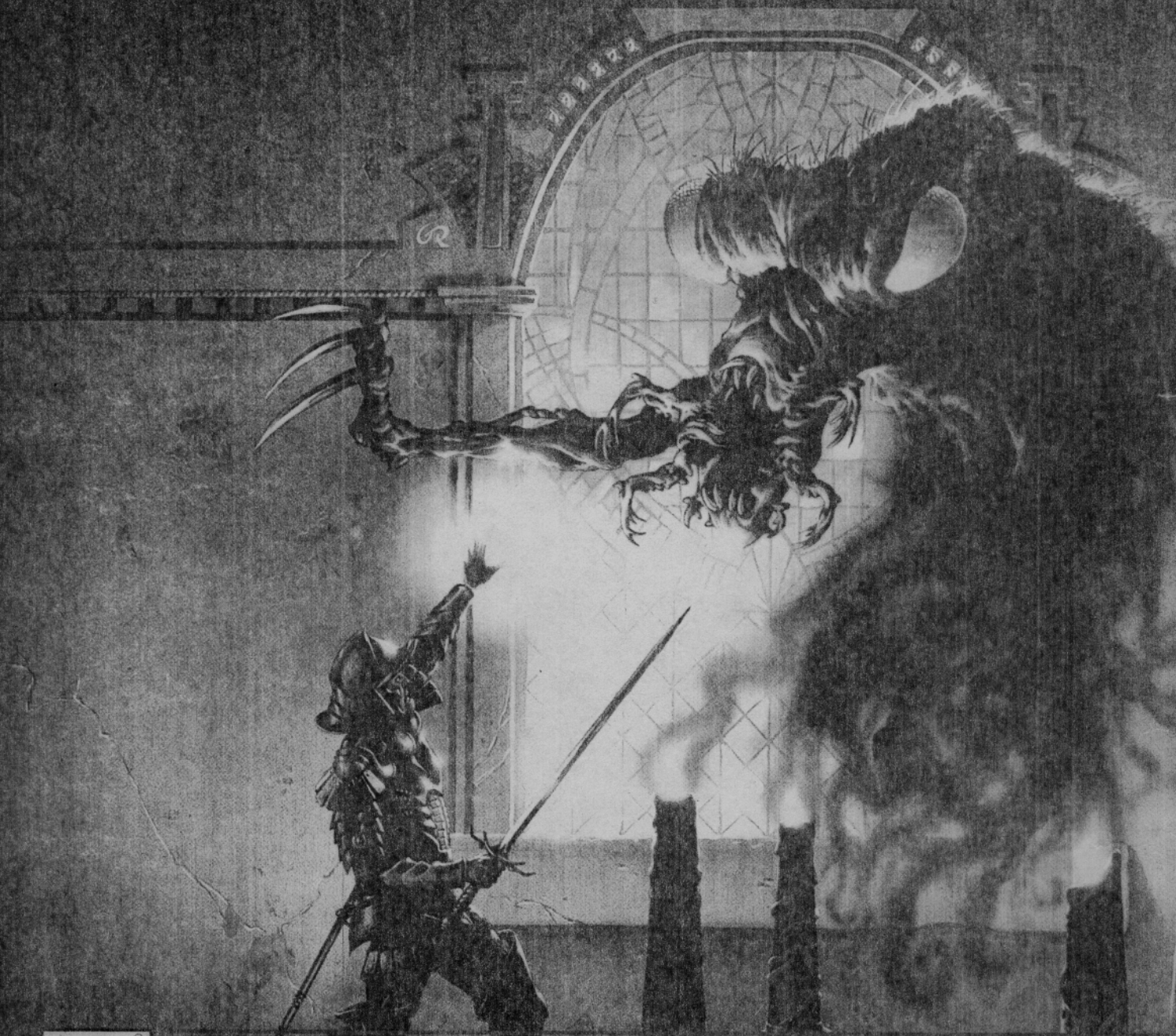


Spell User's Companion



Supplemental material for Rolemaster,™ ICE's classic fantasy role playing game system



SPELL USERS COMPANION

Authors/Designers:

Joseph Bernard Daugherty, Daniel Andrew
Whiteside, Thomas Timothy Wyrstek,
David Louis Wienhoff, Mark Colborn,
Chris Stone, Monte Cook

CREDITS

Editor/Developer: Monte Cook

Editorial Contributions: Coleman Charlton

Cover Illustration: Richard Hescox

Interior Illustrations: Dan Smith

Project Specific Contributions: *Series Editor:* Monte Cook;

Page Design: Sharon Bouton; *Proofreading:* Sharon Bouton;

Cover Graphics: Terry K. Amthor

ICE MANAGEMENT — Art Director/Production Manager:

Terry K. Amthor; *Sales Manager:* Deane Begiebing; *Editing & Development Manager:* Coleman Charlton; *President:* Peter Fenlon; *CEO:* Bruce Neidlinger; *Controller:* Kurt Rasmussen.

ICE STAFF — Marketing Consultant: John Morgan; *Editing & Development Staff:* Kevin Barrett, Monte Cook, Pete Fenlon, Jessica Ney, Terry Amthor; *Graphics & Production Staff:* Bill Covert, Sharon Bouton, B.T. Thompson; *Sales & Customer Service Staff:* Heike Kubasch; *Shipping:* John Breckenridge.

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1.0 INTRODUCTION

Spell User's Companion is a collection of optional rules and spell lists for **Rolemaster**. As always, with optional rules, there is a great diversity among the levels of power of the various spell lists and optional rules. GMs should carefully review any material to be used in his campaign and modify it as necessary. Great care should be given to the selection of rules and options of rules which are to be used. Appropriate choices will enhance any game while inappropriate choices will possibly unbalance the game.

Since no two **Rolemaster** campaigns are the same, both in terms of power and level, no single rule can be an absolute. The options to the rules within this book have been designed to cover all ranges of power within the varying campaigns. Options may be found which will loosen restrictions while other options dealing with the same rules will tighten them.

We have attempted with this volume to provide **Rolemaster** players with various options to improve and refine their game, while extending the scope and function of the original spell books.

Spells are an excellent part of **Rolemaster**. Still, many GMs are finding it harder to create suitable and useful spells which characters do not already possess. This text provides players with more 'ancient and moldy' tomes with which to augment their campaigns and characters.

We have striven to expand the bounds of the **Rolemaster** magic system. Expanding the use of magical power through several new methods, including Spell Shaping, clarifying the magical realms and their relation to each other through Realm Power Sources, Magical Minutiae, and Final Spell Effects, and Psions. The expanding of the magic system was done at times at the expense of strict core rules and mechanics. Every rule should be considered before use, and options assigned as a result, to reflect specific campaigns and their level of power.

The rules presented deal indirectly and directly with the **Rolemaster** spell system. Not everyone will find all of these rules useful. The whole concept behind optional rules is that they remain optional.

We have attempted, in the presentation of these rules, to compensate the powerful with limitations, in hopes that game balance would be maintained. If perhaps you find some areas lacking in detail or scope, do not hesitate to change or delete whole sections of the rules in order to gain a more harmonious and exciting campaign.

1.1 DESIGNER NOTES

Spell User's Companion was written because we perceived an unfulfilled need regarding additional spell lists and spell-user rules.

SPECIAL THANKS

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Bernie + Jean Daugherty, Irene + Joseph Zimmerman, Isabelle Ferguson, Len + Mary Whiteside, Maxine Reveles, Nancy Potter, Melissa Wyrostek, Tom + Sue Wyrostek, Debbie McKinney, Sean Wyrostek, Barbara Wienhoff, Louis + June Wienhoff.

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And lastly, we'd like to thank Anyone else, not involved with this project, for doing absolutely nothing.

1.2 NOTATION

The material in *Spell User's Companion (SUC)* uses the standard notation from the **Rolemaster** products: *Arms Law (AL)*, *Spell Law (SL)*, *Character Law & Campaign Law (ChL&CaL)*, *Rolemaster Companion I (RMCI)*, etc. Those products should be consulted for specific references; for example, the spell lists all use *SL* abbreviations and notation in the spell descriptions.

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.*

2.0 THE NATURE OF MAGIC

With the addition of so many optional rules governing magic and spell-like effects, the definitions covering the realms and the nature of magic need to be placed in their respective places in relation to each other, their development, and the primal source of power.

Magic has been developed and refined throughout the ages. In the beginning Magic was no more than a dim understanding of a force (Primal Essence) existing outside normal ken. This understanding was employed coupled with immense expenditures of what had then become known as power points to produce a rough effect. Thus was born Spell Shaping.

As magic and those who exploited it became more common and experienced, it was established that particular effects, sources of power, and outside influences (gestures, words, phrases, etc.) had great bearing upon the manipulation of magic. These influences combined in a particular order with each other, demonstrated that as magic effects became more specific, they in turn required less energy to fuel. These influences became known as the realm determinants of: Final Spell Effect, Primary Source of Power, and Magical Minutiae.

These realm determinants were first used to full advantage with the advent of the Arcane realm. The Arcane realm set these determinants into established guidelines (spell lists), lending a consistency to otherwise disorganized procedures. Magic was further focused when the determinants were concentrated even more, giving rise to the individual realms of: Mentalism, Essence, and Channeling.

It was soon discovered that under exacting circumstances one or all of the newly found spell determinants could be overcome using a method other than the costly and dangerous Spell Shaping. This innovative method used a set of highly formalized elements set within rigid time constraints to manifest the desired spell effect. This method became known as Ritual Magic.



As spell lists have become the principal method of magic employed by characters, it is necessary to fully understand the mechanics involved with their use. As has been noted above, the determinants of the spell mechanics are; 1) Final spell effects, 2) Primary source of PPs, and 3) Magic Minutiae.

The first determinant, final spell effect, identifies the locus of the specific realm. All of a realm's loci are grouped loosely into provinces. These unique areas are particularly susceptible to an individual realm's influence. Some realms hold stronger sway over compellings, while other realms facilitate travel... (see Section 2.4 for additional information).

The second determinant, Power Point source, defines by identifying a realm of magic with a specific source of power. Each 'type' of power is gained through a method unique to each realm. Channeling users gain their power from gods, Arcane users tap the Primal Essence... (see Section 2.1 for additional information).

The final determinant of the realms of power is Magic Minutiae. Each realm has its own customary set of components performed within well established guidelines. It is these established guidelines which alter and modify the PPs into the final spell effect (see Section 2.3 for additional information).

2.1 MAGICAL POWER

Note: *The following sections detail how the different realms of magical power are separated by the kind of power they use to achieve the various magical effects. While this is a good explanation for how the realms differ, it may not be suitable to every campaign setting.*

PRIMAL ESSENCE (2.1.1)

Primal Essence is the ultimate source of all forms of magic power throughout the planar environment. This form of power is an integral part of the make-up of the planes. Primal Essence is the primary component which forms the foundation for the Ethereal Plane. As the Primal Essence passes through other planes and shadows (shadows being alternate universes), some of its Essence is deposited or taken. It is this deposited or taken power which is ultimately used as power points, thus power points are stored Primal Essence energy. Depending upon the source of the power and how the deposited or taken power is used, this dictates what realm of magic is utilized.

Certain races are more magically inclined or resistant than others. This is because each race either attracts or repels Primal Essence to varying degrees. It is this attraction or repulsion present within a race which will determine, to a point, which form of magic that the race is best suited to and offers the best possibilities.

Option 1: If the idea of Primal Essence being the quintessential ingredient of the Ethereal Plane is distasteful, the GM may decide to treat the Ethereal Plane as nothing more than a means of travel between planes while ruling that each of the specific planes has its own quantity of Primal Essence unique and inherent to it.

Option 2: Simply treat each magical realm as completely singular, with no central or absolute source of power. Essence, Mentalism, and Channeling spells would be considered to be powered by separate and different sources.

ESSENCE (2.1.2)

The deposited Primal Essence which permeates almost everything within most of the planes is termed Essence. Remember; there is a difference between Essence and Primal Essence — Primal Essence being the fundamental form of energy of the planes, and Essence being merely deposited Primal Essence. A user of the realm of Essence gathers this deposited power and forms it into spells by using the tools of the spell list. If Primal Essence is not deposited upon a plane, then spells of Essence must be solely cast with stored PPs, allowing no further replenishment of lost PPs until the area devoid of Primal Essence is left.

The spells available to one who uses Essence are quite grandiose and spectacular in effect. They deal with the direct manipulation of elements and other natural forces.

Option 1: Because of the fact that the Essence is all around each and every being, most have evolved either a natural resistance to it (e.g., dwarves) or have grown accustomed to the ways of the Essence, oftentimes without even realizing it (e.g., elves). Because of this, all RRs vs. Essence have a +10 bonus.

Option 2: As Option 1, plus all Essence users get an additional +5 bonus to spell gain rolls due to the ease (in comparison to other realms, anyway) in which the Essence is understood by those living within it for their entire lives.

CHANNELING (2.1.3)

Channeling users are given their Primal Essence. Gods or superior beings are the usual conduit for this power. The power may be obtained by the gods in any one of a number of ways, though channeling from their followers is the most common. The Primal Essence becomes energy of the Channeling realm when it is given in a transfer from one being to another. If for any reason a Channeling user becomes isolated from his deity, he will receive no new PPs until ties are reestablished. There also exists the very real possibility that the Channeling power gained from this deity-worshiper transfer will be decreased or stopped (GM option) if it must be sent through areas which lack or disrupt Primal Essence.

Channeling spells, while comparatively minor at lower levels, are quite powerful at the higher levels. These powerful spells are cast only by those who are greatly favored by their god — not individuals to be trifled with by any means. Channeling is perhaps the most unique realm, as the casters are truly relying on another being for their power. Should that being become displeased, or even die, the spell caster is in a great deal of trouble. Conversely, if the caster is directly serving the needs of his “patron,” he may find himself with additional power or spells — and the knowledge that the god is directly watching him (this is, probably, a very rare occurrence).

Option 1: Since the power of a Channeling spell comes directly from a god or similar being, all target are at -5 to resist the spell.

Option 2: Channeling spell lists are not learned, but granted by the deity — so the ability to successfully “gain” a list through a spell gain roll is based on the attitude of the god toward the caster. This could modify the roll by +20 to -20 (or more). (See Section 6.11)

Option 3: All spells cast within an area sacred to the deity or on a “holy” day receive an additional bonus of +5.

Option 4: As Option 3, plus all PP are recovered in half the time in such areas or at such times.



MENTALISM (2.1.4)

Mentalism is perhaps the most complex realm to cast spells from. The Mentalism user taps into the Primal Essence which is within himself, and uses it to draw forth the deposited Essence around him (like a magnet, if you will) in order to form spells. This energy, in the form of spells, is focused through the mind of the caster. Note: If a Mentalism user enters an area devoid of Primal Essence his PPs will remain until depleted. The PPs will not be replenished until he re-enters an area containing Primal Essence at which time he regains his power points according to the present concentration of the Primal Essence within his vicinity.

Mentalism casters have at their disposal some of the more subtle spells that exist. Often it is difficult to tell that a Mentalist is casting a spell at all! (See Section 2.4.) Because of their focused nature, however, these spells usually affect only the caster or a single target.

Option 1: Because of their focused nature, Mentalism spells are harder to resist. Modify RRs by -10.

Option 2: As Option 1, but all Mentalists subtract 10 from their spell gain rolls due to the realm's complex nature.

HYBRIDIZATION (2.1.5)

There are those few spell users who are able to utilize principals and energies from two different realms. This is hybridization. These casters have also developed base lists with spells which draw on two different realms at the same time.

Hybrid casters often have a great deal of versatility due to the number of spells at their disposal, but often lack the focus that Pure spell users have.

ARCANE (2.1.6)

Arcane power is obtained by using Primal Essence directly from the source before it is either deposited or taken. This method is similar, in a way, to all of the other forms of magic, as they ultimately lead to Primal Essence as a source. Arcane merely disregards the intermediate stage. While Arcane magic is very primal and raw, the sophisticated control of the other realms make them more desirable to generate specific and applied effects.

The Arcane realm did not fall into total disuse and become a dead realm after the creation of the specific realms. The spells developed then are still in use now, although Arcane lists are far more rare than those of the "standard" realms, and are even restricted in some areas. Most of those seeking to learn their secrets are those who are willing to sacrifice all else (especially safety) to attain power (see Section 6.16 for more information).

Option 1: Since Arcane magic is very uncontrollable (compared to the other realms), all spell failure ranges are doubled when casting Arcane spells, and spell failure rolls have a +10 added to them.

Option 2: All ESF rolls have an additional modifier of 20 when casting Arcane spells.

Option 3: Use both Option 1 and 2.

Option 4: As Option 3, and because of the "corruption" of power which happens to those who learn the wild magic, any caster who learns an Arcane list has any and all of the modifications placed on *all* spells that he casts.

See Section 2.1, *RMCI* for more information and options concerning Arcane magic.

ELEMENTALISM (2.1.7)

The Primal Essence which has been absorbed by the fundamental element of each of the planes and is inherent in the formation of the elemental environment is Elementalism. Elementalism differs from Essence deposited within an element upon a plane in that Elementalism uses the Primal Essence which permeates the specific element of each of the planes, Essence is merely located there in deposits (not within the element but around it). By using Elementalism, one has control of tremendous power, but only while one has access to the elemental plane or part of it from which one gains power over the Primal Elemental Essence. See *Elemental Companion* for more information.

Option 1: If the addition of Elementalism as a specific realm similar to Channeling or Mentalism causes disruption within delicately balanced campaigns, simply designate Elementalism as another Base or groups of Bases within the realm of Essence.

Option 2: Disregard Elementalism as a realm altogether.

PROSAIC (2.1.8)

Prosaic magic is not, strictly speaking, a realm unto itself. Prosaic magic is a fusion of all the forms of magical spell casting. For example; spells located on a Prosaic list might come from the realms of Channeling and Mentalism and be combined into one list. These spells utilize the simplest procedures of the various realms to create a spell list which displays elementary effects. Spell users not of the appropriate realm are able to use Prosaic magic because it has been simplified and utilizes whatever magic power is available to the caster, be it Channeled, personal, or deposited power. Much more power needs be spent to accomplish Prosaic magic effects equivalent to those accessible upon standard lists. Because Prosaic magic uses only the most elementary techniques and spells from all realms, it remains very weak in power.

Distinct differences exist between Prosaic magic and Arcane magic. Prosaic magic differs from Arcane in that, Arcane magic uses the primal source of power, rather than the specific realms of power. See Section 3.0 for more information.

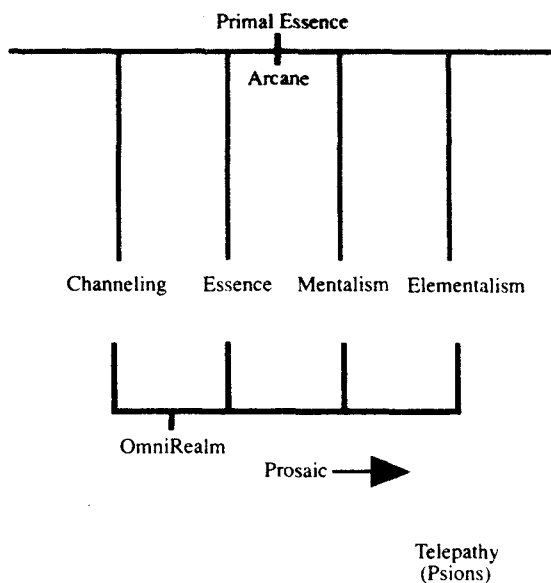
OMNI-REALM (2.1.9)

The Omni-Realm is not a realm at all, but a classification of a select few spell lists which can be easily adapted to any power source. Thus, a caster of any realm (including Arcane) can learn these spells and use them with his power source of choice to cast them. There are very few adaptive problems (which can happen when translating a spell list from one realm to another), although they are still more difficult to learn than normal, realm-specific lists (list development costs are the same as for Arcane lists). Some of these special lists are as rare as Arcane lists, though others are quite commonly encountered. For more information, see Section 6.16.

PSIONS (2.10)

Psions are not a form of magic at all, and Primal Essence is in no way involved with Psion effects. Psion is only listed here in an effort to classify Psions in relation to magic. Psions are the power of the individual formed into usable effects. This is in no way similar to Mentalism. Mentalism uses the Primal Essence within a person, while Psions uses the will of the person alone. The benefit of Psions is that one need never fear losing one's power, the power is accessible as long as the person is able to manipulate it.

2.2 REALM RELATIONS AND INTERSTICES



2.3 MAGIC MINUTIAE

Spells are comprised of various components, also called Minutiae, which allow the caster to take the energy of the realm he is using (see Section 2.1) and form it into the final spell effect (also called the Kinetic — see Section 2.5). These focussing spell factors may be divided into distinct areas; Verbum (words), Motus (gestures), Symbum (symbols), Gemynd (mindset), and Gredus (materials). Each and every spell will employ one or more of these in directing the PPs spent in casting the spell into the desired course which will result in the chosen spell. If a caster is prevented from completing the necessary components of a spell (gagging and binding would eliminate most of the verbum and motus components) the spell will likely fail (ESF Mod 30+).

Verbum (also termed Verbal Component)—Some types of magic require the use of words or phrases of power to initiate a spell or spell-like effect. The Verbum contains the concise essence of the spell. When the Verbum is spoken and power is added the result is the Kinetic. Change the Verbum and the spell effect is different. Mispronunciation can be deadly.

Motus (also termed Somatic Component)—Often instead of a spell's sum total being in the form of Verbum, it is in the form of a gesture, series of gestures, or body postures. Magic which has a Motus as its primary guide may have simple movements (pointed finger) to elaborate ones (folk dance).

Symbum (also termed Symbolic Component)—Many times major spell factors may be completed in the form of a carving, drawing, symbol, circle, pentagram, ward, rune, or other physical manifestation. Symbum are carried out by the caster physically creating the artifice (drawing, carving, etc.) while he invests the necessary power points to cause the Kinetic.

Gemynd (also termed Mental Component)—In the casting of some spells all that is required is for the caster to hold his mind in a certain frame (mood, attitude, feeling) and then cast PPs through the Gemynd which will shape the Kinetic.

Gredus (also termed **Physical Ingredient Component** or a **spell catalyst**)—When casting certain spells, actual physical matter aids in focussing the spell energy into the desired effect. Thus for many spells, small amounts of matter such as sand, bat wing, eye of newt, diamond powder, etc. are used.

MINUTIAE OPTIONS

Option 1: Give each type of component advantages and disadvantages which are cumulative in effect. This will give even more variety to the various spells, and will make the Component Substitution skill (see Section 7.7) even more valuable. A suggested breakdown of variables would be along these lines:

- **Verbum:** Spell is cast one round quicker, but add +15 to target's RR. Easy to tell caster is casting a spell.
- **Motus:** Range is increased by one fourth, but spell is difficult to learn. Subtract 10 to caster's spell gain roll. Easy to tell caster is casting a spell.
- **Symbum:** Subtract 15 from target's RR, but spell takes one round longer to cast. Easy to tell caster is casting a spell.
- **Gemynd:** Difficult to tell if caster is casting a spell (Extremely Hard Perception roll), but range is decreased by one fourth.
- **Gredus:** Spell is easy to learn. Add 10 to the caster's spell gain roll, but the components are often hard to find and/or expensive.

Option 2: As Option 1, but component advantages and disadvantages only take affect if there is just one component in the spell.

Option 3: Give each spell or spell list a set of components, but have their only effect be to individualize each spell within each realm (see Section 2.4).

SPELL COMPLETION OPTIONS

Option 1: If a caster is unable to finish any of the required component portions of a spell, the spell will fail.

Option 2: For each type of required component the caster is unable to complete, increase the cost of the spell (in PPs) by one fourth.

Option 3: Decrease required PPs necessary to cast a spell when components are utilized by one fourth.

Option 4: Allow the caster who is unable to finish a required component of a spell, to substitute another component type (Verbum, Motus, Symbum, Gemynd, Gredus) for the missing component. See Component Substitution Skill, Section 2.12.7.

Option 5: Caster of any spell performed without spell components will forfeit all base (or directed) spell casting bonus.

Option 6: If components are correctly and successfully used, decrease the casting time of the spell by one round (minimum of one).

2.4 REALM COMPONENTS

The following list of spell components is by no means exhaustive but it does include the basic and most often used components found in each of the known realms. Each realm has spells which utilize any and all of the known components (though some realms use some more than others).

Arcane Components: Typified by any or all of the above listed components. Many Arcane spells have more than one formula for successful completion of a specific spell effect. Most mages are only familiar with one method.

- **Verbum**—Primal words and phrases of power
- **Motus**—Varies from small intricate finger movements to great sweeping arm motions and body postures
- **Symbum**—Circles, symbols, runes
- **Gemynd**—Raw, archaic, primal mindset
- **Gredus**—Valuable gems, rare earths, various elixirs

Essence Components: Exemplified primarily by Verbal, Somatic, and sometimes Symbolic Components. Frequent substitutions are found among a given spell's component parts. Again, most mages are only familiar with one set formula.

- **Verbum**—Command words, Words of Power, etc.
- **Motus**—Directing spells (pointing or grabbing motions), weaving spells
- **Symbum**—Circles, wards, runes, etc.
- **Gemynd**—Infrequently used, forthright or expectant
- **Gredus**—Rarely used, miniature duplicates or appropriate parts (such as a very small key for a Lock or Unlock spell)

Mentalism Components: Mentalism spells are typically found comprised of two main components Mental and Motus.

- **Verbum**—Rarely used, suggestive or commanding words to go along with mental control spells
- **Motus**—Eye contact, staring, palms to target's head, etc.
- **Symbum**—Rarely used, optical illusions, anything that catches a target's attention and draws it
- **Gemynd**—Very focused on the target or task, calm and directing
- **Gredus**—Rarely used, hypnotic crystal, mind-altering herbs

Channeling Components: Spells of this type involve praying, holy motions (genuflection), and holy objects.

- **Verbum**—Prayer, chanting, invoking deity's name, damning
- **Motus**—Genuflection, holy or symbolic gestures
- **Symbum**—Religious symbols, insignia, etc.
- **Gemynd**—Rarely used, humble and requesting
- **Gredus**—Holy symbols and artifacts, vestments, shrine

Elementalism Components: Elementalism spells are usually made of Verbal, Kinesic, and Physical Ingredients.

- **Verbum**—Commanding and controlling elementals, tone of voice matching element-type
- **Motus**—Directing (direction) the elements, pointing, sweeping gestures, forming gestures (wall creation)
- **Symbum**—Rarely used, written symbols of the element, circles of protection or as gateways.
- **Gemynd**—Rarely used, usually matching of the element, such as soothing and fluid (water), serious and strong-willed (earth)
- **Gredus**—Actual part of the element

Prosaic Components: Usually a commingling of all components with various spells requiring various methods of casting as all realms are included to varying degrees. For specific examples of the various components, see those listed above.

2.5 FINAL SPELL EFFECT

Each realm has a "sphere of influence," or a number of such spheres, over which it has a greater amount of control than the other realms. An example of this is healing. For various reasons (the compassionate nature of the gods, etc.), energy channeled from a god is the most efficient form of power to use to heal wounds and injuries. The Mentalism realm is also able to be used for healing, although not as well as Channeling, while Essence is hardly able to be used to heal at all. These spheres of influence are based on what is called the final spell effect.

The final spell effect, also termed the Kinetic, is a determinant of which spell realm a given desired effect will work most efficiently within. This will therefore determine the list the spell is best situated upon. It is the desired end of the caster — it is what the spell does. Every effect is achieved optimally under distinctive controls, these controls being the various spheres of influence of the individual realms. Just as it is easier for man to communicate specifics verbally rather than nonverbally, so to is it easier to complete spells or spell groups under the exact guidelines of the most appropriate realm. From a large sample of a realm's foci one may determine the specific provinces where the realm's power lies. Thus Channeling holds more sway over Undead, Mentalism over the mind, etc.

2.6 CROSS REALM CASTING

The three determinants of realm deriving from the casting of a spell are magical minutiae, source of power, and final spell effect. All three contribute equally, and combine to cause a spell to exhibit the specific characteristics of an individual realm. However, each of these determinants may be artificially altered to denote other realms of spell casting. This is known as Cross Realm Casting. It can be accomplished through the use of the skills Component Substitution and/or Power Point Development (see Section 7.0), or perhaps through other means.

Most spells are only cast from their own realm using all their realm's determinants. This is done for a reason. Certain realm determinants work better or are easier to use with some spells than with others, this is principally what has given rise to and over time has strengthened the individual realms. Spells not cast with these optimal conditions often cost more in terms of power, are less reliable, or are dangerous to the caster.

Cross Realm Casting comes about when one or more of the determinants of realm are different from one another. This can benefit a caster in a variety of ways.

1. If a character is unable to complete the magical minutiae of his realm, and he possesses the skill to perform the minutiae of another realm, he may substitute the other realm minutiae for his own. Thus a Magician might direct his spell attack with a long hard stare rather than a pointed finger.
2. The effective definition for a realm may be changed (for dispel and RR purposes) if at least two of the three spell determinants differ from the casting characters original realm. If all three determinants differ, the final spell is considered of the Arcane realm.
3. Power points gained via other realm sources may be used to fuel the spells of the caster. This is especially useful when original realm power points become inaccessible to the mage.

Cross realm casting does not allow easier access to out of realm and other base lists. Instead, the nature of what the character already possesses is changed. For information regarding Extraordinary Spell Lists Picks, See Section 12.1 in *SL*.

Example: *A Mentalism spell user casts the Essence spell Teleport using Mentalism minutiae with PPs gained through Channeling. His three determinants are in disharmony (Mentalism-Channeling-Essence). The results of this disharmony vary, and are detailed below.*

- Option 1:** Require the character to expend more PPs for the casting of spells in which the determinants differ. The additional cost in PPs for the casting of these spells may be made equal to x1.25 PPs for spells which have two differing determinants, and x1.50 PPs for spells which have three differing determinants (round all numbers up).
- Option 2:** If two of three determinants are congruent (same), then the spell may be used as the dominant realm with a -30 modifier to spell failure and/or ESF rolls. If all three are of differing realm determinants, then the minuses should be even greater (-50). This is a great dissuasion to Cross Realm Casting, due to the inherent dangers and possible reduced effects.
- Option 3:** As Option 2, except instead of penalties to the caster's rolls, any spell used in such a way is only one-half as effective in terms of damage done or healed, duration, range, area of effect, and other factors.
- Option 4:** Simply disallow Cross Realm Casting.

5.0 PROSAIC MAGIC

In a world where magic is fairly common, not all spells or spell lists would be the source of ground shaking effects, some would just alleviate a minor difficulty. Likewise, not all spells would be combative or "adventure-oriented" in nature. Prosaic lists contain those spells which have been created to solve an individual, specific problem. Prosaic lists contain very simple spells of very little power. These lists are not, however, useless. In many cases these spells perform many of those same tasks as would a servant (spells of convenience). Some of these spells are so common, that many of the base folk consider this type of magic an everyday occurrence, and some, in fact, might even possess one or two of the more useful spells themselves.

Due to the very simple nature of Prosaic magic, the development point cost for these types of spell lists is halved (including the cost for Semi and even Non spell users). The one divergence from normal list rules that Prosaic magic takes is: when spending development points towards spells, it is possible for the character to attempt to simultaneously gain one Prosaic list per level, in addition to any other (non-Prosaic) list, provided of course that the proper amount of development points are spent. Only one Prosaic list may be attempted at any one time, unless twenty picks are made in the first list and at least one pick in the second, in addition to any other spell lists attempted (as per normal list pick rules). So it might be possible for a Mentalist character with 42 development points (round up), to attempt two non-Prosaic and two Prosaic lists (20 picks in one of the non-Prosaic and Prosaic lists) during one level gain. For purposes of gaining the lists, treat all Prosaic lists as if they were Open lists. Of course, due to the ease of gaining Prosaic lists, power of the spells has been sacrificed (for example; a 10th or 20th level spell in Essence, might be the equivalent of a 50th level Prosaic spell).

While not a true "realm" unto itself, Prosaic lists do exist within a pseudo-realm classification. The Prosaic lists are a potpourri collection of spells, which are derived from the multiple forms of spell power and spell casting (i.e., Channeling, Essence, etc.). Some of the individual spells are, in fact, made up of a style of casting that is of more than one realm (similar to Hybrid base lists, only encompassing all three basic realms rather than just two).

Many lists already in existence can be considered Prosaic, such as Household Ways (*RMCI*) and Pleasures (*RMCI*), just to name a few. This, of course, is up to the GM.

The GM need not worry of disrupting game balance, as these spells are capable of little except convenience and time saving and the development point costs for Non spell users is still very high.

Option 1: Normal Player characters may attempt Prosaic magic at levels higher than their own by making an ESF roll with the ESF modification divided by five, for example: a spell one level higher than caster will have an ESF Mod of 4, a spell 10 levels higher will have an ESF Mod of 15, and 21+ levels higher will have an ESF Mod of 40.

Option 2: Require half or three quarter (round up) power points to cast Prosaic spells.

Option 3: The development points necessary to learn an Prosaic list are quartered.

Option 4: Prosaic spells may be of one specific realm rather than all realms. For example, Music Law may have 3 or 4 versions based on the different realms.

Option 5: Limit the level to which Non spell user's and Semi spell user's may learn Prosaic magic. Non may learn to 10th level. Semi may learn to 20th level.

Option 6: Require that the magical minutiae be strictly adhered to by users of Prosaic magic. Because of the simplicity of the Prosaic lists, the Magical Minutiae is pivotal to the final spell effect. Individual GMs must decide which Prosaic lists demand minutiae and the degree of intricacy that each minutiae must display.

4.0 PSIONS FOR ROLEMASTER

Psions have been a part of many *Rolemaster* games since the introduction of *Space Master*, but never before have there been guidelines for actually using Psions in a *Rolemaster* game. We hope that this system of handling Psions will keep within all previous existing rules, while expanding the use of Psions in game play.

The whole concept of Psions is based upon the assumption that there exists a force of will within the mind of the individual. This force or power differs from the force or power of Primal Essence, as it is not based upon an outside influence within or used by the individual, but instead, is based upon the innate mental power present in most intelligent beings (whether it is used or not).

The rules and guidelines presented in the following sections assume a fairly widespread availability of Psions. Psion power points can be developed just as spell points are developed, and any spell caster can use a Psion list. In *Rolemaster*, Psions should use the BAR and spell failure tables just as if they were spells. If the GM wishes to use Psions, but have them be less common, the following options should be considered.

Option 1: Start a character out with the knowledge of, or the potential for, Psion lists due to a strange background (the character is from a far-away land, was captured by aliens, etc.).

Option 2: Allow Psion lists to be bought with background option picks by characters. One pick = one list.

Option 3: Only allow special NPCs access to the lists (powerful monks from a special monastery, a certain powerful race, etc.)

Option 4: Use the rules presented below, but require special training/meditation/items to develop Psion lists.



4.1 LEARNING PSIONS

In order to facilitate ease of play when using Psions, we will treat it as another realm of magic to be measured like Channeling, Mentalism, Essence, etc. This will allow the integration of the Psion concept into both new and old campaigns. When using Psions within a *Rolemaster* fantasy setting, allow all characters to make all Psion list picks as indicated on the chart below. The Pure, Hybrid, and Arcane, spell users may develop any of the Psion fields (Empath, Visions, Self Mastery, etc.) with equal ease, while Semi and Non spell users may only develop in two of these fields. It is easier for the "prime" spell users (Pure, Hybrid, Arcane) to develop in Psions, not because of any special innate power of the mind possessed by them, but because they have had much more experience with using "non-physical" powers and have extraordinarily disciplined minds. Perhaps if the Semi or Non spell user were to focus almost exclusively on Psions to the exclusion of all else, they would be able to make picks as a prime spell user.

PSION DEVELOPMENT POINT CHART

Pick Type	Spell User Type				
	Pure	Hybrid	Arcane	Semi	Non
A	—	—	—	8/*	2x
B	4/*	2/*	2/*	—	—
C	—	—	—	8/*	4x
D	8/*	6/*	2/*	20	—
E	20	20	4/*	40	—

4.2 PSION POWER POINTS

Psions are powered in much the same way as are magic spells. Power points are the energy which the Psions burn. Another totally different set of power points must be developed to fuel the Psions, while the normal (magic) set of power points fuel the magic spells (if possessed).

Option 1: Use the standard PP/level procedure with SD as the primary stat.

Option 2: The cost in development points for such power points is the same as the development point cost for normal power point development, as per class type. The Psion power points are not affected by any magical power point multiplier, unless it too, was specifically designed for Psion use.

4.3 PSION VS MAGIC

When Psions and magic come into conflict (i.e., a cold Psion attack vs a fire magical attack), use all rules in *Spell Law* Section 11.1 (Conflicting Spell Effects), treating Psion vs magic, as magic vs magic. Magic spells which protect the mind from specific magic mind attacks will not protect against Psion mind attacks. A specific Psion mind protection must be used to protect against the Psion attack. This applies also to the magic mind attack vs the Psion mind protection. However, magic elemental protection will protect against elemental type Psion attacks normally, and vice versa. Any magic or Psion RR bonuses as a result of the spell or Psion will work versus anything applicable as per spell or Psion description, only if, the RR bonus applies to any non limited area (vs all RRs, vs all mind attacks, vs all elements, etc.).

4.4 PSION LIST NOTES

In an appendix at the back of this book, a number of Psion lists, based upon those found in *Space Master*, are presented so as to be used in a *Rolemaster* game. It should be noted that each and every list should be examined closely by the GM before allowing the list to be used, because the Psion lists may not be balanced with the spells used in a particular campaign.

5.0 MAGIC FOR SPACE MASTER

In addition to making Psions available to *Rolemaster* players, magic can be made available to *Space Master* players. These rules are provided so that an inventive GM might add a little spice to the ordinary space campaign. Magic might be explained into the campaign by explaining it so that instead of being mystical it would be logical and scientific. Magic would be a force like any other force, as common as magnetism or gravity. In the *Space Master* world man has, for the most part, mastered such forces as magnetism and gravity, and bent them to his will. Using magic in *Space Master*, the man who bends magic (Primal Essence) towards his will would be a sort of scientific wizard.

5.1 LEARNING MAGIC IN SPACE MASTER

The rules which cover the learning of magic in a futuristic setting are very similar to the rules covering the learning of Psions in a fantasy setting. To determine development point cost of learning magic, see the chart below.

Option 1: The Pure Telepath may develop any realm with equal ease. The Semi and Non Telepath may only develop in any two of the realms. In this case count all Arcane magic as closed lists.

Option 2: GMs should require all *SM* characters to choose one realm with which they can develop spells, just as characters do in *RM*.

MAGIC DEVELOPMENT POINT COST				
List Type	Portion Type	Psion User Type		
		Pure	Semi	Non
Open	A	—	8/*	2x
	B	2/*	—	—
	C	—	8/*	4x
	D	2/*	20	—
	E	4/*	40	—
Closed	A	—	16	4x
	B	2/*	20	—
	C	—	16	4x
	D	4/*	—	—
	E	6/*	—	—
Base	A	6/*	40	—
	B	—	—	—
	C	8/*	—	—
	D	20	—	—
	E	40	—	—

5.2 MAGIC POWER POINTS

The *Space Master* character who wishes to manipulate the force of Essence must have the required power points to carry out the "spell". These characters must expend additional development points to produce the needed power to cast the spell or Psion. It should be remembered that spell power points are dependent upon a stat determined by the realm used: Channeling — Intuition, Essence — Empathy, Mentalism — Presence, hybrids average two of the stats, and Arcane averages all three.

Option 1: If Power Point Development skill is used, the cost for such development is listed below. If Psion power points have already been developed, another set of spell power points (using the appropriate stat) must be developed in addition to the Psion points.

Power Point Development

Pure	3
Semi	4
Non	10

Option 2: The caster gains a set of additional power points along with the one he already possesses. Power points increase each level just as the standard rules state.

6.0 OPTIONAL SPELL LAWS

6.1 SPELL SHAPING

Before the development of the individual realms, powerful mages were able to shape the Primal Essence into crude effects by investing enormous quantities of PPs into the desired spell end. This means of spell casting then fell into disuse due to the development of the Arcane realm and great subsequent decline in the necessary amount of power needed to invoke magic.

Unschooling mages and so called 'hedge' wizards often are able to create limited effects without the benefit of a spell list. This form of spell casting leaves a mage exhausted and drained of magical power from producing just a few simple effects. This method of gaining spell effects is also potentially dangerous, as the energy being manipulated is without structured control.

Lecture at the Third InterCity Arcana Conference, 1022 S.A.

...as most spell casting involves gaining the most magical effects from the least amount of PPs. 'Formula' spell casting involves finesse, skill, and near-perfect timing to nudge the environment and other influences into the proper course, accomplishing the caster's desired ends. But, you may ask, what about a relatively unskilled mage who has much power (high PPs), but knows few 'spells?' Shouldn't this mage be able to approximate any spell he can conceptualize and possesses enough power to cast? To this I reply with a resounding YES!

Our research has indicated a way it is possible to accomplish any desired magical end, provided enough power is spent in the casting. After months of testing and retesting our theories and their limits, we have generalized our findings in the following report. Any addenda, questions, or qualifications concerning our findings may be sent to ...

—Alacrus Aessaens
First Chair of Primal Essence Studies
Wolffe University

Using the following chart, the GM must decide what the nearest spell equivalent to the caster's desired effect is, and then determine the number of PP the spell shaping will require. Please note that this method of casting spells will result in prohibitive power costs, limiting its unbalancing factor. It is, however, still an option only for high-powered campaigns and all GMs should look closely at it to determine if it is right for their campaigns.

SPELL SHAPING PP COST CHART	
PP Cost Determinants	PP Cost
Own Base	10 PP
Open Same Realm	20 PP
Closed Same Realm	30 PP
Base Not Own Same Realm	40 PP
Open Different Realm	50 PP
Closed Different Realm	60 PP
Base Not Own Different Realm	70 PP
Every Round Taken Off	
Normal Casting Time	10 PP
Spell Level	10 PP/Lvl Of Spell
For Every Level Above Own	10 PP

Note: Consider the Arcane realm as closed different realm, for determination of PP cost, when it isn't caster's base realm.

Note: If this option is used, suspend the normal limits imposed upon the amount of PPs that may be cast in an individual spell by one caster.

Option 1: Make Spell Shaping a skill (which will require a successful skill roll to even attempt). If the skill roll is successful, then the PP cost is as determined here. If the skill roll is unsuccessful, no PPs are spent. Development point cost is 2x cost for Power Point Development.

Option 2: If the Spell Shaped spell is higher than the level of the caster, it requires a normal ESF roll for success, just as a normal spell would.

