50'x50'	1 min./lvl	100'
30—Mirror Slave	1 target	P	10'
50—Mirror Reality	—	1 day/lvl	self

1—Create Mirror (F) Allows caster to magically create a mirror (of up to 6' x 6') from any appropriate glass object. Caster must concentrate for 3 rounds after this spell is cast for the mirror to completely form.

2—Steal Reflection (F) Target has no reflection in mirrors and other reflective objects. This can affect other spells on this list; see spells 12, 14, and 30.

3—Floating Mirror (F) Allows caster to levitate a flat mirror (no larger than 2' x 2'). The mirror must remain in sight of the caster at all times. While the caster concentrates, the mirror can be maneuvered around a 100' radius area; if angled properly, the mirror can be used to allow caster to view around corners, behind objects, etc.

4—Reflection Scry (I) Allows caster to gaze into a reflective surface and gain knowledge regarding one very specific topic (see *Dream I*, Cleric base list: Communal Ways). Caster is in a trance-like state while this spell is active.

5—Mirror Rune (F) Allows caster to imbed a spell into a mirror. The spell is then triggered by looking into the mirror (if the spell has one target, the first person to look in the mirror becomes the target). The spell then fades and disappears. The enruned spell may be placed by the caster of the *Mirror Rune*, or by another caster. The PP expenditure is equal to this spell plus the level of the spell imbedded (note that if another caster casts the enruned spell, that caster only expends the PP for the imbedded spell).

6—Mirror Wall (F) Causes a 10' x 10' x 1' mirrored wall to appear. If one edge of the mirror is against a wall, the *Mirror Wall* cannot easily be toppled, but it may be broken through in approximately 10 man-rounds.

7—Mirror Door I (F) Allows caster to step through a mirror and exit from another mirror within range. The mirror must be large enough for the caster to fit through, and he must have previously visited the location of the exit mirror, or had its location described in detail. If the exit mirror is no longer in the exact location observed or described, the caster is thrown back through the entry mirror, which then shatters, and the caster has a 50% chance of taking a 'C' Impact critical.

8—Reflect Invisible (F) When cast on an appropriate reflective surface, this spell enables viewers to see invisible objects in the area by looking into the mirror. This does not confer the power to see the objects when the viewer looks away from the mirror.

9—Mirror Illusion (F) Allows caster to create an illusory image in any mirror. The illusion is purely visual, but the caster may control the movement of objects in the image, or change the image by concentrating.

10—Mirror Question I (I) Allows caster to ask a single yes/no question when gazing into a mirror, to which he will receive a correct answer.

11—Mirror Trance (F) When cast on a mirror, this spell traps the gaze of the next person who looks into it and fails his RR. If trapped, the victim will stand or sit immobile, and continue to look unwaveringly into the mirror, paying absolutely no attention to any activity around him (i.e., target can initiate no action). The mirror trance can be interrupted by breaking the victim's visual contact with the mirror.

12—Reflection Double (F) Pulls target's reflection from mirror, to become a doppelganger-like entity under the control of the caster as long as he concentrates. The reflection has same skill and combat abilities as the target. Caster may pull his own reflection, the reflection of an ally, or even the reflection of an enemy (which could then be made to attack its counterpart). Note that this spell is ineffective on anyone under the influence of a *Steal Reflection* spell.

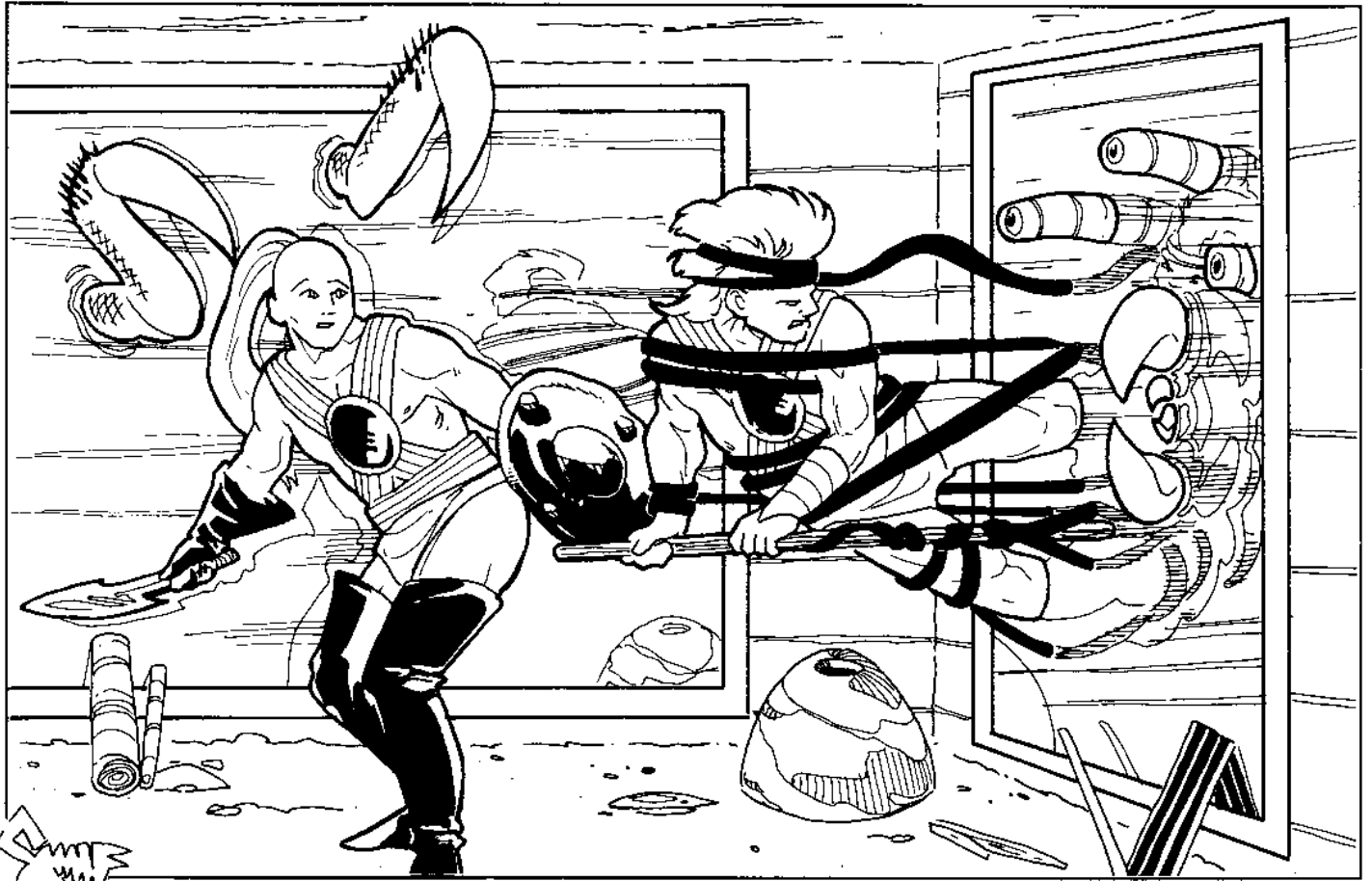
13—Shatter Mirrors (F) All mirrors within range shatter explosively. Victims within range who are unable to make maneuver rolls to avoid the flying shards of glass take 1-6 'B' slash criticals.

14—Reflect Inner Truth (F) If target fails his RR, anyone within his presence will see a representation of his "true inner self" in mirrored surfaces. For example, if the target is a blowhard bully who is really a coward, his reflection may depict him as a sheep. Note that this spell is ineffective on anyone under the influence of a *Steal Reflection* spell.

15—Mirror Question II (I) As *Mirror Question I*, except answer may consist of a short phrase (up to 5 words).

16—Mirror Door II (F) As *Mirror Door I*, except range is 10 mile per level.

17—Mirror Trap (F) Traps target's soul in a mirror designated by caster, where it will remain until the mirror is shattered. If the mirror is broken, target takes a 'B' Impact and a 'B' Stun critical as his soul escapes.



18—Spell Reflection (D*) Allows caster to use a mirror to deflect a spell that has just been cast on him. If the caster is successful, the attacking spellcaster must make a RR or be affected by his own spell.

19—Steal Reflection True (F) As *Steal Reflection*, except duration is permanent.

20—Mirror Door True (F) As *Mirror Door I*, except range is 100 mile per level.

25—Mirror Maze (F) Caster causes a maze of mirrors to spring up and occupy an area of up to 50' x 50' (there can be no intervening objects such as walls within the designated area). Mirrors are 10' high. The "corridors" of the maze are 5' wide. Caster intuitively knows how to maneuver through his own maze.

30—Mirror Slave (F) As *Reflection Double*, except target's reflection becomes caster's personal slave, under his complete control (note that this implicitly encompasses a *Steal Reflection True* spell).

50—Mirror Reality (F) Allows caster to pass through a mirror, and enter the Mirror World. The Mirror World parallels the caster's "real world" only at the point of connection (the mirror). Beyond sight of the mirror, the world may be completely different (a la *Through the Looking Glass*). Caster must return to his own world via the same point he left it. If he remains longer than the spell duration, there is a 1% cumulative chance per day that he will become permanently trapped in the Mirror World.

BUBBLE MAGIC (8.7.6)

CLOSED CHANNELING

Note: This list was designed for use by channelers that worship deities of fun, revelry, mischief, and euphoric states of consciousness (e.g., Bacchus, Loki, Dionysus, etc.).

	Area of Effect	Duration	Range
1—Create Bubbles	—	1 min/lvl	self
2—Control Bubbles	10'R	C	100'
3—Magic Bubble	—	—	50'
4—Mold Bubbles	10'R	C	10'
5—Bubble Surprise	—	—	10'
6—Aerate Liquid	1cu'/lvl	1 min/lvl	10'
7—Bubble Conveyance I	5'R	1 min/lvl	self
8—Bubble Tongue	1 target	1 rnd/lvl	50'
9—Euphoria	10'R	1 rnd/lvl	50'
10—Protection Bubble	5'R	1 rnd/lvl	10'
11—Words Into Bubbles	1 target	1 min/10% fail	10'
12—Bubble Conveyance II	5'R	1 min/lvl	self
13—Aerate Inorganic Solid	1cu'/lvl	P	10'
14—Arrows Into Bubbles* 1 projectile	—	—	100'
15—Bubble Cage	5'R	1 min/lvl	50'
16—Bubble Eyes	1 target	1 rnd/lvl	50'
17—Bubble Conveyance III	5'R	1 min/lvl	self
18—Weapons Into Bubbles* 1 weapon	—	1 rnd/lvl	10'
19—			
20—Mass Euphoria	50'R	1 rnd/lvl	100'
25—Aerate Organic Solid	1cu'/lvl	1 rnd/5 lvls (C)	10'
30—Bubble Form	—	1 min/lvl	self
50—Bubble Mastery	V	1 rnd/lvl	V

1—Create Bubbles (F) Allows caster to create bubbles, which will spring from his fingertips and float away on the breeze. Once generated, the bubbles are not in any way magical (unless otherwise affected by other spells on this list; see spells 2 and 4), and will pop normally. Using this spell alone, the caster cannot control the size or shape of the bubbles, nor can he control the direction of their drift, but he can control the "intensity" (number) of bubbles generated—from a very few to a thick cloud—by concentrating.

2—Control Bubbles (F) Caster can control the direction and speed of drift of bubbles within the area of effect (can be different in different parts of the radius).

3—Magic Bubble (F) Caster generates one or more bubbles (up to 1 bubble for every 3 levels of experience) near a target, which float up and burst violently one-half second after their creation (may be delayed if the caster concentrates). For each bubble that bursts, the target may take damage. Use the *Water Bolt* table with Stun criticals; directed spell bonus does apply. The target may make a Very Hard maneuver roll for each bubble to avoid its effects.

4—Mold Bubbles (F) Allows caster to size and mold bubbles into simple shapes, or force bubbles to stick together in specific ways to create more complex shapes. Caster can simultaneously work on one bubble "sculpture" per level as long as he concentrates; after he ceases to concentrate on it, a sculpture will retain its form for 1 round per level (unless popped before the duration has ended).

5—Bubble Surprise (F) Allows caster to create 1 medium-sized (1" radius) bubble, which then bursts and turns into a small, pleasant, harmless, and mostly valueless item (e.g., tin coin, confetti, muffin, etc.). The items generated by a *Bubble Surprise* spell can be random, or the caster may choose (the latter at the GM's discretion, but not recommended).

6—Aerate Liquid (F) Caster may aerate up to one cubic foot of liquid per level (i.e., cause small bubbles to spontaneously generate throughout the affected area and rise to the surface).

7—Bubble Conveyance I (F) Creates a 5' radius bubble centered on the caster. The bubble can be used to transport items and people safely underwater. Air inside the bubble is recirculated and remains breathable for the duration. The bubble moves at a speed of up to 5 mph (direction is controlled by caster), and can carry up to 1000 pounds of weight.

8—Bubble Tongue (F) Target's tongue is transformed into a bubble for duration of the spell; he is unable to speak. If the target bites down hard on his "tongue" before the end of the spell duration, or if the caster concentrates for 5 rounds, the bubble may burst, leaving the target without a tongue permanently.



9—Euphoria (F) Caster creates a mist of small bubbles in a 10' radius. All inside the radius must make an RR, or have the bubbles penetrate their systems (via absorption through skin, nasal passages, mouth, etc.). The bubbles cause targets to experience a very pleasant but dizzy lightheadedness for 1 round per 10% failure, which subtracts 10 from their OB and maneuver rolls. Unaffected targets may attempt a Hard Maneuver roll each round to leave the radius; if unsuccessful, they must make an RR again during the next round.

10—Protection Bubble (D) Forms a bubble around objects within a 5' radius of the spell's center point. The bubble is made of a pliant but sturdy film that will give way when struck, but not break. This has the effect of slowing and softening attacks made upon the protected objects. Objects inside the bubble gain +30 to their DBs, but also lose 30 from their OBs.

11—Words Into Bubbles (F) Causes normal bubbles to issue forth from the target's mouth instead of words whenever he attempts to speak—one bubble for each word. When the bubbles burst, the words inside them are 'released' for all to hear.

12—Bubble Conveyance II (F) As *Bubble Conveyance I*, except that people/objects are transported through air instead of water.

13—Aerate Inorganic Solid (F) As *Aerate Liquid*, except bubbles can be formed inside a non-organic solid object, and the duration is permanent. This weakens the structure of the object, making it twice as likely to break under stress, or twice as easy to be broken by force. Enchanted objects receive an RR.

14—Arrows Into Bubbles (F*) Allows caster to instantly change a small projectile object (arrow or sling stone) into a bubble, which bursts harmlessly on the wind. Enchanted projectiles receive an RR.

15—Bubble Cage (F) Traps target and all other objects/people within a 5' radius inside a stationary, magical bubble. Fresh air is naturally recirculated in the bubble, but the caster can prevent this by concentrating. The bubble is very difficult to break through (treat as AT 20 with 100 hits).

16—Bubble Eyes (F) As *Bubble Tongue*, except that target's eyes are affected.

17—Bubble Conveyance III (F) As *Bubble Conveyance I*, except that the caster may alternatively maneuver the bubble through air or water as needed.

18—Weapons Into Bubbles (F*) Changes the point or blade of a wielded weapon to a bubble-like material, causing the weapon to only deliver one-quarter normal damage. Enchanted weapons receive an RR.

20—Mass Euphoria (F) As *Euphoria*, except range is 100', radius is 50', and the OB and maneuver modification is -15.

25—Aerate Organic Solid (F) As *Aerate Liquid*, except duration is concentration (maximum of 1 round for every 5 levels of experience), and caster may form bubbles inside an organic object. If the caster uses this spell to attack an animal, monster, or humanoid target, the following constraints apply: two rounds of concentration are required to begin forming bubbles in the target's system, after which the target begins to take Disruption criticals for each additional round the caster concentrates. If the caster concentrates the full two initial rounds, the target will take one Disruption critical, even if the caster then ceases concentrating.

Once the bubbles form and begin to pop inside the target's body, he receives one 'A' critical for each of the first two rounds, one 'B' critical on rounds three and four, etc.

30—Bubble Form (F) Caster and all objects on his person change to a sturdy, moldable, bubble-like film; his body becomes transparent. Caster can reshape himself, pass through small crevices, etc. Because the magical bubble material is pliant but sturdy, the caster adds +30 to his DB when in this form, but he cannot attack with objects that have also been changed to bubble form.

50—Bubble Mastery (F) Caster may use any one lower level spell on this list each round.

8.8 ADDITIONAL SPELL LISTS

HORSEMAN'S WAY (8.8.1) BEASTMASTER BASE

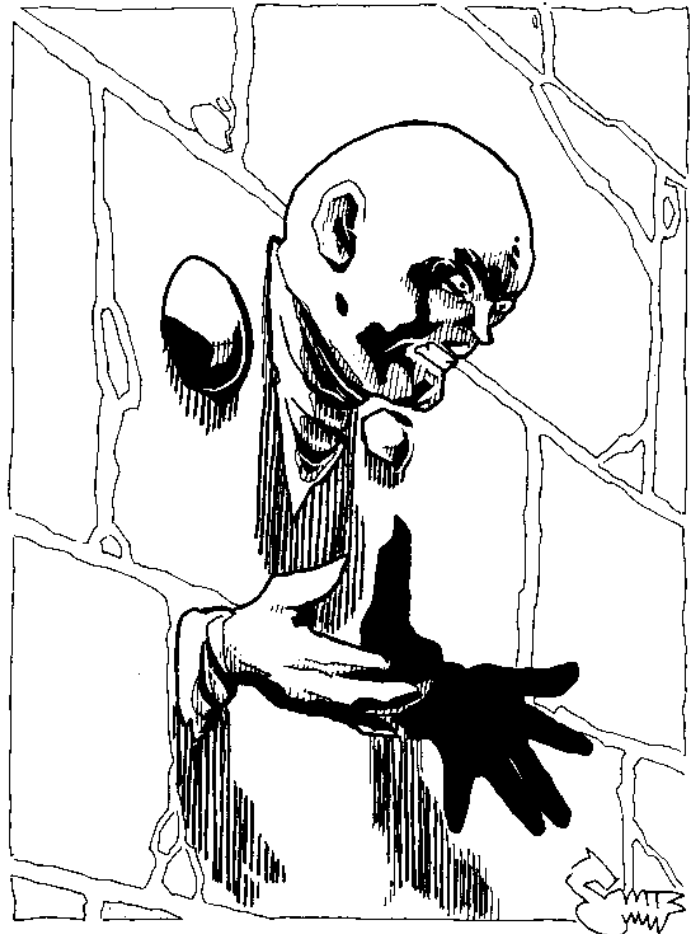
Note: For this spell list, a "Horse" can be any mount (camel, dolphin, eagle, llama...). All spells marked † can only affect caster's Horse Familiar. If caster already has one or more familiars, the Horse Familiar is not included in the total of Familiars (i.e. it is an "extra" familiar").

	Area of Effect	Duration	Range
1—Horse Familiar	1 horse	P	touch
2—Familiar Tongue †	Horse Familiar	1 min/lvl	touch
3—Familiar Direction †	Horse Familiar	—	5 miles/lvl
4—Jump *†	Horse Familiar	—	mounted
5—Run †	Horse Familiar	10 min/lvl	mounted
6—Mounted			
Combat I †	Horse Familiar	1 round/lvl	mounted
7—Sprint †	Horse Familiar	10 min/lvl	mounted
8—One Body †	Horse Familiar	1 min/lvl	mounted
9—Jump II *†	Horse Familiar	—	mounted
10—Mounted			
Combat II †	Horse Familiar	1 round/lvl	mounted
11—Fast Sprint †	Horse Familiar	10 min/lvl	mounted
12—One Blood †	Horse Familiar	1 min/lvl	mounted
13—Brave Horse †	Horse Familiar	10 min/lvl	touch
14—Wonderful			
Jump *†	Horse Familiar	—	mounted
15—Mounted			
Combat III †	Horse Familiar	1 round/lvl	mounted
16—Dash †	Horse Familiar	10 min/lvl	mounted
17—			
18—			
19—			
20—Jump True *†	Horse Familiar	—	mounted
25—Mounted			
Combat True †	Horse Familiar	1 round/lvl	mounted
30—Brother Horse †	Horse Familiar	1 min/lvl	mounted
50—Centaur †	Horse Familiar	1 min/lvl	mounted

DESTRUCTIVE DISPLACEMENTS (8.8.2)

SORCERER BASE

Note: *This list presents teleporting as an attack spell—target is transposed into a potentially life threatening environment. Sorcerers teleport targets into destructive Elemental Loci; places where the barriers between the mundane world and the Elemental Planes of Existence are weakest. Such locations are greatly affected by the Elemental Planes, manifesting elemental aspects (e.g., underwater, underground, high up in the air, or surrounded by flames). Needless to say, materializing in these areas is hazardous and often deadly to most non-elementals (and some dragons). Elemental Loci are common, always located nearby. For example, a man could be teleported inside solid rock 10' underground, immediately expiring. The Teleport spells from Lofty Bridge should not be allowed offensively if this spell list is available in the campaign. The caster may utilize Destructive Displacements himself—if he's willing to take the risk. The listed percentage chance of dying is automatically applied to magically unprepared or unaware targets. A target who is aware of, prepared for, the nature of the threat may attempt an Asurd (-70) Spell Mastery or Attunement to avoid this chance of death. Any magical protections or bonuses are subtracted from the chance of dying on a point-for-point basis. Because of this, some Displacement spells have a chance of dying greater than 100%. Elementals*



1—Horse Familiar (M) Allows caster to attune himself to one horse. This spell must be cast as a normal *Familiar* spell, but the caster cannot view the world by the horse's senses. The caster will then be able to cast spells affecting his Horse Familiar.

2—Familiar tongue (I†) Allows caster to mentally communicate with his Horse Familiar. The Horse still has an animal intelligence.

3—Familiar Direction (I†) Allows caster to know if his Horse Familiar is still alive and to know his direction and distance.

4—Jump I (F*†) Allows *Horse Familiar* to jump, up to 50' long and/or 20' high. This includes a safe landing. If this is running jump, the length can be doubled.

5—Run I (F†) Allows the *Horse Familiar* to run (x2 pace) without tiring.

6—Mounted Combat I (M†) Allows caster, when he fights from horseback, to make his mount attack at the same time with no modifications.

7—Sprint (F†) Allows the *Horse Familiar* to sprint (x3 pace) without tiring.

8—One Body (S†) For the duration of this spell, every herb that the caster will use and curative spells affecting him will also affect his *Horse Familiar*.

9—Jump II (F*†) As Jump I, except this spell allows a leap up to 75' and/or 30'.

10—Mounted Combat II (M†) As *Mounted Combat I*, except the *Horse Familiar* attacks with a +15 bonus.

11—Fast Sprint (F†) Allows the *Horse Familiar* to fast sprint (x4 pace) without tiring.

12—One Blood (S†) Caster and his mount are physically tied for the duration of this spell. If the caster or the horse is wounded, the wound is shared between both: half damage to the caster and half to his horse. If a killing critical is taken, both caster and his horse are killed.

13—Brave Horse (M†) Allows *Horse Familiar* to totally ignore a natural fear (for a horse: fire, snakes, precipices, etc.).

14—Wonderful Jump (F*†) As *Jump I*, but allows a leap up to 100' and/or 40'.

15—Mounted Combat III (M†) As *Mounted Combat I*, except the *Horse Familiar* attacks with a +30 bonus.

16—Dash (F†) Allows the *Horse Familiar* to dash (x5 pace) without tiring.

20—Jump True (F*†) As *Jump I*, but allows a leap up to 125' and/or 50'.

25—Mounted Combat True (M†) As *Mounted Combat I*, except the *Horse Familiar* attacks with a +50 bonus.

30—Brother Horse (M†) For the duration of this spell, every friendly spell affecting caster (i.e. caster is a willing target) will also affect his mount.

50—Centaur (F†) The Caster and his Horse are one being for the duration of this spell. They can communicate mentally with no limitation. This spell the effects of *One Body*, *One Blood*, *Mounted Combat True* and *Dash*.

hate this list (and casters possessing it)—with good reason. They receive of-50 RR modification versus spells from this list, which displace them into their appropriate element (or elemental plane of existence). Generally, this will not harm them however, acting to drive them off instead.

	Area of Effect	Duration	Range
1—Focus	self	one hour	self
2—			
3—Random Displacement I	target	—	50'
4—Stasis I	target	1 rnd/10% fail	100'
5—Precise Focus	self	one day	self
6—Random Displacement II	target	—	100'
7—Controlled Displacement I	target	—	50'
8—Stasis II	target	1 min/10% fail	100'
9—Random Displacement III	target	—	200'
10—Controlled Displacement II	target	—	100'
11—			
12—Random Displacement IV	target	—	300'
13—Controlled Displacement III	target	—	200'
14—Stasis III	target	1 hour/10% failure	100'
15—Reverse	target	—	V
16—Random Displacement V	target	—	500'
17—Controlled Displacement IV	target	—	300'
18—			
19—Stasis True	target	1 day/10% fail	100'
20—Controlled Displacement V	target	—	500'
25—Random Displacement True	target	—	1000'
30—Controlled Displacement True	target	—	1000'
35—True Reverse	target	—	V
40—Random Planar Displacement	target	—	100'
50—Controlled Planar Displacement	target	—	100'

1—Focus (IF) Gives caster a “mental picture” of a general location for use with the various *Controlled Displacement* spells. Caster may teleport target to this site using the appropriate *Controlled Displacement*.

3—Random Displacement I (F) Target teleports to a random location within 100'. Caster chooses a particular area of elemental influence (earth, air, fire, or water) to which the target is displaced. There is a 10% chance of target instantly dying due to rematerialization under the earth, high in the air, deep underwater, within a volcano, etc. (GM's discretion). Otherwise, target will harmlessly reappear in or near an example of that element. If no appropriate terrain is within range the spell has no effect. For example, when no fire or heat is within range, *Random Fire Displacement* is not possible.

4—Stasis I (F) Target is continually Displaced to his exact position, keeping him “out-of-phase,” where he appears transparent or flickering. Since target constantly both materializes and dematerializes in the same place, he is effectively held in stasis. Target may not be harmed while in stasis. After the spell expires, target is once again free and as he was before placed in stasis.

5—Precise Focus (FI) As *Focus*, except gives caster a “mental picture” of one precise location and the surrounding terrain.

6—Random Displacement II (F) As *Random Displacement I*, except for increased range and the distance displaced, i.e. anywhere within 1000' (about 1/5th of a mile). Additionally, the chance of instant death is 20%.

7—Controlled Displacement I (F) As *Random Displacement I*, except caster can specify the location to which target is displaced by using either a *Focus* spell or through direct observation. Caster determines the chance of death, anywhere from 1% to 20%.

8—Stasis II (F) As *Stasis I*, except for increased Duration.

9—Random Displacement III (F) As *Random Displacement I*, except for increased range and the distance displaced, i.e. anywhere within 10,000' (about 2 miles). Additionally, the chance of death is 30%.

10—Controlled Displacement II (F) As *Controlled Displacement I*, except for increased range and the distance displaced, i.e. anywhere within 1000' (about 1/5th of a mile). Additionally, the chance of death may be anything from 2% to 40%.

12—Random Displacement IV (F) As *Random Displacement I*, except for increased range and the distance displaced, i.e. anywhere within 100,000' (about 19 miles). Additionally, the chance of death is 40%.

13—Controlled Displacement III (F) As *Controlled Displacement I*, except for increased range and the distance displaced, i.e. anywhere within 10,000' (about 2 miles). Additionally, the chance of death can be anywhere from 3% to 60%.

14—Stasis III (F) As *Stasis I*, except for increased duration.

15—Reverse (FH) Caster can reverse the effects of any *Displacement* spell which is no more than 20th level, if this spell is cast within 1 minute level of the *Displacement* spell. This can undo all damage done, returning target to his original position and condition. *Reverse* is often used in bargaining hostages' lives.

16—Random Displacement V (F) As *Random Displacement I*, except for increased range and the distance displaced, i.e. anywhere within 1,000,000' (about 189 miles). Additionally, the chance of death is 50%.

17—Controlled Displacement IV (F) As *Controlled Displacement I*, except for increased range and the distance displaced, i.e. anywhere within 100,000' (about 19 miles). Additionally, the chance of death may be anywhere from 4% to 80%.

19—Stasis True (F) As *Stasis I*, except for increased duration.

20—Controlled Displacement V (F) As *Controlled Displacement I*, except for increased range and the distance displaced, i.e. anywhere within 1,000,000' (about 189 miles). Additionally, the chance of death may be anywhere from 5% to 100%.

25—Random Displacement True (F) As *Random Displacement I*, except for increased range and the distance displaced, i.e. anywhere within 100,000,000' (about 18,939 miles). Additionally, the chance of death is 70%. In addition, another element may be used (with GM's approval): "Aether", "Void", or "Outer Space" (i.e., target may be sent into space, in which case target's chance of dying is 100%)

30—Controlled Displacement True (F) As *Random Displacement True*, except caster can specify the location to which target is displaced by using either a *Focus* spell or through direct observation. Caster determines the chance of death, anywhere from 7% to 140%.

35—True Reverse (FH) As *Reverse*, except any *Displacement* spell may be counter-acted and the time restriction is 1 day per level.

40—Random Planar Displacement (F) As *Random Displacement I*, except target shifts into an Elemental Plane of Existence, appearing there in a random location. Chance of death is 100%. This spell may also be used like *Random Displacement True*, except target may be displaced anywhere in the galaxy.

50—Controlled Planar Displacement (F) As *Random Planar Displacement*, except caster can specify the exact location to which target is displaced (provided he knows of its existence). Chance of instantly dying may be varied anywhere from 10% to 200%.

DREAM LORE (8.8.3)

DREAM LORD BASE

Notes: *The spells have as their duration the length of the dream period. While this is typically a few minutes in the real world, many hours can pass in a dream world. Use 3D10 x 10 minutes as length of the dream inside the dream world.*

	Area of Effect	Duration	Range
1—			
2—			
3—			
4—Enter Dreams I	1 target	V	T
5—			
6—			
7—Entrap	1 target	V	50'
8—			
9—Enter Dreams II	1 target	V	50'
10—			
11—			
12—			
13—Entrap III	3 targets	V	100'
14—Enter Dreams III	1 target	V	100'
15—			
16—			
17—Extend Dream	1 target	V	—
18—Entrap IV	4 targets	V	100'
19—			
20—			
35—Entrap True	1 target	V	1 mile/lvl

4—Enter Dreams I (MF) Caster can enter the Dream World of the target.

7—Entrap I (MF) Caster can transport one target into a Dream World he has all ready specified. The target gets an RR, and is trapped in the Dream World until the caster cancels the spell, or the duration ends. The target gets an RR when being kicked out of the Dream World, if he so requests. Note: if the target is in *Dream Mist*, his RR (for being kicked out of the dream world) is at I:-10; II:-20; III:-30; IV:-40; V:-50; True:-100.

9—Enter Dreams II (MF) As *Enter Dreams I*, except for range.

13—Entrap III (MF) As *Entrap I*, except two targets are affected.

14—Enter Dreams III (MF) As *Enter Dreams I*, except for range.

17—Extend Dream (MF) Allows the caster to double the duration of the dream that he is in.

18—Entrap IV (MF) As *Entrap I*, except four targets are affected.

35—Entrap True (MF) As *Entrap I*, except as many targets as the caster's level are affected.

DREAM WORLD (8.8.4)

DREAM LORD BASE

Notes: This spell list is intended to reflect the transient nature of the physical surroundings of a dream world. This spell list is used to modify the physical surroundings of a world. Any person in a dream world that has this spell list can use it.

	Area of Effect	Duration	Range
1—			
2—			
3—			
4—Create Land	1 target	1 min/lvl	100'
5—Create Water	1 target	1 min/lvl	100'
6—Create Stone	1 target	1 min/lvl	100'
7—Create Air	1 target	1 min/lvl	100'
8—			
9—Null Gravity	1 target	1 min/lvl	100'
10—Dream Teleport	1 target	—	100'
11—			
12—Create Land II	1 target	1 min/lvl	100'
13—Create Water II	1 target	1 min/lvl	100'
14—Create Stone II	1 target	1 min/lvl	100'
15—Create Air II	1 target	1 min/lvl	100'
16—Null Gravity II	1 target	1 min/lvl	100'
17—			
18—Dream Teleport II	1 target	—	100'
19—Create Land True	1 target	1 min/lvl	100'/lvl
20—Create Water True	1 target	1 min/lvl	100'/lvl
25—Create Stone True	1 target	1 min/lvl	100'/lvl
30—Create Air True	1 target	1 min/lvl	100'/lvl
50—Dream World True	1 target	1 min/lvl	100'

4—Create Land (FM) Caster can create an earthen structure with a volume of up to 1000 cu'. The structure could be a hill, wall, cliff, etc. Buildings, etc., are not allowed.

5—Create Water (FM) Caster can create a body of water with a volume of up to 1000 cu'. Note that this spell will change the ground to water.

6—Create Stone (FM) Caster can create a stone structure with a volume of up to 1000 cu'. The structure could be a hill, wall, cliff, etc. Buildings, etc., are not allowed.

7—Create Air (FM) Caster can create a volume of air up to 1000 cu'. Note that this could create a cave in a hill/mountain side, or a large air bubble.

9—Null Gravity (FM) Creates a sphere 100' in radius where there is no gravity.

10—Dream Teleport (FM) As many targets as the caster's level are teleported up to 1 mile to a different part of the dream world.

12—Create Land II (FM) As *Create Land*, except with a volume of up to 100 cu' per level.

13—Create Water II (FM) As *Create Water*, except with a volume of up to 100 cu' per level.

14—Create Stone II (FM) As *Create Stone*, except with a volume of up to 100 cu' per level.

15—Create Air II (FM) As *Create Air*, except with a volume of up to 100 cu' per level.

16—Null Gravity II (FM) As *Null Gravity*, except with a volume of up to 100 cu' per level.

18—Dream Teleport II (FM) As *Dream Teleport*, except as many targets as the caster's level are transported up to 1 mile per level.

19—Create Land True (FM) As *Create Land II*, except for range.

20—Create Water True (FM) As *Create Water II*, except for range.

25—Create Stone True (FM) As *Create Stone II*, except for range.

30—Create Air True (FM) As *Create Air II*, except for range.

50—Dream World True (FM) Any spell on this list can be used at one spell per round.



DREAM MISTS (8.8.5)

DREAM LORD BASE

	Area of Effect	Duration	Range
1—			
2—Dream Mist I	1 target	1 min/lvl	S
3—Confusion I	1 target	C	—
4—			
5—Dream Mist II	1 target	2 min/lvl	S
6—Clear sight I	1 target	—	—
7—Confusion II	1 target	—	—
8—Stumble I	1 target	—	—
9—			
10—Dream Mist III	1 target	3 min/lvl	100'
11—Confusion III	1 target	—	—
12—Clear Sight II	1 target	—	—
13—			
14—Stumble II	1 target	—	—
15—			
16—			
17—Dream Mist IV	1 target	10 min/lvl	100'/lvl
18—Confusion IV	1 target	—	—
19—			
20—Clear Sight True	1 target	—	—
25—Stumble III	1 target	—	—
30—Stumble IV	1 target	—	—
35—Dream Mist V	1 target	1 hr/lvl	1 mile
40—Stumble V	1 target	—	—
50—Dream Mist True	1 target	1 hr/lvl	1 mile/lvl

2—Dream Mist I (F) Creates a 15' radius white mist sphere. All within mist are at -20, and missile fire is at -50. The caster can not move without dispelling the mist.

3—Confusion I (M) One target within mist becomes confused. Can take no offensive action; acts as if stunned.

5—Dream Mist II (F) Creates a 25' radius white mist sphere. All within mist are at -50. If the caster concentrates, the sphere will move with him. If the caster is standing still, he is limited to 20% normal action.

6—Clear Sight I (M) While in *Dream Mist*, target can see as if no mist is present. Lasts until the *Dream Mist* is dissipated.

7—Confusion II (M) As *Confusion I*, except two targets are affected.

8—Stumble I (F) RR Mod: +20 All within the *Dream Mist* must make an RR every minute or be transported to a *Dream World* the caster has prepared. While in the *Dream World*, the target may attempt a Will check once per minute to return to the real world. In any event, the target returns to the real world when the *Dream Mist* dissipates.

10—Dream Mist III (F) Creates a 50' radius white mist sphere. All within mist are at -50.

11—Confusion III (M) As *Confusion I*, except 5 targets are affected.

12—Clear Sight II (M) As *Clear Sight I*, except three targets are affected.

14—Stumble II (F) RR Mod: +10 As *Stumble I*.

17—Dream Mist IV (F) Creates a 200' radius white mist sphere. All within mist are at -50.

18—Confusion IV (M) As *Confusion I*, except as many targets as the caster's level can be affected.

20—Clear Sight True (M) All friendly targets can see as if *Dream Mist* is not present.

25—Stumble III (F) RR Mod: +10 As *Stumble I*.

30—Stumble IV (F) RR Mod: -10 As *Stumble I*.

35—Dream Mist V (F) Creates a 1 mile radius *Dream Mist*. All within mist are at -50.

40—Stumble V (F) RR Mod: -20 As *Stumble I*.

50—Dream Mist True (F) Creates a 1 mile radius *Dream Mist*. All within mist are at -50.



8.9 SPECIAL LISTS

MYSTIC ARMOR (8.9.1)

SPECIAL

Note: This list provides the flavor of the magic-wielding armored cavalier. Noble Armor, a similar list, focuses on leather armor, but this list is meant for the wearer of chain or plate. It could be a Base list of a Paladin, Noble Warrior, Warrior Cleric, or even a Warrior Mage. It might be too powerful to be a Warrior Mage base list, but that would depend on the type of campaign. Multiple spells from this list may be active on the caster's armor or shield (although only one of each type). Shield Blow spells are only useful against melee and missile attacks that the target is aware of. If the caster is ambushed, attacked from the rear, or unable to get the shield in position to intercept the blow (e.g., shield wedged in an opening, an opponent has a grip on the shield, etc.), the Shield Blow spell is of no use. All spells marked ¥ require that the caster have cast the Armor Vigil spell on the armor first.

	Area of Effect	Duration	Range
1—Armor Vigil	armor	P	5'
2—Barding	1 steed	1 min/lvl	touch
3—Transcend Armor I*¥	armor	1 rnd/lvl	self
4—Armor Maneuver I*¥	armor	1 min/lvl	self
5—Shield Blow I	shield	1 min/lvl	self
6—Armored Robes	cloth	1 min/lvl	self
7—Transcend Armor II*¥	armor	1 min/lvl	self
8—Armor Maneuver II*¥	armor	1 min/lvl	self
9—Armored Chain¥	armor	1 min/lvl	self
10—Shield Blow II	shield	1 min/lvl	self
11—Armored Plate¥	armor	1 min/lvl	self
12—Armor Maneuver III*¥	armor	1 min/lvl	self
13—Mystic Chain¥	armor	1 min/lvl	self
14—Transcend Armor III*¥	armor	10 min/lvl	self
15—Shield Blow III	shield	1 min/lvl	self
16—Armor Maneuver IV*¥	armor	1 min/lvl	self
17—Mystic Plate¥	armor	1 min/lvl	self
18—Bless Armor¥	armor	V	touch
19—Shield Blow IV	shield	1 min/lvl	self
20—Noble Armor*¥	armor	10 min/lvl	self
25—Shield Blow True	shield	1 min/lvl	self
30—Maneuver True*¥	armor	10 min/lvl	self
35—Transcend Armor True*¥	armor	1 hour/lvl	self
40—Bless Armor True¥	armor	V	touch
45—Mystic Armor¥	armor	1 min/lvl	self
50—Noble Armor True¥	armor	10 min/lvl	self

1—Armor Vigil (F) This spell must be cast on a suit of armor before any of the other *Armor* spells can be used on it. The duration of the vigil depends on the strength of the enchantment (if any) of the armor (1 hour base, plus 1 hour per +10 bonus if enchanted).

2—Barding (F) After this spell is cast, any armor spell effects from this list will also apply to the caster's steed as well. This effect will last only as long as the caster in contact with his mount.

3—Transcend Armor I (F*) Allows the caster to ignore the modifiers to ESF (*Spell Law*, Section 10.9) due to armor type, helmet carried, and equipment carried for this spell and any other spells cast within the duration of the spell.

4—Armor Maneuver I (F*) Allows the caster to reduce the maneuver modifier due to armor type by 10. This applies to Maneuver Modifications, Missile Attack Penalties, and Quickness Penalties.

5—Shield Blow I (F) Allows the caster to use his shield to automatically intercept the next attack (melee or missile) that delivers a critical. The attack may not be from the rear. The critical strike will be changed to reflect this (e.g., a neck strike would be lowered on the chart until it became a shield arm strike or no location is listed).