Option 3: The GM may allow a caster to become 'proficient' in the casting of certain regularly used Spell Shaping spells by reducing the amount of power necessary to generate the effect by -1% per successful casting of each specific spell (though never below 50% normal cost).

Option 4: Only allow caster to Spell Shape spells of a level equal to or lower than his level.

Option 5: Require character to make an ESF roll based upon power points spent. The ESF modification being equal to -1 per every PP (or -1 per every 2 PPs) spent spell shaping. Thus a spell shaped using 60 PP would require the caster to make an ESF roll at -60.

Option 6: Only allow character to shape spells existing within their realm. Additionally the GM might wish to limit the character to those spell which are of his base.

Example: *M'ximus, a 1st level Animist is in a bit of a fix. While seeking a fresh batch of a common herb, he encounters a hill troll who just happens to be seeking lunch. Normally, M'ximus would become lunch, but after attending a Lecture on Spell Shaping, he thinks he may have a small chance. M'ximus decides to try to cast a Lightning Bolt (Magician Base 10th level). He also needs the spell in one round (not the required three). This spell will cost M'ximus 280 power points:*

Base Not Own Different Realm	70 PP
+Two rounds off normal casting time	20 PP
+10th level spell	100 PP
+Nine levels above own	90 PP
=Total	280 PP

Unfortunately, M'ximus didn't spend the time to calculate the necessary PPs (he only had 16). So...M'ximus attempts the spell, but, insufficient PPs—so, no effect! M'ximus realizes, while he's being rended (preparatory to being eaten), that he spent all his PPs to no purpose. Maybe he should have simply run away...

Goth, a 50th level Evil Magician, has been banished to another plane (actually the third Pale) and cannot get home. He knows Lofty Bridge to 30th level, but needs to cast the 50th level spell to return to his plane. He decides to attempt Spell Shaping Teleport True (Lofty Bridge, 50th level, Closed Essence). This spell will cost Goth 530 power points:

Closed, Same Realm	30 PP
+Three rounds casting time	0 PP
+50th level spell	500 PP
+Twenty levels above own	0 PP
=Total	530 PP

Fortunately, Goth has enough power points to cast it and the spell succeeds, and he goes home.

Coogan, a 15th level Mentalist, decides to try Spell Shaping one of his known, lower level spells to become familiar with the system in case of emergency. He decides to cast a Mind Store (5th level, Presence List) on his house cat. This Spell will cost Coogan power points:

Own Base	10 PP
+One round casting time	0 PP
+5th level spell	50 PP
+Ten levels below own	0 PP
=Total	60 PP

Fortunately, Coogan has enough power points and successfully casts this spell. "Interesting", he thinks, "I've just spent 60 PPs casting a spell that normally would have cost me 5..."

6.2 METHODS OF MAGIC

Of all the forms of magic, there exist three ways to utilize it: Low Magic, Middle Magic, and High Magic. Note: the terms Low, Middle and High do not denote amounts, but rather levels of sophistication.

These three methods differ in the way the Primal Essence is used to shape the final spell effect. Low Magic uses brute strength, Middle Magic uses pre-established guidelines, and High Magic uses formal, ceremonial rites.

LOW MAGIC (6.2.1)

Low Magic's technique for using overwhelming brute strength to make up for the lack of preparation and basic framework has the advantage of lending almost any spell effect to the caster who possesses enough power points. The Low Magic spell is quickly taken from the available power and shaped into an approximation of the desired effect. The disadvantage of this method is the massive power requirements for even the simplest spells. This method is commonly used by spell casters who have had little or no formal training in the magical arts. Even the simplest spells leave these users drained for days. For a practical discussion of Low Magic, see Section 6.1 Spell Shaping.

MIDDLE MAGIC (6.2.2)

Middle Magic is the method of using set, well-established guidelines to produce a desired spell. This method of magic is exemplified by the use of the 'Spell Lists'. The spell lists have the advantage of lending 'tried and true' methods to a relatively low cost in power. The disadvantage of this method is the rigidity to change. Change in the spells of Middle Magic is only accomplished through great skill or great risk. This form of magic is the most common of the three. Almost any spell user worthy of the name will possess at least one or two spell lists. For more information concerning Middle Magic, see any Sections dealing with spell list rules.

HIGH MAGIC (6.2.3)

The last, and most successful, method for forming spells is High Magic. High Magic is accomplished through the use of intense magical rituals. These rituals contain the means to produce almost earth shaking events in a relatively safe manner. The advantage of Ritual or High Magic is the near certainty of successes in the casting of mighty spells. Of course, some skill must be possessed, in order to evoke the desired result. The disadvantage of this method is the cost, in time, it requires to successfully complete, even the simplest of spells. High Magic may not be performed at a moment's notice. High Magic is most commonly used by well established and well experienced casters of Middle Magic, though the ability to use Middle Magic is not a prerequisite. High Magic is the technique used for the production of truly extraordinary spells, and is usually researched well in advance by studious casters. For more information concerning High Magic, see Section 4.3 Ritual Magic, in *Rolemaster Companion III*.

6.3 POWER POINT BASE MAXIMUM

Just as there is a physical limit on the mortal body, as to how many hit points may be developed, there is also the same limit put upon how many power points may be developed. Just as some races are physically superior to others, so too are certain races more magically or mentally superior. Because the races differ as to their resistance versus the types of magics, this has a great bearing upon the limit of power which they may wield.

The table below gives the base power point maximum per race type. This is only the base maximum, and in many cases the total might be much higher, depending upon the primary magic stat bonus. To determine the total power points use the rules provided in *RMCII* Section 3.1 and Section 7.0. For characters who cast spells out of more than one realm always use the primary realm to determine base, even in cases where spells from the secondary realm are often cast more frequently than primary spells.

Option 1: Characters who can cast both magic and Psion "spells". will have two separate base maximums, one for primary magic realm and one for Psions.

Option 2: Count Elementalism as Essence for purposes of power point base maximums.

RACE MAXIMUM PP BASE CHART					
Race	Essence	Base PP Maximum Primary "Casting" Realm		Arcane	Psions
		Channeling	Mentalism		
Common Men	260	260	260	260	270
High Men	285	270	285	280	260
Half-Elves	285	270	285	280	235
Wood Elves	280	270	275	275	210
High Elves	280	270	285	275	210
Fair Elves	280	270	290	280	210
Dwarves	145	260	145	180	270
Halflings	130	260	140	175	235
Lesser Orcs	255	245	255	250	235
Greater Orcs	255	255	255	255	250
Trolls	245	245	245	245	235
Bear Tribes	195	265	265	240	260
Dark Tribes	265	255	255	255	260
Northmen	255	260	265	260	265
Arctic Men	260	265	255	260	270
Mixed Men	270	270	275	270	270
Grey Elves	275	270	275	275	210
Dark Elves	285	265	285	270	210
Aquatic Elves	275	270	275	270	210
Talfellow Halflings	210	260	195	220	210
Stout Halflings	120	260	145	175	260
Half-Elves A	270	270	285	275	235
Half-Elves B	270	270	285	275	250
Half-Elves C	255	260	265	260	235
Half-Elves D	270	270	285	275	250
Half-Elves E	260	255	265	260	250
Half-Elves F	255	260	255	255	210
Half-Dwarves	210	260	205	225	270
Half-Orcs	260	260	255	255	260
Half-Ogres	240	240	235	235	250
Half-Trolls	255	260	255	255	260
Great Men	260	260	275	265	210

6.4 HERBS

Herbs provide the user with, depending upon the effect, a multitude of enhancement and restorative options. Many herbs exist which can, when prepared correctly, aid or hinder the affected spell user. Of course, such herbs are highly prized by wizards, who use them for personal power and gain.

VIR JAI (6.4.1)

Vir Jai is perhaps one of the most highly sought after herbs in existence. The herb, when properly prepared and taken transforms the spell user into a true adept of his magics.



Vir Jai effects Non spell users and spell users in two different ways. The herb acts with and upon, the Primal Essence (power points) inherent in all spell users, while leaving Non spell users unchanged (for the most part). For our purposes here, only count Semi, Pure, Hybrid, and Arcane mages as spell users. Any Non spell user who has been fortunate enough to gain a spell list will still only be affected as per Non spell users. Psion users resist as the Non spell users, unless they possess magic spells, in which case any bonuses gained apply only to the magic spells.

Vir Jai is a level 50 nerve poison when taken by any Non spell user. The Non spell user must save vs the level 50 poison or die (no lesser effects). If the Non spell user makes his RR, he is given the gift of permanent, perfect night vision (as in daylight but not magical darkness). If Vir Jai is ever taken again by that character, regardless if he failed or made his RR, a second poison RR is made (as the first), with nothing gained if the roll is made, and only death as the result if the roll is failed.

When Vir Jai is taken by any of the spell users, the probability that the character will die starts off at 100% minus a percentile die roll. This 100% may be modified by two factors: level and primary magic stat or stats bonus (no other RR modifiers are allowed). Each level of the character decreases the chance of death by 1%. For example; a 99th level mage will be at a 1% base chance to die. The stat modification, to the chance of death, is the stat bonus divided by 10 (rounded down). A 1st level Bard with a Presence stat bonus of 20 will have a 3% base chance of survival (a 97% chance of death). If the roll is successful, these abilities are gained:

1. Permanent, perfect night vision (as above).
2. The gain of 1 point to the primary (potential) magic stat. Choose only one magic stat for Hybrids and Archmages.
3. The gain of archetype, aura, scope skills, temporal skills, and spatial skills (as background options of same names, but not cumulative with options already possessed. A GM may decide that this herb only gives one of these options).

The ordeal is, however, very strenuous and taxes the resolve of the spell user to the extreme. The temporary stats (strength, constitution, agility, and quickness) of the surviving spell user must be all lowered to 25, and E stress and shock criticals are given. The herb may be taken only once, with the chance of gaining the special abilities. If it is taken again, regardless if the roll was failed or made, the character must again make the roll versus death, with no bonus for a successful roll.

The raw (unprepared) herb is a small seed, which is the product of a rare sterile bush. The sterile bush is the harvest of the cross-pollination from two otherwise unremarkable plants. The sterile bush produces only one seed, then withers and dies. The plant takes a full 10 years to mature, and requires constant daily care. The preparation and almost sole ownership of the plant is possessed by a zealous sect of extraplanar traders. The end concoction is then ready to be consumed by the preparing mage. The cost for the unprepared herb is 10,000 gold pieces, and the cost for the prepared version is 100,000 gold pieces. The herb has no addiction factor.

VIR LAVAN (6.5.2)

When found in its natural state, Vir Lavan is a small brown nut that grows upon the sheer cliff faces on the Third Pale. When cracked, and the meat eaten, it will increase the power that a mage may wield. The herb, when taken, acts as a natural power point multiplier. The form that the multiplier takes is directly related to the inherent power possessed by the mage in the form of primary magic stat bonus. The multiplier is x1 per every 10 points of primary magic stat bonus (round down).

Example: A monk takes the herb, his Essence bonus is 33, so the herb will act as a x3 multiplier.

If the bonus should go up or down for any reason the herb multiplier will be adjusted accordingly. Vir Lavan will remain in effect for 25 hours, after which time the multiplier ceases to function. Due to the inherent power of such a herb, the cost for one dosage is 500 gold pieces. The addiction factor is 50. The herb resists enhancement from the use of any of the herbal enhancement spells. Vir Lavan is a 25th level herb.

TAIRKEN RA (6.5.3)

Tairken Ra is a rare herb sometimes found within the very center of the greater earthnodes. It is the root of a small bush, which, when boiled and the remaining paste absorbed into the target's body in any way, will produce the following effect. Tairken Ra, when correctly given, blocks the ability of the mage to successfully cast spells. This effect is absolute and lasts until a successful RR (use primary magic stat bonus) is made vs the level of the herb. This RR is allowed once per day. Tairken Ra may not be enhanced in any way, magic or otherwise. The herb has no addiction factor, and is 50th level. Its cost is 400 gold pieces.

UBIQUITOUS PANACEA BURGEON (6.5.4)

The Ubiquitous Panacea Burgeon bush is highly valued by all who are lucky enough to encounter it, for several reasons. First, one obtains a remarkable tranquil feeling, which, in a crisis situation, will allow anyone to think with a clear head (+30 to all spell casting-ESF rolls are unaffected-meditations, and academic skills). Second, user is immune to fear and fear-like effects. Third, the user gains a +20 bonus to any RR versus disease. Fourth, the blossom will immediately stop the spread of any poison and reverse any non-permanent damage the poison has caused. Healing for the poison damage will take no more than one week for the most severe poison. An additional boon of this plant is the lovely aroma that the plant exudes.

There are only two ways to get all the effects of this plant; one is to be surrounded by a live fully blossomed bush and breathe its aroma. The other is to have flower blossoms reduced to their Essence and embedded into an elixir.

To distill the Essence requires the combined functions of distillation, lord potion, channeling skill within a ritual of alchemical and druidic/natural. This process requires 30 fresh blossoms and at least four hours to complete. The final product is three ounces of a thick aquamarine syrup that will remain in effect for one day.

Ubiquitous Panacea Burgeon is a member of the Gloxinia family. The flowered bush's blossoms have a silver trim at the tip of the petals, while the body of the blossom is lavender with a sapphire core. The plant primarily grows in temperate regions of planes and low hills and can take over entire hillsides if left untended in the wild. The bush blossoms in the early spring and will usually last through mid-summer.

This fantastic little elixir costs 500 gold pieces. This plant has an addiction factor of 10. This is a 50th level herb.

XU RAN (6.5.5)

This dark green leaf when dried, crushed, and then burned, produces a thick cloying smoke which aids focus of thought. This focus of thought translates to a +20 bonus to any meditations and any skills which depend upon concentrated attention. One leaf will smoke for approximately 30 minutes. To gain the full effects of the herb, it must be used in an enclosed area with very little ventilation.

This 5th level herb costs 10 gold pieces and has an addiction factor of 5.

DEODAR (6.5.6)

The leaf of this extremely rare tree has remarkable properties. Naturally poisonous, when boiled in a brew of Eldaana (Herb #602 in *ChL/CaL*), dried, crushed and mixed with Breldiar (Herb #678 in *ChL/CaL*), it will restore the spell casting abilities of any spell caster who has lost the ability (through spell fumbles, curses, etc.). If crushed and mixed with Klytun (Herb #904 in *ChL/CaL*), it will reduce the length of coma for any comatose patient by one-half (assuming it is not permanent). There is no ill effect in coming out of the coma early. In fact, if it was a healing coma, the healing process will have been completed in one-half of the time (the length of the reduced comatose period).

In both cases, the herb mixtures must be placed directly within the patient's eyes. The herb has no addiction factor and costs 130 gold pieces.

6.5 UNUSUAL PHENOMENA

Many strange and unusual phenomena exist, which may be caused by and affect the careless spell user. Such phenomena may be naturally or artificially generated. It is quite possible that such natural manifestations can and will affect spell casting ability. Listed below are two such phenomena; the anti-magic zone and the reality storm (a severe disruption in the fabric of reality).

ANTI-MAGIC ZONES (6.5.1)

The anti-magic zone is an area of pronounced Primal Essence disruption or deficiency. Such zones of disrupted or deficient Primal Essence, act as if they were of an anti-magic nature. This, in turn, makes all spell casting, using the force of Primal Essence (Essence, Channeling, Mentalism, Arcane, etc.) extremely difficult or impossible. Anti-Magic zones are, in an effective sense, the antithesis of the earthnode. Whereas the earthnode is Primal Essence incarnate, the anti-magic zone is the antithesis of Primal Essence.

The further one goes into an "A.M." zone, the more powerful the disruption. Until at the very center of the A.M. zone's strength, almost no magic works. A.M. zones are most typically found in the shape of a sphere, and may be alternately stationary or mobile (A.M. storm). The formation of anti-magic zones is primarily attributed to any one or combination of the below items.

State 1. Disruption of the Primal Essence into an area because of high concentrations of Primal Essence inhibiting material (eog, kregora, etc.), and deficiency within area because of lack of proper Primal Essence regenerative time. May be overcome by various mining and carting techniques. This form of A.M. zone is almost always stationary (mobile possibility; fine kregora dust caught in jet-stream) and is very rare.

State 2. Deficiency of Primal Essence because ethereal plane does not come close enough to or reach a particular area. This has the effect of quick dispersion and disruption of any magic energies released in the area (kind of like the dispersion of a gas in a vacuum). Also, this form of A.M. zone may, in some cases, extend along an entire plane (i.e., the Ethereal Plane does not reach the aforementioned plane). This form of A.M. zone is by far the most common.

State 3. Deficiency and disruption of the Primal Essence into a particular area because of damage to the surrounding reality. This form of damage may be ascribed to the type of effects brought about by a reality storm during the subsequent repair time. This form of A.M. zone is the rarest. Besides having no Primal Essence, the area usually has nothing else either, no matter, no energy, etc.

Not everyone finds the anti-magic zones harmful or useless. Some races have even built huge cities at the heart of A.M. zones, for the specific purpose of protection from magic. It is within these cities that the fighting man is supreme, and the mage (even powerful mages) must beware. The A.M. zones have also been used to imprison powerful wielders of magic or store ancient relics of power.

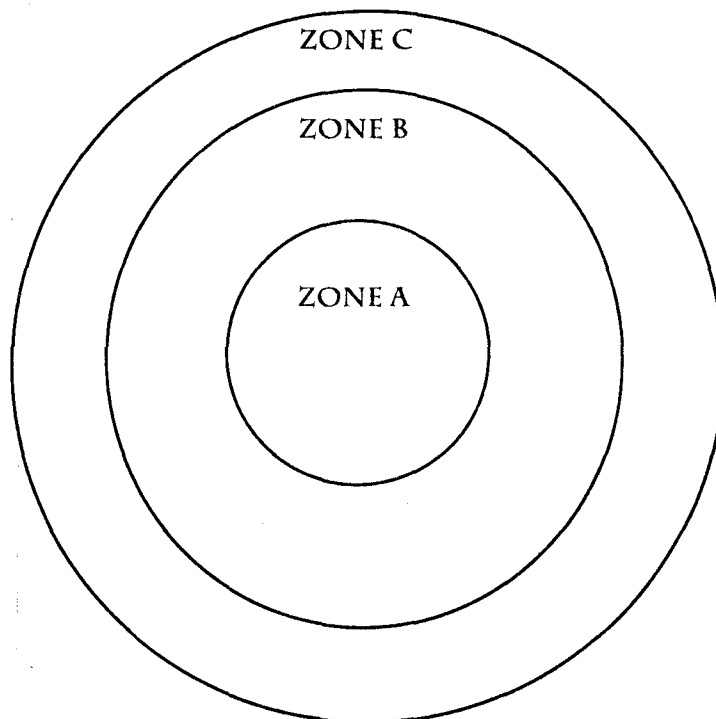
Every anti-magic zone is made up of three main areas (see diagram).

ANTI-MAGIC ZONES

ZONE A
25% TOTAL AREA
RR VS 50TH LEVEL
ESF 50TH LEVEL

ZONE B
50% TOTAL AREA
RR VS 25TH LEVEL
ESF 25TH LEVEL

ZONE C
25% TOTAL AREA
RR VS 5TH LEVEL
ESF 5TH LEVEL



Part A. The center is the strongest portion of the A.M. zone and takes up 25% of the total area of the A.M. sphere. Within this area it is likely that only artifacts will survive unscathed (all magic items and operating spells must make a RR vs. 50th level or have their Primal Essence dissipated (destroyed). If RR is successful, the item resumes working normally upon exit of the zone. Item need not make RR upon entering area B or C from A), and all magic users who are casting a spell must make an ESF roll as if the spell were 50 levels above its actual level.

Part B. The area surrounding the center is the largest effect area, and takes up approximately 50% of the total area of the A.M. sphere. Within this area, only very potent magic items usually work (all magic items and operating spells must make a RR vs. 25th level or have their Primal Essence disrupted (destroyed). If RR is successful then item resumes working normally upon exit of the zone. However, if the item is taken deeper into the A.M. zone (i.e., from area B to area A, the item must make RR again as any item entering area A must), and all magic users who are casting a spell must make a ESF roll as if the spell were 25 levels above its actual level.

Part C. The out-skirting area is the weakest in effect, and takes up approximately 25% of the total area of the A.M. sphere. Within this area, only potent magic items usually work (all magic items and operating spells must make a RR vs. 5th level or have their Primal Essence disrupted (destroyed). If RR is successful, item resumes working normally upon exit of the zone. However, if the item is taken deeper into the A.M. zone (i.e., from area C to area B or A, the item must make a RR as any item entering area A or B must), and all magic users who are casting a spell must make a ESF roll as if the spell were 5 levels above its actual level..

To determine anti-magic zone size and status (stationary or mobile) use the charts below to find pertinent information.

ZONE STATUS	
Roll	Speed
01-90	Stationary
91-92	1/2 MPH
93-94	1 MPH
95-96	5 MPH
97-98	10 MPH
99-00	20 MPH

DIRECTION OF MOVEMENT	
Roll	Direction
01-10	North
11-20	South
21-30	East
31-40	West
41-50	North East
51-60	South East
61-70	North West
71-80	South West
81-90	Upward
91-00	Random

SIZE OF ZONE	
Roll	Size
01-09	100' radius
10-14	250' radius
15-19	500' radius
20-24	750' radius
25-29	1000' radius
30-34	1250' radius
35-39	1500' radius
40-44	1750' radius
45-49	2000' radius
50-59	1 mile radius
60-69	2.5 mile radius
70-79	5 mile radius
80-89	10 mile radius
90-91	25 mile radius
92-93	50 mile radius
94-95	100 mile radius
96-97	250 mile radius
98-99	500 mile radius
00	1000 mile radius

Option 1: Weaken or strengthen the anti-magic capability of the Anti-Magic Zones. Taking each AM zone on a case by case basis, base the anti-magic ability upon the degree of potency of each individual zone. Thus, parts A, B, and C of a specific zone will be reduced or increased in its power to disrupt spells and/or magical items.

Option 2: Instead of destroying magic items which are brought into the zone, reduce the effectiveness of items the further they are carried into a AM zone, eventually treating all magic items as 'dormant' at the very center. Additionally, the reduction in power of the items may be tied to the strength of the respective zone (See Option 1: above).

Option 3: Instead of Anti-Magic Zones, treat them as Magic Draining Zones that absorb magic from items, spells, people, etc. and become formidable sources of power. Special rituals, artifacts, etc. allow a caster access to this power, or a Channeling user could have this as a source for his power.

REALITY STORMS (6.5.2)

A reality storm is a rift in the fabric of reality which destroys everything in its path. It extends along and across planes. This rift is of an intra and extra planar nature, and once formed expands until it:

1. destroys all planar environments (almost an impossibility),
2. it reaches the outer void, or
3. destroys itself.

Reality storms may be naturally occurring (extremely rare) or artificially created, with the use or misuse of certain dangerous spells. For the skilled users of reality, creating such rifts is relatively easy, but due to the extremely powerful and dangerous nature of such rifts (reality storms), most users are very hesitant to use them, and are deeply "concerned" when any person tampers with the medium of their existence.

Such storms or rifts start out as a one mile radius sphere of violent flashes and colors within sight of the caster of "Reality Storm," or near areas in which massive effects and strains have been placed upon reality.

If the storm reaches the outer void, without destroying itself, or being stopped, the void will rush in to fill the space previously occupied by the reality storm, and reality is allowed to reassert itself. The reality storm, will, in almost all cases, finally destroy itself. This takes place when the storm destroys so much of the surrounding reality that it no longer has a frame of reference in which to exist. This usually requires anywhere from 10 to 50 minutes (GM option or randomly determined), depending upon size of the other realities affected by the storm. Of course by that time, thousands of realities will have been damaged (most likely obliterated) to varying degrees. Storms of much greater magnitude may be formed, on the nexus boundaries between planes, or in "close" proximity to them. Such greater storms are the stuff of nightmare and legend, for it is highly likely that if left unchecked, they could conceivably destroy all planar environments. The area left in the wake of these storms and resulting repercussions remains a virtual wasteland that will remain so until natural processes once again repair the damage. Because of the destructiveness of reality storms there are only four ways to deal with them.

1. Move to the Ethereal Plane for protection. The reality storm will not reach the Ethereal Plane unless all planar environments are destroyed. The Ethereal Plane is able to compensate for the destruction done to itself because it is not stationary. The Ethereal Plane is able to adjust to damage done to the planar environments by adjusting its size and strength.

2. Flee, along or across the planes, from the reality storm. The reality storm doubles its size and speed of destruction every round. When starting out, the reality storm is capable of annihilating one plane/per day, with planar cross over in about thirty days (if left unchecked).

3. Banish the storm to the void. This can be done by creating an voidal vortex, which is accomplished by creating two gates to the void, and through a successful use of **targeting skill**, force one of the gates through the other. This method must, however, be performed within one day of storm creation. If the storm is not stopped within the first day, it will require a coalition of mages and other magical beings (possibly gods) to create multiple vortexes (one per day the storm has been in existence placed around the outer rim of the reality storm) in order to stem the growth and then bring about the destruction of the storm. This method must be performed within eight days of storm creation. Needless to say, the beings who halt a storm, because of the threat to their existence, will be very anxious to meet the being responsible. If neither of these methods are used, the storm can not be stopped in any way (excluding self destruction, and outer voidal cross over).

4. Weather it out. The unlucky character who must weather out a reality storm, must roll once per minute (1D10) on the table below until he is either out of the storm or the storm burns itself out, usually within 10 to 20 minutes (GM option).

1. The character is hit by a disjunction spell (50th level, Ethereal Mastery).
2. The character is hit by 1-100mph winds coming from random direction.
3. The character is forced through a gate that will deposit them in a random location on the same plane (RR is made vs 50th level).
4. The character is forced through a gate that will deposit them in a random location on a random plane (RR is made vs 50th level).
5. The character is forced through a gate that will deposit them in a random location in the same plane (RR is made vs 50th level).
6. The character is drained of all magical power points (RR is made vs 50th level).
7. The character takes 1-4 random E criticals (RR is made vs 50th level).
8. The character takes a point blank +100 elemental (random) ball.
9. The character gains 1-100 power points (If character gains more power points than his PP total, the excess is subtracted from his PP total (permanent) due to an overload burnout).
10. No effect.

6.6 RITUAL OF ASCENSION (MAGE DRAKE)

The ritual of Ascension, hinted at in *RMCI*, left many parts of the ritual vague or non-existent. In order to complete the nature of the ritual, these guidelines are offered.

First, the mage who wishes to go through the ascension ceremony to become a Mage Drake must be of at least 20th level and must gain any seven Arcane spell lists up to at least twentieth level each. Next, the mage must find a teacher or spell user who has been through the ritual themselves. The teacher must be of a higher level than the student. The student, under the guidance of his teacher, would then perform a 40th level ritual (*RMCI* Section 4.3). If the student succeeds in this ritual, he then advances into the ranks of Mage Drakes. The benefits which are gained are: ability to shapechange into a young drake (of the most appropriate type), and an increase in lifespan to about 3000 years.

When the Mage Drake gains in power and knowledge, he may be able to rise even further to become an Arcane Drake. Before the character is able to become an Arcane Drake, he must first have gone through the ritual of ascension and become a Mage Drake. The Mage Drake must be of at least 50th level, and be able to cast at least seven Arcane lists to the 50th level. A second ritual (at 100th level) is then needed to transform the Mage Drake into the Arcane Drake. This time however, a teacher is not needed. The benefits of becoming an Arcane Drake are the ability to shapechange into an mature drake (of the most appropriate type), the gaining of immortality (not the same type possessed by the gods, but character is immune to disease and the ravages of time), the ability (if desired) to retain all "drake" abilities while still in "human" form, except those regulated by size and shape, and the gaining of a special tie to the Arcane forces of Primal Essence, which provides the Arcane Drake with a natural power point multiplier (see "Archetype" in *RMCI* Section 4.5. Drake multiplier is cumulative with archetype and any other types of multipliers).

For more information concerning the Mage or Arcane Drakes see *RMCI* Section 7.6.

6.7 APPRENTICE RULES

Between a mentor and his apprentice there exists a close professional relationship. This relationship evolves from a deep personal understanding of each other and a similarity of "magic style." The mentor and apprentice become deeply individually involved with each other during the many years and countless hours spent in each other's company. As a result they learn each other's innermost thoughts and ways of thinking and reacting (the mentor may know the apprentice better than the opposite if this is what the mentor desires). As the mentor teaches the apprentice the basic manipulations of power, the apprentice (even those of a different profession or realm) inadvertently picks up the mentor's flair for handling the basics of magic. It is by this method that students of a famous individual teacher or school are distinguishable from the apprentices of others.



The benefits which accrue from this close professional relationship are:

1. Semi and Non spell users may conduct spell research while studying closely under their mentor (for at least 16 hours a day).
2. The gain of one extra spell gain roll per level, per list attempted, while studying under their mentor (for at least 16 hours a day).

Option 1: Only allow extra spell gain roll if Mentor possess the list.

Option 2: Add variable bonus (+10 to +50) to spell gain roll due to facilities, tutoring, etc.

3. Allows spell research outside of one's own realm if the realm studied is that of mentor.

Option: Add variable bonus for research due to mentor's aid, facilities, etc.

4. May research spells up to level of the mentor.

Option: Halve or quarter the mentor's level if desired.

5. The gain of a +25 bonus when casting spells upon mentor by apprentice, or upon apprentice by mentor. Due to similarity in casting style and intimate knowledge of target.

6. Access to mentor's library and studying facilities.

7. Access to the mentor as a teacher. There is a difference between 'Teaching' and being a mentor, although a mentor may 'Teach.' Learning while an apprentice is a passive form of learning, while teaching is active.

8. Necessary research time may be reduced, see Section 6.11.1 Spell Research.

9. Room and board for the duration of his apprenticeship (if desired by the apprentice).

The benefits from this relationship are, however, not all one sided. The mentor has much to gain from his apprentice as well. The benefits which the mentor gains are:

1. The services of the apprentice for at least 6 months (but not more than 11 months) per year.

2. 75% of the apprentice's share of all wealth and income gained (or an appropriate amount as a straight fee regardless of the outcome of the excursion) upon any adventure or employment conducted by the apprentice, whether under direct service to the mentor or not.

3. Any benefits (such as spell lists) gained by the research of the apprentice.

The apprentice may annul this relationship at any time. The procedures for annulment are set by the mentor before the character becomes apprenticed. Common terms for annulment are: total servitude to the mentor for 10 years, and the lump sum payment of 1,000 gp value in any form desired by the mentor.

The mentor and apprentice need not be of the same profession, realm, race, or outlook, though similarities do help. Concerning the profession and realm, the mentor only teaches the basic mechanics of spell casting and assists in research. However, unless the mentor is of the same realm and profession as that of his apprentice, the mentor will not possess the spells of the appropriate realm and base to be of much use outside that of research. In terms of the race of mentor and apprentice, communication need only be possible. The outlook of the mentor may have a profound effect upon his apprentice. If their outlooks are totally opposite and unworkable, the apprentice is likely to be stranded in a miserable affair with little personal time and many dangerous assignments. In such a situation it would be advisable for the apprentice to seek another teacher.

Because of all these limiting factors, it is likely that a apprentice will seek a mentor that is similar in most of the above ways in order to gain the most from such a relationship. Anyone who has been a mentor will likely concur.

APPRENTICE CHARTS

The apprentice/mentor tables provide the GM or player with a quick and easy method to determine the relevant characteristics of a mentor as they pertain to the development and play of the apprentice. The tables are to be used in those situations where the full character development of a mentor is neither needed or desired. To create a working framework for a mentor, simply roll percentile dice and note the result of each on the below tables. Of course the results gained are highly subjective, the tables provide an outline or direction only, not a completely developed and ready to run character.

SPECIALTY AREAS		
Roll	Specialty Areas	Suggested Skills/Lists
01-02	Time	Time's Bridge, Past Visions, Future Visions, etc.
03-04	Elements (GM Choice)	Any of the spells from Elemental Companion
05-06	Healing	Self Healing, Bone Mastery, Concussion Ways, first aid, etc.
07-08	Demons/Devils	Ethereal Mastery, Dark Summons, Dark Contacts, demon/devil lore, etc.
09-10	Undead	Repulsions, Necromancy Animate Dead, Summon Dead, etc.
11-12	Combat	Combat Enhancement, Deadly Dances, Arm's Way, etc.
13-14	Defense	Shielding Ways, Spell Wall, Shield Mastery, etc.
15-16	Enhancement/Change	Changeling, Metamorphose, Physical Enhancement, etc.
17-18	Mind	Lore's Master, Mind Mastery, Mind Merge, etc.
19-20	Psions (Misc)	Any of the various Psion lists from <i>Space Master</i>
21-22	Movement	Lofty Bridge, Rapid Ways, Conveying Ways, etc.
23-24	Lore	Lore, Nature's Lore, Metal Lore, etc.
25-26	Enchantment	Spell Enhancement, spell mastery skill, targeting skill,
27-28	Prosaic (Misc)	Any of the Prosaic lists

Roll	Specialty Areas	Suggested Skills/Lists
29-30	Nature/Rural	Nature's Law, Nature's Way, Nature's Guises, survival, tracking, etc.
31-32	Gates	Ethereal Mastery, Outer Plane Law, Elemental Travel, xeno-lores
33-34	Control	Spirit Mastery, Mind Control, Sense Control, hypnosis, etc.
35-36	Words (Power)	Words of Power, Power Words, Sound Projection, etc.
37-38	Destruction	Solid Destruction, Mind Destruction, Flesh Destruction, etc.
39-40	Communication	Mind Speech, Way of The Voice, linguistics, etc.
41-42	Herbs	Herb Mastery, Plant Mastery, Creations, herb lore, etc.
43-44	Animals	Summons, Animal Mastery, animal bonding animal training, etc.
45-46	Rituals	Ritual Mastery, Exper. Ways, ritual magic skills, etc.
47-48	Earthnodes	Earthblood's Ways, Flow Mastery, Earth Law, etc.
49-50	Runes/Wards/Circles	Rune Mastery, Wards, Rune Law, Glyph Law, runes skill, etc.
51-52	Vs Evil	Holy Warrior, Channels, Repulsions, etc.
53-54	Vs Good	Foul Changes I, Foul Changes II, Dark Channels, etc.
55-56	Spell Research	Library Mastery, Exper. Ways, Absorb Knowledge, etc.
57-58	Survival	Sustain Body, Self Healing, Damnation Ways, etc.
59-60	Gods	Various high-level and high-powered lists, Ceremonies, etc.
61-62	Dreams	Dream Guard, Dream Law, Dream Lore, etc.
63-64	Arcane (Misc)	Random Arcane Lists
65-66	Essence (Misc)	Random Essence Lists

Roll	Specialty Areas	Suggested Skills/Lists
67-68	Channeling (Misc)	Random Channeling Lists
69-70	Mentalism (Misc)	Random Mentalism Lists
71-72	Elementalism (Misc)	Random Elementalism Lists
73-74	General (Misc)	Random Spell Lists (any)
75-76	Weather	Weather Ways, Wind Law, Water Law, weather watching, etc.
77-78	Weapons	Weapon Mastery, Warrior Law, Bladerunes, weapons skills, etc.
79-80	Planes	Gate Mastery, Elemental Travel, xeno-lores, etc.
81-82	Subterfuge	Unbarring Ways, Devious Ways, Invisible Ways, subterfuge skills, etc.
83-84	City/Urban	Urban Ways, Unbarring Ways, Entertainment Law, administration, streetwise, etc.
85-86	Night/Darkness	Dark Law, Light Law, Starlights, etc.
87-88	Evil	Foul Changes I, Curses, Mind Death, etc.
89-90	Good	Channels, Ceremonies, Guardian Ways, etc.
91-92	Leadership	Battle Law, Mind Domination, Mind Control, leadership skills, etc.
93-94	Magic Items	Any of the Alchemist base lists, directed spells
95-96	Containment	Prison Law, Unbarring Ways, Circles Of Protection, etc.
97-98	Spell/Magic Control	Spell Coordination, Symbolic Ways, Spell Triggers, spell mastery, etc.
99-00	GM's Choice	GM's Choice

When determining profession of mentor, choose that which most closely matches based upon major and minor specialties. (for example; a character with major specialties of combat and healing, and minor specialties of undead and night/darkness, would be most likely a Paladin or Cleric (good or evil would depend upon outlook).

SPECIALTY NUMBERS	
Roll	Number and Type of Specialties
01-50	1 Major, 1 Minor
51-75	1 Major, 2 Minor
76-90	2 Major, 2 Minor
91-95	2 Major, 3 Minor
96-00	3 Major, 3 Minor

Major specialty denotes at least four lists dealing directly or 8 lists dealing indirectly with specialty area.

Minor specialty denotes at least two lists dealing directly or four lists dealing indirectly with specialty area.

MENTOR'S LEVEL/LISTS		
Roll	Level	Total Number of Lists
01-10	10	10
11-20	15	12
21-30	20	16
31-40	25	20
41-50	30	24
51-60	35	28
61-70	40	32
71-80	45	36
81-90	50	40
91-00	55	44

Note: If the mentor has insufficient lists to possess major and minor specialties then extra lists may be added to total number of lists possessed, by the GM, on a discretionary basis.

MENTOR'S OUTLOOK	
Roll	Outlook
01-20	Honest, Just, Kind, etc.
21-40	Honest, Just, Self-Serving, etc.
41-60	Callous, Indifferent, Fair, etc.
61-80	Cruel, Self-Serving, Dishonest, etc.
81-00	Cruel, Dishonest, Impulsive, etc.

Note: These are general guidelines as to how the character views the world and should not be taken as alignments.

MENTOR'S LIBRARY		
Roll	Quality	Number of Volumes
01-10	None	0
11-20	Poor	1-5
21-30	Below Average	5-10
31-40	Average	10-20
41-50	Fair	20-30
51-60	Good	30-40
61-70	Very Good	40-50
71-80	Great	50-60
81-90	Excellent	60-70
91-00	One Of The Best	70- and up

By rating the mentor's library or information quality, the GM gains a tool to help in the judging of the quality of education and research that the character may expect to get.

Option 1: Require all beginning spell users to become apprenticed to another mage in order to learn the basics of spell casting and other arcane subjects. This option would have a limiting affect upon the number of spell users within a campaign by forcing a character to be responsible to his other duties.

Option 2: Only allow apprentices to gain a mentor who is of the same realm. Additionally the GM might require the apprentice to be of the same profession.

6.8 BLADERUNE ITEM CAPACITY

Below is a list of items and their Bladerune capacity, based upon the short list given in *RMCI*. Any capacity not listed below, can be arrived at by choosing the same capacity as that of an item of similar size. (use a little imagination). It is now possible for the clever character, to create pseudo-temporary magic items on the spur of the moment, in order to help with specific situations. However, this might lead a player to abuse of the list. In order to discourage the spastic "Bladeruner," It is suggested that the GM consider the ramifications of so much magical energy being located in one place. Perhaps such power will draw encounters like a magnet, or perhaps the presence of so many spells will have a adverse affect upon one another. Just consider the possibilities of only one cancel magic or disjunction spell. Any or all of these possibilities should keep any player, no matter how excitable, under control.



Item	Bladerune Capacity
1. Full Shield	10
2. Wall Shield	12
3. Normal Shield	8
4. Target Shield	6
5. Gauntlet (one)	2
6. Bracer (one)	2
7. Full Armor (any type)	15
8. Half Armor (any type)	8
9. "Shirt" Armor (any type)	6
10. Helm	2
11. Full Helm	4
12. Long Sword	6
13. Two Handed Sword	8
14. Short Sword	4
15. Dagger	2
16. Bastard Sword	7
17. Scabbard	(1/2 of sword type)
18. Hand Axe	3
19. Battle Axe	6
20. Halberd	8
21. War Hammer	6
22. Morning Star	6
23. Mace	6
24. Heavy Crossbow	6
25. Light Crossbow	4
26. Sling	1
27. Long Bow	6
28. Composite Bow	5
29. Short Bow	4
30. Arrow (any type)	1
31. Bolt (any type)	1
32. Sling Stone	1
33. Spear	8
34. Javelin	4
35. Lance	10
36. Staff	8
37. Wand	2
38. Rod	4
39. Ring	1
40. Bracelet	1
41. Rune Paper	1
42. Amulet	2
43. Cloak	2
44. Belt	2
45. Boot (one)	2
46. Lantern	4
47. Coin (any type)	1
48. 50' Rope (dispelled if cut)	5
49. Spike	1
50. Hat	2

6.9 MARTIAL MAGE

In times past there were many great mages who were also consummate warriors with their chosen weapon. Where have these mages gone? Why are none of our contemporaries their equal in the battle circle?

By using this option, the spell-user becomes much more proficient with his chosen weapon at the expense of all the rest. The GM may choose from any of the below options for use in his campaign.

Option 1: Allow the mage to develop any one weapon type at one-half listed development point cost for his profession, while all other weapon development point costs are doubled. For example, an archmage could develop his chosen weapon type, one-handed slashing, at 4.5 (round to 5) per skill rank rather than 9, and all other weapon types would then cost 40 development points and martial arts would cost 12. For purposes of this option treat all hand to hand combat, martial arts, wrestling, etc. as one weapon type.

Option 2: Allow the mage to develop any one specific weapon at one-half listed development point cost for his profession, while all other weapon development point costs are doubled. For example, an archmage could develop his chosen weapon, broadsword, at 4.5 per skill rank rather than 9, and all other weapons would then cost 40 development points and martial arts would cost 12.

Option 3: GM may choose to allow this option to all classes, rather than just spell users.

6.10 FATE POINTS

Each individual character possesses what is commonly called luck, karma, or fate. This fate intervenes on the characters behalf from time to time. Such intervention takes the form of fantastic escapes from foes and the avoidance of death experiences.

The fate point option provides previously luckless characters with a reservoir of "fate". This fate allows the characters to influence any roll or decision that will have bearing on the character's well being (to avoid death or serious injury).

Example: *Aubec the dwarf is on campaign in a forest glade when a provoked Phoenix blasts the area with a powerful burst of magical fire. Aubec attempts to dodge, but, caught in the middle of the barrage, fails miserably. This failure causes Aubec's face to be severely burned which in turn means that he can never regrow his pride and joy (facial hair). But wait, Aubec has three Fate points, he asks the GM to re-roll the heat critical. After subtracting one Fate point, the GM re-rolls the critical which results in an additional three hits (saving Aubec's beard and his self esteem).*

Such blatant use of luck might seem a little lenient towards the characters, but it must not be forgotten that the characters are supposed to be heroic examples of their respective races (undoubtedly favored by the gods). Fate points allow the GM and the players more leeway to conduct characters lives with the sense of adventure and danger necessary in a campaign.

To further the concept and development of fate points, I offer this suggestion: have fate points count either way (that is, allow the fate points to go negative (and if negative, fate points are for GM's use against the character) as well as positive). The GM may choose or combine any of the below listed options for fate point gain.

Option 1: Award the character one fate point per level.

Option 2: Award the character his background option number in fate points, when the character is created.

Option 3: Award fate points only when the player/character shows original thought, develops a good idea, and/or the character makes a spectacular maneuver based on daring/genius/heroism (for good or ill). This is to foster creative play and daring among the supposedly heroic player characters.

Option 4: Subtract fate points if the character makes an especially dull-witted or stupid move or suggestion. (This will enable the foes of the character to avoid particularly bad rolls or situations. After all, everyone knows someone whose luck is all bad.)

Option 5: Only allow characters to modify rolls on a one to one basis. That is one fate point may modify the roll by only plus or minus one.

Option 6: Restrict rolls and/or situations to which fate points may apply.

Option 7: Rather than allowing players to use fate points to alter "after the fact" type situations (e.g., re-rolling criticals or attacks against them), allow them to use it to help them accomplish extraordinary maneuvers in life or death situations. Every time a fate point is used, have the player roll percentile dice, adding his Luck bonus (if the Luck stat is used — see *RMCI* Section 5.4). They then get to add this number as a bonus to their maneuver roll. The GM should be forewarned that this roll should very rarely, if ever, be allowed to add to OBs, and the number of fate points should be severely restricted.

Note: For additional, related material see the spell list, *Wyrd Mastery*.

6.11 LEARNING LISTS

Spell lists exist as specific magical knowledge with applied uses. This magical knowledge may be learned with any of five methods. The five methods are: Research, Compiling, Spell Books, Teaching, and Memorization. These five methods offer the character a myriad of ways in which to advance their magical proficiency.

These rules are to be used in addition to the rules in Sections 5.0 and 9.0 *Spell Law*. Unless otherwise noted, the character must always abide by the spell list pick system as per each individual type of spell caster (Non, Semi, Pure, Hybrid, Arch).



SPELL RESEARCH (6.11.1)

Spell Research is a form of spell list acquisition by which the character expends considerable time in order to become proficient with the object of his study. While requiring no development points to use, this method will occupy the character for years if an entire list is to be learned. For specific time requirements per spell level, see Section 9.0 in *Spell Law*.

Aside from offering the researching spell user a method in which to develop already existing lists, Spell Research offers a means by which new spells and lists might be created. This is also the only method by which a character may fully and safely develop lists which would otherwise be unattainable to him because of his class. For information concerning Non spell user development of research see Section 6.7 Apprentice Rules.

The product of spell research may be kept memorized and/or in recorded note form. The character who performs the research automatically memorizes the material and if desires may transcribe his knowledge into note form. The character's research knowledge as experience or notes may be used to augment the other methods of spell list acquisition. If the spell researcher as a teacher or his research notes are acquired, they may be used to research the same list in only one quarter of the normal time. The character who performed the research or his notes may be used as sources and will modify the spell list acquisition by +1 per week (8 hours per day) spent studying the material when using the Compiling method of spell list acquisition.

Research notes take the form of recorded observations, experiments, charts, and sketches. Some research notes are incredibly detailed and might even contain various innovative ways in which the spells may be used (GM option).

COMPILING (6.11.2)

The compiling method of gaining spells is by far one of the most common ways used to gain lists. To use the compiling method, the character must expend the normal amount of development points required to gain the list and then embark upon a rigorous learning regimen. The learning regimen may be done in one of two ways: 1) the character must spend a total of sixty hours studying appropriate material, or 2) the character must spend 8 hours a day for one week studying appropriate material. The first method may be done at any time during the character's present level. The second must be done immediately before the character gains all benefits from a level change.

Note: Any notes kept on a list which was compiled will cut the time of compiling required by half and cut the amount of sources necessary to learn the list in half as well, only if the same sources can be utilized.

The compiling method uses many different sources and brings them together to form a coherent list. Appropriate material consists of knowledge relevant to the list. A researcher would be unlikely to find much information on elemental Chaos in an Agricultural library. The GM must use discretion when determining the appropriateness of material as a source for compiling a spell list. The material may be learned, away from libraries and teachers if the material is carried with the character or the teacher is present. It is usually necessary for the character to have 1-10 books on the correct topic to carry out his learning.

Of course this amount of books will vary greatly depending upon several factors:

- The quality of material contained in each book
- The specificity of material (does it relate exactly to the list the character is attempting to learn or does it only vaguely brush the topic)
- The credentials of the author of the text (was he a genius, a madman, both, neither? — this will be reflected by the applicability of the text)
- The complexity of the list to be studied
- The experience of the character performing the task (a 50th level character will have much more learning experience than a 2nd level)
- The quality of study time used while studying the texts (distractions are a greater hindrance than many characters realize).

The character who wishes to compile a spell list may also use other mages who know the desired list or a similar list in place of written sources. These 'verbal' sources must be available to the character for the same length of time as the written sources.

SPELL BOOKS (6.11.3)

By far the easiest and most popular method for list acquisition is the use of spell books. Spell books are knowledge from teachings, research, or self which has been gathered together and put into a very concise form. The form which this material takes is highly dependant upon the list and the realm.

For example, Mentalism spell books are tomes of mental and meditative exercises. Channeling spell books take the form of holy books containing prayers and incantations. Essence spell books are texts detailing precise gestures and focus of purpose. Arcane spell books are long works of theory discussing powerful trigger words and inner knowledge of the Primal Essence. Elementalism spell books are treatises on the knowledge of complementary and opposing elemental fury and the measures required to release and control them. Prosaic spell books take the form of a hodge podge collection from the other books.

The form which the list takes is based upon the power used and the end result.

For example, an Arcane list designed to control others might take the form of a list of single 'command' words while an Arcane list designed to control demons or other-planar beings might detailing the drawing of circles or symbols designed to release the Primal Essence in the form of the spell.

The above examples are by no means the definitive essence that makes an individual list or a specific realm what they are. The above examples are to be used as guidelines only, subject to GM acceptance. For example, an Essence list book could also contain prayers used to summon unholy demons.

Spell books offer the possessor a number of benefits which is one reason they are so highly prized and jealously guarded. The benefits include:

- Allows the mage to learn the spell list while spending only the time required to read the book and 1/2 normal development points per pick. The spell list pick system must still be used and knowledge of the language the book is written in is also required.
- Allows one or all of the following benefits to be gained if the spell book is used to cast a spell which the mage already knows.

Option 1: Allows the spell to be cast using less PP, either 3/4, 1/2, or 1/4 PP.

Option 2: Allows the mage a bonus to the cast spell, in effect increasing the spell 1.5 times (round down). This bonus may be to range, duration, area of effect, rolls, targets, etc.

Option 3: Allows the ESF roll to be reduced. The character must know the spell to be cast. A bonus of 25 is suggested.

Option 4: Allows the mage to use the spell book as a source book when compiling another similar list (GM option).

Option 5: When determining the bonus for options 1-3 use Section 2.4 in *RMCI* and make an open-ended roll to determine the strength of the bonus. Base the bonus upon a percentage equal to the language skill roll over 100. If the language skill is fumbled the spell fails (treat as normal spell failure) if the skill is under 100, determine the amount below as the percentage to be added to the bonus or difficulty of the spell (i.e., reduced range, requires more PP to reach normal effects, etc.). Additional modifiers to this roll are the bonus or minus of the spell book as determined by a 'Magical Research' skill roll determined at the book creation.

Option 6: Allow the mage to learn the spell list and picks which would normally be denied to him if an appropriate spell book is possessed. For example, a Healer is able to learn Cleric base lists or even lists of another realm if he had the appropriate book. If the GM feels that this option would drastically affect game balance, only allow the mage to develop the 'denied' lists if he spends normal or twice normal development points instead of the reduced amount usually given by spell books.

Option 7: Allow faster casting (Class III spells become Class II, etc.) when casting directly from a spell book.

Option 8: Require characters who possess and utilize spell books to develop spell list picks using full development point cost and one half the normal required time (See Compiling method above).

Option 9: Allow the spells in a spell book to be used as enruned spells on rune paper (each usable once).

TEACHING (6.11.4)

This method of learning a spell list may be used when an appropriate teacher is found who is willing to impart his knowledge. To teach a spell list takes 1/4 the time it took to research the list (See Section 9.0 *Spell Law*). In addition, the teacher may be used as a source when compiling a list and may be used to give a reduction in time to research a spell list. The reduction in time to the researched list is equal to the level of the teacher as a percentage reduction in the time requirement. To gain this reduction the teacher must have appropriate spell knowledge concerning the area of research. If the teacher's level is lower than that of the mage he is known as an apprentice or assistant rather than teacher. Spell books are able to be made from the teachings of mages. If this is done the writer is able to gain +.1% to the Magical Research roll per hour spent copying and interpreting the teachings of the mage, with an additional -1 for every point below 100 of the teaching mage's Teaching skill.

MEMORIZATION (6.11.5)

Memorization of spell lists is the only method besides Research and some forms of teaching which allows the mage to develop spell lists without spending development points. However memorization has some innate dangers, difficulties, and drawbacks to it which are not present in other methods. The difficulty involved with memorization is the need for the mage to find another mage who possesses the exact list which he desires, he must then devise a method (magic or otherwise) by which he is able to transfer all memories (or spell list related only) from the target mage to himself. The danger becomes apparent when the mage must assimilate the foreign thoughts. This is accomplished by the mage making a RR (modified by +1 per level of the mage) against the target's 'personality' contained within the thoughts. If the roll is made, all new memories are considered to be the mage's own. If the RR is failed the mage must take criticals (severity determined by 10% being equal to each severity level) from the Mental, Depression, Shock, and Stress critical strike tables. The drawbacks are: if any spell list knowledge is gained which would normally be inaccessible to the mage he must make ESF rolls every time he wishes to utilize that information and cast a spell. The ESF rolls only apply to those spell lists which the mage shouldn't have been able to learn and cast (e.g., a Monk gaining the knowledge to cast the Bard Base lists). The ESF roll per each level spell is based upon the following chart modified by +1 per level of the caster (these ESF rules are in addition to the normal ESF rules if the mage is attempting to cast a spell higher level than himself).

Any spell lists gained through memorization which the mage would be able to cast normally are treated as complete and usable lists by the mage.

Spell Level	ESF Modifier
1-5	-10
6-10	-20
11-15	-30
16-20	-40
21-25	-50
26-30	-60
31-35	-70
36-40	-80
41-45	-90
46-50	-100
51-55	-110
56-60	-120
61-65	-130
66-70	-140
71-75	-150
76-80	-160
81-85	-170
86-90	-180
91-95	-190
96-100	-200

6.12 RESISTANCE ROLL OPTIONS

As the rules are written in *Spell Law*, everyone and everything is given a Resistance Roll versus a spell, every time one is cast upon them. This means that every time a caster casts Presence, for example, which detects all thinking beings in a given radius, every thinking being in that radius gets a RR to resist being detected. It means that if a caster casts Detect Essence in a room full of objects, *each* object gets a RR.

This can mean a lot of die rolling on the GM's part. It can also slow the game to a standstill. If this is seen as a problem, any of the following options can be used.

Option 1: Give RRs only when it is important. If the room that Presence is being cast upon is full of unimportant individuals, do not give them a RR, or give it only to those in the room who *are* important.

Option 2: If it is a non-offensive spell, only give RRs to targets who are aware of the spell being cast upon them.

Option 3: As Option 2, except also give RRs to targets who are naturally very resistant to the realm being used, i.e., those targets with large applicable RR bonuses.

Option 4: Forgo Resistance Rolls for willing targets altogether to reduce die rolls.

Option 5: Only give magical inanimate objects Resistance Rolls.

6.13 MAGICAL LANGUAGE AND ESF OPTIONS

Magical Languages, as presented in *RMCI*, are quite helpful to any spell user. Extraordinary Spell Failure gives a spell caster a great deal more flexibility. Both, however, require that another roll, in addition to the spell BAR or EAR, must be made. When using both options, *three* rolls are required.

Rather than requiring another roll to determine whether the caster successfully uses the language in the spell, simply modify the base spell roll by subtracting 5 for every rank below 10 that the caster knows of that particular language.

Example: *Malhavoc is attempting to cast a Darkness spell using the language Skotia, of which he has seven skill ranks. 10-7=3, and 3 times 5 is 15, so Malhavoc has to subtract 15 from his base spell roll. This increases the chance for the target to resist as well as increases the chances for spell failure, reflecting the fact that Malhavoc does not yet have all of the fine details of Skotia mastered.*

Extraordinary Spell Failure can be handled in much the same way. The caster can take the total ESF Mod, once totalled using all of the rules in *Spell Law*, and subtract that from the spell roll. If an unmodified roll falls into the normal spell failure range, resolve spell failure normally. However, any modified roll falling into or below the failure range would result in ESF, and should be handled accordingly.

It should be noted that this method increases the penalties for casting spells using ESF, as it will increase the chance (by increasing the chance for the target to get a bonus to RR) that the spell will be resisted.

MORE ESF OPTIONS

Another ESF option that can be used is that spells with inherent RR modifications, such as *Absolution*, can add that modifier to the ESF spell failure roll, making it particularly dangerous to overcast such spells.

6.14 EXTENDED SPELL LIST DEVELOPMENT

List Type	Pick Type	Spell User Type				
		Pure	Arch	Hybrid	Semi	Non
Base	A	—	—	—	4/*	1x
	B	1/*	2/*	1/*	—	—
	C	—	—	—	4/*	2x
	D	1/*	2/*	1/*	4/*	—
	E	1/*	2/*	1/*	4/*	—
Open, same realm	A	—	—	—	4/*	1x
	B	1/*	2/*	1/*	—	—
	C	—	—	—	4/*	2x
	D	1/*	2/*	3/*	10	—
	E	2/*	4/*	10	20	—
Closed same realm	A	—	—	1/*	8/*	2x
	B	1/*	2/*	3/*	10	—
	C	—	—	1/*	8/*	2x
	D	1/*	2/*	4/*	30	—
	E	3/*	6/*	20	—	—
Base, not own, same realm	A	3/*	6/*	4/*	20	—
	B	—	—	—	—	—
	C	4/*	8/*	5/*	—	—
	D	10	20	20	—	—
	E	20	40	—	—	—
Open, diff realm	A	4/*	—	5/*	—	—
	B	—	—	—	—	—
	C	15	—	20	—	—
	D	30	—	30	—	—
	E	—	—	—	—	—
Closed diff realm	A	10	—	10	20	—
	B	30	—	30	—	—
	C	—	—	—	—	—
	D	—	—	—	—	—
	E	—	—	—	—	—
Base, diff realm	A	30	—	30	—	—
	B	—	—	—	—	—
	C	—	—	—	—	—
	D	—	—	—	—	—
	E	—	—	—	—	—
Arcane	A	2/*	—	2/*	20/*	4x
	B	—	2/*	—	—	—
	C	2/*	—	2/*	20/*	4x
	D	4/*	2/*	2/*	20/*	5x
	E	3/*	2/*	2/*	8/*	—
Prosaic	A	—	—	—	.5x	.5x
	B	.5x	.5x	.5x	—	—
	C	—	—	—	.5x	1x
	D	.5x	.5x	.5x	.5x	2x
	E	.5x	.5x	.5x	.5x	3x

6.15 INDIVIDUAL SPELL DEVELOPMENT

This option enables characters to develop individual spells in place of multi-spell lists. If spells are developed by this method, standard development points are spent as per costs in *SL* section 10.8 with all spells being of the same realm (Open, Closed, or Base). Characters may acquire spells of any level, profession, or realm, despite the characters defining factors of level, profession, or realm. Standard spell casting rules continue to apply to all magic gained through this method.

This option has the effect of standardizing magic by removing the delineating profession and realm distinctions. Single spell development severely curtails the quantity of spells available to the spell caster, while greatly expanding the variety of effects available. This method of spell development offers the GM a viable alternative to mass increases in spell effects. This option essentially suspends all realm differences by creating one prominent spell domain under which all spells fall.

Option 1: Limit the level of spells obtainable to the level of the spell caster.

Option 2: Limit the spells obtainable to those of the casters realm and/or profession.

Option 3: Decrease the amount of development points required for spell development (i.e., decrease of 1/2 or 1/4).

6.16 ARCANES DEFINITIONS

Rolemaster Companion I described a new form of magic, called Arcane, and defined it as the realm of magic used before the realms "split" and became more specialized. Since then, every *Rolemaster Companion* (and this book), have contained more Arcane spell lists. This option recommends that only lists which meet a certain set of requirements can truly be termed "Arcane."

Arcane lists have to be primal in nature. That is, unsophisticated, but possessing a great deal of raw power. This primal nature also would then suggest that an Arcane list should (even moreso than a normal list) be based around a single, unifying concept. Things to watch for which are not Arcane under these guidelines are sophisticated spells like triads, following bolts, etc.

Using this definition (which is not, by any means, the only definition) the following lists, presented as Arcane, may be considered truly Arcane:

- Spell Coordination (RMCI)
- Earthblood's Ways (RMCI)
- Ethereal Mastery (RMCI)
- Shapechanging Ways (RMCI)
- Mana Fires (RMCI)
- Spell Triggers (RMCI)
- Metal Lore (RMCI)
- Stone Lore (RMCI)
- Plasma Mastery (RMCI)
- Nether Mastery (RMCI)
- Sonic Law (RMCI)
- Amplifications (RMCI)
- Aura Magic (RMCI)
- Spiritwrack (RMCI)
- Conjurations (RMCI)
- Node Mastery (RMCI)
- Earthfocus (RMCI)
- Node Functions (RMCI)
- Forcefields (RMCI)
- Light's Creations (RMCI)
- Spell Mastery (RMCI)
- Mana Currents (RMCI)
- Subdual Ways (RMCI)
- Spell Shaping (RMCI)
- Ephemeral Enhancement (RMCI)
- Planar Survival (SUC)
- Replicating Ways (SUC)
- Magnetic Ways (SUC)
- Arcane Healing (SUC)
- Arcane Gate (SUC)
- Primitive Voice (SUC)
- Long Voice (SUC)

Note: Under any definition, Arcane society lists (presented in RMCI) are not Arcane lists.

The remaining lists that are referred to as Arcane can really be considered part of the Omni-Realm, in that they can be used by any caster of any realm. The Omni-Realm can include the Arcane lists which do not fit into the above definition, as well as other lists (many of which have been labeled "special" in other *Companions*). These lists include:

- Entity Mastery (RMCI)
- Wood Shaping (RMCI)
- Arcane Coven Lists (RMCI)
- Arcane Navigators List (RMCI)
- Acid Law (RMCI)
- Crystal Visions (RMCI)
- Combat Link (RMCI)
- Element's Master (RMCI)
- Mana-Molding (RMCI)

- Time Law (RMCI)
- Time's Master (RMCI)
- Space-Time (RMCI)
- Realm Law (SUC)
- Power Mastery (SUC)
- Experimentation Ways (SUC)
- Ritual Mastery (SUC)
- Magic Defense (SUC)
- Devious Ways (SUC)
- Fortification Mastery (SUC)
- Matter Manipulation (SUC)

Option 1: Take the Arcane Coven Lists (RMCI) and make them Closed Channeling Lists except for Household Magic, Hearth Magic, and Mending Ways, which could be treated as Prosaic lists.

Option 2: Many GMs may wish to restrict access to Element's Master, Mana-Molding, Time's Law, Time's Master, Space-Time, and Power Mastery, even though they are Omni-Realm.

Option 3: If not using the Omni-Realm, GMs will have to assign these lists to various positions (i.e., Open Channeling, Closed Essence, Base lists, etc.) in the various realms.

6.17 POWER POINT OPTIONS

GOING BEYOND POWER POINT TOTAL (6.17.1)

Option 1: Using this option, spell users can go beyond their PP total, but for every PP used over their maximum, there is a 5% chance that burnout will occur. If this happens, treat as Channeling burnout as presented in *ChalCal*.

Option 2: As Option 1, except for every PP used over the caster's total, the caster suffers 1-4 hits of damage, due to the drain on the caster's personal life essence.

Option 3: As Option 2, but in addition to the damage, for every 10PP used over maximum, the caster takes a C Shock Critical.

ADDERS AND MULTIPLIERS (6.17.2)

Option 1: Only allow spell adders and multipliers to cast spells normally. Any ESF spell attempts must use the caster's own PP total.

Option 2: Allow spell casters to "share" bonus items. For example, two casters can each get one spell from a +2 adder per day. A caster using a PP multiplier after it has already been used by a caster that day only gets one-half of the multiplication (a x3 multiplier would be a x1.5 multiplier, while a x2 multiplier would not give any multiplication).

7.0 OPTIONAL SKILL LAWS

7.1 NEW MAGICAL SKILLS

Power Meditation (SD/Varies) (Static Action) (Concentration)

Warning: *This skill will lead to characters with large amounts of power points, although it does not increase their chances of casting more powerful spells.*

Bonus for increasing secondary power points through varying methods of accumulation (Essence — Surroundings, Channelling — Deity, Mentalism — Mind, Psion — Will). For the character who uses Power Meditation a second set of power points is gained. These power points must be used before the primary power points are tapped. Through the use of this skill a mage will find that he will be more hesitant to frivolously blow power points. Secondary PP have no upper limit, so a first level mage, with no enhancements or multipliers, could conceivably possess 1000 PP through the use of this skill. After a spell caster uses all of his secondary PPs he resumes casting spells normally (using his normal daily set of PP). The amount of PP earned from the use of this skill is calculated as follows: ((Power Meditation Skill Bonus)/100 per complete hour spent in Power Meditation (in power points)). The use of this skill requires copious note keeping regarding time. Please note that this meditation in no way replaces sleep, and is quite tiring. Developmental point cost is the same as Meditation Trance.

Example: *Munin the Sage, with a Power Meditation bonus of +63% meditates for 5.5 hours. This rewards him with 3.15 additional secondary power points. ($.63 \times 5(\text{hours are rounded down}) = 3.15 \text{ PP}$). The 3.15 PPs are rounded down to 3. If Munin wishes to cast a spell he must first use these 3 PPs before he would be required to tap his normal daily PPs. This, in effect, would save him three power points.*

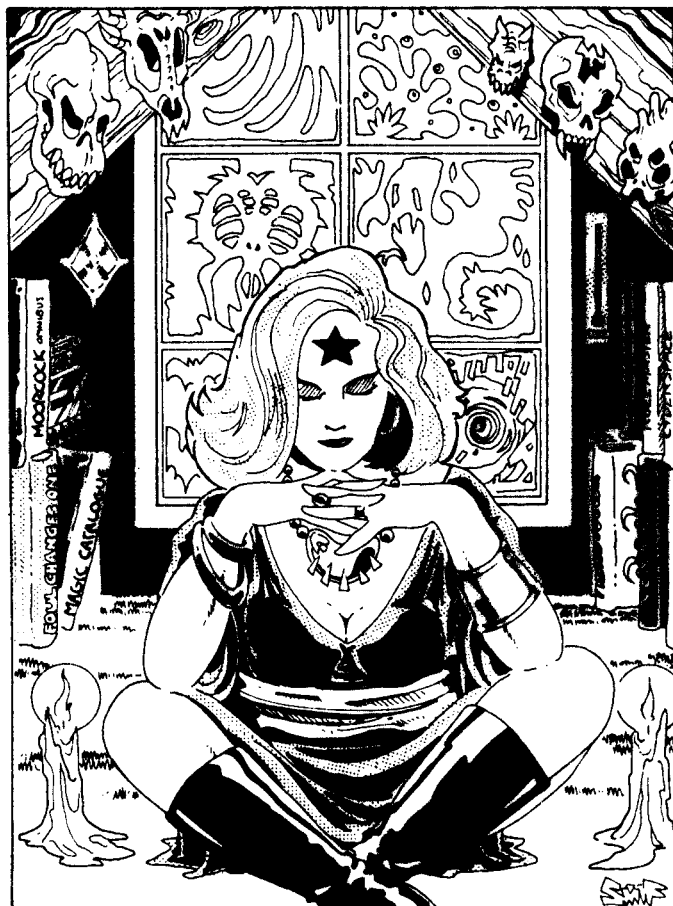
Option 1: Disallow multipliers to apply to Secondary PPs.

Option 2: Limit the amount of secondary PPs that a character may gain to double the racial maximum.

Option 3: If GMs feel the accumulation rate is too fast, double the time required.

Teaching (Em/Re) (Maneuver) (Academic Skill)

Bonus for the amount of material successfully taught to a target. Bonuses or minuses may be used as modifiers depending upon language barriers, cultural or racial differences, intelligence of student, complexity of material, distractions, etc. (GM option). This skill must be used any time a character wishes to impart specific knowledge to another. Teaching someone to lace his shirt would be easy and add a tremendous bonus to the teaching skill, while teaching spell theory to a Non spell user would be difficult and would receive a hefty penalty. Developmental point cost is the same as Public Speaking.



Keyed Spells (Memory/varies) (Static Action) (Magical Skill)

Warning: *This skill is only for high-powered, high-magic campaigns. The abilities gained through this skill do not reflect the intentions of the core rules as to how spell casting is done.*

Final spell effects are gained through a process of specific gestures, phrases, and/or thoughts (see *Magical Minutiae*, Section 2.3). If the time needed to perform these necessary operations is reduced, spells may be cast in less than the required rounds.

This skill allows characters to prepare spells prior to casting. Preparation involves executing all parts of the spell (including power points to fuel the spell) except for the final 'key' component needed to initiate the spell. The key component may then be performed at a moment's notice, requiring only a fraction of the caster's time and attention which it previously demanded.

Because the character has much more time in which to act in that round, additional actions may then be accomplished. The character will be able to perform maneuvers, combat, and even additional spell casting. If the character uses a keyed spell during one round he may also 1. take full normal actions (only one non-keyed spell may be cast during a round in which a keyed spell was used) or 2. perform a number of additional keyed spells during the same round based upon his Memory bonus plus his Quickness bonus divided by 20.

The character is able to maintain a number of keyed spells equal to ((level divided by 10) plus (primary magic stat bonus divided by 10) plus (Memory bonus divided by 10)) round down. Thus, a 24th level character with a primary magic stat bonus of 21 and a Memory bonus of 6 would be able to maintain a maximum of 5 keyed spells.

A character may only maintain each keyed spell a number of hours equal to his keyed spell skill roll over 100, or 1 hour (whichever is higher). Determine hold time for each keyed spell separately. The stat bonus which applies to the keyed spell skill is Memory plus the primary magic stat bonus divided by 2.

A character must spend twice the required power points and twice the normal casting time when keying a spell. If the keyed spells are not used before the 'maximum maintained' time elapses, the spells and power points used to cast the spells are lost. Developmental point cost is the same as per Power Point Development.

Option 1: When determining the actions possible by a character who has already cast a keyed a spell, only allow instantaneous keyed spells to be cast multiple times per round, and treat all non instantaneous spells as instantaneous spells if they are keyed.

Option 2: Allow characters to maintain keyed spells beyond their allotted time. Keyed spells maintained beyond their limit should be made much more dangerous (uncontrolled spell effects) and/or weaker in power. ESF rolls and spell failure charts may be used to determine either extreme.

Option 3: Decrease number of allowable keyed spells and keyed spells castable per round. Or allow characters a set number of maximum possible keyed spells and maximum number of keyed spell castable per round. If a set number of allowable keyed spells is decided upon, limit the number and variety of other actions which may be performed during the round.

Option 4: Use all, none, or any combination of the options listed above.

Magical Research (Me/Re)(Static Action)(Academic Skill)

Adds a bonus to spell book rolls (see Section 6.11) and determines the reduction in time for research. The spell book bonus is determined by the amount over 100 the Magical Research Skill rolls is, e.g., 112 equals +12, 139 equals +39, etc. The reduction in research is determined by the amount of the skill roll over 100 as a percentage reduction in the required time. In order for this skill to be used to make a spell book, the mage must be able to read and write at least one language and know the list which is to be made into the spell book or have a teacher who is dictating the list to the mage. The spell book bonus is modified, when dictated, by subtracting the amount the teacher's teaching bonus is below 100. The mage must also be able to speak the teacher's language as well as the teacher (if not the bonus is additionally modified by the difference in the number of language skill ranks x10. Developmental point cost is the same as Power Point Development.

Component Substitution (Varies) (Static Action) (Magical Skill)

Bonus for successfully substituting one type of magical minutiae for another. Every spell has its own unique pattern or set of magical minutiae. This skill effectively allows caster to use different trigger actions to initiate the spell effect. This skill must be developed separately for each type of component. See Section 2.3 Magical Minutiae, and Section 2.6 Cross Realm Casting, for more information. A successful open-ended roll indicates a successful component substitution.

Example: *A blind spell user would be able to cast a spell requiring eye contact if he successfully substituted the Kinesic Component with a component of a different type (Either another Kinesic Component or a different component altogether).*

Statistic Bonus for this skill is different for each of the Magical Minutiae; Verbum = IN/RE, Motus = AG/RE, Symbum = ME/RE, Gemynd = PR/RE, Gredus = EM/RE. Skill cost is same as Poetic Improvisation.

Option: Only allow characters 'straight' skill (without roll), as a determinant of the success of the substitution.

MAGICAL FLOURISH

Those who manipulate the force of Primal Essence are consequently sensitive to others exploitations of those same forces. The use of Primal Essence through spells and spell-like effects generates a distinctive feel-noise termed the 'Flourish'. This Magical Flourish is a change or disruption in the Primal Essence of a particular area. The Flourish is perceived by spell users as a vague 'sense' that noncorporeal energies are at work. Spell users are able to recognize Magical Flourishes only through focused concentration (though extreme Primal Essence uses will be noticeable despite the spell users lack of attention).

Characters may sense current or ancient castings of spells through the Magical Flourish. The detection of the spell is just that, a detection. This option will in no way glean any information for its user other that magic is or was being used. Spells which are totally passive (such as untriggered runes or wards) will not be discernable through their Flourishes (although the implantations of these spells by other spells will be detectable).

The characters' prospect of discerning the presence of operating magics is determined by various factors. Included below is a table for the resolution of the final bonus to detect spell use through the Magical Flourish.

FINAL DETECTION FACTORS	
Factors	Bonus
Distance (From character to target location)	
0'-10'	+50
10'-50'	+25
50'-100'	+10
100'-200'	+0
200'-500'	-10
500'-1 mile	-25
1 mile-5 miles	-50
5 miles-50 miles	-75
50 miles-1000 miles	-100
1000 miles-unlimited	-200
Time (Between casting and Flourish determination)	
Current	+50
1 second-60 seconds	+25
1 minute-10 minutes	+10
10 minutes-60 minutes	+0
1 hour-6 hours	-10
6 hours-12 hours	-25
12 hours-16 hours	-50
16 hours-24 hours	-75
1 day-7 days	-100
1 week-4 weeks	-125
1 month-12 months	-150
1 year-10 years	-175
1 decade-10 decades	-200
1 century-10 centuries	-225
1 milenium-Dawn of Time	-250
Power Points Involved	
1 PP-10 PPs	+10
10 PPs-50 PPs	+25
50 PPs-100 PPs	+50
100 PPs-500 PPs	+75
500 PPs-1,000 PPs	+100
1,000 PPs-5,000 PPs	+125
5,000 PPs-10,000 PPs	+150
10,000 PPs-50,000 PPs	+175
50,000 PPs-100,000 PPs	+200
100,000 PPs-500,000 PPs	+225
500,000 PPs-1,000,000 PPs	+250
1,000,000 PPs-All Primal Essence	+275

Option 1: Make the detection of spells through the Magical Flourish a new skill (with all skill specifics identical to Power Perception). If the GM wishes, the skill power perception may be used in place of a new skill. Grant all skill bonuses to the end bonus for magic detection.

Option 2: Use all or any combination of the factors on the Final Detection Factor table, adjusting any bonuses to correspond to the current campaign.

Option 3: Depending upon the characters final skill bonus, allow characters who score high (GM option) to determine distance, time, and amount of power expended.

Option 4: A skill roll may or may not be used to determine the outcome of the detection attempt. If a skill roll is not required, the GM may determine success of attempt by calculating all factors upon the Final Detection Factors table, with a 101 or higher a success and 100 or lower a failure.

Option 5: Restrict the use of this option to spell users only. The GM may alternatively allow any characters who have developed at least one skill rank in Power Point Development to detect Magical Flourishes.

7.2 OLD MAGICAL SKILLS REVISITED

Power Perception (Em) (Static Action) (Magical Skill)

This skill allows characters to perceive active magics in the forms of auras. Alternately, this skill may be used with any of the following options. See Section 7.0 *RMCI* Power Perception.

Option 1: Magic Recognition—Bonus to correctly identify active (or passive, GM option) magic. Roll is modified by -1 per level of caster of target spell, and +1 per level of user of Power Perception. GM may also allow the user of Power Perception a bonus if the realm of the target spell is the same as his own.

Option 2: Realm Recognition—As Option 1 but the individual Spell Realms may be identified.

Option 3: List Recognition—As Option 1 but allows identification of the particular list a spell is from.

Option 4: Spell Recognition—As Option 1 but individual spells may be identified. GM may also wish to increase the difficulty of the skill roll based upon the obvious or subtle aspects of the Magical Minutiae (Section 2.3).

Option 5: Magical Perceptual Lore—Bonus for identifying any active forms (or inactive, GM option) of magical power.

Power Point Development (EM or IN or PR) (Special) (Magical Skill)

Power Point Development is the means by which characters increase their capacity to store the magical energies needed for spell casting. Every Profession develops PPs identically, regardless of the differences between realms. The realm differences exhibit themselves in the sources of power, Magical Minutiae, and final spell effects, not the raw Primal Essence itself. The specific method by which a character gains PPs is usually, but not always, determined by the realm a character chooses to employ.

Because PP Development improves a character's capacity to store PPs, a method is needed to gather the power to be stored. This is usually accomplished by the characters choice of a Profession and subsequent choice of a realm. Characters are taught how to gain PPs from a specific source, as part of the basic training received when a Profession is begun. If a character wishes to gain his PPs via another source, he may develop his access to the source by buying 1 additional skill rank per specific source access. Thus, if a character wishes to have access to all the sources of power, he must develop 1 skill rank in each of 5

different skills (Arcane, Essence, Mentalism, Channeling, and Elementalism). Once the character has developed these other sources, he may store the power gained from them within his usual PP 'pool'. With the development of these extra sources, the character is not increasing his stored capacity (that is still performed with Power Point Development), he is merely increasing the flexibility with which he may gain his PPs. The only difficulty with other power source development, arises when a character wishes to develop Channeling as another source. The developer of the Channeling source must have a Entity willing and capable of channeling the PPs required of a source. Developmental Point costs per extra source are the same as the costs for Power Point Development. For more information concerning PPs, see Section 7.0 *RMCII* Power Point Development.

Option 1: Because sources of power are identified with specific realms of magic, allow characters a bonus when using same realm PPs and spells. If the GM does not wish to grant bonuses based upon consistent casting, simply penalize characters who cast spells powered by PP of another realm.

Option 2: See Section 2.6 Cross Realm Casting for other options.

Spell Mastery (EM or IN or PR)(Static Action)(Magical Skill)

The Spell Mastery skill is used to modify spells beyond basic parameters. What this means in practical game terms is that spells may do a little more a little differently. Below is a list of possible actions which the Spell Mastery skill might be capable of.

For more information see Section 7.0 *RMCII*.

Option 1: Spell Joining. When the Spell Mastery skill is successfully completed (101 or more on an open-ended roll) two or more spells may be combined into one spell with greater and joined effects, for example; two stone walls would form a 10x20x1, a 10x10x2, a 5x40x1, etc. wall.

Option 2: Elemental attack improvements by "shaping" the elemental spell thrown into a form which is likely to cause more damage depending upon the situation, i.e., forming a fireball into a "fire string" thus enhancing the damage potential upon the target. This extra ability to do harm is reflected in the fact that a character may add any applicable Spell Mastery skill (or a portion thereof) to his directed spell attack.

Option 3: Effect Shaping. This allows the character to change the expected and usual result of spell casting into a form which is desired. A caster could change a stone wall (100 cubic feet) into a stone throne spell (same 100 cubic feet). The complexity of the desired result will determine the difficulty of the Spell Mastery roll required.

7.3 SPELLS AS SKILLS

With the incredible number of spells now available in the *Rolemaster* system, many players feel that characters in a *Rolemaster* world would have no need to learn any skills as there is surely a spell which will do it for them more easily than any skill would. This idea goes on to state that people in such a universe would become extremely lazy and would do nothing themselves and just cast spells to accomplish any deed (including thinking as there are spells such as Guess, Intuitions, Delving, Correlations, etc. — and those are just those in *Spell Law!*).

Now, while this is an interesting idea for a NPC culture, this is probably not the way a GM would want to run his entire world. If the GM feels that the above observation is true (note that it is only one way to look at the situation, and not necessarily the right one) there are ways that he can justify the use of all of the spells. One way is to treat some or all of the spells as skills.

Certain spell lists contain spells that accomplish ends that can also be accomplished by normal means. Many of the Monk base, Ranger base, Delver base (*RMCI*), Sage base (*RMCI*), Sleuth base (*RMCI*), and Montbanc base (*RMCI*) lists, among many others, contain spells which could easily be treated as skills. Spells such as Leaping, Tracking, Research, Detect Crime, etc. could all be accomplished through physical skill or mental reasoning.

Spells that go beyond the normal mortal's physical or mental abilities can also be justified as skills, if the GM allows them to be used as Arcane Skills. These skills could include Presence, Intuitions, Alchemist base spells, Detection spells, Charm Kind, etc. This then allows the GM to not only justify these abilities while still putting the emphasis on personal ability (rather than on the 'skill-less' reliance on magic), but to give these abilities to those who would never use spells, such as most dwarves.

The following options present a number of ways to use spells as skills.

Option 1: Treat any spell which can be justified to be a skill as a skill, learned when the caster reaches the level of the spell (assuming he has developed the spell list). Rather than having any preparation time or costing power points, the skill has a (+30+1/level) bonus, modified by whatever stat(s) the GM feels appropriate. They are treated as a skill in all other ways (but cannot be developed further for a higher bonus).

Option 2: As Option 1, except that the skills do not require a skill roll, but do cost PP, as they would if they were a spell. There is still no preparation time, unless the GM feels that it is appropriate for that particular spell/skill. There is also still no way to "overcast" a spell/skill with Extraordinary Spell Failure.

Option 3: As Option 1 or 2, but all spells have the possibility of being used as skills in this way, and are called Arcane Skills.

Option 4: Certain spells adding bonuses can be treated as skills requiring no power points or skill rolls, but the results of accumulated knowledge in the learning of the list. These spells can just simply give the caster the bonus to whatever rolls are appropriate at all times. No ESF "overcasting" is allowed, and higher level spells/skills giving larger bonuses would replace, rather than add to, lower level spells/skills, as the higher level abilities are gained. Note that this is a very powerful option, and it could be quite unbalancing. See *RMCI*, Dervish base lists for examples of how this could be used.

Option 5: Treat any spell that the GM determines is really a skill as a skill in name only, using all of the spell mechanics (using PP, preparation time, etc.).

If using any of these options, spell lists become not just a list of magic spells, but accumulations of knowledge, containing related spells, skills, and methods of achieving goals in various ways.

8.0 OPTIONAL SPELL LISTS

Four things of importance must be noted regarding the optional spell lists in this text.

First, many of the spell lists in this book have multiple spells per certain levels of the list. For example, upon one list you might find three 20th level spells and two 50th. There are many ways in which this situation can be handled:

Option 1. Allow the players to gain all spells on a list resulting in the character's possessing multiple spells per individual level.

Option 2. Vary which spell is found at that level on the list from culture to culture.

Option 3. Determine randomly or pick, which of the multiple leveled spells you desire the character to have and simply not allow the others to be used.

Second, spells are normally created with a specific purpose in mind, e.g., to lift an object, to divert or reflect an attack, to carry out an attack, etc. But consider, for a moment, a spell list that is created on a conceptual basis, with the exact parameters (range, area of effect, duration) spelled out but the exact effects spoken about in general fashion. The most obvious previous examples of Conceptual spells are the Alchemist Base lists.

A concrete example of a conceptual spell is listed below. (Arcane list 'Magnetic Ways'):

20. Magnetic Compulsion (F) Caster may bend magnetic waves and cause light waves (or x-rays, or microwaves, etc.) to follow suit, (as there is equal wave match across the light and magnetic spectrums, the caster may influence any portion of the Electro-Magnetic spectrum to do his bidding). Of course, the caster must know the exact effects of his Magnetic 'tampering' or the probable outcome is random at best (and may harm the caster or his allies at worst).

Some might look at this spell and say "So What, I can alter light a lot easier with Light Mastery or Light Molding or a hundred other lists."

Most *Rolemaster* players who understand the concept of Conceptual spells would look at this spell and say "I can control x-rays and microwaves," and then set about learning as much as possible about the forms of electro-magnetic energy and their applications, like burning someone with concentrated microwaves, or irradiating a target, etc.

These spells would accomplish just as much as the normal spell list, but would require more thought and innovative use than the normal straightforward spells.

Most conceptual spell effects are obvious, with the spell being used in a direct fashion. However, some do require GM and player discussion and specific knowledge regarding the topic of the spell list like those in this tome on gravity, magnetism, and genetics.

Third, most of the spells found on all lists in this compendium contain variable bonuses depending upon the level of the mag casting the spell. This was done for a reason, to allow greater variability within a spell list. It also prevents spells from becoming unused due to better spells at higher levels. All spells should be more potent from a high level caster than from a lower level one. If this will disrupt game balance please consider the following options:

Option 1. Have spells being cast at higher levels than normal cost more PPs than they did at first. Assign a number of PPs equal to the level of power at which the spell is cast. A 3rd level spell cast at 20th level of ability would cost 20 PPs and deliver bonuses from 20th level of ability instead of 3rd.

Option 2. Assign set bonuses to be used rather than the variable ones listed in the spell descriptions. For example, all 15th level spells would confer +10 bonus regardless of level of caster.

Lastly, the Arcane realm continues to grow, even today, with new spells and concepts being continually examined. Thus, some of the new Arcane lists do include spells designed to cope with all contingencies, including the 'newer' realms. It only stands to reason that since the Arcane realm was the first realm that it will actually have more and better methods of managing the various effects of the specific realms.