6—Armored Robes (F) Allows the caster to increase the AT of the normal clothing he is wearing to AT 4.

7—Transcend Armor II (F*) As *Transcend Armor I*, except for duration.

8—Armor Maneuver II (F*) As *Armor Maneuver I*, except the modifier is reduced by 20.

9—Armored Chain (F) This will increase the AT of a suit of chain (ATs 13-16) by 4.

10—Shield Blow II (F) As *Shield Blow I*, except the critical is lowered one degree of severity.

11—Armored Plate (F) This will make plate armor immune to armor-cutting weapons and adds +10 to the DB of the wearer of the armor.

12—Armor Maneuver III (F*) As *Armor Maneuver I*, except the modifier is reduced by 30.

13—Mystic Chain (F) As *Armored Chain*, except critical strikes made against this armor are reduced by degree of severity.

14—Transcend Armor III (F*) As *Transcend Armor I*, except for duration.

15—Shield Blow III (F) As *Shield Blow I*, except the critical is lowered two levels in severity.

16—Armor Maneuver IV (F*) As *Armor Maneuver I*, except the modifier is reduced by 40.

17—Mystic Plate (F) As *Armored Plate*, except all critical strikes made against this armor are reduced by one level.

18—Bless Armor (F) This spell will allow one spell from this list to be placed on the suit of armor of the caster. The spell will be stored in the armor until the caster wills it to go into effect. While this spell is in effect, no other spells from this list may be cast on the armor or the stored spell will go into effect.

19—Shield Blow IV (F) As *Shield Blow I*, except the critical is lowered three degrees in severity.

20—Noble Armor (F*) As *Armor Maneuver IV* and *Transcend Armor I*, except for duration.

25—Shield Blow True (F) As *Shield Blow I*, except the critical is lowered four degrees in severity.

30—Maneuver True (F*) As *Armor Maneuver I*, except the duration and the modifier is reduced by 40.

35—Transcend Armor True (F*) As *Transcend Armor I*, except for duration.

40—Bless Armor True (F) As *Bless Armor*, except two spells may be stored.

45—Mystic Armor (F) As *Mystic Plate* (or *Mystic Chain*), except all melee and missile criticals are reduced two levels. This spell has no effect if the caster takes crits from the Large or Super-Large critical tables (including *Slaying*).

50—Mystic Armor True (F) As *Noble Armor* and *Mystic Armor*, except all melee, missile, and elemental criticals are reduced by three degrees of severity.

SPELL WEB (8.9.2)

SPECIAL

Note: This spell list allows a group of spellcasters to form a *Spellweb*. It meshes their powers together to form a stronger whole allowing them to better focus and coordinate their magic. The power of an arcane organization using this list will be much more than just the sum total of its members. The limit on this list is that each *Spellweb* is only as strong as its weakest link. To form the really large *Spellwebs* takes extremely high level spellcasters that also know this list to their level. Depending on the nature of the campaign, a *Spellweb* with twenty-five members (taking twenty-five 25th level spellcasters that know this list to level) would happen once an age. The list is so named because when under the effects of this spell all of the member's magical auras seem to be linked together forming what looks like a web. All spells require the *Weblink* or *Spellweb* spell to be active with the exception of *Webjoin*.

Option 1: If *Coordination* and *Webdefense* seem too powerful, either only allow a +3 per member bonus, or treat the number of members as a skill rank bonus (e.g., +5 per member for the first ten, +2 per member for the next ten, +1 per member...).

Option 2: *Weblink* states that a *Spellweb* may be formed only if all members share a common realm of magic. The only possible exception to this is if only arcane spells are used by the *Spellweb*.

	Area of Effect	Duration	Range
1—Weblink	self	10 min/lvl	link
2—Mana Link	self	10 min/lvl	link
3—Spell Range Link	self	10 min/lvl	link
4—Position Sense	self	10 min/lvl	link
5—Long Web I	self	10 min/lvl	link
6—			
7—Spell Spread I	web	1 rnd/lvl	link
8—Web Concentrate	web	10 min/lvl	link
9—Coordination I	web	1 rnd/lvl	link
10—Spell Web	self	10 min/lvl	link
11—Vision Link	self	10 min/lvl	link
12—Spell Spread II	web	1 rnd/lvl	link
13—Mind Link	self	10 min/lvl	link
14—			
15—Web Focus I	web	1 rnd/lvl	link
16—Long Web II	self	10 min/lvl	10'/lvl
17—Coordination II	web	1 rnd/lvl	link
18—Webjoin	self	1 rnd	touch
19—Spell Spread III	web	3 rnd/lvl	link
20—Webdefense	web	1 rnd/lvl	link
25—Coordination III	web	1 rnd/lvl	link
30—Web Focus II	web	1 min/lvl	link
35—Long Web True	self	10 min/lvl	100'/lvl
40—Spell Spread True	web	1 rnd/lvl	link
45—Coordination True	web	1 min/lvl	link
50—Web Focus True	self	1 rnd/lvl	link

1—Weblink (M) This spell provides the basic link that allows the caster to mystically join together for the purpose of forming a *Spellweb*. The maximum size of a *Spellweb* team is equal to the level of the lowest level spellcaster of the group or to the smallest learned portion of *Spellweb* that any member knows. A chain is only as strong as its weakest link. A twelfth level magician that only knows *Spell web* to tenth level could only form a *Spellweb* with ten members (provided they also knew *Spell web* to at least tenth and were at least tenth level). All members of the *Spellweb* must use the same realm of magic or at least share it (i.e., Hybrids and Archmages). To be in link range the caster must be touching at least one other member of the *Spellweb* (with all members touching). If the member leaves link range, he is dropped from the *Spellweb*.

2—Mana Link (UF) Allows the target to draw PPs from the other members of the web if they are willing.

3—Spell Range Link (U) This spells allow the caster to cast spells on the members of the *Spellweb* for as long as they are in link range. Even, if the caster can't see his fellow member or the range is "touch" (i.e., a tenth level spellcaster using *Spell web* could cast a touch spell through the web to another member, even if the target member was 10' away and out of sight). Note: Spells with a range of "self" cannot have their ranges extended in this fashion.

4—Position Sense (U) This spell allows each member to sense the current direction and range of all other members.

5—Long Web I (U) This spell increases the link range of Weblink from touch to 1'/lvl (i.e., the caster must be within 1' per level of another member of the *Spellweb* to be in link range).

7—Spell Spread I (UF) The *Spellweb* members can now share the effects of a spell. Any non-attack spell with a duration other than “instantaneous” and a range other than “self” can be spread among the team. The caster figures the spell’s normal duration (for him), and then divides it by the number of members in the web (i.e., if a spell has a duration of 20 minutes and the *Spellweb* has five members, then the spell will affect all five members for a duration of four minutes) rounding down. Note: At the end of *Spell Spread*, the affected spell also drops, even if it has a longer duration.

8—Web Concentrate (U) One concentration spell may be maintained by the *Spellweb*. The caster decides who receives the effect of the spell, and because it is supported by the *Spellweb*, no one has to concentrate on the spell. Only one *Web Concentrate* can be in effect at one time.

9—Coordination I (U) While under the effects of this spell the *Spellweb* members add +5 per member to their BAR (if three members attacked the same target with a base spell, they would all get a +15 to their BAR versus that target).

10—Spell Web (U) This spell combines the effects of the first five spells from this list. All rules for forming the *Spellweb* from *Weblink* still apply.

11—Vision Link (U) For the duration of the spell the caster can see from the viewpoint of any of the other members of the *Spellweb* by merely concentrating.

12—Spell Spread II (UF) As *Spell Spread I*, except up to two spells may be spread among the *Spellweb*.

13—Mind Link (U) Caster can communicate with the rest of the *Spellweb* using telepathy. While much faster than normal speech, it only gives surface thoughts and images. This can be a broadcast mode, shared with the entire web, or an intimate mode, shared with a single member.

15—Web Focus I (U) The members of the *Spellweb* may focus power to a single member of the group by concentrating. The target member’s level for spell casting will now be raised to his level plus the number of members in the *Spellweb*. Each round that the target member makes use of this additional spellcasting ability all members must expend one PP to continue to focus the *Spellweb*.

16—Long Web II (U) As *Long Web I*, except the range is increased to 10' per level.

17—Coordination II (U) As *Coordination I*, except all *Spellweb* member’s directed spell attacks will also be coordinated with each other. Any time any member of the *Spellweb* attacks the same target with directed spells, he gets a +5 per member bonus to directed spell attacks (if three members *Firebolt* the same target, they would all get +15 to directed spell versus that target).

18—Webjoin (U) The caster may join an ongoing *Spellweb* by casting this spell and then *Spellweb* if the web has less than the maximum number of members.

19—Spell Spread III (UF) As *Spell Spread I*, except up to three spells may be spread among the *Spellweb*.

20—Webdefense (UF) The *Spellweb* members are now linked in such a way that each member receives a +5 bonus per member of the *Spellweb* to magic RRs. However, if a member fails to resist, then all members of the *Spellweb* must also resist the spell (with the +5 per member bonus).

25—Coordination III (U) As *Coordination II*, except each member will also know which spell the other members are casting, the target, and or the area that the spell effects will fall.

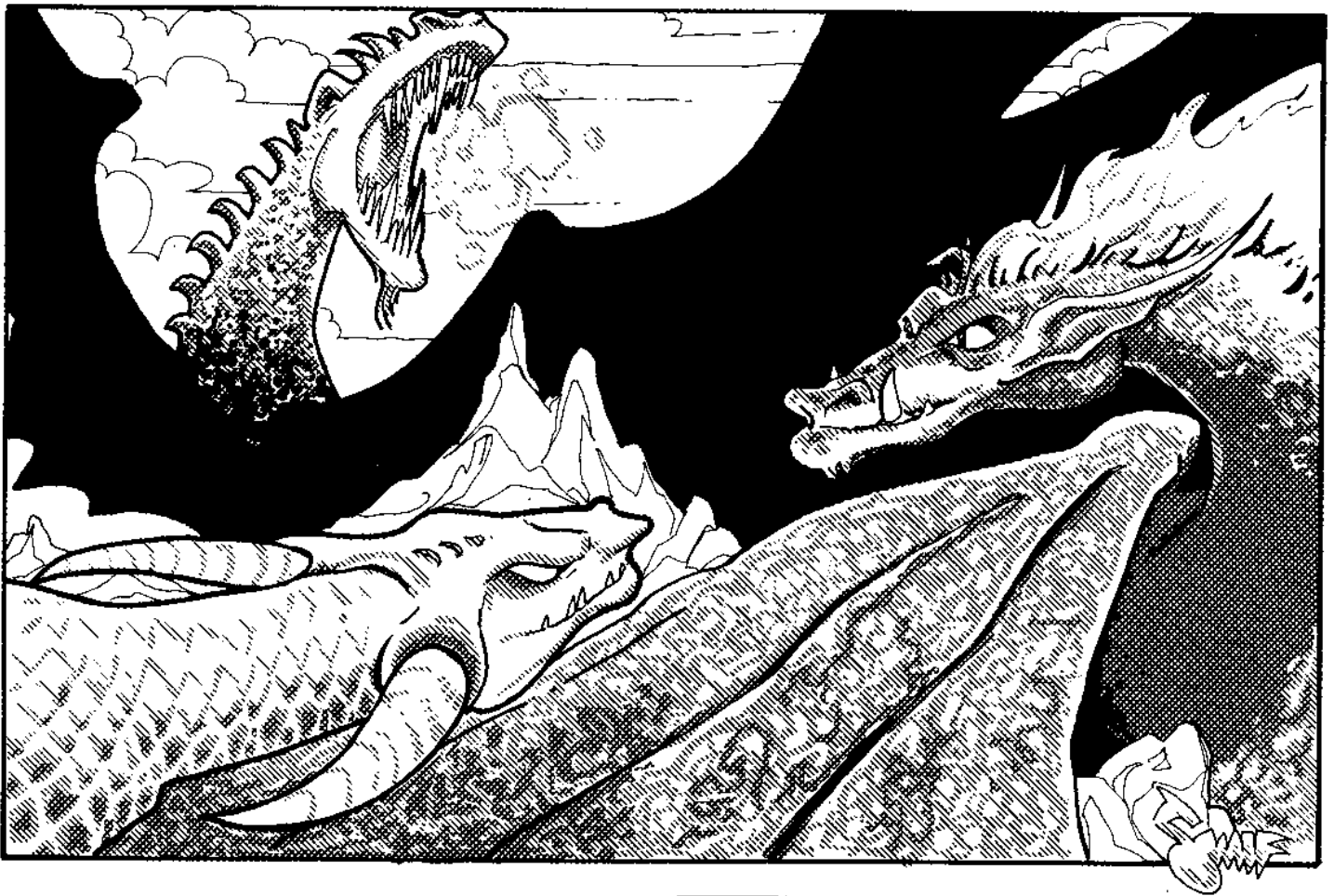
30—Web Focus II (U) As *Web Focus I*, except the members of the *Spellweb* need not concentrate while to continuing to focus the *Spellweb*.

35—Long Web True (U) As *Long Web I*, except the range is increased to 100' per level.

40—Spell Spread True (UF) As *Spell Spread I*, except up to one spell per member may be spread among the *Spellweb*, and the duration is now 1 round per level.

45—Coordination True (U) As *Coordination III*, except the coordination is to such a point that the *Spellweb* acts with the reflexes of the fastest member. The quickest member’s stat is used to determine the teams overall initiative (i.e., if the fastest team member has a 96 quickness, then all team members act as if they had a 96 quickness for purposes of determining initiative only).

50—Web Focus True (UF) As *Web Focus II*, except that all members are also under the effects of *Webdefense*, *Long Web True*, *Spell Spread True*, and *Coordination True* for the duration of the spell.



HEARTFIRES (8.9.3)

SPECIAL

Note: This list is not in the 'public domain' of spell lists, but may only be learned by Dragons, Magedrakes, Silverscales, and other creatures who may assume the form of dragons through a natural shapechanging ability (i.e., the ability to use *Shapechange True* to change to dragon form does not enable the caster to make the metaphysical adjustments and shifts of mental perspective to comprehend and use this list). The GM may wish to restrict the use of this list to an Arcane Society (e.g., the Council of Magedrakes). Spells on this list can only be cast while the caster is in dragon form.

	Area of Effect	Duration	Range
1—Mantongue	self	C	self
2—Commune	1 Drake	C	—
3—Drake Summons	1 Drake	—	—
4—Lairguard	10'R/lvl	P	—
5—Breath Ranging II*	self	1 attack	V
6—Trueflight II	self	1 min/lvl	self
7—Lesser Manform	self	1 hr/lvl	self
8—Lair Gate	self	—	10 mile/lvl
9—Earthheart Sight*	self	1 min/lvl	100'/lvl
10—Breathstrike II*	self	1 attack	—
11—Breath Ranging III*	self	1 attack	V
12—Trueflight III	self	1 min/lvl	self
13—Drakemight II	self	1 rnd/lvl	self
14—Skinfield	self	1 rnd/lvl	self
15—Razorclaw	self	1 rnd/lvl	self
16—Breath Ranging IV*	self	1 attack	V
17—Lord Trueflight	self	1 attack	self
18—Drakemight II	self	1 rnd/lvl	self
19—Greater Manform	self	24 hr/lvl	self
20—Breathstrike III*	self	1 attack	self
25—Earthheart	self	1 min/lvl	self
30—Breathstrike IV*	self	1 attack	self
40—Drakemight IV	self	1 rnd/lvl	self
50—Drakelord's Might	V	V	V

- 1—Mantongue (F)** Allows drake to speak the (comparatively) simple tongues used by humans in his presence.
- 2—Commune (F)** Allows two or more drakes who have met previously to mentally commune with each other regardless of range.
- 3—Drake Summons (F)** Allows a drake to mentally summon another drake who he has previously met (assuming the other drake is willing).
- 4—Lairguard (I)** Warns of intruders in drake's lair regardless of distance. Caster may only have one of these spells in effect at any one time.
- 5—Breath Ranging II* (U)** Doubles range of one breath attack.
- 6—Trueflight II (U)** Doubles flight speed.
- 7—Lesser Manform (U)** Drake can alter his form to match that of any humanoid race he is familiar with. While changed, the drake loses his natural defenses and immunities dependent on size and strength of form (hits, AT, use of the Super-Large critical strike tables, etc.).
- 8—Lairgate (U)** Allows instantaneous travel to lair. Lairguard must be cast and in effect before this spell can be used.
- 9—Earthheart Sight* (U)** Allows caster to see any targets with Misfeel, Invisibility, the true form of any target which has been artificially altered (not targets with a natural shapechanging ability), illusions, or targets who are "out of phase" or otherwise displaced.
- 10—Breathstrike II* (U)** Caster's next breath attack will do double concussion damage. Costs the use of one additional breath attack (e.g. if breath weapon can be used one per minute, the after the use of this spell the next breath weapon cannot be used for two minutes).
- 11—Breath Ranging III* (U)** As *Breath Ranging II*, except range is tripled.
- 12—Trueflight III (U)** As *Trueflight II*, except flight speed is tripled.
- 13—Drakemight II (U)** Caster's melee attacks will do double concussion damage for the duration of this spell.
- 14—Skinfield (U)** When attacked by armor-cutting weapons, chance of a successful armor-cut against the caster is reduced by 1% per caster's level.
- 15—Razorclaw (U)** All Claw/Talon attacks will yield an additional Slash critical of equal severity (use same roll) for the duration of this spell.
- 16—Breath Ranging IV* (U)** As *Breath Ranging II*, except range is quadrupled.
- 17—Lord Trueflight (U)** As *Trueflight II*, except flight speed is x5.
- 18—Drakemight III (U)** As *Drakemight II*, except all melee attacks do triple damage.
- 19—Greater Manform (U)** As *Lesser Manform*, except drake retains his 'strength of form' in both drake and human guises (including hits, AT, Super-Large classification, etc.).
- 20—Breathstrike III* (U)** As *Breathstrike II*, except damage is triple normal and it costs the use of two additional breath attacks.
- 25—Earthheart (D)** Protects either caster's heart or his birth spot (the spot on most drakes where scales fail to develop properly). Negates any critical strike to protected area unless it is from an armor-cutting weapon which successfully makes its armor-cut roll.
- 30—Breathstrike IV* (U)** As *Breathstrike II*, except damage is quadruple normal and it costs the use of three additional breath attacks.
- 40—Drakemight IV (U)** As *Drakemight II*, except all melee attacks do 4x damage.
- 50—Drakelord's Might (U)** Caster can use any combination of spells from this list in one round provided that the sum of their levels does not exceed his own.

FEY MAGIC (8.9.4)

SPECIAL

Notes: This list gives a magical feel to Faerie encounters. Only faeries may learn Fey Magic. The GM should examine the list carefully before granting it to player characters. The Fey Magic list represents inherent abilities in certain fey beings, and therefore it comes from no particular realm. For example, a Mentalist would learn Fey Magic as Mentalism, while an Illusionist learns it as Essence. A GM might allow NPC Elves and Hobbits to know the first five spells on this list. This explains why races with the worst Self Discipline modifiers are considered most stealthy. Casting Fey Magic spells may be accomplished through the use of Rituals, if the GM permits. Low level fey can cast higher level spells that require no PPs by using Rituals. Such spells represent the most fundamental magic abilities. Certain spells on this list (such as *Distraction*, *Fey's Bolt*, etc.) require that the GM determine appropriate spell effects, based on the type of Faerie casting the spell. Only one Fey King and one Faerie Queen rule at any time (although they need not necessarily be allied). Optionally, the Fey rulers control the distribution of this list.

	Area of Effect	Duration	Range
1-Become Visible *	self	1 rnd	self
2-Stealth **	self	1 min/lvl	self
3-Distraction •	target	1 rnd/10% fail	100'
4-Sound Mirage	10'R	10 min/lvl	100'
5-Invisibility *	self	V	self
6-Light Mirage	10'R	10 min/lvl	100'
7-Confusion •	target	1 rnd/10% fail	100'
8-Pick Pocket **	target	—	T
9-Fumble •	target	1 rnd/10%f	100'
10-Fee's Bolt	target	—	100'
11-(Un)Lock •	1 lock	—	100'
12-Phantasm	10'R	10 min/lvl	100'
13-Long Door **	target	—	10'
14-Sleep •	target	1 hr/10% fail	100'
15-Fee's Ball	10'R	—	100'
20-Amnesia •	target	1 day/10% fail	100'
25-Long Sleep •	target	1 month/10% fail	100'
30-Bless/Curse •	target	P	T
40-Long Sleep True •	target	1 year/lvl	100'
50-Fey Mastery	self	1 rnd/lvl	self
60-Reincarnation	dead fey spirit	P	T
75-Fey King/Queen	self	P	self

1—Become Visible (UF*) This spell allows the caster to become visible for one round without affecting any previously cast *Invisibility* spell. Caster becomes visible the round after this spell is cast. During this round, the caster's *Invisibility* spell will remain intact regardless of his actions (even attacks). In the round afterwards, the caster once again becomes invisible.

2—Stealth (UF)** Grants the caster a +75 bonus to Stalk and Hide rolls.

3—Distraction (FM•) Target is at -30 for all actions. The nature of the distraction should vary from whipping winds to sneezing fits (GM's discretion based on the race of Faerie).

4—Sound Mirage (F) Caster creates a simple set of immobile sounds in a 10' Radius.

5—Invisibility (F*) Caster and everything around him (up to 1' Radius) is invisible for 24 hours or until he makes a violent action.

6—Light Mirage (F) As *Sound Mirage*, except a single immobile image no larger than 10' radius is created.

7—Confusion (M•) Target is incapable of making decisions or initiating action; he may continue to fight current foes or in self defense.

8—Pick Pocket (FP)** Caster may remove one object from the target's person, unless target makes an RR. If target makes his RR by more than 25, he knows of the attempt.

9—Fumble (F•) Target's moving maneuvers are modified by -100. If he tries to attack, he will fumble.

10—Fee's Bolt (E) A bolt is shot from caster's hand. This attack is resolved on the *Shock Bolt* table using criticals determined by the GM for each race of Faerie. Some examples are: Acid criticals for Gremlins, Water (Impact) for Fosse-Grims, and so on.

11—(Un)Lock (F•) Caster can cause any lock/door/container touched to be locked or unlocked (the lock is normally locked and can be readily opened).

12—Phantasm (F) Same as *Phantasm II* (Illusionist base list: Illusion Mastery).

13—Long Door (F)** Caster teleports target to any point up to 100' away.

14—Sleep (M•) Target falls into a deep sleep, from which he may not be awoken.

15—Fee's Ball (F) A 1' radius ball of Essence is shot from the caster's palm; it explodes in a 10' radius. Results of this attack are rolled on the Cold Ball attack table using appropriate criticals (GM's discretion). For example, Water (Impact) criticals for Naiads, Cold criticals for Frost Sprites, etc.

20—Amnesia (M•) Target loses all his memories, but not his skills.

25—Long Sleep (M•) As *Sleep*, except for duration.

30—Bless/Curse (F•) Caster bestows a blessing or curse upon a new-born baby. For instance, Great Beauty/Ugliness, Health/Sickness, etc. GM must use discretion with this spell.

40—Long Sleep True (M•) As *Long Sleep*, except for the duration.

50—Fey Mastery (U) Caster may use one lower level spell off this list each round, spell lasts one round per level.

60—Reincarnation (FH) If this spell is cast on a dead fey before its spirit leaves its body, then it will be reincarnated in a new-born or recently created body (GM's discretion).

75—Fey King/Queen (FDU) Grants caster a visible aura of demigodhood. Caster gains the following bonuses: +25 DB, +25 RR, +25 OB, +5 to AT (i.e., AT 6 becomes AT 11), criticals done to the caster use the Large Creature table, and +25 to all skills. There can be only one Fey King and Queen at a time. The caster of this spell is also the only being able to teach the casting of spell from this list.

VAMPYRIC MAGICKS (8.9.5)

SPECIAL

Note: *Vampyric Magicks is a better way to represent vampyric powers than the Evil Mentalist's spell lists mentioned in C&T. Most vampires don't know Evil Mentalist lists, but only this spell list. Vampire Lords usually have other spell abilities as well; evil Mentalist lists are merely one possibility. Vampires should receive between 2 to 4 PPs per level. Vampires may cast spells up to their level in potency. A vampire will not necessarily know every spell on this list, only those which are appropriate for the culture (GM's discretion). If the GM wishes, spells marked with a "†" require a vampire to make eye contact with his intended victim. Consider this to be an "Influence and Interaction" type Static Action. Suggested modifiers are +5 per level of the vampire, added together with the maneuver difficulty (e.g., a Routine (+30) maneuver if target is caught completely by surprise; Medium (+0) if target is unaware of the danger posed by the vampire; Very Hard (-20) if target is wary; Sheer Folly (-50) if target actively avoids eye contact; etc.).*

	Area of Effect	Duration	Range
1—Detect "Holy" s **	10'/lvl R	—	self
2—Charm * †	target	1 hour/lvl	100'
3—Fairseeming *	self	1 hour/lvl	self
4—Suggestion * †	target	1 task	10'
5—Fear **	target	1 min/10% fail	100'
6—Hamper * †	target	C	100'
7—Fog Shroud *	100'/lvl R	10 min/lvl	100'
8—Subjugation * †	target	C	100'
9—Long Door * (*)	self	—	5'/lvl
10—Beast Form **	self	1 hour/lvl	self
11—Command Beast *	V	10 min/lvl	100'/lvl
12—Domination * †	target	V(C)	100'
13—Terror *	10'/lvl R	1 min/10% fail	self
14—Kin Slayer *	1 relative	V	100'
15—Mist Form **	self	10 min/lvl	self
16—Mass Charm *	1 target/lvl	1 hour/lvl	100'
17—Mind Slave * †	target	V	100'
18—Returning **	self	—	self
19—Slayer *	target	V	100'
20—Anti-Repulsions *	V	1 min/lvl	self
25—Mass Fear *	1 target/lvl	1 min/10% fail	100'
30—Mass Hamper *	1 target/lvl	C	100'
50—Reconstitute Form s **	self	—	self

1—Detect "Holy" (PIS)** Detects any "Holy" item/person/place within a 10' per level radius around the caster. The definition of what constitutes "Holy" is up to the GM, but generally it can be taken to mean good Channeling use, Repulsions, or anything diametrically opposed to the Unlife or Vampirism.

2—Charm (M*†) RR Mod: -10 Target believes the caster is a good friend. If the GM wishes, eligible targets can be limited to humanoids, sentient Unlife, and beings from the race of which the caster was a member prior to becoming a vampire.

3—Fairseeming (EP*) The Vampire appears as he did in his previous life (before becoming Undead). Under this illusion he will seem to be alive, healthy, and a member of his former race when examined by any of the five senses and even magical Detections. The caster will also seem to be his former level and profession.

4—Suggestion (M*†) RR Mod: -10 Target will obey a single suggested command that is not completely alien to his nature (e.g., no suicide, no blinding himself, etc.).

5—Fear (M) RR Mod: -10** Target fears the caster and attempts to flee.

6—Hamper (M*†) RR Mod: -10 Target is restricted to 25% of normal actions.

7—Fog Shroud (F*) Caster causes a fog to rise which obscures nearly all vision into and throughout the area of effect. Visibility is cut down to about one foot. Visual perception beyond that range is resolved at -100.

8—Subjugation (M*†) RR Mod: -10 Target must obey the caster's commands. Any order which is completely alien to the target (e.g., suicide, blinding, etc.) allows him to make another RR.

9—Long Door (F)** Caster teleports to a point up to 5' per level distant, through any intervening barriers. The vampire cannot materialize in the same space as another physical object; if this situation arises, the Long Door simply does not work (although the PPs required for casting this spell are still spent). A vampire primarily uses this spell to enter and leave his buried coffin (in which case no PPs need be spent). In any other circumstance besides exit and entrance of his grave, this spell costs 9 PPs to utilize.

10—Beast Form (F)** Caster assumes the form of any one type of animal or monster which is culturally appropriate (e.g., rat, bat, cat, wolf, tiger, hippogriff, ki-lin, scylla, and so on). The vampire receives all physical (including, but not limited to attack, defense, size, mass, movement, etc.) and magical abilities of the beast. Usually, a vampire will only be able to change into one type of beast, for instance a bat. If the vampire is "slain" in this form, he reverts to his normal countenance. It is strongly suggested that PC vampires (if such exist) not be allowed to change into monsters. After all, the mere thought of a PC vampyric dracolich is anathema to most games.

11—Command Beast (M*) RR Mod: -20 The vampire draws to himself creatures corresponding to his culturally appropriate *Beast Form*, if any are within the spell's range. He may command them in any fashion and they will understand and obey without delay. Caster can summon and control up to double his level in levels of the appropriate beast.

12—Domination (M*) RR Mod: -10 As *Subjugation*, except that when the vampire ceases to concentrate, target becomes a "living zombie" unable to act independently. Target will follow simple, unambiguous orders previously given by the vampire. On any subsequent round that the caster concentrates, target must obey his will. Target is allowed one RR per day to overcome the vampire's *Domination*.

13—Terror (M*) As *Fear*, except affects all targets within a 10' per level radius of the caster. In addition, target incurs a -1 modifier to all actions for every 1% by which he failed his RR. For example, if a target fails his RR by 25%, he would then operate at -25. Finally, how badly a target fails his RR determines the overall effect. Failure

by 01-50 means that the target flees in abject terror; failure by 51-100 indicates that the target is paralyzed with fear; and failure by more than 100 scares the target to death. In this latter instance, the spell's duration becomes '—' instead.

14—Kin Slayer (M*) RR Mod: -20 The vampire causes the death of a blood relative (may also be related by marriage—GM's discretion). Caster receives sustenance from this death. The targeted kin loses 1 point of Co every hour until dead or the curse is removed. People who die in this fashion may (or may not) become a lesser vampire, at the caster's whim.

15—Mist Form (F) Caster** assumes a gaseous, misty form. Only magic can harm his *Mist Form*; normal attacks have no effect. The vampire in this form may go anywhere a gas can seep. While in *Mist Form*, the caster has an AT of 1, a DB of 100, and a Movement Rate of 50' per round. High winds might hinder or aid a gaseous vampire's movement if the GM wishes. If the vampire is "slain" in this form, he reverts to his normal form.

16—Mass Charm (M*) As *Charm*, except that the vampire may affect as many targets as he has levels.

17—Mind Slave (M*+) As *Domination*, except that the caster need not concentrate in order to command the target.

18—Returning (F) Caster** is returned via teleportation to a pre-designated place (usually the vampire's grave). If the caster wishes to define a different "place of returning," he must spend 16 hours a day for one month meditating in the new location. Only one "place of returning" may be defined at any one time.

19—Slayer (M*) RR Mod: -10 As *Kin Slayer*, except that target need not be related to the vampire.

20—Anti-Repulsions (F*) As long as this spell is active, any *Repel Undead* spell directed at the vampire must resist versus his level or be canceled. For the *Repel Undead* spell's RR, the attack level is considered to be the level of the caster of the *Anti-Repulsions* spell; and the defender's level is the level of the caster of the *Repel Undead* spell. If this preliminary RR is successful, then the *Repel Undead* spell resolution proceeds normally.

25—Mass Fear (M*) As *Fear*, except that the caster may affect as many targets as he has levels.

30—Mass Hamper (M*) As *Hamper*, except that the vampire may affect as many targets as he has levels.

50—Reconstitute Form (FHS) This** spell automatically activates upon the "death" of any vampire who is able to cast it. *Reconstitute Form* essentially causes the vampire's body to reform within his grave in 1 to 10 days (just like a Lich reforms near its canopic urn). The GM may want to attach certain restrictions to this reformation such as: blood must be dribbled on the vampire's ashes; the gravesite must remain undisturbed; a vampyric underling's corpse must be possessed; and so on. Clearly, this spell makes killing a high level vampire very difficult. It is therefore suggested that each individual vampire have a unique method for its permanent destruction. Some examples follow: a stake through the heart (cliché); burning the body to fine powder; immersion in holy water (or even plain water); exposure to bright sunlight (cliché); filling the mouth with salt, sewing up the lips, and then decapitating the vampire; forcing garlic buds down his gullet until they begin to stick out through the stomach wall; dismembering the corpse into seven segments and giving each a separate burial; plucking out the eyes and replacing them with silver coins; etc.

PUTREFACTIONS (8.9.6)

SPECIAL

Note: Use this spell list to represent the magical powers of mummies, rather than the *Disease* list. Allow a mummy to have 3 or 4 PPs per level exclusively for use with these spells. Alternatively, this list can be thought of as an evil Channeling list or another Evil Cleric base list.

	Area of Effect	Duration	Range
1—Putrefy	1 object	—	Touch
2—Harming I	1 target	P	Touch
3—Sicken I	1 target	1 day/5% fail	Touch
4—Impair I	1 target	1 day/5% fail	Touch
5—Disease I	1 target	P	Touch
6—Digit Rot	1 target	P	Touch
7—Harming III	1 target	P	Touch
8—Sicken II	1 target	1 day/5% fail	Touch
9—Impair II	1 target	1 day/5% fail	Touch
10—Disease II	1 target	P	Touch
11—Hand Rot	1 target	P	Touch
12—Harming V	1 target	P	Touch
13—Sicken III	1 target	1 day/5% fail	Touch
14—Impair III	1 target	1 day/5% fail	Touch
15—Disease III	1 target	P	Touch
16—Limb Rot	1 target	P	Touch
17—Harming VII	1 target	P	Touch
18—Sicken IV	1 target	1 day/5% fail	Touch
19—Impair IV	1 target	1 day/5% fail	Touch
20—Body Rot	1 target	P	Touch
25—Brain Rot	1 target	P	Touch
30—Harming XV	1 target	P	Touch
50—Touch of Death	1 target	P	Touch

1—Putrefy (F) Instantly rots an organic, non-magical, non-living object or plant.

2—Harming I (F) Target takes 1-10 concussion hits.

3—Sicken I (F) Target subtracts 10 from all his die rolls for one day per 5% RR failure.

4—Impair I (F) Target has one of his temporary physical characteristics (Strength, Agility, Quickness, Constitution, or Appearance) reduced by 5 for one day per 5% RR failure.

5—Disease I (F) Casts one spell (1st to 5th level) from the Evil Cleric Base list: Disease. Note that the range is changed to "Touch"

6—Digit Rot (F) 1-10 of target's digits rot away in one week.

7—Harming III (F) Target takes 3-30 concussion hits.

8—Sicken II (F) Target subtracts 20 from all his die rolls for one day per 5% RR failure.

9—Impair II (F) As *Impair I*, but stat is reduced by 10.

10—Disease II (F) As *Disease I*, but one spell of 6th to 10th level is cast from the Disease list.

11—Hand Rot (F) 1-4 of target's hands/feet rot away in one week.

12—Harming V (F) Target takes 5-50 concussion hits.

- 13—**Sicken III (F)** Target subtracts 30 from all his die rolls for one day per 5% RR failure.
- 14—**Impair III (F)** As *Impair I*, but stat is reduced by 15.
- 15—**Disease III (F)** As *Disease I*, but one spell of 11th to 15th level is cast from the Disease list.
- 16—**Limb Rot (F)** 1-4 of target's limbs rot away in one week.
- 17—**Harming VII (F)** Target takes 7-70 concussion hits.
- 18—**Sicken IV (F)** Target subtracts 40 from all his die rolls for one day per 5% RR failure.
- 19—**Impair IV (F)** As *Impair I*, but stat is reduced by 20.
- 20—**Body Rot (F)** Target rots away and dies in one week.
- 25—**Brain Rot (F)** Target is deranged and dies in one day.
- 30—**Harming XV (F)** Target takes 15-150 concussion hits.
- 50—**Touch of Death (F)** Target immediately and painfully dies.



9.9 ARCANES LIST

WILL BREAKER (8.10.1)

ARCANE

Note: *Will* is defined as the total of the following stat bonuses: $SD + Re + Pr + In + Em$ (see *RMCI*, Section 5.1). Caster is considered the "Item" for purposes of Will Contests. When target's Will falls below zero (by using *Dull Will*), he becomes extremely susceptible to subsequent spells cast from this list by the caster. For 1 day per level, target automatically fails his RR versus spells from this list which are thrown by caster. If a target's Will is reduced to zero, his level is halved for purposes of resisting spells from this list used by caster. Spirits (or Souls) of people killed while *Dreaming* or *Sleeping* are trapped in their own dreams (rather than passing on to their proper plane). These individuals (actually their Spirits) may be rescued by a *Dream Lord* or *Shaman*.

	Area of Effect	Duration	Range
1-Greetings * *	target	V	10'
2-Know Will *	target	—	100'
3-Alter Mood *	target	1 min/10% fail	100'
4-Sincerity * *	self	1 min/lvl	self
5-Day Dream	target	1 rnd/10% fail	100'
6-Dull Will I	target	1 min/10% fail	100'
7-Sleep	V	V	100'
8-Dream I	target	V	10'
9-Dream Obsession	target	1 day/10% fail	100'
10-Charm Kind	target	1 hour/10% fail	100'
11-Day Dream True	target	1 rnd/10% fail	100'
12-Dull Will II	target	2 min/10% fail	100'
13-Dream II	target	V	10'
14-Suggestion	target	V	10'
15-Will Contest I	target	V	1'/lvl
16-Dream III	target	V	10'
17-True Charm	target	1 hour/10% fail	100'
18-Dull Will III	target	3 min/10% fail	100'
19-True Sleep	V	P	100'
20-Domination	target	1 hour/10% fail	10'
25-Will Contest II	target	V	2'/lvl
30-Dull Will V	target	5 min/10% fail	100'
35-Will Contest III	target	V	3'/lvl
50-Will Breaker	self	1 rnd/lvl	self

1—Greetings (P)** When the caster first meets someone, he may cast this spell and make a "first impression." This impression may be whatever the caster wishes (e.g. trustworthy, kind, dangerous, crazy, harmless). For example, the target may instinctively feel that the caster is a "decent sort of chap." First impressions might modify future interactions with caster.

2—Know Will (I*) Caster gains general knowledge of target's Will (e.g. very low, medium, extremely high, etc.).

MAGE SIGN (8.10.2)

ARCANE

Note: All spells marked with a § may only be cast as *mage signs* to the caster's own *Mage Sign*.

3—Alter Mood (PM*) Allows caster to alter the target's mood (e.g. angry, sad, happy, relaxed, irrational, etc.). Caster is also slightly affected when using this spell, acquiring the opposite mood or mental state!

4—Sincerity (U*•) Caster gains a +25 bonus to all linguistic and social skills for being really sincere.

5—Day Dream (M) Target gets lost in a *Day Dream*; effectively -25 to all activities for the duration. Its pleasant, though....

6—Dull Will I (M) Temporarily reduces target's Will by 1-10.

7—Sleep (M) Causes target(s) to fall into a natural sleep; the total number of levels affected is equal to the caster's level (e.g. an 8th level caster could affect eight 1st level beings; four 2nd level; one 3rd lvl, two 2nd lvl, and one 1st lvl; etc.). Caster should assign target priority (i.e., which is the first potential target, the second, and so on).

8—Dream I (M) During target's next sleep period, the mood/tone/ambience of his dreams is pre-determined by the caster (caster sets one dominant theme of target's dreams, such as sadness, being lost, looking for something, humiliation, fear, etc.). This may necessitate Depression criticals or other adverse effects (GM's discretion).

9—Dream Obsession (MP) Target's dreams provide wonderful entertainment so fabulous that he always wants to sleep. This is considered a curse, and subject to removal or neutralization.

10—Charm Kind (M) Humanoid target believes caster is a good friend.

11—Day Dream True (M) As *Day Dream*, except modifier is -50.

12—Dull Will II (M) Temporarily reduces target's Will by 2-20.

13—Dream II (M) As *Dream I*, except caster sets two moods.

14—Suggestion (M) Target will follow a single suggested act that is not completely alien to him (e.g. no suggestions of suicide or otherwise bringing himself harm).

15—Will Contest I (M) Target is forced to undergo a Will Contest (see *RMCI*, Section 5.1). Consider the caster to be the "Item." The Will Contest may last several rounds, but the caster receives a +10 bonus to his Will during the first round—neither caster nor target may take any action while the Will Contest continues.

16—Dream III (M) As *Dream I*, except caster sets three moods.

17—True Charm (M) As *Charm Kind*, except any sentient being may be affected.

18—Dull Will III (M) Temporarily reduces target's Will by 3-30.

19—True Sleep (M) As *Sleep*, except target(s) may not be reawakened without resorting to magic (e.g. *Cancel Arcane*, *Remove Curse*, *Awaken*, herbs, etc.).

20—Domination (M) As *Suggestion*, except target follows all reasonable suggestions for the spell's duration.