8.1 CHANNELING

JIHAD (CLOSED CHANNELING) (8.1.1)

Note: Caster may cast these spells on a number of targets equal to his level (caster may not cast the same spell more than once on one target). In doing so he will spend a number of PPs equal to spell level x number of targets. This mass casting will count as a single spell. For example, Sadric, the Animist, casts a haste on himself and 5 friends. The spell takes effect immediately costing Sadric a full 90 PPs (15x6=90).

Option 1: Several effects on this list were unavailable to Channeling users in previous works. They are now being made available through the beneficence of certain patron deities, at certain times. The spell list was accumulated for holy (or unholy) orders to be better able to pursue their ends through means of the jihad. Only allow the Channeling user to cast these spells only upon devoted adherents of his faith.

Option 2: As Option 1, but only allow these spells cast upon targets directly involved with a specific quest or on a holy war (the caster must also be involved).

Option 3: As Option 1 or 2, but the spells cannot be cast on the caster.

Option 4: Allow these spells to be cast upon anyone at any time.

Option 5: Allow any combination of the above options.

	Area of Effect	Duration	Range
1—Combat *	varies	1 rnd/lvl	10'/lvl
2—Sly Ears *	varies	1 min/lvl	10'/lvl
3—Protection *	varies	1 rnd/lvl	10'/lvl
4—Swim *	varies	1 min/lvl	10'/lvl
5—Speed *	varies	1 rnd/5 lvls	10'/lvl
6—Shield*	varies	1 rnd/lvl	10'/lvl
7—Blur *	varies	1 rnd/lvl	10'/lvl
8—Shadow *	varies	1 min/lvl	10'/lvl
9—Levitation *	varies	1 min/lvl	10'/lvl
10—Night Vision *	varies	1 min/lvl	10'/lvl
11—Unpain*	varies	1 rnd/lvl	10'/lvl
12—Water Vision *	varies	1 min/lvl	10'/lvl
13—Fly *	varies	1 min/lvl	10'/lvl
14—Stun Relief *	varies	-	10'/lvl
15—Haste *	varies	1 rnd/10 lvls	10'/lvl
16—Water Lungs*	varies	1 min/lvl	10'/lvl
17—Strength *	varies	1 rnd/lvl	10'/lvl
18—360 degree Vision *	varies	1 min/lvl	10'/lvl
19—Gas Lungs *	varies	1 min/lvl	10'/lvl
20—Dark Vision *	varies	1 min/lvl	10'/lvl
25—Heart *	varies	1 rnd/lvl	10'/lvl
30—Conjunctive Sense *	varies	1 rnd/lvl	10'/lvl
50—Armor *	varies	1 rnd/lvl	10'/lvl

1—Combat (F*) Adds +1/level of caster to target's OB. Bonus applies to both missile and melee OBs.

2—Sly Ears (F*) Target gains +25 to perception rolls involving hearing.

3—Protection (D*) Target gains +1/lvl of caster to all resistance rolls.

4—Swim (F*) Target can swim at full normal speed without spending exhaustion points.

5—Speed (F*) Target is allowed to act at double normal rate, but immediately afterwards must spend an equal number of rounds at half rate. (only 50% normal activity). Suggested rules for handling this are in Section 7.4 SL.

6—Shield (F*) Creates an invisible force shield in front of the target; it subtracts 25 from melee and missile attacks and functions as a normal shield.

7—Blur (F*) Causes target to be blurred to attackers, subtracting 10 from all attacks.

8—Shadow (F*) Target appears as a shadow, and thus is invisible in dark and shadowy areas.

9—Levitation (F*) Allows target to move up and down vertically 10'/rnd; horizontal movement is possible only through normal means.

10—Night Vision (F*) Target can see 100' on a normal night as if it were daylight.

11—Unpain (F*) Target is able to sustain an additional 5%/level of caster of his total concussion hits before passing out, hits are still taken and remain when the spell lapses.

12—Water Vision (F*) Target can see up to 10'/level of caster in even murky water as if it were daylight.

13—Fly (F*) Target is able to fly at a rate of 10'/rnd/level of caster. For example, Cirman, the 22nd level Ranger, casts a Fly spell and is able to move at a rate up to 220'/rnd.

14—Stun Relief (F*) Target is relieved of stunned rounds of up to 1 rnd/5 levels of caster.

15—Haste (F*) Target is able to act at double normal rate for 1 rnd/10 levels of caster.

16—Water Lungs (F*) Target is able to breathe water and air without ill effects.

17—Strength (F*) Target gains great strength. His OB is increased by +1/level of caster. His damage multiplier is x1/10 levels of caster. For example, Kragar, the 35th level Chaos Lord, casts this spell and gains +35 to his OB and does 3.5x damage.

18—360 degree Vision (F*) Target has 360 degree field of vision.

19—Gas Lungs (F*) Target is able to breathe any type of gas without ill effects.

20—Dark Vision (F*) Target can see 10'/lvl of caster in even magical darkness as if it were daylight.

25—Heart (F*) Target is immune to all fear and charm attacks, sleep attacks are halved for attack level and duration.

30—Conjunctive Sense (F*) Allows each member to utilize every other member's sense simultaneously. This spell must be cast for each different sense desired. To affect 5 targets for sight, sound, and smell the total PPs spent would be 450 (5x3x30). Affected perception skills of all involved double for the duration. For example, sight perception that is normally +68 becomes +136.

50—Armor (F*) Target has non-encumbering, armor of force which protects him for the duration. Armor type is determined by the caster and can vary from 1 to 20.

POWER MERGE (CLOSED CHANNELING) (8.1.2)

Note 1: None of the spells on this list are cumulative with any of the other spells on this list, unless otherwise noted.

Note 2: None of the spells on this list are extendable in duration in any way.

Note 3: The variability in spell attack lvl and elemental attack rules (SL, Section 9.1 and 9.2) may not be used with any of the merge or chain spells, unless a power share spell is cast.

Note 4: For purposes of dispelling the merge or chain spells, count them as if they were one spell (i.e., dispelling the highest level spell of those merged or chained would in effect dispel all other spells merged or chained.).

	Area of Effect	Duration	Range
1—Identify Merge *	10'/lvl	—	self
2—Identify Chain	10'/lvl	—	self
3—Merge	3 spell lvls	varies	varies
4—Isolation	5'R/lvl	1 rnd/lvl	self
5—Merge II	5 spell lvls	varies	varies
6—Chain	2 spells	varies	varies
7—Isolation II	5'R/lvl	1 rnd/lvl	self
8—Weaken Bond	self	1 rnd/lvl	self
9—Merge III	7 spell lvls	varies	varies
10—Breaker	5'R/lvl	1 rnd/lvl	self
11—Chain II	2 spells	varies	varies
12—Hold Merge	merge spell	1 day	self
13—Isolation III	5'R/lvl	1 rnd/lvl	self
14—Merge IV	9 spell lvls	varies	varies
15—Wedge *	1 spell	—	varies
16—Hold Chain	chain spell	1 day	self
17—Chain III	3 spells	varies	varies
18—Breaker II	5'R/lvl	1 rnd/lvl	self
19—Merge V	12 spell lvls	varies	varies
20—Mind Merge *	2 targets	varies	varies
25—Chain IV	4 spells	varies	varies
30—Power Share	3 targets	varies	touch
50—Mass Merge	5 targets	varies	varies

1—Identify Merge (I*) When cast, this spell identifies the type of merged spells within area of affect. This spell would inform the caster that the spells being used upon his companion are merged spells and the exact nature of those spells (spell name if the caster is of the same realm).

2—Identify Chain (I) When cast, this spell identifies the type of chained spells within area of affect. This spell would inform the caster that the spells being used upon his companion are chained spells and the exact nature of those spells (spell name if the caster is of the same realm).

3—Merge (I) Allows the spell user to cast up to 2 other spells that he could cast normally as long as the levels of the spells do not exceed 3 total levels. The total casting time of all merged spells is the required casting time of this spell. All of these spells take effect simultaneously. The spell effects do not act upon each other in any way outside of normal interaction. For example, a *Firebolt* and a *Waterbolt* will not cancel each other out, as they would if they were "complexed" joined, see *RMCI* pg. 16. The required power points spent are: 3 for the merge spell and power points based upon spell level of those spells merged.

4—Isolation (I) Allows the spell user to isolate up to 3 spells as long as the levels of the spells do not exceed 3 total levels. This, in effect, destroys the merge abilities of spells within range, and forces the caster of the merge spells to expend normal time requirements for casting of spells which would normally be merged. This spell also causes the spell effects to act upon each other for example; a *Firebolt* and a *Waterbolt* will cancel each other out. Isolated merge spells must then be dispelled and resisted against individually.

5—Merge II (I) As *Merge*, but allows caster to merge up to 3 spells with total levels not to exceed 5 total levels.

6—Chain (F) Allows the caster to chain the effects of spells together in such a way that they take effect one after the other beginning as soon as the *Chain* spell is completed, during the first round after the *Chain* spell is completed, one spell would take effect, and during the next round the other spell. Two spells may be chained per *Chain* spell, neither to exceed the 4th level. The power point requirements for this spell are: 6 for the chain and the necessary power points for each of the chained spells. Each succeeding 'chained' spell is directed at the same target as the first, with all applicable bonuses (though relevant rolls are re-rolled each round).

7—Isolation II (I) As *Isolation*, but allows up to 4 spells as long as the levels of the spells do not exceed 5 total levels.

8—Weaken Bond (I*) This spell, when cast will eliminate the first spell of any chain spell, and one random merged spell. In a *Chain* spell of; *Fire bolt*, *Fire bolt*, *Lightning bolt*, the weaken bond spell will eliminate the first fire bolt of the chain. The target spell gets no RR.

9—Merge III (I) As *Merge*, but allows up to 4 spells as long as the levels of the spells do not exceed 7 total levels.

10—Breaker (F) Allows the spell user to break the bond chaining up to 2 spells together. This in effect destroys the chain abilities of spells within range, and forces the caster of the chain spells to expend normal time requirements for casting of spells which would normally be chained. Broken *Chain* spells must then be dispelled and resisted against individually.

11—Chain II (I) As *Chain*, but allows caster to chain two spells neither to exceed the 6th level.

12—Hold Merge (F) When cast in conjunction with any merge spell, merged spells may be held from casting for duration. Other spells may be cast without dropping the held merge. If a *Merge* spell is being held, a chain spell may not be held.

13—Isolation III (F) As *Isolation*, but allows spell user to isolate up to 8 spells as long as the levels of the spells do not exceed 9 total levels.

14—Merge IV (I) As *Merge*, but allows spell user to cast up to 5 spells as long as the levels of the spells do not exceed 9 total levels.

15—Wedge (F*) This spell defends the merged or chained spells from a single dispel magic spell. The wedge spell draws the dispel to itself for the purpose of allowing the *Merge* and *Chain* spells to break through a single *Dispel* spell. Note: if two *Dispel* spells are used, the first will draw off the wedge, and the second will affect the *Merge* or *Chain* spell normally.

16—Hold Chain (F) When cast in conjunction with any chain spell, chained spells may be held from casting for duration. Other spells may be cast without dropping the held chain. If a *Chain* spell is being held, a merge spell may not be held.

17—Chain III (F) As *Chain*, but allows caster to chain three spells neither to exceed the 8th level.

18—Breaker II (F) As *Breaker*, but allows caster to break the bond chaining up to 3 spells together.

19—Merge V (I) As *Merge*, but allows spell user to cast up to 6 spells as long as the levels of the spells do not exceed 12 total levels.

20—Mind Merge (F*) Allows the caster to access any spells from a willing target for the purpose of merging accessed spell or spells with own spells. Spells gained from this spell may in turn be used with the hold merge spell. The gained spell is not learned, it is merely "stored" until cast. For example, the caster casts *Mind Merge* in conjunction with *Merge V*, he can then merge any desired spells from himself and target together.

25—Chain IV (F) As *Chain*, but allows caster to chain four spells neither to exceed the 15th level.

30—Power Share (F) This spell allows the caster to increase the attack level (SL, Section 9.1 and 9.2) of any merged or chained spells. This spell allows for the additional power points used to increase the attack level, to come from one of two sources; the caster himself, or a group of willing spell users of any realm. Lending power points to the caster in this manner will not affect the actions of the target.

50—Mass Merge (F) As *Merge*, but allows spell user to cast up to 7 spells with levels not to exceed 100 total levels, of which no single spell may be over 20th level.

WYRD MASTERY (CLOSED CHANNELING) (8.1.3)

"What must be, will be; and that which is a necessity to him that struggles is little more than a choice to him that is willing."—*Senecas, Archmage and Creator of the 'List Of The Mastery Of Fate' (Wyrd Mastery)*.

Obviously, he who masters his fate, by definition, masters his destiny. This list serves the purpose of allowing the owner a greater control of his (and other's) fate.

"...For he who controls his and other's destinies shall triumph and never know failure..."—speech given by *Senecas* at the Third Intercollegiate Arcanum Conference.

Note: The duration of these spells are not extendable in any way.

	Area of Effect	Duration	Range
1—Omen	self	varies	self
2—Divination	self	10 min/lvl	self
3—Destiny Sense	self	-	self
4—Read Fate	self	-	self
5—Determination	self	-	self
6—Unlucky	1 target	1 rnd/lvl	10'/lvl
7—Luck	1 target	1 rnd/lvl	10'/lvl
8—End	self	-	self
9—Anticipation	1 target	-	10'/lvl
10—Wyrd	self	1 min/lvl	self
11—Decree	self	-	self
12—Doom	1 target	-	10'/lvl
13—Charmed	self	10 min/lvl	self
14—Bane	1 target	varies	10'/lvl
15—Karma	self	-	self
16—Fortune	1 target	varies	10'/lvl
17—Fate	self	1 min/lvl	self
18—Grace	self	varies	self
19—Lot	self	varies	self
20—Favor	self	-	self
25—Boon	self	1 min/lvl	self
30—Failure	1 target	varies	10'/lvl
50—Success	1 target	varies	10'/lvl

1—Omen (I) Causes the caster to perceive an omen about the particular topic he has in mind. The omen may be anything at all, but will usually be appropriate to the topic considered, e.g., ominous rumblings from a dormant volcano if the caster is thinking of going there, a white dove passing overhead if caster is in a war zone, etc. The omen is usually accurate (90%), and can last for up to 1 rnd per level. This spell confers no ability to interpret perceived omens.

2—Divination (I) Caster gains +2/lvl to all attempts at using his divination skill for the duration.

3—Destiny Sense (I) Caster is able to determine general actions which will lead to desired objectives, such as 'Go North' or 'Enter Castle'. This spell doesn't guarantee success, just direction towards the end result.

4—Read Fate (I) Caster is able to determine target's remaining number of fate points (positive or negative).

5—Determination (I) Caster is able to determine whether luck (this list, etc.) has had any involvement with a target's near past (within 1 minute per level).

GENETIC WAYS (ANIMIST BASE) (8.1.4)

Note 1: For every type of genetic change or manipulation, the caster must roll 101 or above on his Biochemistry skill. The chance of failure is modified as follows:

- 60% for every change in or between Kingdom
- 50% for every change in or between Phylum
- 40% for every change in or between Group
- 30% for every change in or between Family
- 20% for every change in or between Genus
- 10% for every change in or between Species
- 05% for every change in or between Sub-Species (Race)
- 01% for every change in or between own DNA.

Note 2: The above penalties apply only to an unborn fetus, if the spells are cast on a living human target (older than one day in age) the minuses are tripled (3x fetus minuses).

Note 3: These penalties are cumulative with each other. Each penalty is added per each change or manipulation.

Note 4: If the Biochemistry skill roll is failed, the result to the altered target is usually a lethal mutation. A victim of any such failed attempt takes 1 'E' physical alteration criticals per 1% failure of the Biochemistry roll. For example, if a 101 is necessary to succeed and 81 is rolled, victim must take 20 'E' physical alteration criticals.

Note 5: These spells may only be cast upon willing targets.

Note 6: The terms used on this list (such as DNA, RNA, etc.) may be ones the caster is not familiar with, although he might be familiar with the general concepts. GMs should feel free to alter these terms to fit his world and the concepts.

6—Unlucky (F) Causes one target (who misses his RR) to be at + or - 1 per level of caster (whichever is worse) for all rolls for the duration of this spell.

7—Luck (F) Causes one target (who misses his RR) to be at + or - 1 per level of caster (whichever is better) for all rolls for the duration of this spell.

8—Fate (S*) Caster causes any fate, divination, omen readings, etc. cast on him to fail.

9—Anticipation (I) Caster knows what next (most likely) action of a target will be. Target gains a RR and if this is made, then the caster simply learns nothing.

10—Wyrd (P) Causes caster to be excluded from random rolls made concerning a group of which the caster is a part, (there must be at least one other person in the group). If the GM rolls randomly for the group, concerning encounters, surprise attacks, treasure, 'volunteers' etc. the caster will be excluded from the random determination for the duration.

11—Decree (I) Caster may ask any one yes or no question of the GM, who may answer it truthfully (with regard to conditions as they currently exist). Chance of a correct answer is 80%. This spell may be cast only once per day.

12—Doom (F) Causes a target to lose one fate point (unless a RR is made).

13—Charmed (U) Caster may re-roll any one RR made (and missed, or not made partially) during the duration.

14—Bane (F) Causes the target to fumble his next roll.

15—Karma (U) Caster may change up to 1 development point per level into one quarter as many fate points. These development points may not be used for the next level gain. **Note:** If the GM uses the negative fate point option, then to eliminate one negative fate point requires two 'created' fate points.

16—Fortune (F) Causes the target to automatically roll open-ended (high) on his next roll. To determine the actual roll, roll a ten-sided die, disregarding a roll of 1 to 5, and add it to 90.

17—Fate (F) Caster may cause any one roll during the duration (directly related to him) to be re-rolled.

18—Grace (U) Caster may decrease the next critical roll against him by up to 1% point per PP spent in casting this spell.

19—Lot (U) Caster may increase the next critical roll made by him by up to 1% point per PP spent in casting this spell.

20—Favor (U) Caster gains +1% per power point spent in casting this spell to his chance of gaining his deity's attention.

25—Boon (U) Caster may roll any roll (directly relevant him) during the duration then choose which die is the tens.

(allows for caster to choose which die is the tens)

30—Failure (F) Causes one target's next action (non combat) to automatically fail (if a RR is missed).

50—Success (F) Causes one target's next action (non combat) to automatically succeed (if a RR is missed). The action must not be impossible.

	Area of Effect	Duration	Range
1—Identify	1 target	-	touch
2—Detect Defect	1 target	-	touch
3—Determine Trait	1 target	-	touch
4—Determine Parents	varies	-	touch
5—Reject	1 target	-	touch
6—Accept	1 target	-	touch
7—Identify Trait	1 target	-	touch
8—RNA Protection	1 target	1 day/1vl	touch
9—Control Differentiation	1 target	P	touch
10—Meiosis	1 target	-	touch
11—Decrease Speed	1 target	1 day/1vl	touch
12—Increase Speed	1 target	1 day/1vl	touch
13—Link Gene	1 target	-	touch
14—Control Duplication	1 target	1 day/1vl	touch
15—Dominant	1 target	-	touch
16—RNA Manipulation	1 target	-	touch
17—Progenitor	1 target	-	touch
18—Splice Gene	1 target	-	touch
19—Control Number	1 target	-	touch
20—DNA Manipulation	1 target	-	touch
25—Evolution	1 target	-	touch
30—Mitosis	1 target	-	touch
50—Clone	1 target	P	touch

1—Identify (I) Caster is able to determine exact scientific classification of chosen creature (kingdom, phylum, etc.).

2—Detect Defect (I) Caster may detect any birth defects present in a fetus while it is still within the womb.

3—Determine Trait (I) Caster may identify 1 trait (tall-short, fat-thin, hair-eye-skin color and texture, digit number, tail, etc.), and learn of its placement and relevance to the target.

4—Determine Parents (I) Caster may determine, from tissue samples (one from each possible parent and child), which are the originating progenitors of a being.

5—Reject (F) Caster may cause a target to reject altered DNA. This will aid target in eliminating viruses, cancer, etc. (aiding by allowing another RR for one failed or adding +1 per level of caster to one as yet unmade).

6—Accept (F) Caster may cause a target to accept altered DNA. This immuno-suppressive spell will prevent rejection of transplanted tissue, altered DNA, RNA, etc.

7—Identify Trait (I) Caster may determine exactly which portions of a chromosome are responsible for one trait found in an organism. When altering a specific trait within a target, knowledge of the trait (through Identify Trait spell) allows caster to gain +1 per level to his Biochemistry roll.

8—RNA Protection (F) Caster may protect a target against mutation of any RNA or messenger RNA for the duration of this spell.

9—Control Differentiation (F) Caster may alter the cell specialization of up to 1 cubic inch per level of the matter of one being. The cells may be 'programmed' to perform many different functions, including re-growth of lost tissue (1 week per cubic inch of flesh regrown (excluding brain and nerves)), secretion (insulin, sugar, blood, water, hormones, etc.), mutation, etc. This spell must be cast for each differentiation the caster wishes to evoke.

10—Meiosis (F) Caster is able to join together chromosomes from a male and female for the purpose of creating a fertilized egg. The chromosomes needed may come from any cells of the two parents. An essential receptacle is required for the placement and the growth of the fertilized egg, e.g., the egg must be placed within a natural or artificial womb. Only one fertilization per casting of this spell.

11—Decrease Speed (U) This spell allows caster to decrease the speed at which cells multiply. The decrease is 2% per level of the caster. This spell may also slow aging and healing.

12—Increase Speed (U) This spell allows caster to increase the speed at which cells multiply. The increase is 2% per level of the caster. This spell may speed the aging and healing process.

13—Link Gene (F) Caster 'links' any one trait to any other trait. For example, hair color and eye color are loosely 'linked', meaning that a blond or red haired individual will usually have lighter skin than someone who has brown or black hair. This spell allows caster to cause any one trait to become 100% linked to another trait. For example, linking height to IQ would mean that the taller the target was the greater his reasoning bonus, linking eye color to agility would mean that the blue-eyed (or hazel or brown) individual would be measurably more agile (higher agility bonus) than the average person of his race. This 'mutation' will follow the target through his progeny.

14—Control Duplication (F) Caster is able to either prevent or enhance mutation of cell division in a target. Thus caster is able to keep the DNA 'pure' (with no mutation) or pollute it with mutations. If caster chooses to pollute the DNA, the target makes a RR and for every 5% missed by takes 1 random physical alteration critical (random regarding severity and roll).

15—Dominant (F) Caster may cause any one recessive trait to be dominant over the dominant trait. This 'mutation' will follow the target through his progeny. A target need not possess the dominant trait to have a recessive trait 'asserted'. A caster may be homozygous recessive and through this spell would become (at least as far the target and his progeny were concerned) homozygous dominant.

16—RNA Manipulation (F) RNA is the genetic message carrier of the body. With this spell the caster is able to alter or control one of the various body functions (by up to +/- 1% per level) including temperature, hormonal balance and production, inter and intra cellular fluid and chemical balance, cell production, etc. This spell must be cast to affect the change and recast to undo or alter a change further.

17—Progenitor (F) Caster is able to join together chromosomes from any two targets (2 males, 2 females, or male and female) for the purpose of creating a fertilized zygote. The chromosomes needed may come from any cells of the two parents. An essential receptacle is required for the placement and the growth of the fertilized egg, e.g., the egg must be placed within a natural or artificial womb. Only one fertilization per casting of this spell. If two females are used as the donors of the genetic material, then the offspring may only be female (XX chromosomes only).

18—Splice Gene (F) Caster may add a predetermined part of one gene to another (one trait per spell cast). Spliced genes may come from other races or animals. Caster may thus splice the Elven trait of night vision to that of a human, and create a human with night vision.

19—Control Number (F) Caster may alter the number of chromosomes needed for procreation of a target. For example, humans normally require 46 chromosomes to create a viable fetus, corn requires 20, etc. With this spell, a caster could alter the number of chromosomes of the target to allow it to physically and genetically combine with an animal or plant with a different amount of chromosomes. This spell doesn't alter the amount of genetic material by increasing or decreasing the required number of chromosomes, just the number of chromosomes. Thus a horse combining with a man would produce a half man/half horse combination.

20—DNA Manipulation (F) Caster gains near-total control of the DNA of a target. Only one trait may be altered per casting of this spell. The exact location and use of the trait must be known for this spell to be attempted.

25—Evolution (F) Caster may 'evolve' a target along specific lines, to be stronger, taller, more intelligent, etc. For example, caster may alter one race stat bonus by up to +/- 1 per 5 levels of caster (with another random stat being affected inversely to the chosen stat).

30—Mitosis (F) Caster may control the amount of DNA material that goes into fetus from each parent. For example, Parent A will contribute 90% of the DNA of the fetus and Parent B will contribute the remaining 10%, etc.

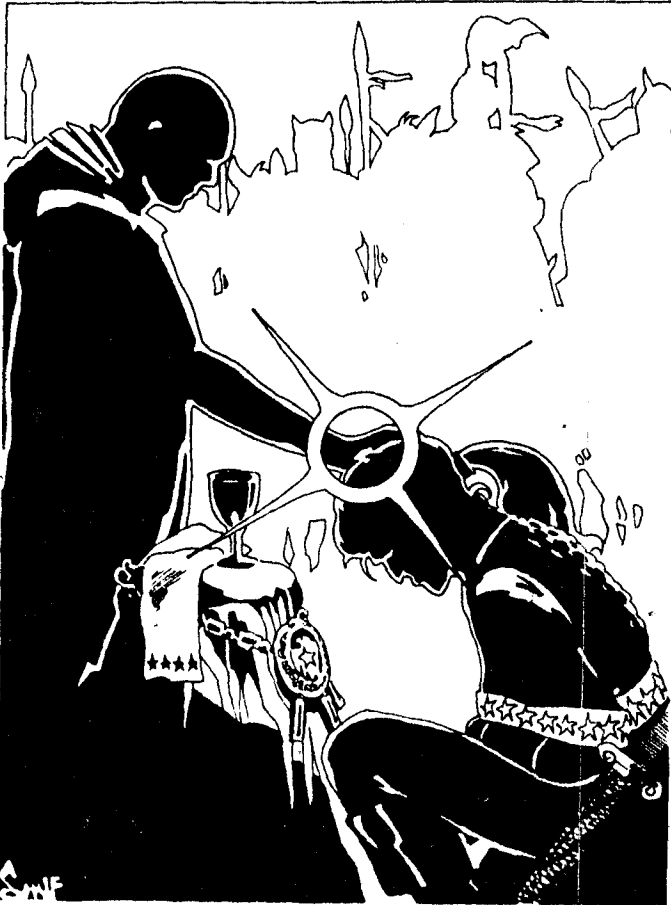
50—Clone (F) Caster is able to create an exact duplicate of a target, from a sample of live cells of that being. This clone will be exact in every physical way, including mood, thought patterns, etc. but excluding memories (no experience).

HOLY CHAMPION (CLERIC BASE) (8.1.5)

Note 1: *Holy Champion is one of the strangest lists in this compendium. The list is based around the idea that priests and monks (learned men, not warriors) often hire retainers to defend them and further their ends (and those of their faith). Of these retainers, one, usually the best warrior, is made the Champion. Since the warriors are involved in furthering the designs of the religious leaders their champion is called, sometimes incorrectly, a Holy Champion. This Holy Champion is granted great powers to be used in the struggle against the church's enemies.*

The Holy Champion list is a special list in which the caster embeds "power" upon his designated "Holy Champion". This power exists in the form of special spells which the Champion may cast to further the goals of his god. With the exception of a few spells on this list, most spells are for the sole use of the created Holy Champion.

This list, basically, creates the Paladin's Paladin, a man "sworn to the Quest" and totally devoted to his god, in every way, shape, and form.



Note 2: *Most of these spells are imbedded or given to a target by the caster. This allows the target to 'cast' a given spell after the target has been put through the Holy Champion Ritual.*

Note 3: *These spells are only effective on a target, not the caster.*

Note 4: *If the target agrees to become the Holy Champion, he must follow all actions which present themselves to further the cause of his god. This devotion to duty falls just short of stupidity, e.g., attacking an enemy army single handedly.*

Note 5: *If the Champion fails to perform his duties, he will likely be removed from Holy Champion-hood and be punished by his god.*

Note 6: *There may only be one Holy Champion per caster.*

Note 7: *Target must be willing, and caster or Champion may end service (thus canceling this list) at any time.*

Option 1: *Allow this list to only be used upon a target who is extremely devoted to the religion of the caster.*

Option 2: *Base the potency of the spells on this list upon the strength of faith of the Holy Champion. Holy Champions of great religious belief would gain full effects, while Holy Champions of little faith would accrue substantial reductions in the power of these spells. The strength of the Holy Champions faith is highly subjective. The GM must decide which actions determine if one is of strong belief or of weak belief based upon the specific god and/or religion.*

@—Denotes a spell to be used by the Holy Champion. These spells are cast by the Champion drawing power points from his created pool (see 10th level spell). Champion need not be a spell user of any type, to use these spells. Otherwise, spell casting rules apply normally, including casting per spell level (a 10th level Holy Champion may not cast over 10th level spells on this list.).

	Area of Effect	Duration	Range
1—Priestly Labor	1 target	P	touch
2—Spiritual Maneuver @	1 target	varies	10'/lv
3—Champion Aura @	1 target	1 rnd/lvl	10'/lv
4—Just Defense @	1 target	1 rnd/lvl	10'/lv
5—Righteous Combat @	1 target	1 rnd/lvl	10'/lv
6—Guiding Vision @	1 target	-	touch
7—Pious Rapture @	1 target	1 rnd/lvl	touch
8—Guarded Temple @	varies	1 hr/lvl	touch
9—Glorious Conversion @	1 target	10 min/lvl	touch
10—Store Power @	1 target	1 hr/lvl	touch
11—Resist Opposition @	1 target	1 rnd/lvl	touch
12—Virtuous Determination @	1 target	10 min/lvl	touch
13—Blessed Speech @	1 target	1 min/lvl	touch
14—Saintly Stasis @	1 target	1 day/lvl	touch
15—Sacrifice	1 target	P	1 plane
16—Threshold @	1 target	10 min/lvl	touch
17—Word of Praise @	varies	varies	5'R/lvl
18—Holy Slaying @	1 target	P	10'/lv
19—Eternal Link	1 target	P	1 plane
20—Noble Resurrection	1 target	P	touch
25—Heavenly Bridge @	1 target	-	1 plane
30—Celestial Protection @	1 target	varies	touch
50—Dedicate Cause	1 target	varies(P)	touch

1—Priestly Labor (F) Caster makes Holy Champion a lay priest of his god. Holy Champion may now perform all 'priestly' duties as a priest.

2—Spiritual Maneuver (F) Holy Champion to gains +2 per level of caster to the next maneuver he attempts.

3—Champion Aura (F) Holy Champion gains a bright aura about himself that designates him as Holy Champion and subtracts 1 per 2 levels of caster from all attacks against him in combat.

4—Just Defense (F*) Holy Champion gains a +1 per level bonus to his DB for the duration.

5—Righteous Combat (F*) Holy Champion gains +1 per level bonus to his OB for the duration.

6—Guiding Vision (F) Holy Champion gains a vision as to the next appropriate goal or action necessary to accomplishing his god's divine plan.

7—Pious Rapture (F) Holy Champion is 'Frenzied' for the duration of this spell.

8—Guarded Temple (F) Creates a small building (up to 100 cubic foot per level) to house the Holy Champion while on campaign. The interior is unaffected by environmental conditions outside. The building has all the structural strength of a well-made wooden house. This prepared house acts as a shrine of the Champion's god.

9—Glorious Conversion (M) Converts an enemy (RR +15) or a stranger (RR -15) to the Holy Champion's cause. Those converted will aid the H.C. in any way possible, short of joining him on his quest.

10—Store Power (F) Creates a PP pool that the Holy Champion may call on to cast these spells in a time of need. This will allow a fighter to use these spells without being a spell-caster himself. Maximum stored power points are equal to 5 PP/lvl of the Holy Champion. Caster must use own PP to fill pool. As the Holy Champion casts the various spells on this list, the pool of PP are drained accordingly. If the pool reaches zero the Holy Champion is no longer able to 'cast' his spells on this list, until caster stores more PP.

11—Resist Opposition (F) Holy Champion gains +2 per level to all RRs versus magic and +2 to all OBs and DBs when fighting his god's sworn nemesis.

12—Virtuous Determination (F) Holy Champion is immune to all fear and charm spells. Sleep spells are at half level and duration.

13—Blessed Speech (F) Holy Champion is able to freely communicate (no matter the distance) with his patron cleric (the individual who vested him) for the duration. This spell may also be initiated by the caster for the purpose of speaking with the Holy Champion.

14—Saintly Stasis (F) Holy Champion is placed in stasis for the duration. While in stasis, the Holy Champion doesn't age or move and cannot die.

15—Sacrifice (F) Holy Champion is channelled PPs from his patron cleric without danger of burnout. Holy Champion is required to sacrifice something of value (GM's discretion) to gain these PPs, however. Holy Champion may be channelled no more than his patron's level x2 per Sacrifice spell. This spell may only be initiated by the caster.

16—Threshold (F) Holy Champion gains double hit points for the duration of this spell. If by using this spell, the Holy Champion exceed his normal hits and his constitution then he passes the threshold of his death and will die at the end of the duration, unless he is healed prior to this.

17—Word of Praise (F) Holy Champion speaks one of his deity's Power Words and all allies in range are heartened (+1 per level to next die roll made), all enemies in range are stunned (1 rnd per 5% failure), and all current enemy magic in operation must make a RR or be dispelled.

18—Holy Slaying (F) Holy Champion causes one avowed enemy of his god to take an 'E' critical of the caster's choice from his holy light.

19—Eternal Link (F) Holy Champion gains communication access to his patron cleric in times of need (by calling out his deity's name, usable only once per day). The time of contact may be no more than 2 rounds in duration.

20—Noble Resurrection (F) Holy Champion is raised (soul restored and body healed) from the dead (if he died in the deity's service). Holy Champion is out of activity for twice the time dead. This spell may only be initiated by the caster.

25—Heavenly Bridge (F) Holy Champion is able to travel to any desired place to accomplish his deity's goals. Holy Champion may bring along up to one person per level who is also charged with completing the god's quest.

30—Celestial Protection (F) Holy Champion gains +3 per level to any one RR while seeking his god's purpose.

50—Dedicate Cause (F) Creates the Holy Champion and dedicates him to the cause of a god. Empowers the Holy Champion to cast any Channelled spells and PPs for the ends of his god and Church. Quests the Holy Champion to always seek the god's will. This spell also sets up a trigger, which will end the power of this spell, such as not following the god's tenets, performing an evil act (defined by his deity), etc. *Note: all spells on this list are useless, unless caster has created a Holy Champion through the use of this spell.*

CRUELTY WAYS (EVIL CLERIC BASE) (8.1.6)

Note: Unless otherwise noted these spells are cumulative.

	Area of Effect	Duration	Range
1—Dolor	1 target	1 rnd/lvl	10'/lvl
2—Discomfort	1 target	1 rnd/lvl	10'/lvl
3—Ache	1 target	-	10'/lvl
4—Woe	1 target	1 rnd/lvl	10'/lvl
5—Malaise	1 target	1 rnd/lvl	10'/lvl
6—			
7—Hurt	1 target	1 rnd/lvl	10'/lvl
8—Stricken	1 target	1 rnd/lvl	10'/lvl
9—Torment	1 target	P	10'/lvl
10—Anguish	1 target	P	10'/lvl
11—Deaden Pain	1 target	1 rnd/lvl	10'/lvl
12—Agony	1 target	P	10'/lvl
13—Torture	1 target	P	10'/lvl
14—Wrack	1 target	P	10'/lvl
15—Enhance Nerves	1 target	1 rnd/lvl	10'/lvl
16—Soul's Damnation	1 target	P	10'/lvl
17—Excruciating Pain	1 target	P	10'/lvl
18—Interrogation	1 target	1 rnd/lvl	10'/lvl
19—Ordeal	1 target	1 rnd/lvl	10'/lvl
20—Pain's Finesse	1 target	-	10'/lvl
25—Mind's Pain	1 target	1 rnd/lvl	10'/lvl
30—Affliction	1 target	P	10'/lvl
50—Hell on Earth	1 target	P	10'/lvl

- 1—Dolor (M)** Causes target to immediately lose up to 1 exhaustion pt./rnd/lvl of caster. Once the spell is completed exhaustion points return normally.
- 2—Discomfort (M)** Causes up to -1 per 2 levels of caster to any maneuver during the duration.
- 3—Ache (M)** Stuns target for up to 1 rnd per 10% failure.
- 4—Woe (M)** Target subtracts 1 per 2 levels of caster from all resistance rolls.
- 5—Malaise (M)** Causes target's focussed concentration to suffer. This causes spell casting, meditation, adrenal moves etc. to be modified by -10. Target who attempts spell casting must make an ESF roll with the same minuses.
- 7—Hurt (M)** Causes target to suffer a penalty of -10 regarding any skill roll.
- 8—Stricken (M)** Causes any chosen stat to be reduced by up to 1/lvl of caster for the duration of the spell. This reduction may affect stat bonuses.
- 9—Torment (F)** Causes target to bleed at rate of up to 1 hit per 10% failure. Bleeding location is random. Bleeding lasts until stopped normally.
- 10—Anguish (F)** Causes target to sustain 1 muscle/tendon tear. Hit point damage is equal to 1 pt/lvl of caster. Damage location is random.
- 11—Deaden Pain (M)** Gives target ability to sustain additional hits equal to +5%/lvl of caster. For example, a 20th level caster could extend the suffering of a victim to twice the normal duration.
- 12—Agony (F)** Causes target to sustain 1 broken bone. Hit point damage is equal to 1 pt/lvl of caster. PPs may be increased to double to provide the effect of shattering 1 bone. In this case hit points would be doubled also. Damage location is random.

13—Torture (F) Causes target to suffer 1 damaged organ. Hit point damage is equal to 1 pt/lvl of caster. Depending upon organ other effects would likely be felt, a damaged eye would be sightless, a damaged liver would have difficulty filtering blood, a damaged lung would limit oxygen uptake etc. Damage location is random.

14—Wrack (F) Causes target to suffer 1 damaged nerve. Hit point damage is equal to 1 pt/lvl of caster. Depending upon nerve, use of limb, organ, or even brain may be impaired. Damage location is random.

15—Enhance Nerves (M) Causes target to take 5% damage/lvl of caster. This damage is illusory and disappears after the duration is over. Thus it is possible for a character to go unconscious from damage, then wake up after the illusory damage vanishes.

Example: A 30th level caster performs this spell on a Thief with 80 hit points. The Thief experiences taking 120 hits of damage and goes unconscious. Later, the Thief awakens to find himself whole and undamaged as the hits taken weren't real.

16—Soul's Damnation (FM) Forces the soul to remain in the body after death and continue experiencing stimulus, other pain spells etc. If the character continues in this beyond-death state for more than 1 day per character's level then that person becomes an undead. The exact undead type is dependent upon GM wishes, character outlook and class. To remedy the undead state this spell must first be canceled, at which time the character dies normally.

17—Excruciating Pain (F) Caster causes one random critical with random severity (A through E) to affect target. If double PPs are spent, critical table may be chosen with random severity. If triple PPs are spent table and severity may both be chosen.

18—Interrogation (M) Adds a +5%/level of caster bonus to the Interrogation skill. This spell is particularly effective when used in concert with the other spells on this list.



19—Ordeal (M) Causes target such intense pain that his effective experience level is reduced by half. All spells, RRs, maneuvers, level bonuses etc. are determined to be at the new level for the duration.

20—Pain's Finesse (M) Causes any of the lower level spells to respond to caster's wishes regarding location. Thus with this spell it's possible to exhaust an arm, stun a finger, damage an eye etc.

25—Mind's Pain (M) Causes target to believe that any of the lower level effects occur. No actual damage is done, up to the point of death, at which point the character does die.

30—Affliction (M) Causes target to be randomly diseased once per day. The target doesn't know which disease will affect him until it manifests itself. The disease is of random severity. This spell must be neutralized as it will continue beyond the demise of the caster. Curing a given disease will simply provide one day's respite, not a lasting cure.

50—Hell on Earth (M) As Affliction but target is randomly cursed daily.

DARK CURSES (EVIL CLERIC BASE) (8.1.7)

The Dark Curses list is a special list of curses; they can be useful against a wide variety of do-gooders. They may also be used to cancel certain backround options; e.g., the Scope Curse will cancel a character's Scope background option (e.g., he will have the normal # of targets) from RMCI Section 4.5. Standard attempts may be made to neutralize/remove the curses, but for each time the curse resists removal, the one who attempted to remove it will take an electricity critical of 1 severity degree (maximum of 'E') for every 10% that the curse's RR was successful by. High-level curses, therefore, will be extremely dangerous to remove, as the curses resist at the caster's level!

	Area of Effect	Duration	Range
1—Cringing Curse	1 target	until removed	100'
2—Indoorsman Curse	1 target	until removed	100'
3—Hesitation	1 target	until removed	100'
4—Pacifism	1 target	until removed	100'
5—Encumbrance	1 target	until removed	100'
6—Exhaustion	1 target	until removed	100'
7—Fumbling	1 target	until removed	100'
8—Ill Essence	1 target	until removed	100'
9—Feeblemind	1 target	until removed	100'
10—Grey Aura	1 target	until removed	100'
11—Ill Health	1 target	until removed	100'
12—Pain	1 target	until removed	100'
13—Bad Karma	1 target	until removed	100'
14—Sickness	1 target	until removed	100'
15—Temporal Curse	1 target	until removed	100'
16—Spatial Curse	1 target	until removed	100'
17—Death Wish	1 target	until removed	100'
18—Scope Curse	1 target	until removed	100'
19—Amnesia	1 target	until removed	100'
20—Death Curse	1 target	until removed	100'
25—Unluck	1 target	until removed	100'
30—Magicfright	1 target	until removed	100'
50—Dark Curse	1 target	until removed	100'

1—Cringing Curse (F) Target incurs a penalty of -30 to all influence and interaction rolls.

2—Indoorsman Curse (F) Target is -30 to foraging; -20 to Tracking, Trap-building, and Stalk & Hide outside.

3—Hesitation (F) Target requires extra round to ready weapons.

4—Pacifism (F) Target is -10 for all BAR and EAR rolls.

5—Encumbrance (F) Target's armor maneuver penalties double.

6—Exhaustion (F) All target's activities are at double exhaustion point cost.

7—Fumbling (F) Target's fumble range for all weapons is doubled.

8—Ill Essence (F) One spell list that the target knows will have a +25 ESF penalty (caster's choice if he has a certain list in mind).

9—Feeblemind (F) Subsequent sleep and charm spells cast on the target will be at an additional -30 to resist and will have double attack level and duration.