25—Will Contest II (M) As *Will Contest I*, except caster gets a first round Will bonus of +20 and a second round bonus of +10.

30—Dull Will V (M) Temporarily reduces target's Will by 5-50.

35—Will Contest III (M) As *Will Contest I*, except caster gets a first round Will bonus of +30, a second round bonus of +20, and a third round bonus of +10.

50—Will Breaker (U) Caster may use one lower level spell from this list each round for a number of rounds equal to the caster's level.

	Area of Effect	Duration	Range
1—Find Sign	5'R	C	100'
2—Read Message	Sign	—	touch
3—Identify Sign	Sign	—	touch
4—Store Sign	Sign	P	touch
5—Mage Sign	4"R	1 day/lvl	touch
6—Message §	Sign	as Sign	touch
7—Sign Status	self	—	self
8—Sign Empathy §	Sign	as Sign	touch
9—Calling Sign §	Sign	as Sign	touch
10—Erase Sign	Sign	P	touch
11—Permanent Sign	4"R	P	touch
12—Beacon Sign §	Sign	as Sign	touch
13—Sign Trap §	Sign	as Sign	touch
14—Visible Sign §	Sign	as Sign	touch
15—			
16—Power Sign §	Sign	as Sign	touch
17—			
18—Sign Speech	Sign	1 rnd/lvl	1 mile/lvl
19—			
20—Waiting Sign §	Sign	as Sign	touch
25—Announcement §	Sign	as Sign	touch
30—Mission §	Sign	as Sign	touch
50—Sign Summons	Sign	—	100 mile/lvl

1—Find Sign (F) This spell causes any *Mage Signs* within range to become visible, only to the caster. Caster may scan one 5' radius area per round. The *Signs* remain visible as long as the caster concentrates.

2—Read Message (I) Allows the caster to read a message written into a *Sign*.

3—Identify Sign (I) Allows the caster to identify the creator of a *Sign*.

4—Store Sign (F) Caster memorizes the design of someone else's *Sign*.

5—Mage Sign (F) With this spell the caster leaves his personal *Sign* on a surface. The *Sign* is invisible, but will register as a faint source of magic to a *Detect Power* or similar spell. Each *Mage* has one and only one unique *Sign*. This spell must be cast before any higher level spells on this list. The higher level spells on this list are added options to the *Sign*. A caster may add other spells from this list to his own *Sign* a any time in the future, provided the *Sign* still exists and is within range. The caster may recast this spell to erase his own *Sign* (not someone else's). The GM may want to limit the total number of *Signs* the caster has written at any time.

6—Message (F) Caster can include a short message (up to one word per level) in his *Sign*. The message is not actually written out, it is written into the *Sign*. A *Read Message* spell is necessary to read the message.

7—Sign Status (F) Caster knows how many *Signs* he has written, whether or not any are still trapped or waiting, and how many PPs are stored in each one.

8—Sign Empathy (F) Allows caster to impart an emotion or vague feeling into his *Sign*. For example, he could add a feeling of fear to a message requesting aid.

9—Calling Sign (F) With this spell, the caster can have his *Sign* send out a subtle signal. Anyone who can cast spells off this list should get a Perception roll to know that a *Sign* is within range. The caster may vary the difficulty modifier when this spell is cast. This spell does not automatically make the *Sign* visible, a *Find Sign* still must be cast.

10—Erase Sign (F) Allows the caster to remove someone else's *Sign*. The *Sign* resists at the level of the caster who wrote it.

11—Permanent Sign (F) As *Mage Sign*, except the *Sign* is permanent.

12—Beacon Sign (F) Allows the caster to know the exact direction and distance to one of his own *Signs*. This gives the caster a bonus (GM's discretion) to spells requiring this information. For example, the caster could *Teleport* (if he knew the spell) to the *Sign* with only a 1% chance of error.

13—Sign Trap (F) This spell allows the caster to store a spell in the *Sign* so that it will be cast the next time anyone attempts to cast a *Read Message* spell on it.

14—Visible Sign (F) This spell makes the *Sign* visible so that anyone may see it.

16—Power Sign (F) This spell allows the caster to store PPs in his *Sign*. To remove the PPs, any caster who knows this list may store the *Sign* (using a *Sign Store* spell) and then make a Power Projection skill roll (the caster may vary the difficulty modifier). The caster of the *Power Sign* spell does not have to store his own *Sign* and gains +100 the Power Projection roll. The Caster may store up to one PP per level, but the *Sign* will lose one PP per day.

18—Sign Speech (F) Allows the caster to make mental contact with another caster through a *Sign*. The caster of this spell must first store someone's *Sign*. Then when this spell is cast if the caster of the *Sign* is within range the two casters can converse mentally. Note that the caster of the *Sign Speech* spell must be touching the *Sign* of the other caster at all times during the conversation.

20—Waiting Sign (F) Hides caster's *Sign* until the condition the caster set when this spell is cast is met. The *Sign* may be delayed up to one day per level of the caster. While hidden the *Sign* will not respond to any spells from this list or any *Detect* spells. Some examples of triggers include: a *Find Sign* spell from a specific caster, a length of time, a certain creature walks by, etc.

25—Announcement (F) This spell allows the *Message* written into a *Sign* to be read by anyone who sees the *Sign* (e.g. a *Read Message* spell is unnecessary).

30—Mission (F) This spell allows the caster to write a *Quest* spell into the *Sign*. If someone reads the message they must make an RR versus the caster's level or attempt to complete the mission. If the target willingly submits to the mission then he gets a +10 to everything directly relating the mission (GM's discretion, be strict). Otherwise, this spell functions like *Quest* from the Closed Essence list: Spirit Mastery.

50—Sign Summons (F) If a caster stores someone's *Sign* and then casts this spell, the caster of the *Sign* is transported to the *Sign*. The caster of the *Sign* knows the name, race and general nature of the summoner and can refuse the summons gaining a +50 to the RR. If the caster is out of range then he gets a vague idea of the direction, distance and nature of the summoner.

DRAGON MASTERY (8.10.3)

ARCANE

Note: This list is intended for use in worlds/cultures where dragons and humans are not so much adversarial as allied. The spells are primarily meant to aid in interactions with dragons in a peaceful or scholarly manner. GMs should examine this list carefully to determine if it is appropriate for their world. For the purposes of this list, dragons are defined as: Great Drakes, Lesser Drakes, Minor Drakes (Wyverns), and Oriental Dragons, found in Sections 2.32 of C&T and 4.0 of C&T II.

	Area of Effect	Duration	Range
1—Dragon Typing	1 drake	—	200'
2—Dragon Tongues I	self	C	self
3—Charm Protection	self	1 min/lvl	self
4—Dragon Lore	1 drake	—	100'
5—Riddle Game	1 drake	V	50'
6—Poison Protection	self	1 min/lvl	self
7—Dragon Tongues II	self	C	self
8—Clotting	1 drake	C	touch
9—Elemental Protection	self	1 min/lvl	self
10—Befriend	1 drake	1 hr/10% fail	100'
11—Empathic Link	self	10 min/lvl	300'
12—Dragon Tongues III	self	C	100'
13—			
14—Dragon Lore True	1 drake	—	100'
15—Suggestion	1 drake	V	50'
16—Telepathic Link	self	10 min/lvl	500'
17—Beguile	self	10 min/lvl	self
18—Detect Physical Flaw	1 drake	—	100'
19—Regeneration	1 drake	C	touch
20—Protection True	self	10 min/lvl	self
25—Dragon Summons	1 drake	1-8 hrs	1 mi/lvl
30—Geas	1 drake	V	50'
50—Dragon Mastery	self	1 rnd/lvl	self

1—Dragon Typing (IU) Caster studies the general type of dragon encountered (e.g. fire, ice, gas, etc.). A dragon must be "typed" prior to casting certain higher level spells, noted below.

2—Dragon Tongues I (U) Allows caster to communicate in the native tongue of the “typed” dragon. Only basic concepts and ideas may be related.

3—Charm Protection (D) Provides caster with a +20 bonus to RR versus the beguiling effects of a “typed” dragon’s speech or magical charm spells.

4—Dragon Lore (I) Caster acquires basic knowledge of one “typed” dragon’s sex, approximate age (young, mature, ancient), and a general idea of its magical abilities, if any (modest, potent).

5—Riddle Game (P) Caster engages the dragon in a riddle game which lasts until one party answers incorrectly (or cannot answer). The conditions and victor’s prize are determined jointly by both parties before the game commences. Note that this spell does not provide the riddles or correct answers, but binds both parties to a set of inviolable, predetermined rules (GM’s discretion).

6—Poison Protection (D) Provides caster with a +20 bonus to RR versus poison attacks (including gas) of a “typed” drake.

7—Dragon Tongues II (U) As *Dragon Tongues I*, but caster may communicate more complex subjects, although there remains a chance of misinterpretation.

8—Clotting (H) Caster can staunch bleeding at a rate of 1 hit per round of concentration on the target drake. For 1 hour the target can move at no more than a walking pace and make no maneuver more difficult than Routine or bleeding will resume.

9—Elemental Protection (D) Provides caster with a +20 bonus to DB versus the elemental or acid attack of a “typed” drake.

10—Befriend (M) For the spell duration, the “typed” dragon believes caster is a friend. Violent or hostile actions negate the spell’s effect.

11—Empathic Link (P) Caster is empathically linked with a “typed” dragon for the duration of the spell. This provides the caster emotional feedback about the dragon’s present state (but also gives the dragon similar information about the caster. The spell has inherent dangers as the caster has a 1% chance of being overwhelmed by the dragon’s mind for each level he is less than the drake’s. If this occurs, spell duration is increased by 100 times or until the dragon releases caster from the empathic link, whichever comes first.

12—Dragon Tongues III (U) As *Dragon Tongues I*, but caster may communicate fluently in the native tongue of one dragon. Allows conversation on esoteric or complex subjects with minimal chance of misunderstanding.

13—Detect Character Flaw (IP) Provides caster with knowledge of one character flaw (such as greed, ambition, laziness, etc.) in a “typed” dragon.

14—Dragon Lore True (I) Caster acquires specific and detailed information regarding a dragon’s age, magical abilities (realm and profession, if any), outlook (good, evil, hostile, passive, etc.) and legendary aspects of the creature. If applicable, this spell also reveals the presence of one noteworthy item in the dragon’s hoard.

15—Suggestion (M) Caster causes the dragon to perform one action that is not inconsistent with its nature or well-being.

16—Telepathic Link (P) Caster is telepathically linked with a “typed” dragon for the spell’s duration. This gives the caster two-way mental contact with the creature. With the use of this spell, deception by either party is virtually impossible. For each level he

is below the drake, the caster has a 2% chance of being overwhelmed by the dragon’s mind and spell duration is increased by 100 times or until the dragon releases the caster from the link, whichever comes first.

17—Beguile (U) Caster becomes a witty and engaging speaker in the “typed” dragon’s tongue. Permits fascinating banter that entices the dragon to continue the conversation for the spell duration (providing there is no threat to the dragon’s well-being).

18—Detect Physical Flaw (IP) Provides caster with knowledge of one physical flaw, if any, in the “typed” dragon’s physical form, such as a missing scale, a blind eye, a hole in its wing, a weak limb, etc. Also diagnoses current injuries for purposes of healing.

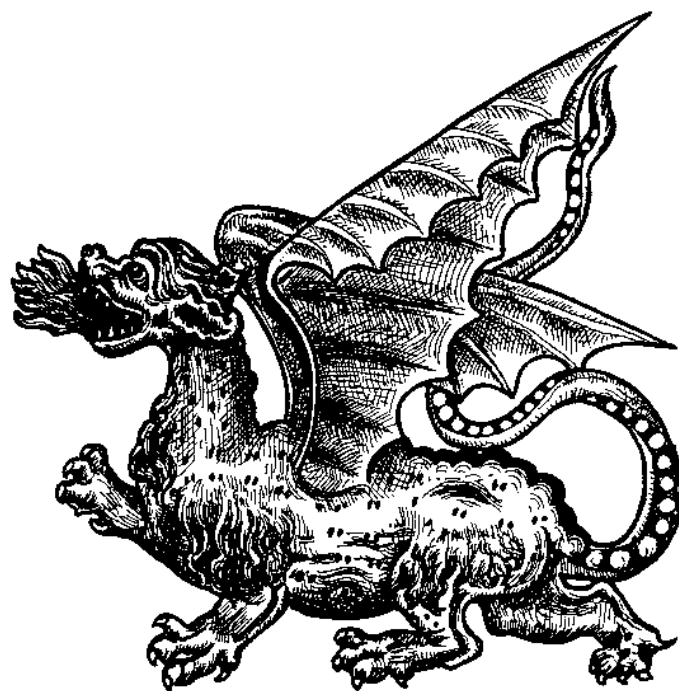
19—Regeneration (H) Caster may repair one area of muscle, nerve, organ or bone damage on a dragon by concentrating. Length of concentration will vary depending on the severity of the injury (GM’s discretion).

20—Protection True (D) Caster receives a +50 bonus to DB versus elemental or acid attacks by the “typed” drake. In addition, it provides a +50 bonus to RR versus poison, charm or beguilement magic from the “typed” drake.

25—Dragon Summons (M) Caster summons one dragon of a specified “type” within the spell range. If no dragon of that type is present, the spell has no effect. Spell duration is the length of time required for the dragon to reach caster.

30—Geas (M) Caster assigns the “typed” drake one task, failure results in a penalty determined by the GM’s (task must be within the capabilities of the dragon).

50—Dragon Mastery (U) Caster may use one lower level spell from this list each round.



9.0 CREATURES

Type	Lvl	Base Rate	Max. Pace/MN Bonus	Speed MS/AQ	Size/Crit	AT Hits	(DB)	Attacks	# Enc.	Trea-sure	Bonus EP	Outlook (IQ)
Black Paladin	10F	45	FSpt/20	SI/FA	M/LA#	150E	Var.(70)	90We/Spells/Special	1	t	F	Bellig (HI)
Grey Noble	8H	90	FSpt/10	MF/VF	M/IL#	135G	1(60)	95We/Spells/Special	1-3	i	F	Hostile (IN)
Crimson Guard	12H	200	Dash/30	FA/BF	M/L@	140A	20(40)	100We/90LBolt	1	-	E	Mission (MD)
Dergon	34G	220	FSpt/20	VF/VF	L/SL#	350H	20(40)	140HCJ/110HBI/Spells/Special	1	xy	K	Hostile (AV)

Black Paladin: *Class VI Undead; unaffected by puncture criticals; drains 3 Co/rnd after 3 rounds in 10'R (RR); 1-4 Paladin Spell lists (up to 10th level) with 3x level PP; 6' -7' tall.*

Black Paladins are undead who fell from grace while alive, and were denied their proper place in the afterlife as punishment. In Unlife, they are cruel creatures who seek to conquer all they encounter. They are leaders and organizers of lesser undead, and often have Grey Nobles as trusted aides. ATs differ from Black Paladin to Black Paladin as some wear armor and others do not.

Physically, Black Paladins are hideous to look upon. Their skin has withered on their flesh, and their eyes have become things of green fire. Any armor they wear seems to corrode (although its protection is not lost).

Grey Noble: *Class IV undead. As Black Paladin (above), except may cast 2x level in PP from 1-4 Noble Warrior spell lists (up to 10 level); 5'6"-7' tall*

Grey Nobles are similar to Black Paladins in that they are fallen from grace. In most cases, they were evil nobles who fell prey to the promises of easy power from the unlife and have become trapped in the world they sought to dominate. Like Black Paladins, Grey Nobles have become shallow husks of their former appearance. They are grey, skeletal creatures with red glowing eyes. They often garb themselves in the finest clothing or armor available, and unlike the Black Paladins, their clothing and armor does not deteriorate.

Crimson Guard: *Soft weapons must make a RR each time they hit (wood -30, bone -40, iron -30, steel -10, mithril -10); immune to light and energy attacks; 7' tall.*

Crimson Guards are constructs that while not native to Kulthea, have been seen more frequently lately. They appear to be fully armored humanoids, with both hands missing. At the end of the left wrist, a globe rests. It is from this globe that the lightning bolt is fired. The right wrist ends flatly, but when engaged in combat, the end opens, and any weapon shorter than a bastard sword may emerge (broad to shortsword most commonly). Crimson Guards can fly by somehow negating the effects of gravity about them, and using their globe hands to fire lightning as propulsion. As of yet, no one knows who created the Crimson Guard, or who they serve.

Dergon: *Type V Demon; breathes black fire (FBr; range 400', cone length 100', cone base 50', causes cold and heat criticals); casts spells (4xlvl PP); immune to cold and heat; 18-25' tall, 35-50' wingspan.*

Dergons are cousins to demon drakes, but do not resemble them. They are creatures that stand on two black, scale-covered legs, have silvery underbellies, elongated foreheads, and slightly short arms ending in silver-tipped claws. On their backs, from which their black wings spread, their silvery spines extend beyond their pelvis, and end in a very sharp tail.

These foul creatures know the following spell lists to their level: *Darkness* (Evil Magician base), *Dark Summons* (Evil Magician base), *Matter Disruption* (Evil Magician base), and 1-2 other 'evil' spell lists. Like a true dragon, their blood is caustic, and they are allowed the special dragon attack patterns described in *C&T*.

10.0 TREASURES

10.1 NORMAL EQUIPMENT

Black's Book of Racial Anatomy: Large black leather tome, containing detailed anatomical information on every major (GM's discretion) racial type. Bestows a +10 bonus to Ambush skill, and a +25 bonus to First Aid, Second Aid, and Surgery skills of all detailed races. Book measures 12" x 20". Cost 200 gp. Weight 9 pounds.

Boarding Pike: Long (6-8 feet) polearm used primarily for the boarding or prevention of boarding at sea. The boarding pike has a long, straight, double-edged blade with a second curved-hooked blade set perpendicular to the first. The pike may be used as a -10 halberd in a non-boarding situation, and be used as a +25 halberd while boarding (offense or defense). The pike is used to grab ship's railing, cut rigging, snag enemies, sever grappling hooks, and to kill boarders. Cost 9 sp. Weight 5 to 7 pounds.

Book of Herbal Enumeration: Large tome bound in the weathered skin of an old midwife and written in the Xzulou language. The book contains descriptions, best locations to find, and conversion procedures to render into usable form, for all herbs mentioned in *ChL* and each *RMC*. Book measures 20" x 12" x 3". Cost 400 gps. Weight 4.5 pounds.

Canteen: Sturdy, tin water container. Much more durable than the ordinary water skin. Has attaching leather case and strap for protection and ease of transport. Holds 1 pint. Cost 1 sp. Weight 1 pound (empty).

Climbing Spikes: Claws which may be strapped to the palms and soles of the hands and feet. Gives a +50 bonus to Climbing rolls. May additionally be used as a weapon to make slashing attacks (use dagger table). Cost 15 sp. Weight 4 pounds.

Collapsible Spade: Foldable steel spade with serrated edge. Measures 24" when extended and 15" when folded. Serrated edge allows for impromptu use as saw. Leather case allows unobtrusive packing and carrying. Cost 5 sp. Weight 2 pounds.

Compressed Cooking Set: Compartmentalized field cooking set. Small items easily store inside larger items. Set contains: 2 deep plates, 2 deep pans, pot with lid and handle, 2 forks, 2 spoons, and 2 eating knives. Convenient leather carrying case included. When stored, creates a package the size of a large pouch. Perfect addition to the field Animist's laboratory. Adds +50 to Cooking. Cost 5 sp. Weight 5 pounds.

Corvus: A heavy wooden board with blades/knives/hooks attached to one end and a hinge attached to the other end, which, when dropped forcefully onto another wooden object/area embeds itself in the wood. This has the effect of securely fastening two ships together, until either the corvus is destroyed or a +100 bonus of Strength is used to lift it free. The corvus is a combination gangplank and grappling iron that is very effective at locking two ships together. Once attached, the corvus may be used as an easy means of boarding the enemy ship. Cost 16 sp. Weight 100-300 pounds. **Note:** A heavier Corvus will hold more securely, even to the point of damaging a smaller vessel.

Curing Salts: Wooden cask filled with skin preservation chemicals. Chemicals cure green animal skins, in preparation for use. Cask contains enough salt to cure 25 square feet of hide. Adds +50 to Skinning. Cost 5 sp. Weight 10 pounds.

Cutpurse: Specially curved, short-bladed knife. Made to cut purse strings and/or to slit the bottom of pouches. Razor-sharp blade may be used as a -10 dagger. Adds +25 to Pick Pocket rolls. Cost 5 sp. Weight 0.5 pounds.

Disguise Kit: Small cedar case (12" x 8" x 3") containing a varied selection of cosmetics and facial prosthetics. When utilized, the kit adds +50 to Disguise skill and +10 to Ap bonus. Duration of the kit's effects is highly dependent upon environmental factors (GM's discretion). Kit contains enough cosmetics for 50 full applications. Each use beyond the original 50 decreases the skill and stat bonuses gained by -2 per application. Cost 75 sp. Weight 4 pounds.

Doeskin Boots: Soft-soled boots made from a very fine and supple doeskin leather. Dyed black. Adds +10 to all Stalking rolls. Cost 2 sp. Weight 1 pound.

Dropper Vial: Small, steel vial lined with glass. Contains a screw top with dropper mechanism. Perfect for oil (use on hinges) or acid (use on locks). Holds 25 ounces. Cost 5 sp. Weight 1 pound (empty).

Face Pitch: Small jar containing a black waterproof makeup. Aids in concealment when applied to exposed body parts. Adds +5 to Hiding rolls. Each jar contains enough makeup to cover 10 square feet. Cost 5 bp. Weight 2.5 pounds. (including jar).

Fang Ring: An ornate silver (or gold, or platinum, or mithril) ring containing a poison reservoir and a small extremely sharp metal fang. The fang is set unobtrusively so as to remain safely out of the user's way while allowing for relatively easy utilization. The fang is retractable with a small clasp set within the ring's ornamentation. The reservoir holds enough poison for one application. Cost 1 gp (silver), 12 gp (gold), 100 gp (platinum), 1000 gp (mithril). Weight 0.1 lbs (possibly less).

Fishing Pole: A variable length pole with a length of string attached with a hook tied to the line. Adds +20 to user's Foraging skill when used to catch fish. Cost 3 bp. Weight 0.25-5 pounds.

Glass Beads: Large sack containing a random color and size assortment of 1000 glass beads. Outstanding trade possibilities exist with easily fascinated savages. Glass beads are commonly used to decorate the hair and personal equipment of trade victims. Cost 5 sp. Weight 2-3 pounds.

Glass Cutter: Tool with an extremely hard tip used to scratch a pattern into glass. Pattern may then be snapped out of glass. Gives a +25 bonus when attempting to break glass quietly. Cost 2 sp. Weight 5 pounds.

Grapple Arrow: An arrow with a wound spring that propels a screw-like device into the target object while simultaneously clamping a barbed grapple device down. The grapple arrow is very heavy, and because of the weight, reduce all range factors by 20'. This item allows the character to use his bow skill as a +20 grapple skill with adjusted ranges of the bow type used. Cost 1 gp. Weight 3 pounds.

Greek Fire (also called Chemical Fire): Fragile glass globe containing a chemical which, when exposed to water, explodes into flame and burns very fiercely. Practical effects of greek fire can be likened to a +0 Fireball (quality can raise this bonus). Truly a dangerous weapon around the wooden sailing fortresses of the high seas. Cost 17+ gp. Weight 3 pounds.

Heavy Coat: Heavy, fur-lined winter coat. Coat is equipped with pockets and hood. Protects from the most extreme conditions. Coat reaches mid-thigh, and acts as AT 7. Lining of sealskin renders the coat waterproof. Coat may be dyed black, white, grey, or green. Cost 2 sp. Weight 10-15 pounds.

Insect Netting: Light cotton netting. Prevents the intrusion of insects and small animals. Cloth is flimsy and measures 10' x 10'. Cost 5 sp. Weight 5 pounds.

Key Kit: Small, wooden box containing: wax key mold, 5 small files, 10 blank keys, and 10 small flat rods (used in the construction of new keys). Allows the user to make an exact duplicate of a key if access to the original key is gained. Kit works on normal type keys only (nothing fancy). Cost 5 sp. Weight 1.5 pounds.

Lodestone: Commonly used as a compass when floated on a cork in a bowl of liquid. Adds +75 to Maneuver rolls involving direction sense. Cost 1 sp. Weight 0.25 pounds.

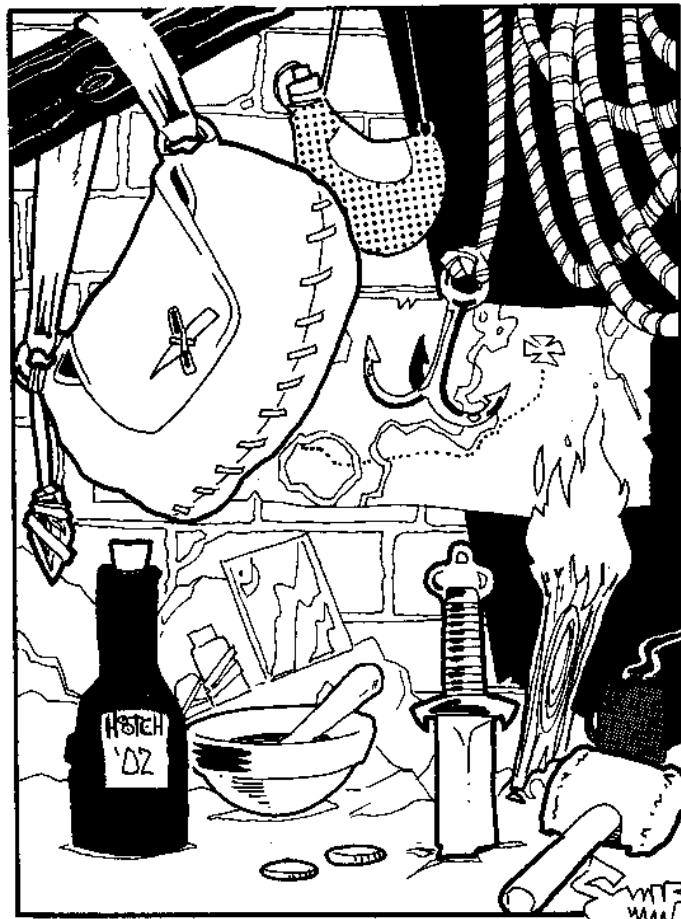
Machete: Large, heavy-bladed knife. The thick blade is especially made for the cutting of vegetation. Doubles the movement rate of user (and followers), when traveling through thick vegetation areas. The machete may also be used as a -25 short sword. Cost 5 sp. Weight 3 pounds.

Nautamicus: Ancient, common herb which, when chewed on a daily basis, prevents scurvy. Tastes noticeably sour and tart. Comes in packets of 20 doses. No addiction factor. Cost 4 bp. Weight 0.25 pounds.

Net: A large fishing net, weighted at the edges and with a drawstring for snare closure, useful for catching aquatic life. Usually about three times as effective as a fishing pole. Adds +50 to user's Foraging skill when used to catch fish. Cost 6 bp. Weight 4-8 pounds.

Pick-Proof Pouch: Small pouch reinforced with wire woven into the thread and belts. Built with intricate clasp. Makes slitting, cutting, or opening of the pouch almost impossible without drawing attention to the act (-50). Holds 5 pounds. Cost 5 bp. Weight 2 pounds.

Pitch: Cask of black, tarry substance used to water proof or patch seams and seals. Each cask contains enough pitch to seal 25 linear feet of seam, or a 5 square foot area. Obviously the pitch only patches, it doesn't perform miracles. Pitch is difficult to get burning, but once ignited burns very well. If a cask is ignited and burst on a



surface (or target) it will have the effect of a +0 Fireball. Cost 5 bp. Weight 18 pounds.

Poison Arrows/Bolts: Arrows or bolts that contain a poison reservoir in the tip. Will hold any poison applied indefinitely (within reason). Cost as normal +1 sp. Weight 0.15 pounds.

Poison Ring: An ornate silver (or gold, or platinum, or mithril) ring containing a small compartment. Most common use for storage area is holding of poison prior to application. For best effects only use poison in powder or tablet form. Compartment is fully waterproof. Cost 1 gp (silver), 10 gp gold, 100 gp (platinum), 1000 gp (mithril). Weight 0.1 pounds (possibly less).

Rope Ladder: Ladder made entirely of very strong rope. Easy to carry and store. Draws less attention than a wooden ladder. Cost 3 sp (per foot). Weight 1 pound (per foot).

Sail Cloth: Heavy-duty cloth (often waterproofed) used for repairing sails. Cloth comes in a 10' x 10' section, but may be purchased in any size. Cost 3 bp (per 10' x 10' section). Weight 15-20 pounds.

Sea Bag: Medium-sized, water-resistant, duffel with drawstring or leather loops for a lock. Holds 6-9 cubic feet of gear. Cost 3 sp. Weight 5-7 pounds.

Sea Chest: A large (2' x 3') wooden chest that is airtight when closed and floats when carrying loads of less than 85 pounds (and sealed). Simple locking mechanism provided. Holds up to 4.5 cubic feet of material. Cost 15 sp. Weight 26 pounds.

Silk Cord: Small light cord made from woven silk. Cord is very thin, but easily strong enough to support the weight of a fully grown man. Cord may be unobtrusively carried wrapped around the waist or scabbard. Cost 1sp (per foot). Weight 2 pounds (per foot).

Single-Spring Traps: Typical steel-jawed trap. Traps are sprung by excess weight being placed upon the center lever. When sprung, the jaws clamp upon the offending member. A thick chain (suitably affixed) prevents the trapped quarry from fleeing with the trap. Available in 3 sizes; small (beaver-size), medium (wolf-size), and large (bear- or man-size). Trap is easily released by any intelligent being. Trap inflicts a random severity Krush critical upon target. Adds +25 (spring-trap related only) to Foraging, Trap-Building, and Set Traps. Cost 1 sp, 2 sp, and 4 sp. Weight 3 pounds, 4 pounds, and 5 pounds.

Skinning Knife: A small, very sharp knife, used primarily for the quick skinning of animals. The short blade is set perpendicular to the hilt. When held, the blade of the knife extends from between the fingers of a closed fist. The knife may be easily concealed. May be used as a -25 dagger. Adds +50 to Skinning attempts. Cost 2 sp. Weight 0.5 pounds.

Small, Silver Mirror: Thin, highly-polished, silver mirror. Measures 3" x 5", and has a small hole on the upper end. Offers signaling and shaving possibilities. Cost 10 sp. Weight 0.5 pounds.

Smoke Bomb: Smoke bomb is made of sulfur, charcoal, saltpeter and, several other ingredients to create a flash and ten seconds of smoke (approximately 1000 cubic feet of thick, grey, white, or black smoke) by giving the container a sharp blow of any kind. Cost 2 gp (colored smoke is extra). Weight 0.2 pounds.

Snow Shoes: 2 wood and wicker frames that attach to the bottom of user's boots. The snow shoes double the movement rate when traveling through deep snow areas. Cost 5 bp. Weight 1 pound (each).

Sounding Weight: A solid weight on a strong length of cord (usually 30' or so in length) that is used to 'sound' the depth of a sailing vessel. This has the effect of preventing the vessel from running aground. If the vessel is moving at more than a knot though the sounding weight is useless. Cost 1 bp. Weight 2 pounds.

Survival Saw: A 30" jagged steel wire, capped at either end by a steel ring. The saw is capable of cutting wood and metal (some judgment calls may be required). May also be used as a garrote and a snare. Coils for easy storage. Adds +25 (snare related only) to Foraging, Trap-Building, and Set Traps. Cost 1sp. Weight 0.25 pounds.

Tent: 4, 6, 8, and 10 man tents. All tents are made of canvas. Each tent is equipped with poles, stakes, and cords. Sizes are 10' x 10', 10' x 16', 16' x 16', and 16' x 24' respectively. Cost 35 bp, 45 bp, 55 bp, and 65 bp. Weight 15 pounds, 20 pounds, 25 pounds, and 30 pounds.

Throwing Spikes: Set of 5 small steel spikes. Each spike is approximately 5" long. Spikes come in small leather case which may be tied to the leg, arm, or belt. Spikes may be thrown with same damage and range as shuriken. Also used as impromptu nails and/or prying tools and/or pitons. Cost 1sp. Weight 1pound (5 spikes plus pouch).

Tool Kit: Small, tightly-packed cloth pouch containing numerous tools. Pouch rolls out to reveal: hammer, 2 chisels, 2 files, crow bar, tongs, 2 pointed rods, 20 nails, wood saw, hack saw, drill, 5 drill bits, knife, 10' 10 gauge wire, 10' strong cord, 10 pitons, and hatchet. Entire kit occupies very little space and is of a size of a large pouch. Cost 2 gp. Weight 15 pounds.



Trousse: Large, wide-bladed hunting and utility knife. Overall length is 18", with a blade 12" long and 3" wide. The wide blade allows it to be used as a wood chopper and a skinning tool. Blade has a relatively blunt point. May be used as a dagger, with all criticals being slash. Adds +5 to Wood Crafting and +25 to Skinning. Cost 6 sp. Weight 2-2.5 pounds.

Verity: Herb that allows +25% to Interrogation skill rolls while the subject is under its effects. The herb must be crushed into an ounce of the interrogator's blood and steeped for one week, then the concoction must be drunk by the interrogated subject in order for full effectiveness (half effectiveness if potion is rubbed into open wounds). The effects last for 1 hour. Due to the damaging effects of this herb, the imbiber is at -25% to all actions for one week after use. The prepared herb retains potency for up to one month after preparation. Cost 20 gp (unprepared) or 25 gp (prepared, purchaser must provide 1.5 oz. of the interrogator's blood). Weight 0.1 pound.

Waterproof Cloak: Large, hooded, sealskin cloak. Keeps wearer warm and dry in even the wettest weather. Cloak is very well-made and is available in black, white, grey, or green. Cost 2 sp. Weight 4-5 pounds.

Wire Snares: A set of 12 wire cable snares in 3 different sizes (large, medium, and small). The snares are extremely flexible and very durable. Adds +25 (snare related only) to Foraging, Trap-Building, and Set Traps. Cost 5 sp. Weight 1 pound.

10.2 MAGICAL ITEMS

10.2.1 MODEST ITEMS

Anvil of Replication: Large steel anvil that allows user to perfectly (without flaw) reproduce an exact copy of the last item forged upon it. The user must possess all materials and magics necessary for the construction. The item produced (if all components are possessed) will be exact in every way. If components vary from the previous item, the item will not be an exact copy. If the user produces a different item upon the anvil, then that item becomes the new stored item. GM randomly determines item presently stored.

Blades of Death: These magic items appear as 10cm (4 inch) long shards of metal crudely engraved with runes. When thrown, they expand to 2 meter (6 foot+) long, whirling, multi-edged blades of metal. Once they have hit a target (or a solid object) they shatter and then turn to dust. They attack on the Two-Handed sword table with a +5 OB (they also have an additional +5 OB only to offset DB from Quickness; the huge blades are hard to dodge) with the range modifiers of a javelin, delivering an additional slash critical 2 levels less in severity than the rolled critical. Poison cannot be effectively applied to these weapons. Each is good for only one use.

Boxer's Ring: These rings typically have 3-30 charges when first found. Each charge increases the user's OB by +5. If 5 charges are used in one round, either the damage is doubled or any critical delivered is increased 1 level in severity.

Converting Crucible: Large iron crucible which instantly smelts pure metal from raw ore. All types of metal may be used. If more than one type of metal is present in an ore, then one type of metal (the one in the greatest amount) is smelted out of the ore leaving the remainder of the metals in their natural form. Smelted metal takes the form of a sphere of the appropriate size. Any remaining material (non metallic material and un-smelted trace metals) present are left in their present forms. Crucible will hold up to 1 cubic foot of material.

Crucible of Form: Large iron crucible which instantly melts any metal placed within it. Magic items receive an RR. The crucible is capable of extremes of both heat and cold. Crucible holds up to 1 cubic foot of material. The outside of the crucible remains cool to the touch throughout the process.

Darts of Numbing: These darts are found in groups of 3-6. The darts inflict no physical damage, but unless the target makes an RR, he is paralyzed for 1D10 rounds.

Enigma's Atlas: This incredibly useful book records all travel information, landmarks, time required, and terrain, in the form of a map and notes. Only rudimentary mapping skills are needed to understand the recorded information. The Atlas is capable of storing up to 100 miles of detailed descriptions before becoming "full." The atlas may only record on a continuous basis. Once stopped, the information is retained until the user "erases" the atlas (at which point the book is receptive for more recordings). This equates to a +200 bonus to the Mapping and Surveying skill (of recorded area only). 200 pages. Measurements are 8" x 12".



Gauntlet Rings: A pair of Mithril rings that have the ability to change shape into that of a pair of Mithril gauntlets and back again. The rings must be worn when activated. Gauntlets form upon the hands of wearer. The gauntlets act in all respects as +20 Mithril gauntlets. An additional +5 may be added when using martial arts.

Index of Strategic and Tactical Knowledge: A large iron-bound tome, dedicated to detailed strategic and tactical wisdom. The careful study of this book bestows a +25 bonus to the skills of Military Organization, Siege Engineering, Tactics, and Leadership. The book is non-magical. 1000 pages. Measurements are 15" x 20".

Kobold Gem: Small transparent gems within which can be seen a small humanoid. The holder can (by mental command) bring forth the dweller—a kobold—twice per day. The kobold stays until killed or dispelled (Essence), is loyal to its master, and will perform any tasks for him (including suicide). The kobold's stats are: Level 1, Move 60 (x5), Man +20, 30 Hits, AT 9(35), OB 25 with any weapon, and immune to all mental attacks/influence.

Mortar and Pestle: Small stone mortar and pestle which instantly alters any herbs placed within it, into desired configuration (i.e., paste, smoke, powder, liquid, etc.) Herbal product is in its final form, completely ready for use.

Potion of Knowledge: This potion allows the user great knowledge and allows him to ask the GM three yes/no questions with a 50% chance of a correct, but riddle-like answer. .

Potion of Paralyzation: By drinking this potion, the user will be able to breathe out a foul mist which will freeze any who fail an RR versus an 8th level attack. Those who fail are frozen for 1 round for every 10% they miss their RR.

Potion of Regeneration: This potion will allow the user to heal 1D10 hits per round for five rounds when taken.

Potion of Stench: This potion causes all within a 20' radius to make an RR versus a 5th level attack or move away at maximum speed (handy for man-eating monsters).

Ring of Truth: A pure silver ring fashioned in the likeness of a man with his feet in his mouth. The ring has the peculiar ability to be able to detect any and all lies (regardless of the skill of the liar) within its area of effect. If a lie is detected, the ring tolls like a large bell. The sound falls just short of deafening. The alarm may be heard within ordinary distances. The ring will not detect lies of omission, but any knowingly false statement will be detected. Detection of lies is an ongoing process and may never be halted. Range is 10' per level of the bearer, and the ring need not be worn. The ring will not detect any lies made undetectable by magical means.

Rope Belt: This normal looking leather belt may, upon command, turn into 50' silk rope that can support up to 1,000 pounds of weight. The belt may only be used twice a day, and only for ten rounds each time.

Saddle of Animal Affinity: This tan- and gold-threaded saddle allows beast and rider to achieve a state of oneness. It allows the two to attack at +5 OB, and +5 DB.

Shield of Disarming: +10 shield which will disarm any opponent who strikes its user unless they make an RR versus a 5th level attack. The shield can only affect one person per round.

Skeletal Caltrops: When thrown to the floor, these caltrops become skeletal hands that reach for those within their range (resolve as a +60 SGr). Each Caltrop can take 25 points of damage and have an AT 4. Skeletal Caltrops are ivory with red tips and are often found in groups of 5-10.

Sling Bullets of Stunning: These silvery grey bullets are +15. On any critical, they will also stun the person struck one round for each level of severity of the critical. Large and Super-Large creatures are unaffected by the stunning abilities of these weapons.

Suspension Vial: Small glass vial within which all processes are suspended. For all material stored in the vial; no biological, temporal, magical, and chemical process are possible. Vial may be broken by normal means.

Tinker's Cloth: Small (12" x 12") black cloth that, when used to polish metal of any sort, makes the metal item rust proof. This means the affected item is immune to all rust, tarnish, and corrosion effects for the duration of its form. The item must be vigorously polished for 1-2 minutes on each surface every day for one week. After this period, the item will be free of all present rust and will resist rust completely for the remainder of its existence. Though this cloth will remove rust and corrosion, it will not repair any damage done by past corrosion.

Tinker's Stone: As the cloth above but used to sharpen metal objects, including knives, swords, axes, kitchen implements, etc. Will permanently sharpen the object but will not protect the object from normal breakage (other than the edge itself). .

Vulcan's Glove: Large dark metal gauntlet which allows the user to hammer forging metals with his gloved hand alone. The glove (and therefore the hand within) is impervious to all extremes of temperature.