10—Grey Aura (F) Target must subtract 1 PP/caster's level from his base PPs.

11—Ill Health (F) Target's injuries take twice as long to heal.

12—Pain (F) Target may only take 50% of normal hits before unconsciousness.

13—Bad Karma (F) Target is -30 to Adrenal Moves, Martial Arts, Adrenal defense, Ki, and Meditation skills.

14—Sickness (F) Target's base cost for Body Development doubles and base hits decrease 50%.

15—Temporal Curse (F) Target's spells are halved in duration.

16—Spatial Curse (F) Target's ranges are reduced by half; 10' ranges become 'touch', ranges of 'touch' become 'self.'

17—Death Wish (F) Target may only use up to half full OB whenever parrying.

18—Scope Curse (F) Cursee's spells will only affect half the normal number of targets. If only one target is being attacked by the cursee, then his bonuses are halved for the attack.

19—Amnesia (F) Target forgets his five most recent spell 'picks' learned.

20—Death Curse (F) Criticals from one type of creature (caster's choice) will be 'slaying' against the target.

25—Unluck (F) All rolls involving the target are modified by ± 5 towards most detrimental result for target.

30—Magicfright (F) Target resists versus magic at one-half his level.

50—Dark Curse (F) Target incurs the disfavor of a god, demigod, demon, etc.

SURVIVAL WAYS (DRUID BASE) (8.1.8)

	Area of Effect	Duration	Range
1—Float	1 target	1 min/lvl	10'/lvl
2—Sink	1 target	1 min/lvl	10'/lvl
2—Support Weight	1 target	10 min/lvl	touch
3—Test	self	-	self
3—Reflect	varies	1 rd/lvl	10'/lvl
4—Temperature Control	1'R/lvl	10 min/lvl	10'/lvl
5—Condensation	varies	-	varies
6—Climb	self	1 min/lvl	self
7—Navigation	self	10 min/lvl	self
8—Repellant	5'R/lvl	10 min/lvl	self
9—Dehydrate	varies	P	touch
10—Vision Protection	1 target	10 min/lvl	touch
11—Environment Vision	1 target	1 min/lvl	touch
12—Water Walk	1 target	1 min/lvl	touch
13—Dry	1 target	10 min/lvl	touch
14—Breathe Water	1 target	1 min/lvl	touch
15—Propel	self	10 min/lvl	self
16—Cut Ice	varies	P	touch
17—Melt	varies	varies	touch
18—Exposure Protection	1 target	10 min/lvl	touch
19—Environmental Movement	1 target	1 min/lvl	10'/lvl
20—Direction/Distance	self	-	self
25—Survival Tools	varies	P	touch
30—Resist Pressure	self	10 min/lvl	self
50—Spell Enhancement	varies	1 rd/lvl	self

1—Float (F) Increases a target's natural buoyancy to the point where he easily remains afloat in any normal liquid.

2—Sink (F) Decreases a target's natural buoyancy to the point where he easily sinks to the bottom of a body of water. Targets are at -25 to swim skill.

2—Support Weight (F) Allows a target to walk upon snow or sand as if he were wearing a snow shoe or similar weight spreading device upon each foot.

3—Test (I) Caster determines the depth of water and weight supporting ability of an area of sand, snow, mud, etc. up to 100 square foot per level.

3—Reflect (F) Caster reflects sunlight from an area of up to 10 square foot per level to shelter the area from the sun or signal using the sunlight.

4—Temperature Control (F) Caster is able to control the temperature in an area of up to 1' radius per level by +/-2° per level of caster.

5—Condensation (F) Caster is able to condense up to 1 pint of water per level from air. Caster must have sufficient amounts of air to accomplish this, e.g., from 1000 cubic foot per pint in a tropical rain forest to 100,000 cubic foot per pint in very arid regions.

6—Climb (F) Target gains +2 per level of caster to his climbing skill for the duration.

7—Navigation (F) Caster gains a natural sense of direction (based upon the earth's magnetic field) for the duration of this spell. Regardless of his direction, disorientation, etc. caster may find his way. Caster may not be lost when he casts this spell.

8—Repellant (F) Caster creates a field of energy, scent, taste etc. which repels one type of creature, such as a shark, insect, alligator, etc.

9—Dehydrate (F) Caster removes the water from up to one cubic foot of material per level of caster. Caster may dehydrate foodstuffs, dry clothing, etc.

10—Vision Protection (F) Target is protected from the debilitating visual effects of snow, desert sun, etc.

11—Environment Vision (F) Target may see normally in various adverse conditions, blizzard, underwater, sandstorm, etc.

12—Water Walk (F) Target is able to walk on water as on solid ground.

13—Dry (F) Keeps target and possessions dry up to, but not including, total immersion in liquid.

14—Breathe Water (F) Enables target to breathe water as if it were air.

15—Propel (F) Caster is able to move and maneuver in water or on ice at up to his full movement rate without expending exhaustion points for the duration of this spell.

16—Cut Ice (F) Caster is able to cut ice in an amount up to 10 cubic foot per level. The ice may be cut in pieces of any desired size.

17—Melt (F) Caster is able to melt up to 10 cubic foot of ice and snow per level of caster. The melting will require 1 round per 10 cubic foot.

18—Exposure Protection (F) Target is protected from exposure to harsh elements, sun, chap, moisture, etc.

19—Environmental Movement (F) Allows target to move and maneuver in adverse environmental conditions, underwater, on ice, etc. as if he were on dry land.

20—Direction/Distance (I) Caster is able to determine the direction and distance to one desired natural phenomenon, e.g., land, ocean, river, glacier, etc.

25—Survival Tools (F) Creates serviceable environmental tools (up to 1 per level of caster) such as skis, skates, rope, pitons, hammer, crampons, etc. Items are created from appropriate, common material (wood, iron, hemp, etc.).

30—Resist Pressure (F) Caster's body is able to withstand up to 1 additional atmosphere per level in pressure without harm.

50—Spell Enhancement (F) Creates a filter which adjusts any other spells cast by the caster according to environmental conditions. This will allow the 'adjusted' spells to remain totally effective regardless of where they were cast, fireball underwater, wall of water in desert, etc.

8.2 ESSENCE

PRISON LAW (OPEN ESSENCE) (8.2.1)

	Area of Effect	Duration	Range
1—Lock/Unlock	1 object	-	10/lvl
2—Alarm	1 target	10 min/lvl	touch
3—Mark	1 target	varies	touch
4—Ball and Chain	1 target	1 rnd/lvl	10/lvl
5—Determine Operation	self	P	self
6—Hold	1 target	1 min/lvl	10/lvl
7—Magical Keys	1 object	1 rnd/lvl	touch
8—Chain	1 target	10 min/lvl	touch
9—Fetter	1 target	1 min/lvl	10/lvl
10—Batter Portal	1 portal	P	10/lvl
11—Erode Stone	varies	P	10/lvl
12—Sight Location	varies	1 hr/lvl	touch
13—Repair Stone	varies	P	touch
14—Force Prison	varies	1 hr/lvl	10/lvl
15—Weaken Bars	varies	P	10/lvl
16—Block Senses	1 target	1 min/lvl	10/lvl
17—Strengthen Bars	varies	P	10/lvl
18—Daily Needs	varies	1 day	10/lvl
19—Eternity's Lock	1 object	P	10/lvl
20—Disintegrate	varies	P	10/lvl
25—Stasis Store	1 target	1 day/lvl	touch
30—Impotent Spells	1 target	1 hr/lvl	touch
50—Sphere of Imprisonment	varies	1 min/lvl	10/lvl

1—Lock (F) Caster can cause any one lock he can see (within 100') to be locked. The lock is locked normally, and may be unlocked normally.

2—Alarm (F) Caster is informed if a target moves outside a designated area. The area may not be larger than 100 square foot per level.

3—Mark (F) Marks a target as a member of a group. The mark may be visible to normal sight, magical sight, etc., as chosen by the caster. If this spell is used to physically mark a target, this spell is permanent, if used to magically mark a target, then the spell will last for one day per level of caster.

4—Ball and Chain (F) Caster causes the encumbrance of a target to increase by adding up to +1 per 2 levels to his weight allowance units. For example, a target (whose number of weight allowance units in load is equal to between x6 and x7(-40) to movement)) has this spell cast upon him by a 10th level caster. The target's encumbrance penalty increases to -90 (from between x6 and x7 to between x11 and x12). Even if the man were to drop everything he were carrying, his encumbrance penalty would still be -30 (x5 encumbrance penalty).

5—Determine Operation (I) Caster gains intimate working knowledge of one lock (it counts as having the construction of the mechanism described to him (+20 for picking attempts)).

6—Hold (M) Target is held to 25% of his normal actions for the duration.

7—Magical Keys (F) Caster creates keys of force (or magical energy) which will open one lock (normal 100% or magical 90%) for which they have been specifically designed. Caster must cast a Determine Operation (or possess intimate working knowledge of the locking mechanism) on the lock, prior to this spell.

8—Chain (F) Target (who fails a RR) is bound to a particular area (up to 1000 square foot per level) with 'mental chains' which cause the target to have inhibitions against leaving the designated area. If the target leaves this area he will be at -1 to all actions per 100' distance from the area, until he returns to the area, the spell is canceled, or the duration expires.

9—Fetter (F) Creates bonds of force which will bind a target (unless he makes a RR) for the duration.

10—Batter Portal (F) Causes any non-magic portal up to 1' x 10' x 10' to be broken into splinters.

11—Erode Stone (F) Changes up to 10 cubic foot of stone per level into powder.

12—Sight Location (U) Allows caster to 'see' into up to 1 prison-type cell per level by concentrating briefly. In casting, the mage must touch the location his 'eyes' will be located in or around each cell. All cells must be within a 10' per level radius.

13—Repair Stone (F) Repairs damage to stone and stoneworks (up to 10 cubic foot per level may be replaced).

14—Force Prison (F) Creates a 'force' cage which will contain anything placed within it, for the duration. The cage may be any size as desired (up to 100 cubic foot per level), but once created, may not change in size. The cage has a door which responds to caster's mental commands. This cage is as strong as an equivalent size steel cage. Nothing prevents occupant of the Force Prison from the various methods of escape.

15—Weaken Bars (F) Caster causes up to 1 cubic foot per level of normal steel (or iron) bars to be weakened by up to 1% per level. The bars will be less able to withstand damage and more apt to break.

16—Block Senses (F) Caster causes one target to lose the use of up to 1 sense (sight, taste, touch, etc.) per 10 levels of experience.

17—Strengthen Bars (F) Caster causes up to 1 cubic foot per level of normal steel (or iron) bars to be strengthened by up to 1% per level. The bars will be more able to withstand damage and less apt to break.

18—Daily Needs (F) Provides for the daily needs of up to one prisoner per level of caster, including both food and water. The food provided is simple, but nourishing.

19—Eternity's Lock (F) Caster seals any one lock or door, forever. This lock/door will be detectable as magical and may not be opened by any spell based on unlocking it. The lock/door may be destroyed normally.

20—Disintegrate (F) Completely destroys up to 1 cubic foot of inanimate material per level of caster (if the material fails it's RR).

25—Stasis Store (F) Places one target (who fails his RR) into stasis for the duration of this spell. The target will neither age, nor be able to act for the duration. Target will be unaffected by anything while in stasis.

30—Impotent Spells (F) Prevents a target (who fails his RR) from using his PPs for the duration of this spell. If the target may normally cast a spell for free (without the use of PPs, adds, etc.), then he still retains this ability.

50—Sphere of Imprisonment (F) Creates a sphere of force which prevents anything from passing it's perimeter (in or out) for the duration. Sphere may be up to 1' diameter per level of caster.

WARRIOR'S BLADE (OPEN ESSENCE) (8.2.2)

Note: Only one blade per caster may be created.

Note: All the spells on this list deal directly with the "Warrior's Blade", and will only work when used with one.

Option 1: These spells may be altered to be used on any weapon, not just upon bladed weapons. Each variety of weapon type should be a separate list. Warrior's Axe, Warrior's Hammer, Warrior's Staff...

Option 2: Only allow these spells to be used on bladed weapons and their ilk.

Option 3: This list may also be used as a Warrior Mage base list.

	Area of Effect	Duration	Range
1—Enchantment	1 blade	P	touch
2—Bladelight	1 blade	10 min/lvl	touch
3—Personal Tie	1 blade P	touch	touch
4—Throw	1 blade	1 rnd/lvl	touch
5—Cleave	1 blade	1 min/lvl	touch
6—Blade Store	1 blade	varies	touch
7—			
8—Rejoining	1 blade	P	touch
9—			
10—Elemental Attack	1 blade	varies	touch
11—Missile Parry	1 blade	1 rnd/lvl	touch
12—Extended Strike	1 blade	1 rnd/2 lvls	touch
13—Body Sheath	1 blade	P	touch
14—Specific Strike	1 blade	varies	touch
15—Return	1 blade	varies	touch
16—Hammer Blows	1 blade	1 attack	touch
17—Spell Cleaver	1 blade	varies	touch
18—Whirlwind	1 blade	1 rnd	touch
19—Weapon Cleaver	1 blade	1 min/lvl	touch
20—Shaped Strike	1 blade	1 attack	touch
25—Elemental Parry	1 blade	1 parry	touch
30—Dancing Weapon	1 blade	1 rnd/lvl	touch
50—Spell Parry	1 blade	1 parry	touch

1—Enchantment (F) Caster enchants a weapon which is to become his "Warrior's Blade." This spell grants the weapon a +1 per level bonus (of when this spell was cast) to any attacks made with this weapon. If the caster gains in level, and he wishes the bonus to be increased as well, he must recast this spell. This Warrior's Blade weapon only gains a bonus in the hands of its owner.

2—Bladelight (F) Causes a bladed weapon to glow with light. This light may be varied by the caster from as bright as a torch to as dim as a candle.

3—Personal Tie (F) Caster ties his weapon to himself. Anyone else who attempts to utilize his weapon will be at -1 (elusive balance) per level of the owner of the weapon.

4—Throw (F*) Caster may throw his weapon for the duration with a range of up to his strength bonus in feet (but never less than 30 feet in any case). The weapon attacks on its normal table with all relevant ranges being regarded as per short bow table.

5—Cleave (F) Allows caster's bladed weapon to cut wood as well as an axe, break stone as well as a mattock, or dig earth as well as a spade.

6—Blade Store (F) Caster may store one spell on his bladed weapon. No other spell may be cast while one is stored. The *Blade Store* costs the same amount of PPs as the spell to be stored.



8—Rejoining (F) Caster is able to repair any damage to his weapon. Caster is able to rejoin a broken portion of up to 1 linear inch per level.

10—Elemental Attack (F*) Caster is able to direct his next elemental attack spell (if he can cast them) through his weapon (without damaging it). Thus it appears (rightly so) as if the caster's weapon emits the elemental attack. The caster may use half his skill ranks (of Warrior Blade type) as if they were the skill ranks of a directed elemental skill.

11—Missile Parry (F*) Caster is able to use his full bladed-weapon OB as a parry against missile attacks for the duration of this spell.

12—Extended Strike (F) Caster is able to make an additional critical roll, same severity, when any critical is rolled with this weapon. The critical is of the most common critical for this weapon, thus for a foil the most common critical is a puncture.

13—Body Sheath (F*) Caster 'absorbs' one weapon, and reproduces it at need (by recasting this spell each time the weapon is un- and re-sheathed). The mass and weight of the weapon are added to the caster's mass while the weapon is 'sheathed'.

14—Specific Strike (F*) Caster may adjust the next critical by the number of skill ranks in his weapon. This adjustment must be done blind. Allow no reading the critical tables, the GM simply announces the critical roll and asks how it is to be adjusted, up or down, (and by how much).

15—Return (F) Weapon returns to caster's hand, via teleport, from any place, up to 100 miles away per level of caster.

16—Hammer Blows (F) Caster is able to multiply his next attack's damage by up to x1 per 5 levels of caster (round down).

17—Spell Cleaver (F) Caster's next successful strike against any enchanted item, weapon, etc. causes the item to make a RR vs the caster's level or be dispelled.

18—Whirlwind (F) Caster goes into trance for one round during which he is able to make up to x1 his normal weapon strikes per 5 levels of caster (round down).

19—Weapon Cleaver (F) Causes caster's weapon to be a 'Cleaving' weapon. When a weapon successfully parries it's attack, the defending weapon must make a RR or be broken.

20—Shaped Strike (F) Caster causes his weapon's next attack to be made on the attack table of the caster's choice.

25—Elemental Parry (F) Caster may use up to his entire normal weapon OB to 'parry' one elemental spell attack. The caster gains OB bonus against next perceived and parried elemental attack.

30—Dancing Weapon (F) Caster's weapon will 'dance' for the duration of this spell. The caster must fight with the weapon for one round prior to letting the weapon 'dance'. The weapon will have an OB of 1/2 the caster's normal OB and will take 5 hits per level of caster before being dispelled. Once this spell is cast it will not stop attacking short of the duration ending or the weapon being delivered the requisite amount of hits, the caster may not cancel this spell, nor will it be canceled by his death.

50—Spell Parry (F) Caster may use all his normal weapon OB to 'parry' the next perceived base spell attack made against him. This will have the effect of subtracting his OB from the base attack roll made against him.

WEAPON MASTERY (CLOSED ESSENCE) (8.2.3)

Note 1: Most of the weapons on this list are created from force. Though, unless otherwise stated, these weapons do not get a magical bonus, they may be used to hit creatures only hit by magical weapons.

Note 2: The created weapons are real weapons for the duration and may be used as such, fumbles, implanted bladerunes, and thrown weapon abilities included.

	Area of Effect	Duration	Range
1—Store Type *	1 weapon	P	self
2—Gauntlets *	1 weapon	1 rnd/lvl	10'
3—Dagger *	1 weapon	1 rnd/lvl	10'
4—Short Sword *	1 weapon	1 rnd/lvl	10'
5—Hand Axe *	1 weapon	1 rnd/lvl	10'
6—Mace *	1 weapon	1 rnd/lvl	10'
7—Sling *	1 weapon	1 rnd/lvl	10'
8—Quarter Staff *	1 weapon	1 rnd/lvl	10'
9—Spear *	1 weapon	1 rnd/lvl	10'
10—			
11—Broadsword *	1 weapon	1 rnd/lvl	10'
12—Battle Axe *	1 weapon	1 rnd/lvl	10'
13—Short Bow *	1 weapon	1 rnd/lvl	10'
14—Lance *	1 weapon	1 rnd/lvl	10'
15—Learn Type *	1 target	1 rnd/lvl	10'
16—Shield *	1 shield	1 rnd/lvl	10'
17—Long Bow *	1 weapon	1 rnd/lvl	10'
18—Two Handed Sword *	1 weapon	1 rnd/lvl	10'
19—War Mattock *	1 weapon	1 rnd/lvl	10'
20—Minor Temp. Enchant. *	1 weapon	1 rnd/lvl	10'
25—Make Weapon *	1 weapon	1 rnd/lvl	10'
30—Temporary Enchantment *	1 weapon	1 rnd/lvl	10'
50—Critical Strike *	1 weapon	1 rnd/lvl	10'

1—Store Type (I*) Stores parameters of an individual weapon type and style of use for future use with this list. This spell must be cast upon each weapon type that caster desires to be stored. The caster must view the weapon and/or it's use to store these. For example, Paris the Warrior Mage travels to the famous Mitoaura Mountains and observes the 'Nunchaku' in combat. During one such use he casts the Store Type spell. The weapon and it's basic uses are now stored.

2—Gauntlets (F*) Creates a full set of gauntlets of force which may be used as regular gauntlets for the duration. When spell is cast gauntlets appear anywhere within range, at caster's feet, on target's hands, within pouch, pack, on a table etc.

3—Dagger (F*) As Gauntlets except creates a dagger of force.

4—Short Sword (F*) As Gauntlets except creates a short sword of force.

5—Hand Axe (F*) As Gauntlets except creates a hand axe of force.

6—Mace (F*) As Gauntlets except creates a mace of force.

7—Sling (F*) As Gauntlets except creates a sling of force. This spell may also, if desired, create sling bullets at a maximum rate of two per round. This spell will allow one to cast up to two bullets/md as the slinger doesn't need to reload. Sling bullets remain till the duration expires.

8—Quarter Staff (F*) As Gauntlets except creates a quarter staff of force.

9—Spear (F*) As Gauntlets except creates a spear of force

11—Broadsword (F*) As Gauntlets except creates a broadsword of force.

12—Battle Axe (F*) As Gauntlets except creates a battle axe of force.

13—Short Bow (F*) As Gauntlets except creates a short bow of force which may be used as a regular short bow for the duration. This spell may also, if desired, create arrows at a maximum rate of two per round. This spell will allow one to fire up to two arrows/md as the archer merely needs to mimic pulling a bow and an arrow will appear to string. Arrows remain in body until the duration expires, or removed normally.

14—Lance (F*) As Gauntlets except creates a lance of force.

15—Learn Type (I*) Allows caster to make use of any 'stored' weapon usage to avoid the nonproficiency penalty of -25—For example, Paris the Warrior Mage may now use any normal Nunchaku in combat without the -25 nonproficiency penalty. Proficiency penalty returns after duration expires.

16—Shield (F*) As Gauntlets except creates a shield of force. This shield may be any type desired by caster. The shield's strength, breakage factor, etc. are as a normal shield of the appropriate type.

17—Long Bow (F*) As Short Bow except creates a long bow of force.

18—Two Handed Sword (F*) As Gauntlets except creates a two handed sword of force.

19—War Mattock (F*) As Gauntlets except creates a war mattock of force.

20—Minor Temporary Enchantment (F*) Causes any of the lower level spell weapons (or shield) to be enchanted to a +1/2 lvls bonus.

Example: Paris the 30th level Warrior Mage casts a Temporary Enchantment followed by a War Mattock spell. He now wields a +1/5 War Mattock.

Missile weapons do not gain double bonus, from both weapon and missile.

25—Make Weapon (F*) Allows caster to create any 'stored' weapon. Created weapon has all the normal characteristics of that type of weapon. If a missile weapon, use short and long bow as guidelines. No weapon may be created other than personal weapons, (no ballistae, catapults etc).

30—Temporary Enchantment (F*) Causes any of the lower level spell weapons (or shield) to be enchanted to a +1/lvl bonus.

Example: Paire the 30th level Warrior Mage casts a Temporary Enchantment followed by a War Mattock spell. He now wields a +30 War Mattock.

Missile weapons do not gain double bonus, from both weapon and missile.

50—Critical Strike (F*) Causes any of the lower level weapon spells to do an additional critical strike (of the caster's choice) of equal severity level. Critical table may only be changed through the use of another Critical Strike spell and there may only be one critical strike spell active. May be used on missile weapons with the same effect.



SUSTAIN BODY (CLOSED ESSENCE) (8.2.4)

	Area of Effect	Duration	Range
1—Maintain Air	1 target	2 rnd/lvl	touch
2—Maintain Nutrition	1 target	1 day	touch
3—Maintain Endurance	1 target	varies	touch
4—No Sleep	1 target	varies	touch
5—Resist Temperature	1 target	10 min/lvl	touch
6—Power Fuse	self	1 rnd/lvl	self
7—No Fatigue	self	varies	self
8—Dense Skin	self	10 min/lvl	self
9—Resist Damage	self	10 min/lvl	self
10—Resist Poison	self	-	self
11—Resist Disease	self	-	self
12—Meet Requirement	1 target	1 hr/lvl	touch
13—Resist Element	1 target	10 min/lvl	touch
14—Self Keeping	self	varies	self
15—Maintain Sanity	1 target	-	touch
16—Resist Magic	self	10 min/lvl	self
17—Resist Psion	self	10 min/lvl	self
18—Resist Critical	self	1 rnd/lvl	self
19—Resist Age	self	1 day/lvl	self
20—Maintain Soul	self	10 min/lvl	self
25—Change Requirement	1 target	1 hr/lvl	touch
30—Maintain Pressure	self	10 min/lvl	self
40—Resist Gravity	self	10 min/lvl	self
50—Total Invulnerability	self	1 min/lvl	self

1—Maintain Air (F) Satisfies a target's oxygen needs by utilizing spell points (those spent casting this spell). The duration of this spell may be varied by expending more than the required number of power points. Thus, a fifth level caster casts this spell using 3 PP (he could cast it with up to 5 PP). The duration of this spell would be 3 minutes (5th level x 2 rnds x 3 PP = 30 rounds or 3 minutes).

2—Maintain Nutrition (F) Satisfies a target's nutritional and maintenance needs for one day. The duration of this spell may be varied by expending more than the required number of power points. Thus a 6th level caster casts this spell using 6 PP (the most he could cast it with), which would provide a duration of 3 days.

3—Maintain Endurance (F) Satisfies a target's endurance needs on a 2 exhaustion point per power point basis. A target's exhaustion points may never exceed his normal maximum, any extra points are simply lost. For example, a 12th level caster is sprinting (3x movement rate) away from a Hyborion Snow Devil. He is escaping, but is using his exhaustion points up at an alarming rate (5/round). Upon finding he has 20 exhaustion points remaining, he stops for two rounds (while the Snow Devil gains on him greatly) and does two *Maintain Endurance* spells for 12 PPs each (his maximum amount) these two spells allow him to regain 48 exhaustion points (2 spells x 12 PPs x 2 e.p./PP = 48). Finding himself still ahead of the Snow devil, he can resume running, and hopefully escape the monster before he runs out of PPs.

4—No Sleep (F) Satisfies a target's sleep needs for two hours per PP spent. After the duration expires, the target must sleep a normal amount (though not more than 24 hours).

5—Resist Temperature (F) Allows target to withstand a greater range of temperatures without harm or discomfort. Target is able to withstand up to 10° (from nominal temp.) per level either up or down (or both if desired), though not above 600° F or below -300° F in any case. This amount is set at time of casting and to be reset, must be recast. For example, a 10th level caster may vary the temperature protection of an individual by up to 100° in one direction (either up or down) or varying amounts in both directions (though not more than 100 points total). This spell does not affect elemental spells in any way.

6—Power Fuse (F) Caster creates a 'circuit breaker' protecting himself from channeling mishaps and overload burnout. Assuming a burnout occurs, this spell kicks in, the circuit breaks, and the entire amount of channelled PP or spells are circuited away (the entire amount of either PP or spells is lost).

7—No Fatigue (F) Caster establishes a link between his PPs and his exhaustion points. His PPs are used instead of his exhaustion points on a one to one basis. This spell lasts until the caster cancels it, it is dispelled, or his PPs reach 0.

8—Dense Skin (F) Caster is able to alter the density of his skin to aid his survival in hostile environments. Caster is able to alter his armor type by 1 step per two levels of experience, thus at 8th level the caster could alter his skin to be AT 1, 2, 3, or 4.

9—Resist Damage (F) Allows caster to take more damage than he normally could. Caster is able to take an additional 10 hits/PP spent in casting this spell (not to exceed his normal hit points). For example, a 20th level mage (180 total hits) who casts this spell (spending 18 PPs) would increase his total hits to 360 for the duration of this spell.

10—Resist Poison (S*) Resists the effect of a poison on caster. This allows the caster to make an additional RR at the time of casting versus the effects of the poison. Caster may utilize extra PP in casting in order to increase his bonus. Each extra PP spent is equal to +1% to RRs vs poisons.

11—Resist Disease (S*) Resists the effect of a disease on caster. This allows the caster to make an additional RR at the time of casting versus the effects of the disease. Caster may utilize extra PP in casting in order to increase his bonus. Each extra PP spent is equal to +1% to RRs vs diseases.

12—Meet Requirements (F) Allows caster to designate an enclosed area that will alter to maintain the minimum necessary requirements to sustain specified lifeforms. This area may be no more than 1000 cubic foot per level.

13—Resist Element (F) Target is immune to one element for the duration of the spell. A fire-resistant target is able to endure any normal fire (his belongings are immune as well), but may be overcome by smoke, carbon-monoxide, etc. Being resistant to an element does not replace the need for other vital substances necessary for life. Also, when being attacked with an elemental type spell (of the type protected against), the attacking spell must make a RR versus the level of the caster of the *Resist Element* spell in order to affect the target.

14—Self Keeping (HS*) Upon receiving a death blow, the caster goes into stasis until he is either healed or his brain is destroyed.

15—Maintain Sanity (F) Resists the effects of harmful psychological changes on caster. This allows the target to make an additional RR at the time of casting versus the psychological effects. Caster may utilize extra PP in casting in order to increase the bonus. Each extra PP spent is equal to +1% to RRs vs the psychological effects. This spell would protect versus the various forms of insanity.

16—Resist Magic (F) Allows caster +2 per level to all RRs versus spells.

17—Resist Psion (F) Allows caster +2 per level to all RRs versus Psions.

18—Resist Criticals (F) Caster gains some slight resistance to criticals. All criticals rolled against the caster are lowered by one level, thus an 'E' becomes a 'D', a 'D' becomes a 'C', etc.

19—Resist Age (F) Caster gains some slight resistance to aging. Caster ages at a 1%/level slower rate. For example, a 20th level caster who casts this spell on himself would only age 8 of every 10 years (80% normal aging rate).

20—Maintain Soul (F) Caster is immune to all *Absolutions* or similar spells which attempt to separate the caster's soul from his body.

25—Change Requirements (F) Caster is able to alter one of the basic necessities of life for one target. For example, if this spell were cast on a mammal it could allow it to breathe carbon dioxide, eat iron or silicon, drink ammonia, etc.

30—Maintain Pressure (F) Caster is able to cause his body to maintain it's internal pressure regardless of outside conditions. Thus it is possible for a caster to be exposed to a vacuum or the ocean depths without harm.

40—Resist Gravity (F) Caster is able to resist heavier than normal gravity. Caster is able to withstand up to 1 'G' per two levels (at 40th level he could withstand up to 20 Gs).

50—Total Invulnerability (F) Caster is able to withstand any environment, regardless of temperature, gravity, sustenance, etc. One drawback to this spell is that the caster is isolated and totally unable to interact with this environment.

CONSTRUCTION WAYS (CLOSED ESSENCE) (8.2.5)

	Area of Effect	Duration	Range
1—Survey	self	-	100 ft/lvl
2—Drafting	1 structure	-	10 ft/lvl
3—Create Thatch	100#s/lvl	P	10 ft/lvl
4—Create Mortar	100#s/lvl	P	10 ft/lvl
5—Create Pitch	100#s/lvl	P	10 ft/lvl
6—Create Bricks	100#s/lvl	P	10 ft/lvl
7—Create Poles/Planks	100#s/lvl	P	10 ft/lvl
8—Create Glass Window	100#s/lvl	P	10 ft/lvl
9—Earth to Stone	100cu ft/lvl	P	10 ft/lvl
10—Hew Wood	self	10 min/lvl	10 ft/lvl
11—Chisel Stone	self	10 min/lvl	10 ft/lvl
12—Engrave Metal	self	10 min/lvl	10 ft/lvl
13—Dig	varies	P	10 ft/lvl
14—Make Portal	100cu ft/lvl	P	10 ft/lvl
15—Make Fixtures	100cu ft/lvl	P	10 ft/lvl
16—Stone to Earth	10cu ft/lvl	P	10 ft/lvl
17—Earth Wall	10cu ft/lvl	P	10 ft/lvl
18—Wood Wall	10cu ft/lvl	P	10 ft/lvl
19—Stone Wall	10cu ft/lvl	P	10 ft/lvl
20—Glass Wall	10cu ft/lvl	P	10 ft/lvl
25—Metal Wall	10cu ft/lvl	P	10 ft/lvl
30—Seal Seam	varies	P	10 ft/lvl
50—Curve/Shape Wall	100cu ft/lvl	P	10 ft/lvl

1—Survey (I) Informs caster of the best place for building a structure based upon his desires.

2—Drafting (I) Informs caster of the floor plan of one building.

3—Create Thatch (F) Causes proper materials (straw, rushes, palm leaves etc.) to become thatch for a roof. The amount of material that the caster may change into Thatch is 100 pounds per level of caster.

4—Create Mortar (F) Causes proper materials (sand, lime, water, etc.) to be mixed to the correct consistency of mortar for the desired purpose. The amount of material that the caster may change into Mortar is 100 pounds per level of caster.

5—Create Pitch (F) Causes proper materials (coal, wood, oil, etc.) to become pitch of the desired consistency. The amount of material that the caster may change into Pitch is 100 pounds per level of caster.

6—Create Bricks (F) Causes proper materials (mud, sod, sand, etc.) to become bricks (of any desired size). The amount of material that the caster may change into bricks is 100 pounds per level of caster.

7—Create Poles/Planks (F) Causes proper materials (logs, trees, lumber, etc.) to become poles and/or planks of the desired size. The amount of wood that the caster may affect is 100 pounds per level of caster.

8—Create Glass (F) Causes proper materials (sand, soda or potash, lime, etc.) to become glass (of any desired size). The amount of material that the caster may change into glass is 100 pounds per level of caster.

9—Earth To Stone (F) Causes up to 100 cubic feet of packed earth per level of caster to be changed into stone.

10—Hew Wood (F) Carves a piece of wood into desired shape or form. Quality of carving depends upon caster's degree of artistic ability.

11—Chisel Stone (F) Carves a piece of stone into desired shape or form. Quality of carving depends upon caster's degree of artistic ability.

12—Engrave Metal (F) Engraves a piece of metal into desired shape or form. Quality of carving depends upon caster's degree of artistic ability.

13—Dig (F) Allows caster to remove up to 100 cubic feet of material (earth or ice) per level from an area. Half that amount may be removed if the material is stone or steel. Dug material is destroyed.

14—Make Portal (F) Caster may make the hole for a window or door. This hole may be any shape or size (up to 100 cubic feet per level of displaced material). Displaced material is destroyed.

15—Make Fixtures (F) Caster may shape existing material (from walls, floors, ceilings) into fixtures (basin, shelves, seats, tables, torch holders, etc.). These fixtures are of the shaped material for determining strength, color, texture, etc. Amount of material may not be altered, but fixtures may be recessed or protrude from altered area. Amount of material that may be affected is up to 10 cubic feet per level.

16—Stone to Earth (F) Causes up to 10 cubic feet of stone per level of caster to be changed into packed earth.

17—Earth Wall (F) Allows caster to create an earth wall of up to 10 cubic feet per level. It must rest on a solid surface.

18—Wood Wall (F) Allows caster to create a wood wall of up to 10 cubic feet per level. It must rest on a solid surface.

19—Stone Wall (F) Allows caster to create a stone wall of up to 10 cubic feet per level. It must rest on a solid surface.

20—Glass Wall (F) Allows caster to create a glass wall of up to 10 cubic feet per level. It must rest on a solid surface.

25—Metal Wall (F) Allows caster to create an iron wall of up to 10 cubic feet per level. It must rest on a solid surface.

30—Seal Seam (F) Allows caster to fuse the seams between any two walls or between bricks. Caster may seal up to 10 linear feet per level at a depth of up to one foot (if more depth is required, caster must sacrifice linear footage). Caster may also seal up to 100 cubic feet of material into solid piece. Sealed area is as strong as the average of the strength of the two pieces that were joined.

50—Shape (F) Caster may create an object of any desired shape (with a volume of 100 cubic feet per level) from any of the following materials: earth, wood, stone, glass, iron. Thus a caster could make an entire house (albeit a small one), boat, bridge, etc. with one casting of this spell.

SPELL ENHANCEMENT II (CLOSED ESSENCE) (8.2.6)

Note: This spell list handles spell enhancement for parameters not covered in the closed Essence spell list, Spell Enhancement, in Spell Law.

	Area of Effect	Duration	Range
1—			
2—			
3—Potency I *	1 spell	varies	self
4—			
5—			
6—Potency II *	1 spell	varies	self
7—Increase Area I	1 spell	varies	self
8—Range Increase I	1 spell	varies	self
9—Potency III *	1 spell	varies	self
10—Multiple Target II	1 spell	varies	self
11—			
12—Increase Area II	1 spell	varies	self
13—Range Increase II	1 spell	varies	self
14—Potency IV *	1 spell	varies	self
15—Multiple Target III	1 spell	varies	self
16—Radius I	1 spell	varies	self
17—Range Increase III	1 spell	varies	self
18—Increase Area III	1 spell	varies	self
19—Potency V *	1 spell	varies	self
20—Multiple Target IV	1 spell	varies	self
25—Radius True	1 spell	varies	self
30—Spell Pulse	1 spell	varies	self
35—Potency True *	1 spell	varies	self
50—Spell Master	1 spell	varies	self

3—Potency I (U*) Adds a +5 to the next spell roll the caster makes. Not cumulative with any other Potency spells.

6—Potency II (U*) As *Potency I*, except the bonus is +10.

7—Increase Area I (U) If the next spell cast has an "area" for an area of effect, it is increased by 5'. For example, a 10'R spell will become a 15'R spell.

8—Range Increase I (U) Makes a "self" spell into a "touch" spell.

9—Potency III (U*) As *Potency I*, except the bonus is +15.

10—Multiple Target II (U) Changes a one target spell into a two target spell. This spell does not work with elemental attack spells.

12—Increase Area II (U) As *Increase Area I*, except the area is increased by 10'.

13—Range Increase II (U) Makes a "touch" spell into a spell with a range of 10'.

14—Potency IV (U*) As *Potency I*, except bonus is +20.

15—Multiple Target III (U) As *Multiple Target II*, except a one target spell becomes a three target spell.

16—Radius I (U) As *Multiple Target I*, except the spell is changed so that it has a radius of 5' instead of 1 target.

17—Range Increase III (U) Makes a "self" spell into a spell with a range of 10'.

18—Increase Area III (U) As *Increase Area I*, except the area is increased by 15'.

19—Potency V (U*) As *Potency I*, except bonus is +25.

20—Multiple Target IV (U) As *Multiple Target I*, except the number of targets is four.

25—Radius True (U) As *Radius I*, except the spell's radius is 5' for every 10 levels of the caster.

30—Spell Pulse (U) Alters the next spell cast so will be treated normally except the spell will go off as many times as the caster's level divided by five, once each round. For example, a "Lord Sleep" spell cast after a *Spell Pulse* by a 35th level caster will go off normally and then again once a round for the next six rounds. The caster can redirect the pulse at any time or can cast all the spells on one target or group of targets.

35—Potency True (U*) As *Potency I*, except the bonus is +5 for every five levels of the caster.

50—Spell Master (U) Any one spell can be modified by any of the spells on this list.

BARRIERS (CLOSED ESSENCE) (8.2.7)

Note 1: The shielding 'polarities' of the barrier spells may be specified in three different fashions:

- 1—Prevention of external to internal passage.
(keeps something out)
- 2—Prevention of internal to external passage.
(keeps something in)
- 3—Prevention of both internal and external passage.
(keeps something out if it is out and in if it is in.)

Note 2: The barriers may be stationary or mobile. If the barrier is stationary it uses the stated duration. If the barrier is mobile it's duration becomes concentration.

Note 3: All barrier spells vary in terms of level of caster regarding elimination by other magi's. Variance is of two distinct types:

- Type 1 is the stationary barrier spell whose RR level vs. any form of anti-magic or Barrier Destruction attempts begins at 2x caster's level then decreases by 1 lvl/round till during the last round of duration it is at the standard caster's level of ability. For example, Deve, a 40th level mage, casts a Magic Barrier on a room then leaves. Another mage (let's say 50th lvl) comes along and attempts to destroy it 3 times with 'Barrier Destruction'. The first attempt is during round 1, RR lvl of Magic Barrier is 80th (40x2) level against 50th level of Barrier Destruction (RR is made...It fails). The second attempt is on round 21, RR lvl of M.B. is 60th level against 50th level of B.D. (RR is made...Close, but still—no good). The third attempt is on round 38, RR lvl of M.B. is 42nd level against 50th level of B.D. (RR is made...Success.(Spell would have ended 2 rounds later anyway, but how was he to know that?)).
- Type 2 is the mobile barrier spell whose RR level vs. any form of anti-magic or Barrier Destruction attempts is at 2x caster's level throughout duration (Remember—Duration is only Concentration).

Note 4: Any spell in effect at the time the barrier is cast that it would affect must save vs the caster's level or be blocked for the duration of the barrier. For example, The Chaos Gate, a permanent gate between worlds, has a Gate Barrier cast around it by a 53rd level Magician. The Gate must save vs a 53rd level spell or go inactive for the duration of the spell. If it makes its RR then the Gate Barrier was not properly centered on it, thus the immunity.

Note 5: The caster may, of course, choose to be immune or affected by his own Barrier spells. Whatever his choice is, it is permanent (for the duration of the spell).

Note 6: The Area of Effect of these spells is variable and may be used to form the protection into a sphere of up to 2' R/lvl.

Note 7: A barrier may be overcome by any of the following:

- 1—A Barrier Destruction spell is successfully cast upon it.
- 2—The original caster dispels the barrier.
- 3—The caster of the barrier dies.
- 4—The duration expires.
- 5—The barrier encounters something that will dispel it.
Anti-Magic Zone, Reality Storm, etc.

Note 8: No magical extension or enhancement of these spells are possible. However, innate abilities such as scope and temporal skills etc. from the RMCI background options table will have the stated effect.

	Area of Effect	Duration	Range
1—Store Pattern	1 target	P	10'/lvl
2—Detect Barrier	self	-	10'/lvl
3—Type Barrier	self	-	10'/lvl
4—Barrier Warning	1 barrier	until triggered	10'/lvl
5—Trail Barrier	varies	1 rnd/lvl	10'/lvl
6—Sense Barrier	varies	1 rnd/lvl	10'/lvl
7—Gas Barrier	varies	1 rnd/lvl	10'/lvl
8—Liquid Barrier	varies	1 rnd/lvl	10'/lvl
9—Solid Barrier	varies	1 rnd/lvl	10'/lvl
10—Teleport Barrier	varies	1 rnd/lvl	10'/lvl
11—Conceal Barrier	1 barrier	varies	10'/lvl
12—Probe Barrier	varies	1 rnd/lvl	10'/lvl
13—Thought Barrier	varies	1 rnd/lvl	10'/lvl
14—Death Barrier	varies	1 rnd/lvl	10'/lvl
15—Life Barrier	varies	1 rnd/lvl	10'/lvl
16—Gate Barrier	varies	1 rnd/lvl	10'/lvl
17—Planar Barrier	varies	1 rnd/lvl	10'/lvl
18—Revivification Barrier	varies	1 rnd/lvl	10'/lvl
19—Barrier Destruction	1 barrier	-	10'/lvl
20—Psion Barrier	varies	1 rnd/lvl	10'/lvl
25—Element Barrier	varies	1 rnd/lvl	10'/lvl
30—Magic Barrier	varies	1 rnd/lvl	10'/lvl
50—Deny Access	varies	1 rnd/lvl	10'/lvl

1—Store Pattern (I*) Allows caster to store mental patterns for use with spells on this list. Target does get a RR versus this spell. Anyone who has been *Pattern Stored* then blocked, through any of the *Barrier* spells, will find it more difficult to save vs the barrier, e.g., RR attack levels for the affected Barriers are x2. For example, Yasin Thatchbane, previously *Pattern Stored*, has a *Sense Barrier* cast on him by a 10th level mage. He must save (vs 20th lvl attack) or lose the use of one or more of his senses. Interesting note; If Yasin were blocked as above and were to try to cast *Barrier Destruction* to rid himself of it, the Barrier's effective RR level would start at 40th level.