Web Egg: This item is a small sphere which when thrown, opens up and imprisons all within a 10'x10'x10' web if they fail an RR versus a 15th level attack. Those trapped will remain so for 1 round for every 5% failure.

10.2.2 POTENT ITEMS

Acid Armor: Twice per day, this +20 armor secretes acid upon command for 1d10 rounds. This acid inflicts an 'A' critical upon creatures touching the wearer, and weapons must make an RR versus an 8th level attack or be destroyed. Only plate armor can be acid armor.

Axe of Shielding: In normal combat, this axe is +25, but when the user swings it in a circular motion, he is able to cast 10 PPs per day from the Closed Essence list: Shield Mastery. This axe is made of a type of transparent crystal that resembles glass. The haft is made from dark wood that has been enchanted to resist damage. The blade has small engravings of discs on both sides.

Backstabber: A beautifully crafted mithril dagger (+20) that will always strike in the back of a target with surprise, when thrown by a Nightblade. The surprise bonus is only effective once per target (if the thrower has been seen). The carved scenes detail tales of death and torture. The dagger's full length is approximately 12". Acts only as a +20 mithril dagger in the hands of a non-Nightblade.

Battle Staff: This steel staff has the ability to increase its bonuses. For 1 charge, either +10 OB, or +10 DB. For 2 charges, either +20 OB, or x2 damage. For 3 charges, +25 OB, or a Holy critical. Each staff has 2-20 charges when found.

Biting Bracers: These silver bracers are carved to resemble a snake's head. The eyes of the snake are black eog, while the fangs are ivory. The fangs of the snake can be commanded to elongate and stab an enemy (use the dagger table at +20). They can also drip poison three times a day (causing the damage to be tripled).

Book of Storing: A somewhat small, black leather book greatly prized by many spell users. This book allows a spell user to store up to 20 spells indefinitely. Once stored, these spells may be cast in whatever order desired by caster. The use of this book does not preclude the requirements of PPs and the *Spell Store* spell. The spells so stored fall outside ordinary spellcasting rules (i.e., spells may be cast normally, even though caster has additional spells stored). Once used, the desired spells must be restored via the *Spell Store* spell. 20 pages. Measurements are 5" x 8".

Bow of Energy: +10 bow that allows the user to fire energy bolts (resolve on the Lightning Bolt table, with double damage). Up to 10 bolts may be fired per day. This bow is made of yew wood and has yellow runes carved along its sides.

Burning Gloves: These crimson gloves are highly enchanted and give the user the ability to burst his hands into flame. The user may either punch with them, allowing him to inflict Heat criticals of one level less severity than the original critical, or he may use up to 20 PPs per day from the Magician base list: Fire Law.

Chill Wand: These wands have 5-50 charges. For 1 charge, the user may attack with the wand on the Mace table, inflicting cold criticals of equal severity as the original. For 2 charges, the user may use up to 10 PPs of spells from the Magician base list: Ice Law. For 3 charges, the user may freeze any target who fails an RR versus a 10th level attack. The victim dies in agony after 10 rounds.

Circlet of the Warrior Mage: These magic items are constructed from precious or magical metal, unadorned except for a piece that snakes down to encircle one of the wearer's eyes. Occasionally, the eyepiece is set with a monocle of crystal. The circlet protects its wearer as if it were a full helm with no encumbrance/vision restrictions (in fact, it improves the vision of its wearer, granting a +5 bonus on appropriate rolls). The major power of the circlet is that it gives its wearer greater precision in targeting magical attacks (+10 to spell attack rolls when applicable). 10% of the circlets are enchanted with useful combat spell usable daily, and 2% with a daily non-combat spell.

Crystal Daggers: These daggers are +10 when used in hand-to-hand combat. When thrown, they become +20 and inflict double damage. In addition, all metal armor is treated as AT 4. The dagger returns to the user's hand the same round it is thrown. These daggers are all made from a type of crystal that sparkles brightly in sunlight. The entire dagger is crafted from one single piece of crystal.

Devourer Dagger: Dagger that destroys the target's soul (or whatever passes for his soul). To be effective, the Devourer must be used to deliver the death blow. The death blow consists of damage leading directly to soul departure. If this dagger is used to reach soul departure, the soul departure rounds are nullified. Dagger is of the quillon type.

Dragon Axe: +20 battle axe that inflicts double damage against all evil dragons. It allows its user RRs at +20 to all breath weapons, spells, or other attacks that allow an RR. This axe has a metallic head with a blood red hue. The haft is made of black alloy with worn leather surrounding it.

Exaltive Beaker: Beaker that bestows double strength to any potions or herbal mixtures created/mixed within it. For example: a *Haste X* potion created in this beaker will allow the drinker to move 20 rounds while hasted. Final product need not remain in beaker to be effective (it must only be created in the beaker). Beaker holds 1 pint of substance.

Haphazard Incantations: Bound in old, cracked leather, this volume contains the mad scrawlings of an unknown mage. When invoked, one random spell (profession and level) is cast, with duration, target, radius, and range random within ordinary spell parameters. The book does not supply PPs for said castings. If an invoking character does not possess the required PPs, no benefits or penalties are gained. The book measures 8" x 12" and contains approximately 500 pages.

Map of Warning: This blank piece of parchment will glow when something threatens its holder. Upon the map, an image of the user's party, and an image of the threatening being will appear with relative distance upon it.

Masterminds: Exercise of Thought (volumes I-VI): A six-volume series devoted to the heightening of mental powers. Volumes are as follows; 1. Self Discipline, 2. Memory, 3. Reasoning, 4. Presence, 5. Intuition, and 6. Empathy. Each book contains detailed training and exercise procedures designed to increase statistic potential by 10% (i.e., a potential statistic of 100 could be increased to 110). The statistic increase is applied to potential only. Each book of a type may only be used once per character. These volumes are of a non-magical nature. Bound in elephant skin with ivory caps. 300 pages per volume. Measurements are 9" x 13".

Moon Sword: In daylight, this sword is merely +5. At night, the bonus rises to +10. When a full moon is out, the blade becomes +20. The Moon Sword is not a unique item, but rather one of dozens. Its appearance and type will depend upon its size and where it is found.

Multiplex Eye: A huge (strangely enough, about the size of a human eye) flawless diamond. The diamond is perfectly round and facetless. Meant to replace the biological eye, this eye allows user to see the full spectrum of light. It is also capable of magnification up to 10,000 times. The eye may also act in every case as a normal eye. The eye is impervious to quick temperature changes and makes the user immune to bright flashes of light (in this eye only).

Mute Boots: In appearance, an ordinary pair of black, leather calf-length boots. While worn, these boots eliminate all sounds emanating from the wearer's feet (i.e., movement). Boots resize to fit any size feet. Adds +50 to Stalk skill.

Parrying Blade: This blade is +5 but allows the user to parry up to two attacks at full OB. In addition, the blade grants its user another +15 DB against any attacks parried.

Poisoned Dagger: A black mithril (+20) dagger of the holbein design. Will retain any poison properly applied, forever. Poison may be changed by simply applying a poison of the desired type. Acts as only a +20 mithril dagger in all but the hands of a Nightblade.

Potion of Basilisk Breath: Imbibing this grey potion allows the user to breathe like a basilisk in a 20' radius. There is a 25% chance that the user himself will be caught in the cloud he breathes. The effects of this potion are at 10th level.

Power Rings: These rings are made from various materials, each containing varying levels of power. The primary purpose of the rings of power is the storing of PPs until such time as the wearer calls upon the power to fuel his magics. The Power Rings contain a limited supply of PPs, when said PPs are exhausted the ring ceases to have any power or function outside of its ordinary ring characteristics. Degrees of power stored within these items may vary (GM's option). The power contained may be used as desired by wearer in increments from one point to the full remaining amount of PPs.

Ring of Many Faces: Ring allows the wearer the ability to use two spells from the Nightblade base list: Phantom's Faces at the same time, for a period of three hours a day. The ring contains the spell list.

Ring of Regeneration: When worn, this ring allows its user to regain 1 PP per hour that the ring is worn. There are different types of rings for each profession.

Ring of the Gryphon: These rings always have 30 charges when found and have three different uses: Gryphon Claws (1 charge): LCI attack at +20. Gryphon Wings: (2 charges): Flight, 250' per round. Shapechange (3 Charges): Shape shift into Gryphon form for 10 minutes.

Ring of Thievery: A small band of grey metal which will only fit the fingers of humanoids under 6' tall. It gives the following abilities.

- *Invisibility* is not broken by Pick Pocket attempts.
- When the wearer is not invisible, it gives +20 to his Hiding attempts.
- Three times per day, it can be touched to a non-magical lock and it will have a 20% chance of producing a key for that lock.

Seeking Arrows/Bolts: Arrows or bolts that will track the intended target. The arrows/bolts are capable of changing direction in mid flight to accomplish their goal. Once a target is chosen and the missile released, the arrow/bolt will fly until the target is struck, the arrow/bolt is struck, or motive means are exhausted (same range bonuses and limitations as per ordinary missiles of specific weapon type). These weapons nullify bonuses for cover and/or shields if the target was visible at the time of release. Yado may be used to deflect or catch the arrow/bolt. Note: Breakage factors are normal and arrows/bolts are reusable until broken.

Shield of Shattering: This +5 shield will attempt to shatter the weapon or limb of the first person of each round who attacks its wielder. Those striking the user must make an RR versus a 10th level attack or have that item or limb shattered.

Shock Sword: This broadsword can cast a *Shock Bolt* Spell in addition to its normal attack. The wielder must first make a melee attack (and score a critical). Then he can roll a point blank *Shock Bolt*. This will function up to three times per day. The sword is also +5 OB.

Slarne, the Red Axe: +35 battle axe, inflicts additional Heat criticals of equal severity. This axe gives its user a +20 bonus to all RRs made against fire based attacks. It absorbs fire from natural sources. This axe is carved from one solid gem, apparently a star rose quartz and is capped off at both ends with rubies. Flames dance within the axe itself.

Staff of Acid: This dark brown staff allows its user to inflict Acid criticals of equal severity as the original critical. Each use drains one charge. Typically, such a staff will have 5-50 charges.

Superior Kobold Gems: As a normal Kobold Gem (above) apart from the fact that the Kobold is wielding a silver shortsword (+50, delivers additional Slash criticals of equal severity) that disappears when he is slain. Statistics are otherwise as above.

Sword of The Long Night: A black eog sword of changing (+30). May be stored in an instantaneously accessible extra-dimensional sheath. Attuned user may choose the type of critical for each specific target. A -25 Attunement roll is required per each target change. Used by any profession other than a Nightblade, the sword acts in all regards as a +30 eog long sword.

Wand of Darkness: This black wand bestows the ability to see in to the infrared upon its wielder. For one charge, the wand can cast *Darkness (15' R)*. For 2 charges, it can fire *Black Lightning* (resolve on the Lightning Bolt table, double damage, delivering Cold and Electrical criticals). Typically, the wand has 4-40 charges.

Wand of Elemental Accuracy: This is a laen wand about 1/4" in diameter and 10" long. Any bolt or ball spells cast through this device are +10 to hit. In addition, it can store up to 20 PPs to be used to cast bolt or balls spells only.

Wedding Rings: This broad iron ring has the peculiar ability of permanently affixing itself to anything touched after activation. Only the outer surface of the ring contains the power of attachment. Once connection is made and activation given, the ring will remain connected to the target until the ring is destroyed. The ring may be attached to any surface, but the strength of the connection is only as strong as the target area (i.e., a Wedding Ring attached to a section of skin will not provide a strong link, the area of skin will simply be removed if any degree of force is applied against the ring). This ring is strictly a one-use item, regardless whether the connection was a strong one or not. No magic short of a deity's will remove the bond.

Whip Rose: This normal rose turns into a whip at the user's command. It adds +20 to the user's OB, and on an 'E' critical, the person struck must make an RR versus a 10th level attack or be slain due to a poisonous thorn piercing his flesh.

10.2.3 MOST POTENT ITEMS

Axe of Cleaving: Only dwarves and their sub-races may use this hand axe. On a critical strike, it severs the limb that the critical indicates. This weapon has a +30 OB when used by a dwarf, but is only +5 when used by any other race, and loses its limb-severing ability. This axe is made from a dark metal that seems to absorb light, and has runes carved along the sides of the blade. The haft is crafted from yew wood.

Balite Potions of War: Brewed in huge black iron caldrons, massive batches are made for use by the Empire of Bal. These potions are issued to the members of units that are going to lead assaults, or be in the thick of the fighting during a battle. The potion is a dark reddish brown color and rather thick, tasting much like overly-spiced meat stew. The imbiber gains a +10 OB in melee combat, +(3-30) concussion hits, -1 round from the length of stuns, and a +30 bonus for the purpose of morale checks and similar emotion based attacks. The imbiber becomes euphoric, feeling that he can take on the whole world single-handedly. To retreat or take any purely defensive action while under the effects of the potion require a SD roll at -75. The effects of the potion last for 20+(1-100) minutes. Afterwards, the imbiber is at -15 to all reactions for the next 12 hours (each hour of total rest counts as three hours towards this). Each additional dose taken before the potion entirely wears off adds an additional 1-100 minutes of effect, and doubles the needed recovery time. The effects of the Potion of War are mildly addictive (GM's discretion).

Berin's Axe: This mithril hand axe is a family heirloom of a royal dwarven house. It is +30 to hit, and melee attacks are resolved on the Battle Axe table. When thrown, it uses the Hand Axe table, but with double the normal range. It returns via *Long Door*.

Bone Axe: +20 battle axe that is +40 against undead. If any undead are within 20' of the user, the axe will begin to glow with a yellow hue. If an 'E' critical is rolled against an undead, that creature must resist a 20th level attack or be banished to a negative plane. The bone axe is made of solid bone.

Chaos Seeker: This +40 long sword has the ability to detect invisibility, law, or chaos in a 10' radius. It may cast up to 10 PPs per day from the Closed Essence list: Shield Mastery. Its purpose is to defeat chaos, and against such opponents, it inflicts triple damage. The entire hilt is carved from a solid piece of ivory. Closer inspection of the sword reveals a symbol of chaos being melted by an inferno.

Chaos Stone: +35 short sword. This sword is a weapon of chaos. It can detect law or chaos in a 10' radius and has the special purpose of overthrowing law. When fighting against those of law, it allows the user a +20 to all RRs versus spells cast by them, and a 1 level reduction to all criticals received from such opponents. If the user does not fight at least one being of law per week, he suffers the opposite effects. -20 to all RR's, +1 level to all criticals. The sword speaks the tongues of chaos, law, and the ancient tongue. It knows the world of old and all rumors and legends pertaining to it, and communicates its knowledge to its wielder. The blade is dull grey with silvery green edges. The pommel is solid stone.

Daggers of Death: These finely crafted daggers are +20, but when the user rolls an 'E' critical, the daggers are assumed to have struck the opponent in the heart and killed him (unliving foes are immune to this effect). These daggers are made of black steel, and have skulls for pommels. The grips are wrapped in black leather.

Demon Claw: These demonic items allow the user a number of powers that vary according to the original source. Some examples are extra strength (either +30 OB, or double damage with all hand held weapons), x2 spell multiplier, or invulnerability to non-enchanted weapons. All Demon Claws are able to detect demons in a 30' radius, and add +20 to the user's RRs versus demons.

Doom: +10 longsword that causes all wounds it inflicts to bleed at a rate of 2 hits per round. It allows its user to cast *Haste V* on himself once a day and is able to detect good in a 50' radius. Against good creatures, it causes paralyzation unless the creature struck resists a 10th level attack. Doom is a finely crafted blade, and would sell for two to three times its normal price if it wasn't magical. It is an alloy of silver and black steel, and has a single black rune carved on its side.

False Replicate: This item also appears as a black box about 3" on a side, and it will also tell the holder that it has the power to duplicate items. What it doesn't say is that it drains the first item to power the replica. It has no power to affect artifacts.

Fire Tooth: This sword is +50 and inflicts Holy criticals in addition to any others. When wielded by a Paladin or Noble Warrior (or other classes such as the Cavalier or Leader at the GM's option) the blade will burst into flames, allowing its wielder to inflict additional Heat criticals of equal severity. Its minor powers allow it to detect lies, evil intent, and unlife in 30' radius. Fire Tooth is a longsword of dark reflective steel with red wisps of fire that dance around the blade. The crosspiece is slightly extended to allow the user a better chance of parrying (+5 to parry attempts) and is studded with black opals. The hilt is solid black marble with a symbol of law on the pommel that emits heat or cold when it detects evil or lies (respectively).

Fist of Marn: A +25 mace that allows its user to summon forth the Eye of Marn. When this is done, the head of the mace opens, and a golden eye emerges. The eye is capable of firing a green beam that is 20' long and 5' wide. These attacks are rolled on the *Plasma Bolt* table (or use *Lightning Bolt*, double damage, delivering Heat and Cold criticals, if *RMCH* is not available). The Fist of Marn has metal studs. The grip is wrapped in leather with a black pommel. On the top of the mace, the largest stud bears a resemblance to an eye.

Fuqua Stones/Octo Gems: These are man-made gems of various colors into which eight spells (or effects) of the same type are placed. The color of the gem rarely indicates the contents. Each gem has eight sides, weighs eight ounces, and is about 2" in length. They can be hurled by hand to a distance of 60', or propelled from a sling, staff sling, or pellet bow. When fired, they land without breaking and are immediately surrounded by a 2' diameter, 8' high cloud of gas of the same color as the gem. Four seconds later, the spells or effects contained within are unleashed along the eight points of the compass at a height of 4'. Typical spells and effects include: any of the ball, bolt, or instantaneous damage spells (but not triads), fire or acid streams, missiles (possibly poisoned), summoning (8 creatures of the same type), holy/unholy water, nets, vorpal bunnies, etc.

Hell Raiser: +50 longsword that inflicts triple damage against those who use weapons against the wielder. Once per day, the sword may fire a *Lightning Bolt* at +60. The sword makes the user paranoid of any within 60' of him, and he cannot leave the sword for any amount of time. Hell Raiser is a golden sword with black edges and red runes carved onto the heart of the blade on either side. The cross piece expands upwards on both sides, while the hilt shines with a dark bronze color. The pommel has a small red gem that seems to radiate darkness.

Jade Sword: This +15 sword is +30 when used with Ambush. In addition, any criticals inflicted may be modified by +/-5. The sword also acts as a x2 multiplier for any Nightblade-type class (spell-using rogues and thieves qualify). The Jade Sword appears to be cut from one solid piece of jade with a serrated outer edge. The blade is highly reflective and very light.

Karr's Ring: This ring is able to absorb spell energy by making a RR at the user's level versus 20th level effect. Each spell absorbed may be used to attack with a Hellbolt. Use the Firebolt table with Heat and Cold criticals.

Mace of Pain: This mace is +10, and inflicts a spell from the Evil Magician base list: Physical Erosion upon any critical strike. On an 'A' critical, the spell is *Pain* (1st level), on a 'B' critical, *Fire Nerves* (4th level), on a 'C', *Agony* (9th level), on a 'D', *Torment* (14th level), and on an 'E', the target takes a Slaying critical. In addition, the wounds caused by the mace heal at 1/2 the normal rate.

Merle's Sword: +30 broadsword. Those struck by the blade will lose 1D10 points of St for 1 hour. The user gains 1 point of St for every 3 points he drains in this fashion. Merull's sword is a demonic weapon whose appearance reflects its nature. The crosspiece resembles nothing so much as two taloned fingers, and the hilt and pommel seem like a demon's face and eyes. The hilt is black with yellow eyes, and the blade itself is bright silver in contrast with the hilt.

Necromancer's Blade: This long sword is +30. When used against undead, it becomes +40. It may cast 20 PPs from any Necromancer base lists (or other evil lists at the GM's option). It acts as a x3 multiplier for any Necromancer who wields the blade. At the death of the wielder, the blade will absorb his soul, and attempt to take over the next person who touches the blade. If the person touching the blade fails an RR versus a 20th level attack, that person slowly loses what morals and ethics he has, and becomes merely an extension of the blade.

Onyx: This bastard sword is +30 against non-living foes (undead, Golems, Constructs, Shards, etc.) but against living foes, it takes on special properties. It becomes +50 and inflicts Slaying criticals. Those slain by the sword are forever dead as the sword devours their souls. The sword is carved from one solid piece of onyx. Running through the blade are veins of light blue silver. The hilt is carved to resemble two facing skulls. The base of the blade is lined with spikes.

Piercer: This longsword is +10 and inflicts triple damage to foes wearing non-metallic armor. Foes wearing metallic armor are treated as if they were AT 1.

Rainbow: This two-handed sword is +20 and can cast 50 PPs per week from the Magician base list: *Light Law*. Rainbow appears as a blade of sparkling colors that swirl within the confines of the blade's shape.

Replicate: A unique item that will replicate any one item for any one character (once per character, ever). It appears as a small black box about 3" on a side. It only needs to be touched to an item and the mental command 'replicate' given, and it will do so. Attunement to the box is Routine (+30) and it will inform any holder of its power and whether or not they have used it before. Holders who insist on trying to use it more than once will have their second and subsequent items disintegrated or otherwise destroyed. If it is touched to an artifact, it will replicate any pluses and inherent bonuses, but no other powers. The replica will not in itself be an artifact or relic (i.e., if a +25 sword of cutting with the power to heal its owner three times a day is replicated, then you will get a +25 sword of cutting and that's all).

Ring of Hasty Death: This cursed ring is sure to bring cries of anguish from the power-hungry PC who wears it. First, it is a x2 Essence multiplier. Second, it constantly *Hastes* the wearer. This is where the curse comes in: every day, the wearer must resist versus a 20th level attack or lose 1 point of temporary Co. If the wearer's Co reaches zero, he is dead. The only way to remove the ring is after a successful *Remove* or *Neutralize Curse*.

Ring of Reflection: This powerful band of Mithril is polished to mirror brightness. The ability of this ring is to increase the magical and physical power of the wearer in proportion to his innate power and abilities. The ring provides an additional set of PPs and hits equal to the current possessed totals. Said totals are used before any personal points are used. These points are used and gained back just like normal and hits. Any fatigue reductions due to overuse of PPs or loss of hits apply only towards the character's personal points (i.e., the extra set can be freely).

Shield of the Righteous: This +5 shield will allow its wielder to turn back the damage of any attack made against him in melee if his cause is just (defending his church, fighting demons, or something similar). This ability will only last for 1 minute of combat, after which time the user will only have a normal +5 shield.

Skeleton Dust: This potent powder turns those it is used on into skeletons unless they make an RR versus a 5th level attack.

Staff of Hades: This +20 staff renders its user immune to all death magic. In addition, he is able to cast a *Fear* spell so powerful, that those who are subject to it must make an RR versus a 15th level attack or run away from the user for 10-40 minutes (with a 25% chance of dropping any items held). This thick black oak staff is ringed with a gold cap and a gold bottom. It has red runes carved along its length, and the symbol of the Greek god Hades upon its center.

Star of Akir: Akir was an archmage who devoted much of his time to genetic experiments (cloning being one of them). One offshoot of his studies were these magical gemstones. There are rumored to be a dozen or so of these small (1") spherical gemstones in existence. They are white with a light blue center and give off a slight blue glow. When one of these stones is worn next to the heart of a living being it attunes itself to him over a period of one week. It can then be left in a place of safekeeping where it will continue to absorb knowledge, experience, and abilities from him. If and when this being is slain, a new incarnation shall rise from the gem, fully healed but otherwise as he was a moment before death.

Thunderfist: This gauntlet radiates light in a 2' radius when commanded. It adds 30 to the user's attacks when used to punch, and can summon a special attack that inflicts double damage and inflicts Electrical criticals of equal severity as the original punch. When used to strike walls, doors, or other solid objects, the object struck must make an RR versus a 20th level attack or be shattered. This attack may only be used up to 5 times per day. This gauntlet is forged from black eog, and has a golden thunderbolt carved onto the metal. It has diamond studs for knuckles.

10.2.4 ARTIFACTS

Ashes of Luctu: Luctu was a 'deathless' adventurer who lived for centuries. Near the end of his career, his knowledge was said to somehow span all known professions. Upon his death, his followers cremated him and kept his ashes. In the centuries since, the ashes have been divided up amongst his followers, most of whom have since perished. The ashes, when mixed with a character's blood and drunk by him, give him the ability to progress in another class (chosen upon quaffing).

Everchanger: This book represents one of the very few artifact lexicons. Bound in red-scaled demon skin, this large book holds within its pages the ability to "bestow" any single spell list (in its entirety) upon any character capable of mastering it in a Will Contest. Only one spell list per character may be thus gained. The content of the spell list is random, GM option, or character option (based upon degree of success in the Will Contest). Knowledge of the spell list is immediate and complete. If the character fails to win the Will Contest, he is placed under the compulsion to research and create a new spell list (no other actions are possible until the task is complete, excluding survival needs), and then teach it to the book. Strangely, the page count always differs. Statistics are: SD-105, Re-105, Pr-105, In-105, Em-105, Will-200. The book measures 16"x 20".

Gate Rings: These rings are the artifacts of an elder age. Being some of the few items still existing from the Demonic Wars, the power contained within the reach of these rings is the hope of all dreams or the terror of all nightmares. Created by demonic alchemists for use in their Plans of Dominion, each ring holds within it the power to create a gate to another planar location (GM's option). The locations are as per individual ring and may not be changed. The duration of the gate varies between rings (GM's option highly dependent upon location). The rings only provide one way passage.

Activation of the ring is accomplished by putting it upon a digit. The rings may be used unlimited times. Thousands of these rings are still known to exist, many of which the locations are still unknown.

Law Breaker: +60 long sword. Any spell cast against the user of this blade must make an RR versus a 20th level attack or the spell will be redirected back towards the caster at half power. Against 'lawful' alignments, the sword will transfer half of all damage inflicted back to the wielder to heal him. Concussion hits gained in this fashion can never exceed the characters normal maximum. This powerful weapon of chaos is a plainly forged long sword. The crosspiece is made of black steel, and the grip is covered in leather.

Plate Mail of Kharsel: Light grey-blue plate mail that will fit anyone who is human size. The armor is +30 (AT 20) and protects its user from elemental attacks by absorbing them. For every elemental spell cast at the wielder, he takes one point of damage. These hits fade after one hour.

Rainbow Axe: This artifact is a single-bladed two-handed axe. The blade is made of mithril in the shape of a half moon. Encrusted in the blade are many different crushed gems. The axe is +30 to hit. It can be thrown as a hand axe, and will return via flight. While being thrown the gems in the blade glow, leaving a rainbow trail (hence its name). The axe also cuts through stone easily, giving Slaying criticals to stone creatures, and allowing the wielder to tunnel through stone. After Kor the Mage-Slayer (who had the axe made) had become almost a legend himself, the god of the sea enlisted Kor to help on a quest. As an aid and reward, the sea god caused the axe to burn with a blue-green fire. This gives the wielder, on command, the ability to breathe and move underwater normally, at any depth. Note that this does not give the wielder the ability to see under water.

Ring Arcana: A simple band of white gold that bestows the ability to learn other realm spells as if a hybrid of that realm. The character's ordinary spell costs for his chosen realm remain the same regardless whether the costs are greater or lesser than the costs of a hybrid. The ring also reduces spell research cost by 1% per Me bonus plus 1/2 Re bonus. The ring is also a multi-realm PP multiplier. The strength of the multiplication is the wearer's Pr, Em, and In bonuses divided by 30. Thus, +20 Pr, Em, and In bonuses would equate to a x2 multiplier. This artifact is extremely potent in the hands of a powerful mage; the stronger the mage the more powerful the item. Re-105; Pr-105; In-105; Em-105; Will-250. The ring's sole purpose is the accumulation of magical knowledge.

11.0 CRITICAL STRIKE TABLES

This table is for situations where combatants are merely practicing and have no desire to hurt one another; their weapons are padded and they are trying to score hits rather than deadly critical strikes. Use of this table is fairly straightforward. When sparring with a weapon or other attack form, resolve combat normally, but refer to

the Sparring/Practicing Critical Strike table instead of the normal critical table. The hit points indicated on the attack table are still meted out, but 'killer' critical results are almost impossible. Basically, a practice combat session ends due to excessive hits delivered, exhaustion, etc.

SPARRING/PRACTICE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Zip.	Nope.	Pretty weak. +0 hits.	Great moves, but no extra damage.	How could you miss? +0 hits.
06-10	Oh well, maybe next time...	No extra hits.	Glancing blow forces foe to parry next round.	A temporary positional advantage gives you the initiative next round.	+1 hit.
11-15	Weak strike. No extra damage.	Glancing blow causes foe to parry next round.	Fancy footwork allows you to gain the initiative next round.	+1 hit.	+2 hits.
16-20	Slight tactical advantage gained. You get the initiative next round. No additional damage.	+1 hit.	Only +1 hit. Sorry.	+2 hits.	You gain the initiative next round. +2 hits.
21-35	+1 hit.	You get the initiative next round. +1 hit.	+2 hits. A fortuitous tactical advantage grants you a +10 bonus next round.	You trip foe; he stubs his toes. He is stunned next round.	Blow cracks foe's rib. Foe is stunned and at -10 next round. +4 hits.
36-45	Slight abrasion of the skin yields +2 hits.	+2 hits.	Bruise foe's calf. Foe fights at -20 for the next 2 rounds. You have the initiative next round. +3 hits.	Blow to foe's leg. Foe operates at -50 for one round. +2 hits.	Strike to foe's back stuns him 1 round. You have a clear shot at foe's rear next round. +3 hits.
46-50	Glancing blow. +3 hits. Foe must parry next round.	Back strike causes foe to act at -10 for 10-100 rounds. +3 hits.	Lower back strike stuns foe; he is unable to parry next round.	Back strike spins foe around. Foe is stunned and unable to parry next round. +4 hits.	A strong blow forces foe to make a Hard Orientation roll. Foe is stunned and unable to parry next round. +6 hits.
51-55	Mild bruise gives +2 hits and makes foe operate at -5 for 1-100 rounds.	Chest strike stuns foe for one round.	+5 hits.	Chest strike causes deep bruise. Foe operates at -25 for 5-50 minutes. +3 hits.	Foe is knocked down and stunned 2 rounds. +5 hits.
56-60	Acrobatic move followed by a surprise back strike causes foe to parry next round at -10. +3 hits.	Blow to thigh gives foe a bad bruise. Foe must parry next round at -20, acts at -10 for 1-4 hours, and takes +3 hits.	Strike to foe's thigh puts foe at -10 for 1-6 minutes. Add +10% to your next swing. +4 hits.	Hard blow to foe's thigh. Foe is stunned one round and operates at -10 for 1-6 hours. You have the initiative next round. +5 hits.	Strike to foe's leg stuns him for 3 rounds. +7 hits.
61-65	Chest strike gives foe a bruised rib. Foe operates at -10 for 2-20 minutes. +3 hits.	Forearm strike delivers +4 hits and causes foe to operate at -10 for 1-6 hours.	Disarm with blow to forearm. Weapon flies 10 feet in a random direction. +4 hits. Foe fights at -10 for 5-50 minutes.	Strike to nerve in foe's upper arm causing him to drop whatever he is carrying. Foe operates at -20 for 6-60 minutes. +1 hit.	Strong chest strike leaves foe gasping for breath. He is stunned and unable to parry for 2 rounds. +6 hits.
66	Trod on foe's foot causing great pain. Foe receives +5 hits and operates at -20 for 2-20 hours.	Strike foe's weapon, disarming him. Foe's hand is numbed and he fights at -30 for 10-100 minutes. +6 hits.	Nasty strike to foe's mouth knocks out 1-10 teeth. +7 hits. Foe is stunned and unable to parry for 2 rounds.	Drive your finger into foe's eye causing blindness. There is a 10% chance that this affliction will be permanent. +4 hits.	Rupture foe's spleen. Foe is inactive for 12 rounds. Then the poor fool dies.
67-70	Blow to abdomen stuns foe one round.	Blow to foe's chest confuses him. Foe is stunned and unable to parry next round. +3 hits.	Strong blow to foe's forearm gives him a "greenstick" fracture. Foe operates at -20 until healed. +6 hits.	Smash foe's foot causing him to be stunned and unable to parry for 2 rounds. You have the initiative next round.	You knock foe out for 10-100 minutes. +15 hits.
71-75	Leg strike causes foe to pull a muscle. +4 hits. Foe operates at -15 to any action requiring use of his leg. This lasts one day.	Calf strike delivers a deep bruise. Foe acts at -20 for 1-8 hours. +5 hits.	Strike to foe's leg delivers +5 hits. Foe is stunned and unable to parry next round. Foe operates at -20 for 1-8 hours.	Foe slips and falls down, spraining his ankle. Foe acts at -40 for 5-50 hours. +6 hits.	Strike to foe's knee. Tendon and cartilage damage result. Foe acts at -50 until healed. +8 hits.
76-80	Blow to foe's shield arm. If he has a shield, it has been torn from his grasp. If foe has no shield, he receives +5 hits and a bad bruise (-20 for 5-50 hours).	Blow to foe's kneecap stuns him 2 rounds with pain. Foe acts at -15 for one day thereafter. +2 hits.	Blow to foe's hand rips out a fingernail. Yeouch! Pain stuns foe for 2 rounds. +1 hit. Any activity involving this hand is at -30 for 1-4 days.	Strong blow to foe's weapon arm breaks his wrist. Foe acts at -30 until healed. +3 hits.	Lacerate foe's arm causing him to bleed at 1 hit point per round. +4 hits.
81-85	Precision strike to foe's weapon arm disarms him. +1 hit.	Hand strike jams foe's fingers into their sockets. Ouch! Any activity involving this hand will be at -30 for 1-4 days.	Strong blow to foe's side fractures a rib. Foe is stunned and unable to parry for 1 round. Foe operates at -40 for 1-6 days. +6 hits.	Side strike knocks foe down. Foe is stunned and unable to parry for 2 rounds. +7 hits.	Shoulder strike breaks foe's collar bone. Foe is stunned and unable to parry for 3 rounds. Operates at -30. +7 hits.
86-90	Fluid move knocks foe down. Add +20 to your next roll.	Strike to foe's funny bone. He is not amused. Foe acts at -50 for 3 rounds. +3 hits.	Accurate chest strike knocks wind out of foe. He is stunned for 3 rounds. +5 hits. Add +20 to your attack next round.	Blow to foe's adam's apple (neck strike). Foe is stunned 3 rounds and cannot speak for 1-20 hours. +5 hits.	Nasty blow to face causes foe to see stars. +10 hits. Foe is knocked down and stunned 6 rounds. Bruise lowers Appearance by 10.
91-95	Head strike breaks foe's nose. Foe is stunned 2 rounds and takes +3 hits. Appearance drops by 5 due to black eyes.	Blow to the side of foe's head smashes ear. Foe is -50 to hearing and receives a "cauliflower ear." +6 hits.	Precision strike breaks foe's weapon and spins foe sideways. Foe must roll on the appropriate fumble table next round. +4 hits.	Clump of hair is ripped from foe's head. Ow! Foe operates at -30 for 3-30 minutes. Add +15 to your next attack. +4 hits.	Strike to abdomen damages a variety of organs. Foe operates at -75 for 4-16 days. +12 hits.
96-99	Blow to solar plexus causes foe to vomit violently 3-18 rounds. Foe is unable to perform any action other than retching. Combat is over (for now).	Groin strike renders foe helpless for 6 rounds. +2 hits. Really unkind.	Acrobatic attack pins foe, rendering him helpless and embarrassed. Ask him to yell "uncle!"	Savage laceration leaves foe bleeding at 1 hit point per round.	Deep gouge causes foe to bleed at 2 hit points per round.
100	Strike to foe's head knocks him out for 1-6 rounds.	Blow to foe's head knocks him out for 1-10 minutes and rips his cheek. Cosmetic damage causes foe's appearance to drop by 10. +7 hits.	Head strike. If foe does not wear a helm, he is knocked unconscious for 1-4 hours. If foe wears a helm, it is twisted sideways, preventing him from seeing until rectified. +8 hits.	Violent blow to foe's head knocks him down. Foe falls into a coma for 2-20 hours.	You break foe's neck, killing him instantly.

13.0 RMCVII OPTIONS CHECKLIST

2.0. OPTIONAL PROFESSION "LAWS"

- 2.1-2.6, 4-9 Arms Master Elementalist Tarotmage
 Shadow Mage Doppelganger Witch Hunter

3.0. OPTIONAL SKILL "LAWS"

- 3.1, 10 New Options for Power Perception
 3.2, 11 Terrain Awareness
 Option 1 +2 to OB for every skill rank
 Option 2 Roll every three rounds for success
 3.3, 12 Agility Modified by MIA
 3.4, 13 Fine Arts Static Action Table
 3.5, 14 Performing Arts Static Action Table
 3.6, 14 Class Bonus System
 3.7, 14 Alternative Spell List Development
 3.8, 15 Lore Skills & Recognizing
 Herbs and Poisons
 Option Higher herb difficulty results in penalty
 3.9, 16 Meditation as a Single Skill
 3.10, 16 Optional Development Point System
 3.11, 16 Rank Versus Rank Resistance Rolls
 3.12, 16-17 Task Time Table

4.0. OPTIONAL COMBAT "LAWS"

- 4.1, 18-19 Martial Arts Expansions and Revisions
 Natural Weapon Katas
 Option 1 No -20 penalty for Katas
 Option 2 Use natural weapon tables
 Abilities & Katas Based on Skill Level ...
 Option 1 Increase initiative by 10 for each rank
 Option 2 Modified number of ranks for abilities
 Additional Katas
 Kata Options
 4.2, 20 Parrying Versus Large Foes/Weapons
 Option GM may increase modifiers
 for "Super Large"
 4.3, 21-22 Orientation/Skill Bonus Based Initiative ..
 4.4, 22 Relative Initiative
 4.5, 23 200 Point Initiative System Revisited

5.0. OPTIONAL CAMPAIGN "LAWS"

- 5.1, 24 Random Events Table

6.0. MISCELLANEOUS OPTIONAL "LAWS"

- 6.1, 25-27 Drowning Efficiently
 Option 1 Can develop swimming ranks for armor
 Option 2 Swimming bonus a percentage of movement ..
 Option 3 Swimming bonus a percentage of OB
 6.2, 28-30 Grace and Fate
 Grace
 Option 1 High Intuition means more Grace
 Option 2 It is possible to steal or channel Grace
 Fate Points
 Option 1 Must spend a background option
 Option 2 Start with 3 points, option gets more
 Option 3 Start with 1-3 points
 Option 4 Start with 1-3, option gets more
 Option 5 Do not award points to those not there
 6.3, 30 Options for Maneuver/Movement Table ...
 6.4, 33 Weight Limits

7.0. OPTIONAL SPELL "LAWS"

- 7.1, 34-35 Variations on Summoning
 Will to Control
 Option Some professions have increased control
 Ease of Summoning
 Similar Ritual Skills
 Option Foci bonuses decreased for similar rituals ...
 7.2 To Destroy an Item
 7.3 Living Tarot in a Fantasy Game
 Option 1 Use all 3 categories randomly
 Option 2 Use only positive and negative
 Option 3 Use only neutral category
 Option 4 Use only simplified effects
 Option 5 As 1, but use all 4 categories
 Option 6 GM decides nature of deck

8.0. SPELL LISTS

- 8.1, 55-63 Tarotmage Base Lists
 Rod Magic Cup Magic Sword Magic
 Minor Arcana Magic Major Arcana Magic Pentacle Magic
 8.2, 65-69 Arms Master Base Lists
 Battle Trance Warriorblade Encampments
 Martial Law Commands
 8.3, 70-75 Elementalist Base Lists
 Earth Forms Fire Forms Air Forms
 Ice Forms Light Forms Water Forms
 Dark Forms
 8.4, 76-77 Shadow Mage Base Lists
 Shadow Law Shadowport
 8.5, 78-83 Doppelganger Base Lists
 Doppelganger Ways Inorganic Shifting Organic Shift.
 Light Shifting Mental Shifting Dark Shifting
 8.6, 84-88 Witch Hunter Base Lists
 The Chains The Aegis The Question
 The Eye The Fist
 8.7, 89-95 Miscellaneous Spell Lists
 Combat Law Essence Wing Magical Ropes
 Serpent Law Mirror Magic Bubble Magic
 8.8, 96-101 Additional Base Spell Lists
 Horseman's Way Destructive Displace. Dream Lore
 Dream World Dream Lists
 8.9, 102-109 Special Lists
 Mystic Armor Spell Web Heartfires
 Fey Magic Vampiric Magics Putrefactions
 8.10, 110-112 Arcane Lists
 Will breaker Dragon Mastery Mage Sign

9.0. CREATURES

- Black Paladin Grey Noble Crimson Guard
 Dergon

11.0. CRITICAL STRIKE TABLE

- Sparring Critical Strike Table