2—Detect Barrier (U) Allows caster to determine whether there is a barrier in effect in range.

3—Type Barrier (I) Caster is able to determine the type of a barrier, e.g., teleport barrier, thought barrier, gate barrier etc.

4—Barrier Warning (P) Caster is immediately warned when someone attempts to destroy or penetrate one of his barriers with this spell upon it.

5—Trail Barrier (F) Prevents tracking or tailing of the affected target. Trail ends at point of spell origin.

6—Sense Barrier (F) Caster seals area against the different types of physical perceptions, e.g., sight, sound, touch, etc. Seal can be made 3 ways, inner directed, outer directed, and bi-directional. For example, a sight barriered room with inner protection could not be spied upon from the outside, while an outer directed could not be looked out from and a bi-directionally protected room could not be looked into or out of.

7—Gas Barrier (F) Caster seals area against anything or anyone composed primarily of gas such as air elementals, oxygen, etc. This spell prevents normal entry/exit but not magical entry/exit.

8—Liquid Barrier (F) As *Gas Barrier* except prevents liquids.

9—Solid Barrier (F) As *Gas Barrier* except prevents solids.

10—Teleport Barrier (F) Caster seals an area versus any of the teleport-type effects including *Teleport*, *Long Door*, *Leaving* etc. If someone attempts to teleport into a protected area, the teleport spell works normally with PPs being spent and effect begun, however when the barrier is encountered, the teleporte is bounced back to his starting position.

11—Conceal Barrier (F) Completely conceals the presence of any one barrier spell. This will make it undetectable by magical means.

12—Probe Barrier (F) Caster seals an area vs. magical scrying. This will prevent *Presence, Mind Typing, ESP, Visions, Finding*, etc.

13—Thought Barrier (F) Caster seals an area vs thought. If the seal is internal then anyone within it will be unconcerned with anything outside of the area of effect. For example, a Demon Beyond the Fale fails his RR and is trapped within the area of effect of an internally focused *Thought Barrier*. The demon may think of anything on the inside of the barrier, including past memories, his physical form, and any other spells and knowledge. He could not, however, think of anything that was outside the barrier and totally uninvolved with himself, for example he could not think about the person about to attack him, nor about the stampede about to overrun him, etc. It would be easy for him to escape (teleport/gate/long door etc.), unless other barriering spells were cast. Likewise, an externally focussed thought barrier would cause anyone observing the sphere (and failing his RR) to ignore it completely. This extends to unknowingly doing things to allow them to ignore it, e.g., walking across the street to go around it etc.

14—Death Barrier (F) Caster seals an area vs. any form of death e.g., what once was, but now is, no longer living such as undead, arrow shafts (nonliving), staves (nonliving), leather items (nonliving) etc. Anything that was once alive but is now dead is prevented from passing through the barrier.

Example: A group of spell-casters is in combat with an undead legion. A Magician casts a *Death Barrier* spell (mobile and with internal and external influence) As the Undead are unable to penetrate the barrier, they begin throwing stones. One of the mages is killed instantly by a stone. As the mages are forced back, the area of the mobile *Death Barrier* moves with them. The dead mage's body is dragged along, within the radius of the spell.

15—Life Barrier (F) Caster seals an area vs. any form of life (live tissue) e.g., any living creature, plant, microorganism etc.

16—Gate Barrier (F) Caster seals an area versus any of the *Gate* spells or spell-like abilities. Depending upon the polarity of the barrier spell, if someone attempts to gate into or out of a protected area, the gate spell works normally with PPs being spent and the gate forming, however the gate does not allow travel out of the gate barrier.

17—Planar Barrier (F) Caster seals an area versus any Plane traveling spells or spell-like abilities. Depending upon the polarity of the barrier spell, if someone attempts to shift into or out of a protected area, the planar spell works normally with PPs being spent for no result.

18—Revivification Barrier (F) Caster places this spell upon a dead body to prevent the healing of the body and return of it's soul. For a body to be repaired and life restored the Barrier must be successfully destroyed. For example, an Assassin kills a target and wishes to ensure that his victim stays dead. So, he pays a mage to cast *Revivification Barrier* on the body. Thus if anyone were to attempt to revive the body they must break the *Revivification Barrier*, repair the body, then call back the soul. A pretty good insurance policy.

19—Barrier Destruction (F) Caster can destroy any one 'Barrier' type spell. Caster's chance to destroy a barrier is equal to his level as attack on RR table. See Note above.

20—Psion Barrier (F) Caster seals an area vs any form of Psion energy. (Except the caster's own if that option is chosen). For example, Beau, a 25th level Telepath, begins psionically attacking a small group of adventurers led by Mallik, a 30th level Illusionist. After Mallik casts a *Magic Barrier* around his group, his friends keep falling to the strange mage's powers. Mallik tries a little known spell of his, *Psion Barrier*. Suddenly the effects stop, now it seem that nothing Beau does has any effect on the group. After a few more Psions Beau admits defeat and teleports away to pester someone else.

25—Element Barrier (F) Caster seals an area vs any one form of element. For example, Friga, a 25th level Ice Mage, decides to go into battle against his arch-rival Boan, a 30th level Fire Mage. In preparation for this cataclysmic battle, Friga casts an *Element Barrier* (Fire) on himself so that when battle is joined he will be impervious to Boan's *Firebolts, Fireballs*, and fire elementals.

30—Magic Barrier (F) Caster seals an area vs any form of Magical energy (Primal Essence).

50—Deny Access (F) Caster seals an area vs anything. Caster may choose any number of the Barrier spells on this list to be included in one area. The chosen spells are set once cast, and to be altered requires another casting of *Deny Access*. The various spells can have different polarities and caster can be immune to any, or none of them. All, however, must be either mobile around a single point or stationary.



TRACE LAW (CLOSED ESSENCE) (8.2.8)

Note 1: These spells only allow knowledge of the location of the traced object/being, not the ability to travel there.

Note 2: These spells only provide stated information. Caster must use other spells to learn anything more about traced object/being.

Note 3: Spells only work up to 1 day per level of caster from the day that the person to be traced has left. For example, after 51 days a trail will be too 'cold' for even a 50th level to follow it (though a 60th level could).

Note 4: If a target is not specified (by a stored pattern), then the trace spell will trace all targets from the location. After a time, multiple signals will make the caster's job harder as they diverge and move farther from the origin locale. For example: to find one specific target who was in a crowd, the caster would have to start following each target until a determination can be made if it is the correct one.

	Area of Effect	Duration	Range
1—Existence Trace	1 target	-	varies
2—Direction	1 target	-	10'/lvl
3—Trace Warning	self	10 min/lvl	self
4—Distance	self	-	1 mi/lvl
5—Plane Trace	self	-	varies
6—Store Pattern	self	P	10'/lvl
7—Detect Trace	self	-	10'/lvl
8—Type Trace	self	-	10'/lvl
9—			
10—Block Trace	1 trace	10 min/lvl	touch
11—Leaving Interval	self	-	self
12—Leaving Means	self	-	self
13—Location Trace	1 target	-	varies
14—Location Lock	self	1 rnd/lvl	varies
15—False Trace	1 trace	varies	self
16—Finding Location	self	-	10'/lvl
17—Fortify Trace	1 trace	C	10'/lvl
18—Mark Trace	1 trace	varies	10'/lvl
19—Conceal Trace	1 trace	varies	touch
20—Switch Trace	1 trace	varies	self
25—Reveal Path	self	10 min/lvl	10'/lvl
30—Permanent Trace	1 target	P	10'/lvl
50—Following Trace	self	1 rnd/lvl	10'/lvl

1—Existence Trace (I) Caster can determine if a specific target still is in existence. No other information regarding the target is gained.

2—Direction (I) Caster determines which direction target has taken when leaving a particular location. Targets who leave an area via teleport and/or similar effects give caster no information regarding direction.

3—Trace Warning (I) Caster is immediately warned when a trace is activated on him.

4—Distance (I) Caster is able to determine exact distance to the target (if within 1 mile per level).

5—Plane Trace (I) Caster can locate a specific target regarding precisely which plane he is currently on.

6—Store Pattern (I) Stores the intrinsic pattern sufficient to locate any person, object, mind, etc. Target gets RR vs this spell and if RR is missed he is unaware that a spell has been cast.

7—Detect Trace (I) Informs caster whether there is an active trace on a target.

8—Type Trace (I) Informs caster of the exact type of a 'detected' trace.

10—Block Trace (F*) Prevents a trace from being used on a target. The 'Trace' and the 'Block' each make RRs, when a RR is missed, that spell is canceled. Thus it is possible for the Block or the Trace to fail (or both). If the Block fails first, then the Trace works.

11—Leaving Interval (I) Caster is able to determine the length of time since a specific target left the area.

12—Leaving Means (I) Caster is able to determine the means a target used to leave an area, whether he used a teleport, gate, walk, etc.

13—Location Trace (I) Caster is able to locate a specific target anywhere on a specific plane (or shadow) within a 10 mile radius per level.

14—Location Lock (I) Caster is able to lock onto a target's location (up to 1 mile per level away) (if already located and within range) for the purposes of using Seer-type spells to view the target or the area. Target gains a RR and if successful, realizes that someone is watching him.

15—False Trace (F) Caster casts this spell against any trace spell currently active on him to send it on a wild goose trace (chase). The trace and the false trace compare RRs and if the trace fails it is no longer attached to the caster (but to someone or something nearby). If the False Trace fails it's RR then the trace proceeds normally and a False Trace may not affect this trace spell for its duration. This spell lasts until the trace duration ends.

16—Finding Location (I) Caster is able to determine the destination of the person being traced if exit location is known. For example, the caster of this spell could determine the destination of a target who teleported (or gated, etc.) if he is at the target's exit point, where he teleported from. Caster has no knowledge of the destination point other than knowing innately where it is. If target teleported away, caster could teleport to destination if a teleport spell with the appropriate range was possessed.

17—Fortify Trace (F) Caster is able to prevent a trace from fading for the duration of this spell. After the duration expires, the trace will resume fading normally.

18—Mark Trace (F) Caster is able to 'lock' onto a trace that has been detected. This will prevent a False Trace from fooling the caster. This will also prevent caster from being thrown off the trail via large crowds.

19—Conceal Trace (F) Caster prevents a detection spell from finding a trace that this spell has been cast upon.

20—Switch Trace (F) Caster is able to transfer a trace that is tracing him to another target (who misses his save). This target then becomes the object of the trace spell, leaving the caster free to move about unnoticed.

25—Reveal Path (F) Caster is able to follow the exact path of a target. Caster sees a faint glowing trail which will follow the exact trail taken by the target.

30—Permanent Trace (F) Caster gains complete knowledge of the target's location on the plane, exactly which plane, shadow, etc.

50—Following Trace (F) Caster creates a link to a target who is fleeing (if RR is failed). Caster is dragged along through all movements and maneuvers of the target (caster must move normally, walk, run, fly, etc.) following the target. For every teleport, gate, etc. the caster must spend the appropriate spell points to meet the needs of each of the target's escape spells. The caster doesn't need to know the escape spells, he is dragged along (by providing PPs) by the target's escape spells.

MATTER SHAPING (CLOSED ESSENCE) (8.2.9)

	Area of Effect	Duration	Range
1—Store Shape	self	-	self
2—Modify Stored Shape	self	-	self
3—Design Shape	self	varies	self
4—Mold Gas	varies	1 rd/lvl	touch
5—Mold Liquid	varies	1 rd/lvl	touch
6—Mold Solid	varies	1 rd/lvl	touch
7—Mold Other	varies	1 rd/lvl	touch
8—Subtract	1 object	P	touch
9—Add	1 object	P	touch
10—Change Flexibility	1 object	P	touch
11—Decrease Weight	varies	1 rd/lvl	touch
12—Increase Weight	varies	1 rd/lvl	touch
13—Shape Gas	varies	C	touch
14—Shape Liquid	varies	C	touch
15—Shape Solid	varies	C	touch
16—Shape Other	varies	C	touch
17—Liquify Gas	varies	1 rd/lvl	touch
18—Vaporize Liquid	varies	1 rd/lvl	touch
19—Solidify Liquid	varies	1 rd/lvl	touch
20—Melt Solid	varies	1 rd/lvl	touch
25—Vaporize Other	varies	1 rd/lvl	touch
30—Melt Other	varies	1 rd/lvl	touch
50—Solidify Other	varies	1 rd/lvl	touch

1—Store Shape (I) Allows caster to memorize any one shape he has seen or created (through the use of *Modify Stored Shape*).

2—Modify Stored Shape (U) Allows caster to alter any *Stored Shape*. Caster may combine parts of up to one shape per level into one shape. Shape must be contiguous.

3—Design Shape (I) Allows caster to create desired shape from an idea. Shape may then be stored for normal use.

4—Mold Gas (F) Allows caster to alter the shape of up to 1 cubic foot per level of any one type of gas by using his hands to move and place portions of gas. For example, Sade, a mage, is in combat when the enemy casts a *Stun Cloud* at him. As the cloud moves closer, Sade casts a *Mold Gas* on it and, with the use of his hands, creates a path through the *Stun Cloud*. Sade is then able to pass through the cloud without harm. The shape formed lasts until the duration ends, and then is affected normally by the environment.

5—Mold Liquid (F) Allows caster to alter the shape of up to 1 cubic foot per level of any one type of liquid by using his hands to mold it. For example, Bulop, a merman, casts this spell to encase his head and gill area in a sphere of water. Bulop may then move around normally on land breathing from his sphere of water. The shape formed lasts until the duration ends, and then is affected normally by the environment.

6—Mold Solid (F) Allows caster to alter the shape of up to 1 cubic foot per level of any one type of solid material by molding it with his hands. For example, Mati, a mage, casts this spell on an ingot of iron and shapes it into a grappling hook. The shape formed lasts until the duration ends, and then is affected normally by the environment.

7—Mold Other (F) Allows caster to alter the shape of up to 1 cubic foot per level of any one type of material that is either a combination of two to three of the previous materials (lava, etc.) or none of them (energy, plasma, magical energy, living tissue, etc.). Caster molds the material into the desired shape using his hands. The shape formed lasts until the duration ends, and then is affected normally by the environment.

8—Subtract (F) Allows caster to remove matter from a shape without upsetting the dynamics and/or balance of the object/material. This removed material may be utilized for other purposes. Up to 1% of present material may be removed per level of caster.

9—Add (F) Allows caster to add extra matter (of the same type) to a shape without upsetting the dynamics and/or balance of the object/material. Up to 1% of present material may be added per level of caster. Not more than 1 cubic foot per level may be added.

10—Change Flexibility (F) Allows caster to alter the flexibility of a material, e.g., its suppleness or flexibility. Caster may add or remove up to 5% per level to an object's flexibility. Thus it is possible for a tenth level caster to cause a sword to be an additional 50% flexible (less likely to break, Breakage Factor +50%) or an additional 50% less flexible (brittle) (more likely to break, Breakage Factor -50%).

11—Decrease Weight (F) Allows caster to shape up to 1 cubic foot of material per level so that its molecules are less tightly packed, thus the material is lighter. Caster may decrease the weight by 10% per level. Material may never weigh less than 10% normal weight.

12—Increase Weight (F) Allows caster to shape up to 1 cubic foot of material per level so that its molecules are more tightly packed, thus the material is heavier. Caster may increase the weight by +10% per level.

13—Shape Gas (F) Allows caster to alter the shape (with his mind) of up to 1 cubic foot per level of any one type of gas within range. The altered form will retain its shape for the duration of concentration and afterwards until acted upon by outside forces.

14—Shape Liquid (F) Allows caster to alter the shape (with his mind) of up to 1 cubic foot per level of any one type of liquid within range. The altered form will retain its shape for the duration of concentration and afterwards until acted upon by outside forces.

15—Shape Solid (F) Allows caster to alter the shape (with his mind) of up to 1 cubic foot per level of any one type of solid material. The altered form will retain its shape for the duration of concentration and afterwards until acted upon by outside forces.

16—Shape Other (F) Allows caster to alter the shape (with his mind) of up to 1 cubic foot per level of any one type of material that is either a combination of two to three of the previous materials (lava, etc.) or none of them (energy, plasma, magical energy, living tissue, etc.). The altered form will retain its shape for the duration of concentration and afterwards until acted upon by outside forces.

17—Liquify Gas (F) Allows caster to change up to 1 cubic foot per level of one type of gas to a liquid. This change will not alter the material in any other way (temperature, pressure, etc.). The liquid will retain the same qualities it had as a gas (flammable, chemical composition, etc.) but in liquid state.

18—Vaporize Liquid (F) Allows caster to change up to 1 cubic foot per level of one type of liquid to a gas. This change will not alter the material in any other way (temperature, pressure, etc.). The gas will retain the same qualities it had as a liquid (flammable, chemical composition, etc.) but in gaseous state.

19—Solidify Liquid (F) Allows caster to change up to 1 cubic foot per level of one type of liquid to a solid. This change will not alter the material in any other way (temperature, pressure, etc.). The solid will retain the same qualities it had as a liquid (flammable, chemical composition, etc.) but in solid state.

20—Melt Solid (F) Allows caster to change up to 1 cubic foot per level of one type of solid to a liquid. This change will not alter the material in any other way (temperature, pressure, etc.). The liquid will retain the same qualities it had as a solid (flammable, chemical composition, etc.) but in liquid state.

25—Vaporize Other (F) Allows caster to change up to 1 cubic foot per level of any one type of material that is either a combination of two to three of the previous materials (lava, etc.) or none of them (energy, plasma, magical energy, living tissue, etc.) to a gas. The gas will retain the same qualities it had in its normal state.

30—Melt Other (F) Allows caster to change up to 1 cubic foot per level of any one type of material that is either a combination of two to three of the previous materials (lava, etc.) or none of them (energy, plasma, magical energy, living tissue, etc.) to a liquid. The liquid will retain the same qualities it had in its normal state.

50—Solidify Other (F) Allows caster to change up to 1 cubic foot per level of any one type of material that is either a combination of two to three of the previous materials (lava, etc.) or none of them (energy, plasma, magical energy, living tissue, etc.) to a solid. The solid will retain the same qualities it had in its normal state.

FRICITION MASTERY (CLOSED ESSENCE) (8.2.10)

Option: This list may be used as a Force Mage (RMCV) base list.

	Area of Effect	Duration	Range
1—Store Routine	self	varies(P)	self
2—Grip	1 item	1 hr/lvl	touch
3—Lubricate	varies	10 min/lvl	touch
4—Traction	1 target	10 min/lvl	touch
5—Slide	1 target	1 rnd/lvl	10'/lvl
6—Streamline	self	10 min/lvl	self
7—Grind	varies	1 rnd/lvl	10'/lvl
8—Inc. Gas Friction	varies	1 min/lvl	10'/lvl
9—Dec. Gas Friction	varies	1 min/lvl	10'/lvl
10—Frictionless	1 target	1 rnd/lvl	10'/lvl
11—Inc. Liquid Friction	varies	1 min/lvl	10'/lvl
12—Dec. Liquid Friction	varies	1 min/lvl	10'/lvl
13—Inc. Solid Friction	varies	1 min/lvl	10'/lvl
14—Dec. Solid Friction	varies	1 min/lvl	10'/lvl
15—Inc. Living Friction	varies	1 min/lvl	10'/lvl
16—Dec. Living Friction	varies	1 min/lvl	10'/lvl
17—Inc. Elemental Friction	varies	1 min/lvl	10'/lvl
18—Dec. Elemental Friction	varies	1 min/lvl	10'/lvl
19—Friction Sphere	varies	1 min/lvl	touch
20—Inc. Primal Friction	varies	1 min/lvl	10'/lvl
25—Dec. Primal Friction	varies	1 min/lvl	10'/lvl
30—Inc. Friction Interaction	varies	1 min/lvl	10'/lvl
50—Dec. Friction Interaction	varies	1 min/lvl	10'/lvl

1—Store Routine (I) Allows caster to store the parameters of any individual spell (on this list). This allows any one of these spells to become instantaneous. Caster may not have more than one spell stored in such a way at any given time.

2—Grip (F) Allows caster to reduce the fumble ranges of a hand-held item by 1 per 2 levels of caster (but never below 1).

3—Lubricate (F) Allows caster to reduce the friction between any two surfaces (up to 10 square foot per level) by up to 5% per level. This will reduce wear, heat, and will quiet the interaction of the two surfaces.

4—Traction (F) Allows caster to increase the friction between a target's feet (boots, shoes, bare feet, etc.) and the surface he is walking on by up to +50% per level (a 4th level caster could increase it by +200%). Target could thus run on ice, gravel, sand, (as if on a normal surface) etc.

5—Slide (F) Allows caster to decrease the friction between a target's feet (boots, shoes, bare feet, etc.) and the surface he is walking on by up to -10% per level (a 4th level caster could decrease it by -40%). Target moving on normal level surface must make a moving maneuver based on actual conditions, (GM decision) with -2 per level of caster, or fall down.

6—Streamline (F) Allows caster to create a force screen that shields caster from the wind and thus increases movement speed by +1% per level. The streamlining becomes ineffectual after 25% and thus may never exceed +25%.

7—Grind (F) Allows caster to increase the friction between any two objects (in area, not more than 10 square foot per level) by up to 50% per level. This will cause the harder of the two objects to 'wear away' at the softer object. For example, when cast upon the two bones that meet to form the hip joint, the cartilage of the hip joint will be damaged, then the bone itself (both pieces) would be in danger.

8—Increase Gas Friction (F) Allows caster to increase the friction between matter and an area of gas (up to 100 cubic foot per level) by up to x1 per level of caster. At x8 this will have the effect of slowing anything or anyone passing through this area by half (as if they were moving through water). At x20 or above air friction will have the effect of holding anyone inside it immobile for the duration.

9—Decrease Gas Friction (F) Allows caster to decrease the friction between himself and gas by up to x1 per level of caster. This will allow caster to move and breathe within an area of increased gas friction without penalties.

10—Frictionless (F) Caster is able to cause the exterior of a target to be frictionless (cannot hold weapon, cannot stand, slides around, attacks made by him are at -25, attacks made against him are at -25).

11—Increase Liquid Friction (F) Allows caster to increase the friction between matter and an area of liquid (up to 100 cubic foot per level) by up to x1 per level of caster. At x11 this will cause water to have the consistency of thick mud. At x20 this will cause water to take on the consistency of concrete.

12—Decrease Liquid Friction (F) Allows caster to decrease the friction between matter and an area of liquid (up to 100 cubic foot per level) by up to x1 per level of caster. At x12 this will cause water to have the density of air. At x20+ this will cause water to have no friction.

13—Increase Solid Friction (F) Allows the caster to increase the friction between a solid (up to 100 cubic foot per level) and anything that interacts with it. Depending upon the object and how rough or smooth it is, this will cause the softer of the two objects to be worn away at an increased rate. If the friction is increased by x2 the 'wear' would be increased by x4 (squared, not doubled), thus x5 would be x25 etc.

14—Decrease Solid Friction (F) Allows the caster to decrease the friction between a solid (up to 100 cubic foot per level) and anything that interacts with it. Depending upon the object, e.g., how rough or smooth it is, this will cause the objects to have very little interactive friction, and thus work more smoothly together.

15—Increase Living Friction (F) Caster may increase 'living' friction (of one being who misses a RR) by up to x1 per 2 levels of caster. This will have the following effects:

x2 to x5 — will cause bleeding to slow by the multiplier (in hits per round each round), will cause general cell damage (over the entire body) amounting in the multiplier per round in hits taken.

x6 to x10 — as above, plus slow the individual to half normal action and -25 to all actions.

x11 and up — individual is in stasis, e.g., no movement possible, all natural body processes are halted.

16—Decrease Living Friction (F) Caster may decrease 'living' friction (of one being who misses a RR) by up to x1 per 2 levels of caster. This will have the following effects:

x2 to x5 — will cause all bleeding (hits/round) to be increased by the multiplier, normal healing multiplier will be supplanted by this multiplier.

x6 to x10 — as above, plus haste the individual to double normal action.

x11 and up — individual is unable to function (cell/nutrient interaction fails) and individual passes out for the duration of this spell.

17—Increase Elemental Friction (F) Caster is able to designate an area (up to 100 cubic foot per level) through which one element such as fire, ice, chaos, electricity, etc. has difficulty passing. All elements and elemental spells passing through or occurring within the affected area will be slowed to 1/4th normal speed. For example, fires will burn at 25% of their normal rate (4 times as long), 'Fire' effects spells will require 4 times as long to cast, (and be at -1 per level of caster of the *Decrease Living Friction* spell), etc.

18—Decrease Elemental Friction (F) Caster is able to designate an area (up to 100 cubic foot per level) through which one element, e.g., fire, ice, chaos, electricity, etc. has great ease in passing. All elements and elemental spells passing through or occurring within the affected area will be speeded to 4x normal speed. For example, fires will burn at 4x of their normal rate (1/4th as long), 'Fire' effects spells will require one-quarter casting time (and be at +1 per level of caster of the *Decrease Elemental Friction* spell), etc.

19—Friction Sphere (F) Creates a sphere of force (up to 1' radius per level) which has a variable amount of surface friction, both inside and out, based on caster's wishes. Caster may alter the friction by +/- x1 per level. For example, caster creates a sphere of force with internal friction of x5 (so he can hold on or keep his feet, etc.) and an external friction of x(-5) (so the sphere moves well on a surface).

20—Increase Primal Friction (F) Caster may increase the friction between Essence (of any chosen sort such as Essence, Mentalism, Channeling, etc.) and it's environment. This will have the effect of slowing any of the chosen type of Essence passing through the area, e.g., any spells cast in this area will be saved against at +1 per level of the caster of the *Increase Elemental Friction* spell, all of the affected spells cast in the area will require 4 times as long to cast.

25—Decrease Primal Friction (F) Caster may decrease the friction between Essence (of any chosen sort including Essence, Mentalism, Channeling, etc.) and it's environment. This will have the effect of speeding any of the affected type of Essence passing through the area, e.g., any spells cast in this area will be saved against at -1 per level of the caster of the *Increase Elemental Friction* spell, all of the affected type spells cast in the area will require 1/4 as long to cast.

30—Increase Friction Interaction (F) This spell allows the caster to increase the friction between one state (liquid, solid, gas, Primal Essence, elemental, and living) per ten levels of the caster (at 30th level, the caster would be able to increase the friction between three different states). The increase in the friction per state is dependant upon the allowable increase per each of spells for corresponding state (see lower level spells dealing with the increase of friction per state). Amount of affected matter, is dependant upon individual state spells.

50—Decrease Friction Interaction (F) This spell allows the caster to decrease the friction between one state (liquid, solid, gas, Primal Essence, elemental, and living) per ten levels of the caster (at 30th level, the caster would be able to decrease the friction between three different states). The decrease in the friction per state is dependant upon the allowable decrease per each of spells for corresponding state (e.g., see lower level spells dealing with the decrease of friction per state). Amount of affected matter, is dependant upon individual state spells.

ASSIMILATION MASTERY (ALCHEMIST BASE) (8.2.11)

Note 1: All magical items are allowed a RR before they are affected by these spells.

Note 2: In drained items, the physical matter remains but all power is gone. The drained items may never be re-enchanted (magical burnout). Drained items are still normal as far as physical use is concerned.

Note 3: These spells may not be extended in any way.

	Area of Effect	Duration	Range
1—Store Item	self	P	self
2—Assimilative Store	self	P	self
3—Intangible Storage	self	1 hr/lvl	self
4—Temporary Drain	1 item	P	touch
5—Multi-Join	1 target/lvl	P	touch
6—Assimilative Trap	1 item	varies	touch
7—Transfer	2 items	1 hr/lvl	touch
8—Unite	1 item	varies	self
9—Weaken Power	1 item	P	touch
10—Prevent Assimilation	1 item	P	touch
11—Convert	self	-	self
12—Drain Item	1 item	P	touch
13—Absorb Item	1 item	10 min/lvl	touch
14—Combine Item	2 items	1 min/lvl	touch
15—Devour Item	1 items	P	touch
16—Assimilate Intellect	1 item	1 hr/lvl	touch
17—Selective Drain	1 item	P	touch
18—Conjunction	2 items	1 hr/lvl	touch
19—Repair Fault	1 item	1 day/lvl	touch
20—Enhance Power	1 item	1 hr/lvl	touch
25—Assimilative Creation	1 item	1 hr/lvl	touch
30—Permanency	1 item	P	touch
50—Assimilative Struggle	1 target	-	touch

1—Store Item (I) Caster is able to memorize the exact physical characteristics of an item, e.g., dimensions, composition, weight, etc.

2—Assimilative Store (I) Caster is able to memorize the exact magical characteristics of an item, e.g., abilities, class or realm restrictions, trigger words, etc.

3—Intangible Storage (F*) Caster is able to store the actual abilities of a drained item, e.g., the magical power or ability itself. This spell will allow caster to store one specific ability per casting, e.g., flying ability, +5 bonus, returning ability, etc. Caster has one storage 'slot' per level of experience. These stored abilities are vulnerable to dispel, anti-magic effects, etc. as if they were the actual item that the selected ability was drained from.

A partial listing of the approximate value of varied abilities is as follows:

Ability	Storage Slots Necessary	Notes
+5 bonus	1	
1 daily charge	1	spell level is irrelevant
x1 multiplier	1	
+1 adder	1	
each additional enchanted property	1	extra range, stat bonus, casting levels, etc.
Weapon characteristics per 5 levels of effect*	1	Undead Slayer (20th)=4 slots

* See Section 5.3 RMC I

Example 1: A 10th level Alchemist drains a +60 Bastard Sword of Fire Dragon Slaying (with the Drain Item Spell). The Alchemist may choose to Intangible Store up to 10 abilities of an item, 10 +5s or 4 +5s and the Dragon-Slaying ability (30th level effect = 6 slots). The rest of the item's powers are lost (+10 and Dragon-Slaying ability or +40 in the above choices).

Example 2: A 10th level Alchemist drains a x5 Multiplier Ring that is only usable by Mentalists. The Alchemist may drain the item and hold all abilities (5 of them, one for each of the multipliers) in 'Intangible Storage', leaving 5 free spaces for other drained abilities. The drained multipliers are still only usable by Mentalists (if they are ever reintroduced to another item).

4—Temporary Drain (F) Caster drains, up to 1 charge per level, the daily uses of an item and converts them directly into PPs. The amount of PPs gained will depend upon the abilities drained, translating on a 1 point per 2 levels of ability (of the magical ability, not the spell caster) basis. The next day the item regains its abilities as if they had been expended normally.

Example: A 5th level Alchemist who has 20 total power points, but is down to 8 PPs (4 after this spell is cast), casts this spell on a ring of flying (7th level Fly (Lofty Bridge) usable 5 times per day). The caster drains 4 uses of the fly spell (providing him with 14 PPs). If the caster drains too many PPs, and raises his total power points above their normal maximum, he will suffer burnout (see Channeling skill, Section 7.0 RMCII). The above caster could have drained 5 of the charges, but this would have caused burnout (4PP + 17.5PP (35/2)=21.5PP).

5—Multi-Join (F*) Caster is able to use up to 1 target per level as extra storage slots for the Intangible Storage spell. Caster is able to store the actual abilities of a drained item, e.g., the magical power or ability itself within the target. This spell will allow caster to store one specific ability per casting, e.g., flying ability, +5 bonus, returning ability, etc. Targets have one storage 'slot' per level of experience. These stored abilities are vulnerable to dispel, anti-magic effects, etc. as if they were the actual item that the selected ability was drained from. In order for the caster to gain access to the 'stored' powers, the target must be within 10' per level of the caster. The caster may have 1 target per level as extra storage. Targets may not intangible store any powers of their own.

6—Assimilative Trap (F) Creates a magical trap on an enchanted item which affects any caster who attempts to 'assimilate' the protected item. 'Assimilator' must make a RR versus the level of caster or have his 'Assimilative' spell automatically fail (requiring a roll on the Attack Spell Failure table). If the "Assimilator's" RR is successful, he then proceeds with his spell normally, and the Assimilative Trap is discharged. If the 'Assimilator' fails his save, he is affected as stated above and the Trap remains active.

7—Transfer (F) Caster 'moves' the enchantment from one item to a different normal item. The caster must have sufficient 'slots' to encompass the entire amount of magical energy to be transferred. The 'old' magical item becomes non-magical and the 'new' magical remains magical for the duration of this spell. A magical item 'created' in this way may not be made permanent due to physical and magical incongruities between the old and new items. At the end of the duration, the temporary item loses its enchantment as well.

8—Unite (F) Caster 'absorbs' all magical energy from an item. Caster may use these powers once, as he desires, and they are then consumed. There is no limit to the amount of magical abilities, gained in this manner, that the caster may retain. These 'absorbed' abilities are not usable with other spells on this list, e.g., *Assimilative Creation*, *Intangible Storage*, etc. For example, a caster who drains a +20 sword of flying (allows flying 3x per day) would gain a +20 bonus that could be added to any one roll of the caster's choice as well as 3 'Flies' that he could also use as 3 separate *Fly* spells. Any item so drained is no longer magical.

9—Weaken Power (F) Caster may weaken a magical item's bonus by up to -1 per level (assuming the item misses its save). For example, a 15th level caster casts this spell on a +20 sword, which misses its RR, and alters its bonus to +5 — The sword is now, forever, a +5 weapon. Unless the power is enhanced by the *Enhance Power* spell.

10—Prevent Assimilation (F) Caster places a magical 'cap' or guard on an item which prevents any 'Assimilative'-type spell from affecting the item. For a caster to affect an item that has been protected in this manner, he must first dispel or disable the *Prevent Assimilation* spell.

11—Convert (F) Caster may convert an ability, which has been stored (through *Intangible Storage*), into an amount of power points equal to 5 PPs per slot converted (each +5 bonus, multiplier, adder, etc.). If caster exceeds his normal total power points he will suffer burnout (see Channeling skill, Section 7.0 *RMCI*).



12—Drain Item (F) Caster may drain all power from an item. The power is either channelled away or, through the use of the *Intangible Storage* spell, stored for later use.

13—Absorb Item (F) Caster physically absorbs a magical item into his body to gain the benefits of that item. For example, a caster absorbs armor (type 20) which gives him AT 20 skin. The caster could also absorb a +10 sword which would allow him a +10 sword-like hand attack. At the end of the duration the magical item returns to the place it was at the casting of this spell. The item must be magical to effect the change, normal or simply well-made items are not absorbable.

14—Combine Items (F) Caster may temporarily join two magical items into one whole (If they miss their RRs). If one item makes its RR while the other item misses, then the item that missed its RR will be destroyed (physically intact, but non-magical). The items must be compatible, e.g., a +20 sword and a magical set of lockpicks would be useless. The items are 'averaged' to gain the new item, e.g., a two handed sword combined with a broad sword would produce a bastard sword. The magical bonuses of the two items are combined by adding the dominant magical item's bonus to half that of the lesser item.

Example: A +20 broadsword is combined with a +10 dagger of *Orc-Slaying*. The dagger is dominant (+10 (bonus) +15 (*Orc-Slaying*)=25) broadsword = +20—The resultant item is a short sword, +20 (+10 (dagger) +20/2 (broadsword) = +20) that *Slays Orcs*. Alternatively, if the dagger had been only +0, then the broadsword would have been dominant and the resultant weapon would have been a +20 (all from the broadsword) short sword of intermittent *Orc Slaying* (only slays orcs 50% of the time (half of the dagger ability)).

Note: At the end of the duration, the items become separated and return to their normal status.

15—Devour Item (F) Caster absorbs all abilities from an item and converts them into power points gained by the caster. This may be done 'blind', e.g., without knowing the abilities of a 'Devoured' item, but caster is subject to burnout (see Channeling skill, Section 7.0 *RMCI*) if he gains more PPs than he could normally possess. Caster may convert an ability, which has been devoured into an amount of power points equal to 5 PPs per each +5 bonus, multiplier, adder, etc. converted.

16—Assimilate Intellect (F*) Caster may drain the intellect of an intelligent item, gaining a bonus to the appropriate mental stat for the duration of this spell. If the caster casts another *Assimilate Intellect* while one is in effect, then the second one takes precedence over the first (displacing it). The caster gains the following amounts to each mental stat when he 'Assimilates' an intellect: +1 per point over caster's temporary stat and +1 per +25 points if caster has a higher temporary stat than the item does. For example, a caster (Pr:101 Em:101 In:100 SD:92 Re:100) casts this spell on an intelligent item (Pr:55 Em:102 In:106 SD:111 Re:100) which fails its RR. The caster's stats for the duration of this spell become (Pr:103 Em:105 In:106 SD:111 Re:104). Note the Empathy bonus, +4 because this spell allows caster to gain the most advantageous bonus from the item (instead of gaining 1 because the item has 1 point more than the caster in RE).

17—Selective Drain (F) Caster may drain (if item misses its RR) chosen magical abilities from an item, leaving the remaining abilities intact (assuming a second RR is made). If the first RR is made, obviously, the spell fails. If the second RR is missed, the remaining abilities of the item are lost.

ANIMATION MASTERY (ALCHEMIST BASE) (8.2.12)

18—Conjunction (F) Caster may 'add' one magical item's powers to another for the duration. Caster must have sufficient 'slots' available to *Intangibly Store* both item's magic. For example, a 50th level Alchemist (10 'slots') combines a +20 Sword of Warning (7 'slots') with a +3 adder ring (3 'slots'). The Alchemist may then place the combined magical energy into either the ring or the sword (the sword would probably be best). At the end of the duration the item that wasn't separated from it's magic will remain enchanted while the other item loses it's potency.

19—Repair Fault (F) Caster may 'repair' a curse on a magical item (if RR is missed) and free the item of the curse. In the course of doing this spell the caster eliminates the permanency binding the magic to the item, hence the duration of this spell. At duration's end, the item becomes non-magical.

20—Enhance Power (F) Caster enhances a power already present in an item by making up the difference in PPs between the original and the desired outcome, e.g., a increasing a fly spell from 150'/rnd to 450'/rnd would cost 10 PPs (7th level spell to 17th level spell is an increase of 10 levels) plus the 20 PPs for this spell. The enhanced power is usable for the duration of this spell or the duration of the enhanced power (whichever is less).

25—Assimilative Creation (F) Caster may combine any powers, previously *Assimilative Stored*, into an item which will be effective for the duration of this spell.

30—Permanency (F) Caster may make any item altered or affected by any spell on this list, permanent. Only one such *Permanency* may be in effect per spell caster, as a portion of the caster's life force is used to keep the enchantment permanent.

50—Assimilative Struggle (F) Caster may assimilate a chosen target's power points (who misses his RR) leaving the target magically drained. All power drained from a target will be absorbed by the caster, e.g., burnout is possible (see Channeling skill, Section 7.0 *RMCI*). If caster of this spell desires he may add additional power points to this spell to lower the target's RR (-1 per additional 5 PPs added).

Note 1: This list is designed to aid the spell caster in his efforts to create 'entity' type creatures and in animating objects to do his bidding. Due to its similarity to *Entity Mastery*, an *Arcane* list (*RMCI*), GMs should consider carefully the ramifications this list might have on his campaign world and its balance.

Note 2: The type of item to be animated determines what type of creature it will be, e.g., jointed objects are the domain of constructs, while solid objects fall into the classification of golems.

Note 3: A suggested basic cost of a golem or construct body is the level of the creature cubed (raised to the third power), $Lvl \times Lvl \times Lvl$, in gold pieces plus the cost of the material needed to make the body.

Note 4: The time required to fashion the body is the level of the creature squared, i.e., $Lvl \times Lvl$, in days.

Note 5: The appropriate stats and descriptions of all golems and constructs may be found in *Creatures and Treasures*.

Note 6: The appropriate animation spells must be cast upon the golem or construct to be animated once per day for the creation period.

	Area of Effect	Duration	Range
1—Research	self	24 hours	self
2—Detect Automaton	10'/lvl	C	self
3—Animate Gas	varies	10 min/lvl	touch
4—Animate Liquid	varies	10 min/lvl	touch
5—Animate Solid	varies	10 min/lvl	touch
6—Animate Energy	varies	10 min/lvl	touch
7—Animate Other	varies	10 min/lvl	touch
8—Animative Gas	varies	10 min/lvl	touch
9—Animation Struggle	1 target	varies	10'/lvl
10—Fly	1 target	varies	touch
11—Animative Liquid	varies	10 min/lvl	touch
12—Animative Solid	varies	10 min/lvl	touch
13—Animative Energy	varies	10 min/lvl	touch
14—Animative Other	varies	10 min/lvl	touch
15—Lesser Golem	1 body	P	touch
15—Animative Change	1 object	1 hr/lvl	touch
16—Lesser Construct	1 body	P	touch
17—Greater Golem	1 body	P	touch
18—Greater Construct	1 body	P	touch
19—Major Golem	1 body	P	touch
20—Teleport	1 target	varies	touch
25—Golem True	1 body	P	touch
30—Limited Life	1 object	P	touch
30—Omnitravel	1 target	varies	touch
50—Shard	1 body	P	touch

1—Research (I) Allows caster to determine the necessary spells to achieve a desired end, concerning an animated object/creature.

2—Detect Automaton (P*) Caster is aware of the presence of all animated objects/creatures within his range.

3—Animate Gas (F) Caster may animate up to 1 cubic foot per level of any gas within range. Gas will move (up to 1 foot per level of caster per round) as caster wills it, subject to environmental conditions (e.g., wind, draft, etc.). An animated gas may move up to 1 foot per level of caster per round (subject to environmental conditions). A poisonous gas may be used to attack any creature it is poisonous to by causing it to be breathed in by the creature. Animated Gas has 5 hit point per level of caster who created it. Armor Type is 1 and DB is 1 per level of caster.

4—Animate Liquid (F) Caster may animate up to 1 cubic foot per level of any liquid within range. Liquid will move (up to 1 foot per level of caster per round) as caster wills it, subject to environmental conditions (e.g., slopes, obstructions, etc.). Hits are equal to 5 per level of caster. AT is 1. DB is 1 per level of caster. Liquid may make a Bash attack once per round with +1 per level of caster.

5—Animate Solid (F) Caster may animate up to 1 cubic foot per level of any solid material within range. Solid will move (up to 1 foot per level of caster per round) as caster wills it, subject to environmental conditions (e.g., obstructions, flexibility of animated object, etc.). Object can move on its own, e.g., tripod walks with its legs, etc. Object can also move or bend itself to walk or slither as caster desires. But if the object significantly alters its shape, it must roll its breakage factor or less or be broken (which cancels the animate spell). Please refer to *RMCV* for suggested hit points and AT. DB is 1 per level of caster. Solid may make a Bash attack once per round with +2 per level of caster.

6—Animate Energy (F) Caster may animate up to 1 cubic foot per level of any non-magical energy within range. Energy will move (up to 1 foot per level of caster per round) as caster wills it, subject to environmental conditions (e.g., barriers, grounds, etc.). Hits are equal to 5 per level of caster. AT is equal to 1. DB is 1 per level of caster. Energy is able to make 1 bolt or ball attack per round (of the appropriate type) with a +1 per level of caster bonus.

7—Animate Other (F) Caster may animate up to 1 cubic foot per level of any magical energy within range. Energy will move (up to 1 foot per level of caster per round) as caster wills it, subject to environmental conditions (e.g., dispels, anti-magic zones, etc.). Hits are equal to 5 per level of caster. AT is 1. DB is 1 per level of caster. Energy is able to make 1 bolt or ball attack per round (of the appropriate type) with a +1 per level of caster bonus. As judged by the GM.

8—Animative Gas (F) Caster may animate up to 1 cubic foot per level of any gas within range. Gas will move (up to 1 foot per level of caster per round) as caster wills it, subject to environmental conditions (e.g., wind, draft, etc.). Animated gas is possessed of Empathy and will attempt to complete simple commands given by the caster (commands may not involve more than 3 words) for the duration of the spell. A poisonous gas may attack any creature it is poisonous to by allowing itself to be breathed in by the creature. Gas has 5 hit points per level of caster who created it. Armor Type is 1 and DB is 1 per level of caster.

9—Animation Struggle (F) Caster attempts to wrest control of an animated object from the controlling mage. Each caster must make a *RR* vs the other's level. When one mage misses his save, that mage loses control of the animated object. If the initiating mage loses, he may not recast this spell on the same construct.

10—Fly (F) Allows an animated object/creature to invoke a command which will allow it to return to its creator via flight. This flight will be by the shortest route possible at 10' per level of caster per round. This spell will last until it is canceled, the caster dies, the item returns to caster, or the item is destroyed.

11—Animative Liquid (F) Caster may animate up to 1 cubic foot per level of any liquid within range. Liquid will move (up to 1 foot per level of caster per round) as caster wills it, subject to environmental conditions (slopes, obstructions, etc.). Animated liquid is possessed of Empathy and will attempt to complete simple commands given by the caster (commands may not involve more than 3 words) for the duration of the spell. Hits are equal to 5 per level of caster. AT is 1. DB is 1 per level of caster. Liquid may make a Bash attack once per round with +1 per level of caster.

12—Animative Solid (F) Caster may animate up to 1 cubic foot per level of any solid material within range. Solid will move (up to 1 foot per level of caster per round) as caster wills it, subject to environmental conditions (e.g., obstructions, flexibility of animated object, etc.).

Object can move on its own, a tripod walks with its legs, etc. Object can also move or bend itself to walk or slither as caster desires. But if the object alters its shape, it must roll its breakage factor or less or be broken (which cancels the animate spell). Animated solid is possessed of Empathy and will attempt to complete simple commands given by the caster (commands may not involve more than 3 words) for the duration of the spell. Please refer to *RMCV* for suggested hit points and AT. DB is 1 per level of caster. Solid may make a Bash attack once per round with +2 per level of caster.

13—Animative Energy (F) Caster may animate up to 1 cubic foot per level of any non-magical energy within range. Energy will move (up to 1 foot per level of caster per round) as caster wills it, subject to environmental conditions (barriers, grounds, etc.). Animated energy is possessed of Empathy and will attempt to complete simple commands given by the caster (commands may not involve more than 3 words) for the duration of the spell. Hits are equal to 5 per level of caster. AT is equal to 1. DB is 1 per level of caster. Energy is able to make 1 bolt or ball attack per round (of the appropriate type) with a +1 per level of caster bonus.

14—Animative Other (F) Caster may animate up to 1 cubic foot per level of any magical energy within range. Energy will move (up to 1 foot per level of caster per round) as caster wills it, subject to environmental conditions (dispels, anti-magic zones, etc.). Animated energy is possessed of Empathy and will attempt to complete simple commands given by the caster (commands may not involve more than 3 words) for the duration of the spell. Hits are equal to 5 per level of caster. AT is 1. DB is 1 per level of caster. Energy is able to make 1 bolt or ball attack per round (of the appropriate type) with a +1 per level of caster bonus. As judged by the GM.

15—Lesser Golem (F) Forms and animates a lesser golem (up to 10th level).

15—Animative Change (F) Allows caster to alter the form of one item into the form of another item upon concentration, e.g., a broadsword with this spell cast upon it would be able to be changed into one different object (usually a weapon) per each *Animative Change* spell cast upon it.

16—Lesser Construct (F) Forms and animates a lesser construct (up to 10th level).

17—Greater Golem (F) Forms and animates a greater golem (up to 15th level).

18—Greater Construct (F) Forms and animates a greater construct (up to 15th level).

19—Major Golem (F) Forms and animates a major golem (up to 20th level).

20—Teleport (F) Allows an animated object/creature to invoke a command which will allow it to return to its creator via teleport. This spell will last until it is canceled, the caster dies, the item returns to caster, or the item is destroyed.

25—Golem True (F) Forms and animates any golem (up to level of caster).

30—Limited Life (F) Caster causes an animated object, gas, liquid, energy etc. created through this list to become permanent.

30—Omnitravel (F) Allows an animated object/creature to travel any distance on its mission for the caster and return. The object/creature will use whatever force is necessary to complete its travels, e.g., if walking (or running) will complete its mission then it will walk, if flight is necessary, then that method will be used, if teleporting is necessary, then it will be used.

50—Shard (F) The caster must prepare a lab for the growth and storage of the shards. Because of their bizarre configuration and mystical dependence on each other, 5 lesser shards must be created before 1 greater shard may be grown. The lab will require much gold for completion of a shard (shard level x shard level x 10 gold pieces per tank). These costs do not include those mentioned above, and include the media, poisons, gems, and organic matter necessary. Each vertical doored vat may only grow one shard at a time. In (level number) weeks the shard will be completed.

MARTIAL MASTERY (MONK BASE) (8.2.13)

Note: Only one of these spells may be active in any given round.

	Area of Effect	Duration	Range
1—Stand*	self	-	self
2—Rear Attack*	self	-	self
3—Falling Sweep*	self	-	self
4—Disarm Foe*	self	varies	self
5—Unbalancing Strike*	self	varies	self
6—Stunning Strike*	self	varies	self
7—New Kata*	self	1 rnd/lvl	self
8—Pushing Strike*	self	varies	self
9—Prone Attack*	self	1 rnd/lvl	self
10—Piercing Strike*	self	varies	self
11—Feint*	self	-	self
12—Slashing Strike*	self	varies	self
13—Missile Defense*	self	1 rnd/lvl	self
14—Crushing Strike*	self	varies	self
15—Moving Strike*	self	varies	self
16—Overcome Weapon*	self	1 rnd/lvl	self
17—Breaking Blow*	self	varies	self
18—Kata*	self	1 rnd/lvl	self
19—Martial Retreat*	self	C	self
20—Overcome Armor*	self	1 rnd/lvl	self
25—Increased Rank*	self	1 rnd/lvl	self
30—Lightning Strike*	self	-	self
50—Interchange Style*	self	1 rnd/lvl	self

1—Stand (U*) Caster instantly gains his feet from a prone position.

2—Rear Attack (U*) Caster is able to attack to his rear without changing facing. Caster incurs no minuses from attacking in this manner.

3—Falling Sweep (U*) Instead of attacking to cause damage, the caster may attack to trip his foe. Caster attacks normally on the Sweep table and if a successful attack is made the target must make a RR or fall down and be stunned for 1 round per 10% failure.

4—Disarm Foe (U*) Caster is able to disarm opponent. After the caster's next successful attack (it does no damage) target must make a RR versus the level of the caster or be disarmed.

5—Unbalancing Strike (U*) Caster's next successful strike that does a critical does an extra unbalance critical of the same severity (different roll).

6—Stunning Strike (U*) Caster is able to stun his opponent. After caster's next successful attack (it does no damage) target must make a RR versus the level of the caster or be stunned for one round per 10% failure.

7—New Kata (U*) Caster chooses a weapon which will be usable with normal kata rules for the duration of this spell.

8—Pushing Strike (U*) Caster's next successful attack causes his enemy to make a RR or be forced backwards 1 foot per 2% failure.

9—Prone Attack (U*) Caster is able to fight while prone, for the duration of this spell, without suffering penalty.

10—Piercing Strike (U*) Caster's next successful strike that does a critical does an extra Puncture critical of the same severity (different roll).

11—Feint (U*) Caster performs a feint just prior to his attack which causes his enemy to make a RR or lose half his DB because he tried to block the feint.

12—Slashing Strike (U*) Caster's next successful strike that does a critical does an extra Slash critical of the same severity (different roll).

13—Missile Defense (U*) Caster gains full adrenal defense from any frontal missile attacks made against him during the duration of this spell.

14—Crushing Strike (U*) Caster's next successful strike that does a critical does an extra Crush critical of the same severity (different roll).

15—Moving Strike (U*) Caster attacks using a running start or a distance jumped (either through a spell or from a height). Caster must make a moving maneuver with success indicating he may attempt an attack immediately upon ending the maneuver. Caster gains +2 per 5 foot travelled in an accelerating running attack (never more than +100) and +5 per 5 foot travelled in a leaping maneuver, to his attack roll. The caster must use no spell or item to lessen the severity of his fall in case he misses his maneuver roll, e.g., for the moving strike to be successful, the caster must attack headlong. The leaping attack need not be spell-powered it may be any leaping maneuver such as from a chandelier, balcony, cliff side, etc. Note: after the leaping attack the caster must take full normal fall damage from the fall, e.g., the caster leaps off of a 50' cliff, makes his maneuver roll, successfully attacks, then is subjected to the results of a 50' fall.

16—Overcome Weapon (U*) Caster gains his full adrenal defense bonus while using a weapon, chosen at the time of casting, for the duration of this spell.

17—Breaking Blow (U*) Caster strikes his next blow in such a way that any item he strikes must make a breakage roll to determine if it is broken. Caster is unable to attack with the roll to break an item.

18—Kata (U*) Caster is able to make two attacks (both at MA skill) when using his weapon of Kata. The first attack is with the weapon and the second is his normal MA attack.

19—Martial Retreat (U*) Caster gains DB + Adrenal Defense + Parry + minimum move pace as his DB but needs room for retreat and cannot attack.

20—Overcome Armor (U*) Caster may use MA attacks and adrenal defense for this spell's duration while in armor.

25—Increased Rank (U*) Caster gains +1 to a chosen MA attack per level of caster for the duration of this spell.

30—Lightning Strike (U*) Caster resolves this 'lightning strike' attack even before the normal spell resolution phase. Target does get his normal DB against this attack.

50—Interchange Style (U*) Caster may use his best MA attack rank for any type MA attack he desires (provided he knows at least one rank in the different type).

RENDING WAYS (SORCERER BASE) (8.2.14)

Note: The Area of Effect of most of these spells specifies either 1 object or 1 target. The 1 object means one non-living object, the 1 target includes any objects included above and any living being as well.

Note: All items, creatures, objects, etc. are allowed a RR and, if this is failed, will be affected. These objects will gain a RR bonus according to their relative strengths, e.g., thin twine would have a -50 modifier, 10 gauge wire would have a +0 modifier, and heavy steel cable (the kind used for suspension bridges) would gain a +50 modifier. A living being will gain a RR bonus based upon the appropriate realm.

Note: The objects and creatures to be affected by these spells, unless otherwise noted, may be no larger than 10 cubic feet per level of caster in size.

	Area of Effect	Duration	Range
1—Chip	1 object	P	10'/lv1
2—Tear	1 object	P	10'/lv1
3—Crack	1 object	P	10'/lv1
4—Snap	1 object	P	10'/lv1
5—Warp	1 object	P	10'/lv1
6—Shatter	1 object	P	10'/lv1
7—Bend	1 object	P	10'/lv1
8—Dent	1 object	P	10'/lv1
9—Break	1 object	P	10'/lv1
10—Push	1 target	P	10'/lv1
11—Splinter	1 target	P	10'/lv1
12—Pull	1 target	P	10'/lv1
13—Wrench	1 target	P	10'/lv1
14—Pierce	1 target	P	10'/lv1
15—Hack	1 target	P	10'/lv1
16—Sever	1 target	P	10'/lv1
17—Crush	1 target	P	10'/lv1
18—Split	1 target	P	10'/lv1
19—Pound	1 target	P	10'/lv1
20—Implode	1 target	P	10'/lv1
25—Burst	1 target	P	10'/lv1
30—Crumble	1 target	P	10'/lv1
50—Cataclysm	5'R/lv1	P	10'/lv1

1—Chip (F) Caster is able to chip any 'chip-able' material like glass, pottery, flint, etc. A chip consists of 10% or less of a material mass being separated from the object in one piece.

2—Tear (F) Caster is able to tear any 'tear-able' material, e.g., fabric, paper, vellum, etc. A tear consists of one section of material (up to 50%) being separated from the object in one piece.

3—Crack (F) Caster is able crack any 'crack-able' material such as stone, steel, pottery, etc. A crack consists of up to 1 linear inch per level of caster (and up to 1 inch depth per level) of 'crack' in the material.

4—Snap (F) Caster is able to snap any 'snap-able' material like rope, bowstring, steel cables, wire, etc. A snap consists of parting the matter in question (if you need a concrete example, string your violin, tune it, then cut the strings (Remember, I just provided you the excuse)).

5—Warp (F) Caster is able to warp any 'warp-able' material, e.g., wood, bone, etc. A warp consists of bending the material in question (up to 1% per level in degree change of the object). For example, a completely straight (assume so) spear shaft has this spell cast on it by a 15th level caster and misses it's RR. The spear shaft is now bent (from the center probably) by up to a 15% angle.

6—Shatter (F) Caster is able to shatter any brittle material such as glass, ceramic, frozen steel, etc. The shattered object will be broken into many pieces.

7—Bend (F) Caster is able to bend any 'bendable' material such as wood, steel, etc. A bend consists of bending the material in question (up to 1% per level in degree change of the object). For example, a completely-straight, metal spear shaft has this spell cast on it by a 15th level caster and misses it's RR. The spear shaft is now bent (from the center probably) by up to a 15% angle.

8—Dent (F) Caster is able to dent any 'dent-able' material including any metal, boiled leather, wood laminates, etc. The 'dent' consists of displacing (denting) up to 5 cubic inches per level of caster in the material. This dent will not perforate the material.

9—Break (F) Caster is able to break any object into two pieces. The break may be located as desired on the material, but may only be a simple break.

10—Push (F) Caster is able to push an object or target away from him with a force of up to 10 pounds push per level of caster. Affected objects will be thrust a varying amount of distance away from the caster (depending upon mass, anchorage, weight, etc.). Affected targets will be thrust 1 foot per level of caster away from him (or may accept a -2% per level to their next action, due to their loss of balance).

11—Splinter (F) Caster is able to splinter, you guessed it, 'splinter-able' objects such as wood, bone, etc. The object is done irreparable damage, totally useless. If a target is affected by this spell, he suffers a compound fracture to the affected area and receives appropriate penalties based upon the area damaged.

12—Pull (F) Caster is able to pull an object or target toward him with a force of up to 10 pounds of pull per level of caster. Affected objects will be pulled a varying amount of distance toward the caster (depending upon mass, anchorage, weight, etc.). Affected targets will be pulled 1 foot per level of caster toward him (or may accept a -2% per level to their next action, due to their loss of balance).

13—Wrench (F) Caster is able to wrench a target's limb or object portion loose (but not free) from the whole. This will have the practical effect of forcefully dislocating a limb (causing -75% to any activity utilizing that limb, including 1-5 assorted pulled muscles and tendons) or appropriately damaging an object.

14—Pierce (F) Caster is able to force an object (usually his finger, hand, or a weapon) through a target or another object. This will cause a target a random puncture critical (random severity and roll). This will have a variable effect on an object depending upon the object itself, e.g., a Pierce spell will automatically pop a child's balloon, may puncture a shield (perhaps to leave the puncturing object fixed in the shield), or may create a hole through a stone wall or door.

15—Hack (F) Causes a slashing attack upon a target or object. An affected target will suffer a random Slash critical (random severity and roll). This will have a variable effect upon an object depending upon the object itself, e.g., a Hack spell will automatically clear a path through a wall of undergrowth (up to 10' x 10' x 10' area), or deeply score a metal shield.

16—Sever (F) Causes a portion (up to 1% of total object mass per level of caster) to be severed from the whole. If this is successfully used on a target, he will lose one random limb (arms and legs, or if desired by caster, hands and feet). Target will bleed at 1/2 point per round per level of caster who cast Sever spell (1/4 if hand or foot is severed).

17—Crush (F) Causes a crushing attack upon a target or object. An affected target will suffer a random Crush critical (random severity and roll). This spell will have a variable effect upon an object depending upon the object to be crushed, e.g., a Crush spell will automatically smash a glass or ceramic object, or crumple a metal shield.

18—Split (F) Causes a splitting attack (the opposite of a crushing attack) upon a target or object. Affected target will suffer a random Disruption Critical (random severity and roll). A Split spell will effectively destroy an object by separating it into a random amount of pieces (usually 1-10).

8.3 MENTALISM

COMBAT REFLEXES (CLOSED MENTALISM) (8.3.1)

Note: In combat, the victor is frequently the one capable of doing the most in the least amount of time. Removing or shortening the decision making process allows the caster to accomplish more in the same amount of time. This list has a great impact on any activity in which time is of the essence.

Combat Reflexes allows multiple programmed actions during a single round. The caster is able to ignore the normal single action per round limitation. The caster is limited in these multiple actions per round by his level. The exact number of actions available to the caster is equal to his level divided by 5 (round down). For example, a 1st through 4th level caster is unable to act using this list, a 5th through 9th level caster has one action available per round, a 10th through 14th level caster has two actions available per round, etc. For this reason, this list is rarely gained until a caster is quite high level.

The caster must have previously stored (with a Store Program spell) any sequence of actions he desires to link together with this list. If the caster doesn't have a particular series of actions stored, he must take at least one round to store it before it may be used with this list. If a desired action is not available through a spell on this list then a caster is unable to perform that action through the use of this list. None of these spells is usable other than as part of a Stored Program.

The caster determines exact programmed action(s) to be taken during the round, immediately before the round commences (just before spell phase). This 'programmed' action(s) is all that caster is able perform during the round. If caster wishes, he may cancel his action(s) during performance but if so he is unable to do anything else during the round.

Example: Krell programs himself to attack enemy twice and defend once, however during the round the entire melee (both attackers and defenders) is attacked by a third force. Krell decides not to attack enemy the second time and cancels his action by canceling the spell. He may take no other action this round. Although time still remains he is unable to use it. There is a way for caster to change his action(s) which will be explained later (read 10th level spell, Change Program).

A caster spends required PPs before the round that action occurs and if the action is canceled for any reason, then those PPs are lost. For example, a caster casts a jump-strike-strike stored program sequence. Before anything occurs, the caster must spend $(1+4+4=)$ 19 PPs before anything will occur. If the caster decides to cancel his action, say after the jump, the two strikes will not occur but the PPs remain spent. This spell list requires enormous amounts of PPs. And even though a caster may have enough PPs to cast a spell, his actions during the round may suffer due to fatigue caused by dwindling PPs. Caster is able to cast more than his level in PPs per round when using this list. In addition to the enormous power point expenditure, exhaustion points are also spent at a greater than normal rate.

Example: A caster performs 4 programmed actions (strike-strike-strike-movement(x5)) in one round. His exhaustion expenditure would be $(1+1+1+40)$ 43 for that round.

Armor maneuver penalties are subtracted from each action taken during a round.

If caster is hit with a successful dispel or disjunction while in the midst of a program, the program ends and the caster has the remainder of the round to act, e.g., a caster is able to perform 4 actions per round with this list and is disjuncted after the first action of the round is completed, then the caster has 75% of the round in which to take other action.



19—Pound (F) Creates a 'battering ram' of force which caster may use to attack a target or object. Ram attacks at +2 per level of caster on the Fall/Crush attack table.

20—Implode (F) Causes a target or object to implode upon itself. Affected target takes one random Impact critical (random severity and roll) and one Stress critical (2 levels less severity than the Impact crit, but never less than an A). An object which fails it's RR will be compressed into half the area it normally occupies (more if this is impossible).

25—Burst (F) Causes a target or object to explode. Object may not be larger than 5 cubic foot per level of caster. Affected target takes random Impact and random Disruption criticals (random severity and roll). Affected object will explode into many pieces doing 1-5 (+2 per level of caster) attacks on all within 1' per level. Attack table varies according to the type of material exploded, e.g., wooden door will do foil attacks, large ceramic vase will do hand axe attacks, crystal statue will do dagger attacks, stone block will do sling bullet attacks, etc.

30—Crumble (F) Crumbles up to 10 cubic foot of material per level of caster into a fine powder. An affected target will become a pile of (dying?) organic matter (ripe for composting use!).

50—Cataclysm (F) Causes all targets and objects within 5' radius per level of caster to be affected by a random spell from this list (1-25th level). For this spell all lower level spells (1-9) will be effective against live targets (be creative, GMs).

A detailed example is in order:

Dace, a 36th level Monk, is meditating in a forest clearing when he is surprised by a group of orcs. Dace takes an arrow in the leg which delivers 5 hits and -10 to all actions. Dace realizes there are several orcs and decides to use Combat Reflexes.

Round 1:

Dace chooses one of his Stored Program sequences, which includes Evade - Instant Orientation - Change Program - Spell Program (Dace chooses Leaping I) - Strike - Acrobatics - Strike.

Resolution 1:

Dace spends 63 PPs (9 (Evade) + 2 (Instant Orientation) + 15 (Change Program) + 20 (Spell Program) (+1 (Leaping I)) + 4 (Strike) + 8 (Acrobatics) + 4 (Strike)) and launches into action. Evade takes effect (his DB goes up by +36 for this round only), Instant Orientation (Dace rolls his orientation roll) a success... he notices there are 6 orcs in the group. Next his Change Program comes active, 'No', he thinks, 'I can kill orcs without any special exertion', and he declines to alter his programmed path. Dace feels a breeze as three arrows fly wide of him. Now his Spell Program begins (Leaping I) and he jumps to a point behind the advancing group. Dace now splits his MA attack against 2 foes...both kills. Flipping over the collapsing bodies of the two corpses, Dace lands facing 2 more foes. Each of these orcs swing, both miss him. He attacks these by again splitting his MA attack against 2 foes...1 killed, 1 wounded. Dace expends 2 exhaustion points (1 for each Strike), and the round is over.

Round 2:

Dace chooses one of his Stored Program sequences, which includes Evade - Instant Orientation - Change Program - Strike - Parry - Spin - Strike.

Resolution 2:

Dace spends 43 PPs (9 + 2 + 15 + 4 + 3 + 6 + 4). Dace resumes the carnage. Evade takes effect, Instant Orientation roll is successful and 5 more orcs are noted. Change Program becomes active and Dace opts to alter his remaining slots into Spell Program (Leaping I) - Strike - Parry - Acrobatics. He spends the extra 36 PPs (20 (+1) + 4 + 3 + 8). These 36 PPs are in addition to the 43 spent at the beginning of the round (the remainder of the original 43 are lost). Several arrows wobble his way but the disoriented orcs prove to be poor shots, and all miss completely. Dace leaps into the midst of the newly-discovered group of orcs and attacks two orcs (split MA attack), killing both of them. One of the orcs attacks Dace, but now is time for Dace's parry, and with his OB added to his DB the orc doesn't have a prayer of connecting. Dace completes the round by doing a backflip out of the group keeping the new orcs between himself and the old ones.

Round 3:

Dace chooses another stored programs which includes Evade - Instant Orientation - Strike - Parry - Spin - Strike - Parry.

Resolution 3:

Dace spends 31 PPs (9 + 2 + 4 + 3 + 6 + 4 + 3). His Evade becomes active. Dace's Instant Orientation roll (success) reveals the remaining orcs in flight away from his position. 'Thank Verra', he thinks, 'I was very nearly magically exhausted.'

Dace resumes his position amid the dead and wounded and continues his meditations (The actions in the above example took place in the course of 3 rounds).

Option 1: This list may be made available as a Monk or Warrior Mage base list.

Option 2: GM's may increase or decrease the amount of available 'slots', e.g., 1 slot per 2 levels or 1 per 10 levels.

Option 3: Limit the amount of power points a caster may use in one round with this list.

Option 4: Do not allow any 'extra action' spells like Haste or Speed to be used with this list.

Option 5: Do not require Stored Programs to be in any particular sequence. They must simply be stored in the correct amounts, not the correct sequence.

	Area of Effect	Duration	Range
1—Store Program	self	-	self
2—Instant Orientation	self	varies	self
3—Parry	self	varies	self
4—Strike	self	varies	self
5—Power	self	varies	self
6—Spin	self	varies	self
7—Tumbling	self	varies	self
8—Acrobatics	self	varies	self
9—Evade	self	varies	self
10—Change Action	self	varies	self
11—Adrenal Moves	self	varies	self
12—Corner	self	varies	self
13—Misc Maneuver	self	varies	self
14—Block	self	varies	self
15—Predict	self	varies	self
15—Change Program	self	varies	self
16—Static Action	self	varies	self
17—Movement	self	varies	self
18—Assured Initiative	self	varies	self
19—Open Maneuver	self	varies	self
20—Spell Program	self	varies	self
25—Impasse	self	1 round	self
30—Inevitability	self	varies	self
50—Auto Engagement Program	self	varies	self



1—Store Program (I) Allows caster to store a sequence of actions which will occur sequentially from one casting. The caster may only store one action (also called slot) per five levels (round down). It is possible for a 5-9th level caster to store one action, a 10-14th level caster to store up to two actions, a 15-19th level to store up to three actions, etc. Each use of each of the subsequent spells requires one action (or slot).

2—Instant Orientation (I*) Caster is instantly made aware of all pertinent factors relating to the task being attempted (based upon perception rolls). This spell doesn't give any special perceptual powers, it just allows all normal perceptions to be utilized instantly. If caster misses one or more of his perception rolls then he is without that information. For example, a caster teleports into a potentially hostile situation and immediately follows this with a stored program of *Instant Orientation*. The caster would appear at the teleport location, roll any applicable perception rolls (sight, hearing, etc.) for his instant orientation then be able to take appropriate action according to what he perceives.

3—Parry (F*) Allows caster to parry as he normally would (in one round), this includes parrying melee or missile attacks.

4—Strike (F*) Allows caster to attack as he normally would, this includes melee or missile attacks and disarming attempts. Two weapon combo allows two attacks per strike slot.

5—Power (F*) This spell allows caster to increase the strength of a move or action by up to 1x per 10 levels of caster. For example, a 30th level caster does a sequence of *Power-Strike-Strike-Parry-Parry-Parry*. The first Strike does 4x damage, but the following strike does normal damage. Also, if this same character had cast a *Power-Adrenal Moves (jump)-Strike-Parry-Parry-Parry*, he would be able to jump 4x as far using his adrenal move skill.

6—Spin (F*) Allows caster to change facing (up to 180°) instantly.

7—Tumbling (F*) Allows caster to perform a variety of rolls (though only one per slot) and recover (return to his feet) safely.

8—Acrobatics (F*) Allows caster to perform an acrobatic maneuver and recover, changing his facing if desired. For example, caster could perform an in-air flip with a half twist.

9—Evade (F*) Causes caster to perform unpredicted evasion maneuvers while performing other action(s) on this list. Caster's DB is affected after this action is initiated and this translates to a +1/level bonus to DB during the round this option is activated.

10—Change Action (F*) Allows the caster to change the action following this one to any other action (after spending required PPs). The *Change Action* spell requires one available slot and must have a slot following it that is to be changed.

11—Adrenal Moves (F*) This spell allows caster to utilize his adrenal moves with this list. The *Adrenal Moves* spell requires a slot. Caster must still roll to determine success or failure of the adrenal move and is effective for all of this round's following actions. Exception: *Adrenal Strength* and *Power* may not be combined.

12—Corner (F*) Allows caster to execute a turn of up to 180° with no loss in momentum.

13—Misc Maneuver (F*) Allows caster to perform a 'set' maneuver (chosen before round begins) during the round. This maneuver must be one that is normally completed within one round like eating 4 herbs, changing weapons etc. This maneuver may not be changed once the program is set into motion, but may be canceled before completion, if the unfinished portion of the program is canceled.

14—Block (F*) Allows caster to defend himself from one attack. The attack is at -10/level of caster. Attack must be specified as either missile or melee and will be at one-quarter effectiveness against the wrong attack (missile defense against melee attack etc.). During this action the defender may not move without sacrificing the benefit of the defense.

15—Predict (I*) Allows caster some insight into the best action(s) to take against a given target. After caster observes the target for one round, he may cast this spell and receive information based on a GM roll (use Reasoning bonus as modifier) regarding the best action(s) to accomplish a given end. This end must be relatively simple, e.g., attack or defend successfully, or which attack spell would be most effective against this target at this point in time.

15—Change Program (F*) Allows caster to change the remainder of actions following this action to any other stored program (with the correct amount of actions, of course). For example, a mage does a stored program (*Evade-Jump-Instant Orientation-Change Program-Strike-Strike-Strike*). He begins his sequence—his DB is lowered, he jumps, reorients himself, then, after evaluating things (who he's near-who is doing what-what he has planned etc.) from his new perspective he may use the *Change Program* slot to recast another stored program (one with no more than three slots) which will take the place of the last three Strikes he had programmed. The PPs spent on the original sequence are lost and more PPs must be spent on the replacing sequence.

16—Static Action (F*) Allows caster to perform any static action normally requiring one round or less to perform. Any rolls regarding success or failure of the action still apply (and don't forget applicable modifications to the static action roll [in melee, lighting, difficulty, etc.]). For example, a caster using this spell as part of a program could quickly scan a page of text, perform sleight of hand, etc.

17—Movement (F*) Allows caster to perform an entire round's movement during one action slot. Movement rate and direction must be specified before round commences. Exhaustion points are spent as normal so it is possible for the caster to easily become exhausted through the use of this spell. If caster does become exhausted, then normal exhaustion rules apply (-100 to all activities until rested).

18—Assured Initiative (F*) Caster is able, through the use of this spell, to gain his ability to strike first against an opponent. In the case where two or more combatants have *Assured Initiative*, all have even up initiative at the very beginning of the round. With this spell in operation, the caster is able to perform an action immediately prior to the spell action phase of the round.

19—Open Maneuver (F*) Allows caster to perform any maneuver (completed in one round or less). This maneuver may be determined at the time of action, not the time of program initiation. **Note:** *combat and defensive actions are not considered maneuvers for purposes of this list.*

20—Spell Program (F*) Allows caster to cast a spell (completed in one round or less) while under the sway of programmed action(s). Spell to be cast must be chosen at the time of program initiation. In the case of spells that require more than one round of casting time the caster may string up to three of these Spell Programs together to provide ample casting time.

25—Impasse (F*) Allows the caster to remain untouchable to all physical attacks directed at him during one round, however the caster can perform *no* other action during the round that this spell is in effect. This spell requires all actions available in the round it is cast.

30—Inevitability (F*) Allows the caster to have one 'perfect attack' which will ignore target's DB. However, the caster will also be defenseless (no DB).

50—Auto Engagement Program (F*) Allows the caster to use the most appropriate single or combinations of actions on this list. This spell basically allows the caster to use and change at will any of the lower level spells on this list. Power points must be spent for this spell and for any spells used during the round. This spell will only last 1 round or shorter.

BATTLE LAW (CLOSED MENTALISM) (8.3.2)

	Area of Effect	Duration	Range
1—			
2—Range	self	-	sight
3—Count	self	-	sight
4—Train/Drill	10'/lvl	varies	varies
5—Type	self	-	sight
6—Signal	self	C	varies
7—Leadership	self	1 min/lvl	self
8—Logistics	self	-	self
9—Message	1 target	C	sight
10—Tactics	self	-	self
11—Command	1 target	P	10'/lvl
12—Battle Voice	100'/lvl	1 min/lvl	self
13—Berserker	1 being/lvl	1 rnd/lvl	10'/lvl
14—Steadfast	1 being/lvl	1 rnd/lvl	10'/lvl
15—Regroup	100'R/lvl	1 rnd/lvl	self
16—Scout	10'R/lvl	-	1000'/lvl
17—Loyalty	1 target	-	touch
18—Battle Communication	varies	C	1000'/lvl
19—Inspire	10'/lvl	1 rnd/lvl	100'/lvl
20—Vantage	100'R/lvl	1 min/lvl	1000'/lvl
25—Strategy	self	-	self
30—Battle Awareness	100'/lvl	1 min/lvl	100'/lvl
50—Battlefield Presence	sight	1 rnd/lvl	self

2—Range (I*) Caster knows exact distance to target object.

3—Count (I*) Caster knows exact number of viewed troops.

4—Train/Drill (M) Caster can raise morale level of troops by one level (see Section 3.2 *RMCIV*), e.g., from levied troops(-30) to green troops(-20) etc. To be effective caster must lead the affected troops in battle, if he does not, the morale level reverts to normal. This spell is not cumulative with itself.

5—Type (I*) Caster knows general type of troops he can see. For example; that large swirling mass on the hill three miles away is composed of primarily sappers, with some infantry, pikemen, and archers. Typing is based upon equipment carried by the viewed troops.

6—Signal (F) Allows caster to communicate in a primitive way, using primitive means including smoke signals—flags—trumpet blasts etc. The communicated material must be simple in nature and will be understood by all friendly troops.

7—Leadership (U) Causes caster to be easily recognizable as a leader. This makes commands from leader carry more weight. This effectively adds a +1 per level bonus to the leadership skill.

8—Logistics (I) Caster uses data on troops, distances, terrain, etc. to plan for supplying campaigning army. All factors are taken into account, e.g., weather, hostile forces, time, transport.

9—Message (P*) Spell delivers message to viewed target. Communication is one way.

10—Tactics (I) Spell uses data on terrain, available troops, etc. to form tactical plan of action. GM will give one piece of tactical advice per spell cast.

11—Command (M) Target will obey command from the caster. Command may not be totally alien to target, e.g., blinding self, commit suicide, etc. Target gets additional RR each day to reassert own will.

12—Battle Voice (F) Caster's voice becomes easily heard over the din of battle. This spell confers no command ability, merely allows caster to be heard.

13—Berserker (M) Causes target to fight as if berserk for the duration of the spell. As Frenzy skill in *RMC II*.

14—Steadfast (M) Causes target to stand fast against any odds. As Immovable Will background option in *RMC I*.

15—Regroup (P*) Causes all friendly troops within range to be aware of which battlefield maneuver the caster is attempting to implement thus all common troops may be notified of an impending regroup, retreat, rally, etc. and the necessary directions concerning their part. This spell is informative, not commanding.

16—Scout (I) Caster gains basic scouting knowledge of an area, e.g., landmarks, terrain, beings present (peasants, troops, enemy soldiers etc.), etc.

17—Loyalty (I) Caster gains knowledge concerning the past loyalty of target regarding an issue. For example, General Joque suspects the loyalty of Captain Orve and casts this spell. He determines from the spell that Orve has not been entirely loyal. He then utilizes several spells from the Cruelty Ways list to learn of his traitorhood...

18—Battle Communication (P*) Caster may mentally communicate with any stored minds.

19—Inspire (M) Caster causes targets to have perfect and unshakable morale for the duration of the spell. This spell will rally even routed troops for its duration.

20—Vantage (U) Allows caster to perceive an area from a different place. For example, General Kraken casts this spell and is able to observe the battle from a height of 500' over the approximate center of the conflict. This is a perfect way for the General to command his forces.

25—Strategy (I) Spell uses data on terrain, available troops, enemy strength, fortifications, politics, etc. to form a strategic plan of action. GM will give one piece of strategic advice per spell cast. This spell only utilizes 'known' data to create its advice.

30—Battle Awareness (I) Caster is completely aware of troop actions, motivations, dispositions, enemy and friendly, within range. This spell is particularly useful in making determinations of when to attack, retreat, etc.

50—Battlefield Presence (U*) This spell provides caster with enormous physical presence which causes all friendlies within sight to have perfect morale, +1/2 lvls to OB and DB, +1/5 lvls to RRs. The spell also give caster +25 to Presence Bonus.



MIND PROTECTION (CLOSED MENTALISM) (8.3.3)

	Area of Effect	Duration	Range
1—Tamper Warning	self	-	self
2—Identify Type	self	-	self
3—Resist Fear	self	1 min/lvl	self
4—Mind Games	1 target	1 rnd/lvl	self
5—Counter Attack	self	-	10'/lvl
6—Withstand Lycanthropy	self	1 min/lvl	self
7—Resist Possession	self	1 min/lvl	self
8—Thoughtless	self	1 min/lvl	self
9—Immovable Will	self	1 min/lvl	self
10—Blank Mind	self	1 min/lvl	self
11—Mind Trap	1 target	1 rnd/lvl	10'/lvl
12—Oppose Curse	self	1 min/lvl	self
13—Stem Disease	self	1 min/lvl	self
14—Mind's Guardian	varies	1 rnd/lvl	100'/lvl
15—Resist Subversion	self	1 min/lvl	self
16—Subconscious Defense	varies	varies(P)	self
17—Resist Magic	self	1 min/lvl	self
18—Resist Psions	self	1 min/lvl	self
19—Reality Anchor	self	1 rnd/lvl	self
20—Mind's Fortress	varies	1 rnd/lvl	self
25—Reflect	1 spell	-	10'/lvl
30—Temporary Use	self	1 rnd/lvl	self
50—Return Memories	self	P	self

1—Tamper Warning (S*) Alerts caster that someone is attempting to affect him with a hostile mind spell.

2—Identify Type (I) Caster determines exactly what type of spell is being or has been cast upon him. The spell must be active during the casting of this spell for any information to be gained.

3—Resist Fear (U) Caster gains +2 per level to any Fear RRs for the duration.

4—Mind Games (P) Causes a mind attacker to believe that his spell was successful, when it was not. Assuming caster makes his RR versus the attacking spell, he retains his freewill (and, if he desires, manifests the appropriate symptoms of the attacking spell)

5—Counter Attack (I) Caster learns who or what attacked him, if the attacking caster or item is within range.

6—Withstand Lycanthropy (U) Caster gains +2 per level to resisting undesired shape-shifting during the duration of this spell.

7—Resist Possession (U) Caster gains +2 per level to resist any form of mind domination or possession.

8—Thoughtless (U) Caster's mind becomes essentially thoughtless for the purposes of determining mind reading attempts for the duration of this spell.

9—Immovable Will (U) Caster is immune to fear and charm spells. Sleep spells are halved for attack level and duration.

10—Blank Mind (U) Caster's mind pattern and presence are unreadable for the duration of this spell.

11—Mind Trap (U) Caster sets up another 'mind' which resembles his own. When foe attacks this mind with a spell he must make a RR or be unable to act for the duration of this spell due to confusion and the inability to form a coherent thought.

12—Oppose Curse (U) Caster gains +2 per level to resist any form of curse.

13—Stem Disease (U) Caster gains +2 per level to resist any form of mind disease.

14—Mind's Guardian (M) Caster creates a 'guardian' who attacks anyone who attempts a mind-affecting spell on the caster. The guardian will initiate a Will to Will battle with the attacking mage. The guardian's Will begins at 100 and, for each 2 PPs spent in overcasting this spell, is increased by one. For this spell, the caster may invest any amount of PP (rather than just his level in PP). The guardian will remain until the duration ends, it is defeated in a Will contest, or the spell is canceled. The guardian is not limited in the distance (on one plane) it will traverse to attack the offending spell caster (it will move at 1000' per round till it reaches it's destination).

15—Resist Subversion (U) Caster gains +2 per level to resist or notice any form of illusion or deception.

16—Subconscious Defense (S*) Any one of the spells on this list may be 'programmed' to become subconsciously cast when needed. However, only one spell per 5 levels of caster may be so prepared. If more are so prepared, then the first one or several are removed from 'subconscious' status.

17—Resist Magic (U) Caster gains +2 per level to all RRs versus one realm of magic (chosen at the time of casting). This spell only effective against mind affecting spells of the chosen realm.

18—Resist Psions (U) Caster gains +2 per level to all RRs versus Psions. This spell only effective against mind affecting spells of the chosen realm.

19—Reality Anchor (U) Allows caster to see things based on what he understands. The caster would see an X level extra-planar being as a 13th level being, or see a spell-like effect as if it were a spell (including who caused it etc.). This would allow caster to interact with creatures/beings whose true form might drive him mad etc. without mental harm.

20—Mind's Fortress (F) Caster creates a 'drain' upon the PPs spent in an attacker's mind-affecting spells. This has the effect of causing the attacking spell caster to put more power into his spell (against this caster) or have his effects fail. The amount of additional power that must be used in casting the spell is based upon the additional power spent in casting this spell of an equal ratio hence if the caster of the *Mind's Fortress* spends an extra 5 PPs in casting this spell then the attacking mage must put an additional 5 PPs into his spell for them to have a chance of accomplishing his ends, e.g., have the defending caster make a RR.

25—Reflect Effect (F*) Reflects one spell back upon it's caster (unless a RR is made). If the spell is not reflected (the spell makes it's RR) then the caster must make a RR or be affected normally. If the spell is reflected then the attacking caster must make a RR versus his own spell or be affected by it. This spell will reflect but one spell, then needs to be recast to be effective once again.

30—Temporary Use (SU*) Enables the caster to function normally for the duration, even when his mind has been severely damaged (note short term use only).

50—Return Memories (U) Caster's memories are duplicated then compartmentalized to a section of his mind which is then hidden. If the caster ever has his memories taken or eliminated by a spell of effect, this spell will restore his mind to it's condition at the time of this casting. For full memory return there must be a trigger which is special to only the caster, usually a secret name known only to a few of his closest allies, etc.

MIND'S REFUGE (CLOSED MENTALISM) (8.3.4)

The soul leaves the body and the body dies, normally...

However, if the destination of the soul can be controlled, the caster may perform a myriad of other functions such as try to possess another's body, store his soul in a receptacle, travel to another plane, etc. without the danger of death.

This list was created with the specific goal of preserving the mind/ soul (this combination is often known as the 'psyche') of the caster at all costs, whether this preservation comes at the cost of the Status Quo, or even the permanent abandonment of the physical body.

	Area of Effect	Duration	Range
1—			
2—Freeze	self	1 rnd/lvl	self
3—Multiple Mind	self	1 min/lvl	self
4—Mind's Warning	self	-	self
5—Mind's Aura	self	10 min/lvl	self
6—Nonsense	self	10 min/lvl	self
7—Mental Shield	self	1 min/lvl	self
8—Mind's Program	self	P	self
9—Decoy	self	1 rnd/lvl	self
10—Mindless	self	1 min/lvl	self
11—Abandon Body	self	1 hr/lvl	self
12—Reassert Mind	self	-	self
13—Deflect Attack	1 spell	-	self
14—Mask Mind	self	1 min/lvl	self
15—Resist Absolution	self	1 min/lvl	self
16—Supplant	1 target	P	10'/lvl
17—Draw	self	varies	self
18—Mind Screen	self	varies	self
19—Enemy's Succor	1 target	P	10'/lvl
20—Scramble Intellect	self	1 hr/lvl	self
25—Misdirect Attack	1 spell	-	10'/lvl
30—Reflect Attack	1 spell	-	10'/lvl
40—Direct Path	1 target	P	10'/lvl
50—Secrete Psyche	self	P	self

2—Freeze (U) Caster freezes his mind as it is, e.g., no action is possible for the duration (subconscious activity is at -100 to accomplish).

3—Multiple Mind (U) Caster creates up to 1 additional 'pseudo' mind per 3 levels of caster. These minds are useful to divert mental attacks from the caster. As the caster's mind is subjected to attack, the GM should randomly determine which of the minds is attacked, the real one or the pseudo minds. As the pseudo minds are attacked, they are destroyed (one less to divert the attacker).

4—Mind's Warning (S*) Alerts caster that he is about to be attacked by a mind-affecting spell.

5—Mind's Aura (U) Caster changes his mental patterns so his mind appears (to detection and mind-reading spells at least) different than it was at the casting of this spell.

6—Nonsense (U) Caster's mind appears as a jumble of unintelligible gibberish to any mind-reading attempts.

7—Mental Shield (U) Caster gains +2 per level to all RRs versus magical mental attacks.

8—Mind's Program (U) Caster programs a spell that his mind will execute if he fails any RR versus mental attack.

9—Decoy (U) Caster protects his mind by creating a 'decoy' mind that will accept attacks (without making a RR) 50% of the time. Each time a mental attack spell is directed towards the caster, there is a 50% chance it will affect the decoy mind (which will render the attack harmless).

10—Mindless (U) Caster hides his mind. He is essentially invisible to all presence and mental detection spells.

11—Abandon Body (U) Caster's mind leaves his body. Caster will die unless his mind has a place to go. If caster's mind is not within a receptacle by the time the spell ends, caster dies.

12—Reassert Mind (S*) Caster may attempt to retake his mind from a possessor (gains a new RR). If this spell fails, caster may not attempt to recast this spell for one day.

13—Deflect Attack (D) Caster causes one mental attack to be diverted from himself to anyone nearby (random). Random target may not be original caster.

14—Mask Mind (U) Caster utilizes any stored minds to appear as a different person to any mind detect spells.

15—Resist Absolution (D) Caster gains +2 per level to all RR versus Absolution or soul-stealing type effects.

16—Supplant (M) Caster attempts to take over the body of a target and if successful will have complete control over the 'host' body. The target then gets to attempt a RR each day (and each day he misses he will be at an additional -1 to his RR) till he reasserts control (caster returns to his body), or till he no longer has a chance to retake his body. If the caster's mind should leave the host body for any reason, the target regains control of it.

17—Draw (U) When mentally attacked, caster is able to precisely locate the attacking spell user. This will provide a +1 per level bonus when mentally counter-attacking the foe during the round immediately following. This spell provides the caster with a 'mental fix' on the hostile for the following round only. This spell lasts for 100 minutes per level or until discharged. Caster may detect foe up to 100'/level away.

18—Mind Screen (D) Caster creates a power 'sink' which absorbs energy from incoming mental spells. For each PP over the amount required to cast this spell, the attacking spell-caster must overcast his spells by 1 PP to avoid having his spell become ineffectual (drained). Spell lasts until triggered.

19—Enemy's Succor (M*) Caster transfers his mind to a target's mind and if successful, the fate of his mind is tied to the target's mind, e.g., the target dies and the caster does also, etc.

20—Scramble Intellect (D) Caster causes any incoming mind (intent on a hostile 'take-over') to make a RR or be destroyed (scrambled). If the incoming mind makes the RR, then action proceeds normally.

25—Misdirect Attack (D) Caster causes one mental attack to be diverted from himself to a chosen (at time of casting) target within range. Chosen target may not be original caster.

30—Reflect Attack (D) Caster causes any one incoming mental attack spell to be reflected (unless the spell makes a RR) back upon the original caster. If the incoming spell makes a RR, then action proceeds normally, with the caster making a RR or falling prey to the spell.

40—Direct Path (F) Caster may cause any one banished mind or soul (from an Absolution or similar spell) to go where he desires (unless it makes it's RR). Usually used to imprison a hostile spell-caster's mind.

50—Secrete Psyche (U) Caster removes his psyche and stores it elsewhere. This makes the caster immune to mind-affecting spells. However, the caster's psyche is still vulnerable in it's container. **Note:** Caster is at -50 to all actions while psyche is separate from his body.

PERCEPTIONS MASTER (CLOSED MENTALISM) (8.3.5)

	Area of Effect	Duration	Range
1—Perceptive Protection	self	10 min/lvl	self
2—Paranormal Perception	self	C	self
3—Changing Orientation	self	1 min/lvl	self
4—Aura Sense	self	C	self
5—Perceptive Obstacle	self	C	self
6—Lie Detection	self	1 rnd/lvl	self
7—Perceptive Augmentation	self	C	self
8—Remove Perception	self	1 rnd/lvl	self
9—Temporary Replacement	1 sense	1 hr/lvl	touch
10—Magical Enhancement	self	C	self
11—Scramble Senses	1 target	varies	10/lvl
12—Encompassing Sensitivity	self	1 min/lvl	self
13—Adjustable Sensitivity	self	C	self
14—Perceptual Processing	self	-	self
15—Sensory Recording	self	1 rnd/lvl	self
16—Distance Sense	self	1 rnd/lvl	varies
17—Magical Sense	self	C	self
18—Sixth Sense	self	1 min/lvl	self
19—Individual Action	self	1 min/lvl	self
20—Multi-Perception	1 target	C 100/lvl	self
25—Replace Perception	1 target	C	10/lvl
30—Unconscious Perception	self	10 min/lvl	self
50—Sensing Frequency	self	C	self

1—Perceptive Protection (F) Protects one sense from overload, e.g., a flash of light wouldn't blind. The protected sense is shut down for the duration of the overloading influence.

2—Paranormal Perception (U) Alters the caster's perception so he is made aware of being within any "big effect," like a reality warp, an earthnode, an anti-magic zone, etc.

3—Changing Orientation (U) Caster may alter the natural orientation of one of his senses for the duration of this spell. Thus it is possible to change his center of balance, cause his eyes peer to one side, etc.

4—Aura Sense (U) Alters the caster's perception so he is able to perceive living-energy auras (and invisible persons unless their auras are also cloaked).

5—Perceptive Obstacle (U) Caster is able to sharpen or focus a sense (+2/lvl to one perception skill) to enable him to overcome situations which are not ideal, e.g., darkness-vision, high wind-smell, etc. This perception bonus will only apply when overcoming penalties.

6—Lie Detection (U) Caster is able to perceive any lie spoken by one target for the duration. Caster sharpens his senses to perceive the minor incongruities between what an individual says and believes. If the target really believes what he is saying, then no lie is detectable.

7—Perceptive Augmentation (U) Caster creates a 'perception filter' which will allow him to filter 'background noise' so his perception will be more effective. Caster gains +2 per level to one perception skill.

8—Remove Perception (U) Caster 'shuts off' one sense so that nothing is perceived by that sense.

9—Temporary Replacement (F) Caster causes magic to work in place of a damaged or ensorcelled sense. This would allow the blind to see, the deaf to hear, etc. The perceptual organ must be present for the spell to work.

10—Magical Enhancement (U) Caster magically enhances any one of his senses. The affected sense could then perceive normally, regardless of exterior conditions (e.g., caster would see normal in a blizzard, underwater, etc.).

11—Scramble Senses (M) Caster scrambles the perceptual signals of a target, for 1 rnd/10% failure, before they reach the target's brain. Thus the target is effectively blind (or deaf, or cannot smell, etc.). This spell will only affect one sense per casting.

12—Encompassing Sensitivity (F) Caster expands one sense of so that it encompasses (or combines with) more than normal including 360° vision, taste with touch (or others), balance of individual body parts, etc.

13—Adjustable Sensitivity (U) Caster makes one sense more or less sensitive. For example, vision could be altered to micro or telescopic (more sensitive) or color blind (less sensitive). Caster could increase or decrease sensitivity by up to x1 per level. Thus a 15th level caster could see things 15x farther away, or increased in size by x15, or perceive angles 15 times better (or colors, depth, or movement can be perceived x15 less well).

14—Perceptual Processing (S*) Caster is instantly made aware of any image he has perceived before, e.g., instead of 'that face is familiar' the caster would know who that person was and where he has seen him before (assuming he has seen him before).

15—Sensory Recording (I) Caster is able to perfectly remember anything which impinges upon one sense for the duration of this spell. Thus, for the duration of this spell, the caster is able to perfectly remember (in all details) exactly what he sees, or hears, or smells, or touches, etc.

16—Distance Sense (F) Caster moves one sense to a point up to 10/lvl away. Then, for the duration of this spell, the caster perceives through that sense from that position. This position is fixed (usually onto an object) once cast and may only be moved as the object is moved.

17—Magical Sense (U) Caster is able to 'perceive' magical effects (any magic in action) through a designated sense (usually sight).

18—Sixth Sense (F) Caster gains a 'sixth' sense for the duration of this spell. Caster's mind is drawn into a more active role with all his perceptions. From this, the caster will gain a danger sense which will warn him of any serious threats to his well-being (not where or what, just that a threat exists) up to three rounds in advance. Caster will also gain a conscious perception of the 'rightness' of his environment, e.g., he will be more sensitive to such things as concealed objects, invisible beings, reality warps, anti-magic zones, etc. without knowing the exact cause for his uneasiness.

19—Individual Action (U) Caster may cause different portions of one sensory system to act independently of one another (each eye can watch different things, each ear can focus on different sounds, etc.) with normal perceptual abilities for each different part.

20—Multi-Perception (F) Caster may choose a target (who fails a RR) and perceive (with one sense) from their perceptual systems. Caster perceives along with the target.

25—Replace Perception (F) Caster alters a target's perceptual information into the desired information. This isn't an illusion, as the target really perceives the occurrence. Thus, a target could be made to perceive a knife wound (though no knife wound is present). Damage is not physically 'real', but all damage is treated as real for purposes of determining stun, unconsciousness, stress, shock, etc. The caster may inflict any perceived damage upon target which he would be able to perform normally. To determine the damage done, the caster must make the appropriate attack using all relevant skills and abilities applying all affects to target (Thus a caster who can attack with a dagger at +55, would be able to create perceptual damage equal to a dagger attack roll made at +55). All penalties as a result of these perceived injuries last only for the duration of this spell.

30—Unconscious Perception (U) Caster causes his senses to continue to work, even while he is unconscious. Caster may specify a trigger which will awaken him.

50—Sensing Frequency (F) Caster may sense things normally undetectable to him, e.g., see along the entire electro-magnetic spectrum, hear dog whistles, molecule collisions, etc. This spell only affects one sense per casting.

MIND HEALING (LAY HEALER BASE) (8.3.6)

	Area of Effect	Duration	Range
1—Detect Psychosis	self	-	touch
2—Analysis	self	-	touch
3—Sedate	1 target	1 min/lvl	10'/lvl
4—Cure Quirk	1 target	P	touch
5—Repress Psychosis	1 target	10 min/lvl	touch
6—Cure Frivolity	1 target	P	touch
7—Cure Stutter	1 target	P	touch
8—Cure Discouragement	1 target	P	touch
9—Cure Hyperactivity	1 target	P	touch
10—Cure Insatiability	1 target	P	touch
11—Cure Tendency	1 target	P	touch
12—Cure Depression/Mania	1 target	P	touch
13—Cure Regression	1 target	P	touch
14—Cure Hysteria	1 target	P	touch
15—Cure Emotional Disorder	1 target	P	touch
16—Cure Delusion	1 target	P	touch
17—Cure Obsession	1 target	P	touch
18—Cure Paranoia	1 target	P	touch
19—Cure Phobia	1 target	P	touch
20—Cure Schizophrenia	1 target	P	touch
25—Cure Catatonia	1 target	P	touch
30—Cure Amnesia	1 target	P	touch
50—Cure Retardation	1 target	P	touch

1—Detect Psychosis (I) Allows caster to determine if a target is affected by a psychosis. This spell tells caster that there is a psychosis working but not which one or it's cause.

2—Analysis (I) Allows caster to determine the exact type of psychosis present in an individual including both type and cause (natural or artificial).

3—Sedate (M) Allows caster to artificially calm an individual for a short period of time.

4—Cure Quirk (H) Caster may cure target of any quirk present such as a tic, twitch, etc. whether it was natural or artificially caused. This spell must make a RR versus the level of the quirk (GM option).

5—Repress Psychosis (H) Caster may suppress the effects of any one mind disease or spell for up to one day per level.

6—Cure Frivolity (H) Caster may cure target of any habit or mind disease involving the useless waste of time.

7—Cure Stutter (H) Caster may cure target of any disruptions of speech patterns.

8—Cure Discouragement (H) Allows caster to cure target of any effects of discouragement.

9—Cure Hyperactivity (H) Caster may cure target of hyperactivity and its related ilk.

10—Cure Insatiability (H) Allows caster to cure target of any psychosis regarding insatiability.

11—Cure Prejudice (H) Allows caster to cure target of any prejudices.

12—Cure Depression/Mania (H) Caster may cure target of depression and manic/depressive disorders.

13—Cure Regression (H) Allows caster to cure target of any regressive-type disorders.

14—Cure Hysteria (H) Caster may cure target of hysteria and like psychoses.

15—Cure Emotional Disorder (H) Allows caster to cure target of any emotional disorders.

16—Cure Delusion (H) Caster may cure target of any delusions held.

17—Cure Obsession (H) Allows caster to cure target of any obsession.

18—Cure Paranoia (H) Caster may cure target of paranoia and untrue grandiose beliefs.

19—Cure Phobia (H) Allows caster to cure target of any phobias and phobia-like defects.

20—Cure Schizophrenia (H) Caster may cure target of multiple-personality disorders.

25—Cure Catatonia (H) Allows caster to cure target of any paralysis or catatonic mental disorders.

30—Cure Amnesia (H) Caster may cure target of any memory loss due to either natural or artificial origins.

50—Cure Retardation (H) Allows caster to cure target of any retarded mental growth (bringing their potential up to normal maturity level).

ESCAPING WAYS (NIGHTBLADE BASE) (8.3.7)

	Area of Effect	Duration	Range
1—Lock/Unlock	1 lock	-	10'/lvl
2—Jam	1 door	10 min/lvl	touch
3—Augment Shadow	5'R/lvl	10 min/lvl	self
4—Chameleon	self	C	self
5—Climb	self	C	self
6—Leap	self	-	self
7—Land	self	varies	self
8—Swim	self	C	self
9—Silence	1'R/lvl	10 min/lvl	self
10—Invisibility	self	24 hours	self
11—Distraction	10'R/lvl	C	10'/lvl
12—Run	self	10 min/lvl	self
13—Multiple Split	self	1 min/lvl	10'/lvl
14—Slow	1 target	varies	10'/lvl
15—Unpresence	self	10 min/lvl	self
16—Confuse	1 target	varies	10'/lvl
17—Fade	self	C	self
18—Traceless Passage	self	10 min/lvl	self
19—Undoor	1 door	P	10'/lvl
20—Illusion	varies	10 min/lvl	10'/lvl
25—Misdirect	varies	varies	touch
30—False Trail	varies	P	varies
50—Merge	self	1 min/lvl	self

1—Lock/Unlock (F) Caster can cause any one lock to be locked (or unlocked). The complexity of the lock may alter the success or failure of this spell.

2—Jam (F) Caster can cause any one wooden door (up to 3' x 8' x 6") to swell and jam so as to be 90% unopenable (door may still be broken down).

3—Augment Shadow (F) All shadows in radius deepen, aiding hiding by +25%.

4—Chameleon (F) Caster's exterior and skin alter to approximately the pattern and color of his surroundings allowing a +2/lvl hiding bonus when still and +1/lvl hiding bonus while moving. This bonus is cumulative with other hiding aid spells.

5—Climb (F) Caster gains +2/level to his climbing skill due to increased toe and finger strength.

6—Leap (F*) Caster is able to leap up to 5'/level laterally or up to 2'/level vertically.

7—Land (F*) Caster is able to land safely from a fall of up to 20'/lvl.

8—Swim (F) Caster is able to swim at normal walking pace. Caster is able to remain afloat in all but hurricane-type conditions.

9—Silence (F) Any sound originating within the radius of this spell is completely muffled. This spell will not affect spells with verbal components.

10—Invisibility (F) Caster and all within up to 1' radius of his body are rendered invisible until either 24 hrs pass or the caster or an affected object are struck a violent blow (being hit by a weapon, falling, striking a violent blow, etc.).

11—Distraction (F) Caster may create desired sounds emanating from any area within range, e.g., running noises, breaking noises, disturbed crowd noises, etc.

12—Run (F) Caster may move at up to 4x normal walking pace without expending exhaustion points. If caster stops running or performs any other action this spell is canceled.

13—Multiple Split (F) Creates multiple images (up to 1 per 4 levels) of the caster (visually identical in every way) that move as he directs. These images are insubstantial and when struck a physical blow, are destroyed.

14—Slow (M) Causes a target to move and act at half speed. Thus, everything takes target twice as long to accomplish. Target is slowed for one minute per 5% failure.

15—Unpresence (F) Caster's mind is undetectable to mental or magical detection.

16—Confuse (M) Target is incapable of making decisions or initiating action; he may continue to fight current foes or in self defense. Target is confused for 1 minute per 5% failure.

17—Fade (F) Caster 'fades' to become a hazy outline that flickers and wavers. Caster gains +50 to all hiding attempts, +100 under ideal conditions (underground, dark, cloudy night, etc.). Caster may take no overt action or the spell will be canceled, but he may be hit, fall down, etc. without losing the spell.

18—Traceless Passage (F) Caster may move without leaving visible traces of his passage. Thus it is possible for the caster to walk on new-fallen snow, sand, mud, etc. without leaving a trail.

19—Undoor True (F) Vaporizes any one non-magical door.

20—Illusion (F) Creates a simple immobile image or scene in an area of up to 1' radius per level. Of the following options up to 1 per 5 levels of caster may be chosen: a) an extra sense may be added to the illusion (the corresponding 'Mirage' spell must be known), b) the duration may be doubled, c) the range may be doubled, d) the radius may be doubled (up to 640' radius).

25—Misdirect (M) Caster may cause up to 1 pursuer per level (who fail their RR) to choose the wrong path at an intersection, if there is no obvious clue showing which way the caster has gone. In the case of PCs, the GM should give misleading information that brings about the desired end.

30—False Trail (F) Causes a false trail to be laid from the point this spell is cast to a point up to 100' per level away. This trail will follow any path that the caster desires and will duplicate the caster's previous trail perfectly according to terrain and environment. If the caster doesn't have a means of eliminating his real trail from this point then two trails will be available for tracking (or more if caster casts this spell more than once).

50—Merge (F) Caster can merge into any solid, inanimate material (up to body +1'/level depth). Caster may move freely while merged (up to 10'/round). Caster can 'see' out of material if within 6" of the surface.

TAKING WAYS (EVIL MENTALIST BASE) (8.3.7)

A high-level spell user is a very powerful entity, but, he is still only one man and this is a limiting factor concerning what may be accomplished. However, if a spell user could control others, not merely by command, power, or position, but really control them, his power could be increased dramatically. With others functioning as his eyes and ears, the controlling mage could accomplish much dangerous work with little or no danger to himself.

The one drawback to this kind of use and abuse of others is that if a Taken spell user breaks free he would definitely be dangerous to the caster (who would not resent being utterly controlled and utilized like a tool, and being totally helpless to resist?). Thus if a spell user is able to break free, he would be likely to turn all his efforts and powers to destroying (or if possible, 'Taking') the offending caster, however long it was to require.

Note 1: Only one Taken is allowed per 10 levels of caster. If a Taken dies or breaks free, caster is allowed to fill that vacated 'slot' with another (or the same, if possible) Taken.

Note 2: Every target is allowed a RR when the initial spell is cast, which, if failed, means that the target is Taken. After becoming a 'Taken' the target gains a new RR upon gaining each new level of experience. If this RR is successful, the target regains his freewill (is no longer Taken).

Note 3: For most of these spells to be effective, caster must cast the 50th level spell.

Note 4: Taken have free will in all matters, except as specifically ordered by 'Taker'. Thus, unlike other mind-controlling spells (like *Mind Slave* or *Mind Slave True*) which cause the subjugated mind to become zombie-like, this spell allows those controlled to possess free will and independent action.

	Area of Effect	Duration	Range
1—Store Taken	self	-	self
2—Mark Presence	1 Taken	P	touch
3—Detect Taken	self	1 min/lvl	10'/lvl
4—Broken Warning	1 Taken	varies	1 plane
5—Mimic Taken	self	10 min/lvl	self
6—Locate Taken	1 Taken	-	1 plane
7—Taken Perception	self	C	1 plane
8—Lend Taken	1 Taken	1 day/lvl	touch
9—Lending Access	100'R/lvl	1 rnd/lvl	self
10—Communication	varies	C	1 plane
11—Taking Protection	self	varies	self
12—Taken Access	self	10 min/lvl	1 plane
13—Wrest Control	1 Taken	-	touch
14—Suspend Taken	1 Taken	varies	touch
15—Summon Taken	1 Taken	-	1 plane
16—Body Tie	1 Taken	1 day/lvl	1 plane
17—Possess Taken	1 Taken	C	1 plane
18—Know Taken	1 Taken	C	1 plane
19—Drain Taken	1 Taken	-	1 plane
20—Dispel Take	1 Taken	-	touch
25—Will Taken	1 Taken	-	1 plane
30—Destroy Taken	1 Taken	-	1 plane
50—Take	1 target	P	touch

1—Store Taken (I) Allows caster to memorize relevant parameters of one Taken for use with other spells (similar to mind store). Caster may only cast this spell on one of his own Taken.

2—Mark Presence (F) Allows caster to 'mark' one of his stored Taken as a Taken, e.g., if someone uses a presence or feel-type spell, it will be apparent that the Taken is a Taken (lacking freewill or under the control of another). Thus the caster's Heralds (Taken) are more able to intimidate others. This spell 'marks' the Taken on the Psychic level. This spell also allows anyone making a Hard Perception roll to determine that there is something strange about the Taken, but not specifically what it is.

3—Detect Taken (I) Allows caster to detect any Taken in range. Caster will know there are Taken within range, but nothing else (not direction, distance, or who has Taken the target).

4—Broken Warning (F) Warns the caster when a stored Taken who has this spell cast upon him breaks free. The caster is aware of exactly which one has broken free. The spell lasts till set off, dispelled, or canceled.

5—Mimic Taken (F) Allows caster to appear, to normal and magical scrutiny, as any one of his stored Taken. This spell confers no natural abilities of the mimicked Taken, just appearance.

6—Locate Taken (I) Informs caster of a chosen (and stored) Taken's location.

7—Taken Perception (F) Allows caster to perceive with a chosen (and stored) Taken's perceptions. Caster is unaware of his surroundings while perceiving through another's senses. Spell is broken and caster comes out of the trance when a successful attack is made on the caster.

8—Lend Taken (F) Allows caster to transfer control of one of his Taken (must be stored) to another. The person that the Taken is lent to must be of sufficient level to control the Taken (10th level if only one Taken is lent to him). More than one Taken may be lent to an individual if he is of sufficient level to handle all of them. For example, a 30th level character may be lent up to 3 Taken at any one time.

9—Lending Access (F) Allows any specified (and stored) Taken (from one to all of them) to draw PPs from caster and use them as their own. Taken and caster must be within range of each other.

10—Communication (F) Allows caster to mentally speak to any specified (and stored) Taken (from one to all of them). To change his 'audience' caster must recast this spell, specifying different Taken.

11—Taking Protection (F) Allows caster to save versus being Taken by another spell caster with +50 to his RR. Spell duration is until triggered.

12—Taken Access (F) Allows caster to have access to any one stored Taken's PPs and spells. Caster may have only one Taken 'Accessed' at any one time.

13—Wrest Control (F) Allows caster to gain control of another's Taken. For this spell to be successful the original 'Taking' mage must fail a RR versus the level of the mage casting *Wrest Control*. If this spell is successful, the Taken may make a RR versus his new master's level to regain his free will. To successfully cast a *Wrest Control* spell, caster must have an available 'slot' to control the new Taken.

14—Suspend Taken (F) Allows caster to place any one of his stored Taken into stasis. The suspended Taken will not need food, water, air, etc., and will cease to age or interact with his environment. The duration must be specified at the time of casting (up to 1 year per level) and cannot be extended once cast, but may be canceled at any time before the duration expires.

15—Summon Taken (F) Allows caster to summon any one Taken he has stored (via a *Teleport*-like effect that works in reverse) to him.

16—Body Tie (F) Allows caster to cause one stored Taken to continue to serve him beyond the bounds of death itself. The affected Taken is granted five times normal hit points and until these are gone, the Taken cannot be killed. For every 4 hits beyond his normal amount that the Taken receives, he loses one hit point permanently (assuming he

doesn't perish at the end of the duration of this spell). If a Taken's hit points are permanently reduced to 0 his soul is destroyed and he may never be resurrected.

17—Possess Taken (F) Allows caster to possess a stored Taken's body. Caster has total control of the Taken, but must use his own PPs and spells. If Taken's body is killed while caster is inhabiting it, caster is returned to his own body and is stunned for 10-100 mds.

18—Know Taken (I) Allows caster to read the thoughts and near-future intentions of any one of his stored Taken.

19—Drain Taken (F) Allows caster to destructively drain the PPs of any one stored Taken. Caster immediately gains all of the Taken's PPs and the Taken is drained of all PPs and permanently loses 5% of his PPs. These lost PPs may be regained through the use of the Power Point Development skill.

20—Dispel Take (F) Allows caster to free any Taken from servitude to another. Original Taking caster must save versus the level of the caster of this spell. If this save is unsuccessful, the Taken regains his freewill.

25—Will Taken (F) Allows caster to force Taken to perform any action, even those that are totally against his own interest, e.g., suicide, murder his family, etc. without the danger of the Taken regaining his freewill. Taken is allowed to make a RR versus this spell, and if successful is not forced to perform the action.

30—Destroy Taken (F) Allows caster to destroy a Taken, utterly. Any Taken killed in this manner is forever gone, no portion of the body remains and the soul is obliterated.

50—Take (F) Allows caster to 'Take' an individual. If the individual misses his RR he is under the complete control of the caster. If the caster forces the Taken to perform an act that is totally against his nature then the Taken gains a new RR to break free from his control. After gaining a new level of experience the Taken is allowed a new RR to regain his freewill. Spell requires 10 minutes per level of target to complete.



PSYCHOSIS MASTERY (EVIL MENTALIST BASE) (8.3.8)

Note: This list is offered as a sister list to Evil Mentalist's Base Mind Disease list. It can be an alternate to Mind Disease, or the two lists can be used together by a particularly foul spell user.

	Area of Effect	Duration	Range
1—Tic	1 target	P	10'/lv
2—Stutter	1 target	P	10'/lv
3—Ache	1 target	P	10'/lv
4—Insomnia	1 target	P	10'/lv
5—Frivolity	1 target	P	10'/lv
6—Lazy	1 target	P	10'/lv
7—Discouragement	1 target	P	10'/lv
8—Hyperactivity	1 target	P	10'/lv
9—Shock Treatment	1 target	-	touch
10—Insatiability	1 target	P	10'/lv
11—Prejudice	1 target	P	10'/lv
12—Depression/Mania	1 target	P	10'/lv
13—Regression	1 target	P	10'/lv
14—Hysteria	1 target	P	10'/lv
15—Emotional Disorder	1 target	P	10'/lv
16—Delusion	1 target	P	10'/lv
17—Obsession	1 target	P	10'/lv
18—Paranoia	1 target	P	10'/lv
19—Phobia	1 target	P	10'/lv
20—Schizophrenia	1 target	P	10'/lv
25—Catatonia	1 target	P	10'/lv
30—Amnesia	1 target	P	10'/lv
50—Retardation	1 target	P	10'/lv

1—Tic (M) Causes target to have a random twitch or unconscious action e.g., running hand through hair, rubbing nose, crossing arms, etc. This tic will cause target to have -5 to any actions attempted.

2—Stutter (M) Causes target to have random inability to pronounce words or phrases. This inability comes and goes. This causes a 10% chance of disrupting any spell-casting efforts made by the stuttering individual. If a spell is disrupted, the PPs are gone but there is no spell-effect.

3—Ache (M) Causes target to experience physical discomfort. This will translate to -10 for any action taken.

4—Insomnia (M) Causes target to be unable to sleep for long periods of time. For each day the target goes without rest he will gain an additional -10 to all actions (this detriment cannot go below -50). This spell cast upon an elf, would prevent him from achieving the focus necessary for meditation, equaling the same results.

5—Frivolity (M) Causes target to have great difficulty concentrating on anything for any length of time. This translates to double normal study time for spell list acquisition and level gain.

6—Lazy (M) Causes target to be unmotivated to perform any action. For any action that isn't absolutely necessary to maintain life and health, target must make a SD roll with a -25 penalty or be unable to perform.

7—Discouragement (M) Causes target to be disheartened and more susceptible to *Fear, Charm, Sleep, Suggestion*, etc. Target saves at -50 versus any of the above (or like) effects or spells.

8—Hyperactivity (M) Causes target to be unable to remain still or quiet for more than one minute. Target must make a RR with SD as modifier (and a -25 to the roll) or make a noise, get up and move around etc. Anyone with this psychosis will be unable to have a Silence or Invisibility spell in effect at any time. They will do whatever is necessary to break the spell (subconsciously, of course). Anyone with this psychosis will have a +25 to any RR vs sleep or hold spells.

9—Shock Treatment (M) Causes target's mental processes to be disrupted due to an overload of the body's electrical system. Target is stunned for 1 round per level of caster.

10—Insatiability (M) Causes target to be insatiable regarding one activity, e.g., bloodshed, sex, drinking, exertion, etc.

11—Prejudice (M) Target will have a violent, irrational hatred for one race or creature. Target will become violent when confronted by one of this race. If target is severely outnumbered by the offending group he will avoid contact, then plot how to eliminate the race entirely.

12—Depression/Mania (M) Target will be very moody, and will have great mood swings, going from tired and despondent to extremely excited and possibly violent. Target will have a modifier to any action taken during this period of from +25 to -25— If the target's bonus is positive (violent rage while in combat) then he will be exceedingly destructive causing damage as much to his weapons, possessions, allies, and self as to his enemies.

13—Regression (M) Target will spend great periods of time day-dreaming about anything other than reality, while he neglects his duties and responsibilities to himself and others. Any task that is assigned to the target has only a 25% chance of being completed in the time allotted.

14—Hysteria (M) Target will live in a dream-world of his own making. This will cause him to be unaware of his surroundings 75% of the time. Target must make a perception roll (at -50) or be unaware of the real world. This will also cause any static actions he attempts to be at -75.

15—Emotional Disorder (M) Target will become highly excited at very inappropriate times such as while standing watch (though nothing is occurring), eating a meal, etc. It will be up to the GM to drive the other players crazy with "the little boy who cried 'wolf'".

16—Delusion (M) Causes target to take one belief he has (Miranda is a pretty woman/My house is haunted) and extrapolate that onto an entire population (All women are pretty/All houses are haunted).

17—Obsession (M) Target is unable to focus mind on anything other than one topic. This will cause the target to require twice as long to accomplish anything other than the 'obsessed' action.

18—Paranoia (M) This spell comes in two forms:

1—Causes target to believe he is someone powerful or well-known. He will act and dress the part to the best he is able. Anyone who challenges his identity will be dealt with harshly, e.g., challenged to duel, murdered in their sleep, etc. based upon the personality of the false persona.

2—Causes target to believe there is a group who's sole purpose is to do the target ill. Target is always talking about 'them', "They know where I am", "They are trying to get me", etc. Anything bad that occurs is 'obviously' the work of 'them'. Anyone who attempts to dissuade the target of the 'them' notion comes under severe suspicion ("He's trying to protect 'them' so he must be one of 'them'").

19—Phobia (M) Target has a strong irrational fear of one thing, water, horses, heights, enclosed places, etc. which will incapacitate him while he is in contact with the 'thing'. Target will attempt to flee 90% of the time when confronted with the phobic item/situation. If target is unable to flee (and desires to do so) he will fight (at -50) until able to flee.

20—Schizophrenia (M) Target will develop 1-4 other personalities who will be as active (but randomly so) as the target's 'normal' personality. Other personalities may be other character classes, races, and even other sexes. Experience must be divided equally between the other personalities.

25—Catatonia (M) Target has a 90% chance per day that he will remain immobile for the entire day.

30—Amnesia (M) Target has random periods of memory loss lasting from 1-100 days during which time he will be minus 1-100% of his experience total.

50—Retardation (M) Target's mental stats will grow slowly (stat gain rolls are made once per 10 levels)

8.4 ARCANE

PLANAR SURVIVAL (ARCANE) (8.4.1)

Note: This list is a boon for the extra-planar traveller as it aids the mind and body survive in areas (hizarre planar areas) where the traveller would go mad or die.

	Area of Effect	Duration	Range
1—Store Location	self	P	self
2—			
3—Scan Pattern	self	P	self
4—Determine Location	self	-	1 plane
5—Focus	self	varies	self
6—Analyze	self	-	sight
7—Xeno-Skill	self	1 rnd/lvl	self
8—Anomaly Warning	self	varies	self
9—Fathom Communication	self	C	self
10—Resist Shift	self	1 rnd/lvl	self
11—Transfigure Form	self	10 min/lvl	self
12—Planar Concept	self	1 rnd/lvl	self
13—Environmental Sphere	varies	10 min/lvl	10'/lvl
14—Mind Bastion	self	1 rnd/lvl	self
15—Irrevocable Stasis	self	varies	self
16—Planar Rescue	self	-	self
17—Elemental Immunity	self	1 rnd/lvl	self
18—Reality Anchor	self	1 rnd/lvl	self
19—Refuge	self	varies	self
20—Comprehend Truth	self	1 rnd/lvl	self
25—Voidal Flexibility	self	1 rnd/lvl	self
30—Subconscious Survival	self	varies	self
50—Resist Forces	self	1 round	self

1—Store Location (1*) Allows caster to memorize a precise location on a plane for use with other spells.

3—Scan Pattern (F) Allows caster to determine the composition of a being for use with *Transfigure Form*. A pattern which has been scanned, may be stored in memory normally.

4—Determine Location (I) Allows caster to determine his location on one plane based upon direction and distance to a previously designated point. If caster leaves this plane, he must re-designate a measuring point.

5—Focus (U) Allows caster to develop the total focus necessary for a 'speed shift' spell without the danger of straining the mind to the point of permanent damage. Note all insanity damage takes effect, but it is of a temporary nature only. Insanity duration is equal to the level of the insanity in days.



6—Analyze (I) Allows caster to determine the exact parameters of a perceived area. These parameters will delineate what would be required to allow the caster to survive at that location.

7—Xeno-Lore (I) Allows caster to overcome the -25 bonus for any Xeno-lore skill. Thus caster would have +0 with the affected skill.

8—Anomaly Warning (F) Caster is immediately warned, when travelling in an extra-planar manner such as Gating, Ethereally Travelling, etc. of any environmental danger that may affect him. For example, Gozer, the planar traveller, is about to step through a gate. The area he is about to enter appears safe and hospitable (to his present form). It is not. The instant any part of Gozer passes through the gate, he is warned that there is something wrong (not what is wrong, however). Assuming Gozer survives this small penetration into the new plane, he may attempt to discern what is incompatible between his form and the planar environment he is about to enter and, if possible, correct the mismatch. Once this spell is triggered, it must be recast. If a caster changes his form (to something with different environmental needs or tolerances) he must recast this spell with those differences in mind, else the *Warning* will not be accurate and will feed him potentially false information.

9—Fathom Communication (I) Allows caster to understand radically different forms of communication, e.g., communication based upon differences in vibration, gravity, mass, etc. Caster may utilize the new form of communication if his physiology permits, e.g., to communicate with a being that 'talks' by altering it's mass, caster must be able to alter his mass also.

10—Resist Shift (F*) Caster gains +3 per level bonus to resist any type of travel involving crossing a planar barrier such as summoning, banishment, passing through a gate, etc.

11—Transfigure Form (F) Allows caster to change his form into that of one being/creature on which he has cast *Scan Pattern*. Caster gains none of the abilities of the form acquired, other than those relating to the natural environment of the being/creature. Caster's new body does require the sort of environment necessary to support it.

12—Planar Concept (F) Allows caster's mind to merge with the reality of the planes. This provides the caster with a +2 per level bonus to the following skills: Demon/Devil Lore, Hostile Environments (Extra-Planar), Sense Reality Warp, and Time Sense.

13—Environmental Sphere (F) Creates a sphere (up to 1' radius per level) that maintains the environment needed by the target to survive including the correct and survivable temperature range, right air mixture, etc. Sphere is centered on target and moves with him. This sphere is not solid and only prevents hostile environmental material from passing — this does not include elemental attacks.

14—Mind Bastion (F) Allows caster to not see anything which his mind could not handle and thus would cause him harm. This is dangerous, however, as the caster is still vulnerable to the unseen creatures or objects.

15—Irrevocable Stasis (F) Caster places himself into total stasis until a chosen trigger occurs: certain length of time passes, certain friends happen by, etc. Caster is encased in a force bubble, hence nothing can affect him until he comes out of stasis.

16—Planar Rescue (S*) Caster is immediately transported to chosen Stored Location. Caster may preset conditions which will trigger this spell such as his death, incapacitation, entering a totally inhospitable place, etc. 'Distance' of travel need not be planar in nature.

17—Elemental Immunity (F) Allows caster total immunity to any one type of element. This spell prevents PEM poisoning (see *Elemental Companion*), damage from the element, etc. This protection extends to all of the caster's non-living possessions within a 5' radius. Only one *Elemental Immunity* spell may be in effect on one person at any time. To change the element protected from, caster must recast this spell.

18—Reality Anchor (U) Allows caster to see things based on what he understands, e.g., see an X level extra-planar being as a 13th level being, or see a spell-like effect as if it were a spell (including who caused it etc.). This would allow caster to interact with creatures/beings whose true form might drive him mad etc. without mental harm.

19—Refuge (F) Caster is totally removed from reality. He exists, in a personal void. Nothing may reach caster while so separated. This separation exists for as long as caster wills it at the casting of the spell (potentially permanently if so desired). This personal void has no dimensions, and the caster is capable of no actions (other than magical or mental). Caster may exit to any location he has seen before. Caster may remain for as long as desired.

20—Comprehend Truth (U) Allows caster to see things based upon the truth. This spell acts to protect the mind from totally alien perceptions by expanding the mind so it can understand those perceptions without the crutch of *Reality Anchor* or similar spells.

25—Voidal Flexibility (U) Allows caster's mind to accept the reality of the Void. Caster is then able to perceive the subtle differences between objects and creatures originating from the Void. This will prevent the disorientation that usually follows as a result of the lack of reality necessary to form accurate perceptions when dealing with creatures from the Void or with conditions present in the Void itself (the various planes of the Pales etc.).

30—Subconscious Survival (S*) When the caster is in extreme danger, due to his extra-planar exploits, his mind is allowed to protect him by casting any spell (or spells) on this list as necessary. These spells will be cast subconsciously based upon a set of pre-set assumptions that the caster must program by the use of this spell, (for example: 1) I (meaning the caster) will remain on the plane I have chosen. 2) My companions will remain with me. etc.) Thus, if the caster desires to remain on a given plane regardless of the cost, this spell will change his form, or create an *Environmental Sphere*, etc. anything that is necessary to accomplish the caster's preset goals. If the caster should run out of PPs, this spell will be canceled and the caster will basically be up an unsanitary tributary with insufficient means of locomotion.

50—Resist Forces (F*) Allows caster to resist reality-altering events and phenomena by strengthening the reality of his own existence to the point where it is unaffected by them. For example, the caster is caught in a Reality Storm and casts a *Resist Forces* spell. The caster is altered by the storm each round, but by the end of the round his existence is repaired to the point that he is essentially unaffected by the storm.



REALM LAW (ARCANE) (8.4.2)

	Area of Effect	Duration	Range
1—Detect Magic	self	1 min/lvl	10'/lvl
2—Type Realm	self	-	10'/lvl
3—Type Class	self	-	10'/lvl
4—Type Spell	self	-	10'/lvl
5—Store True	self	1 min/lvl	self
6—Determine Power	self	-	10'/lvl
7—Dual Cast	1 spell	-	self
8—Magic Mind	self	1 min/lvl	self
9—Random	varies	varies	varies
10—Cross Coordination	self	varies	self
10—Own Realm	varies	varies	varies
11—Arcane Augmentation	self	1 round	self
12—Essence Augmentation	self	1 round	self
13—Mentalism Augmentation	self	1 round	self
14—Channeling Augmentation	self	1 round	self
15—Elemental Augmentation	self	1 round	self
16—Switch Class	1 spell	varies	self
17—Alter Realm	1'R/lvl	1 min/lvl	self
18—Dispel Magic	1 spell	-	10'/lvl
19—Different Realm	varies	varies	varies
20—Temporary Use	self	10 min/lvl	self
25—Switch	varies	1 min/lvl	self
30—Different Realm True	varies	varies	varies
50—Hybrid Abilities	self	P	self
60—Archmage Abilities	self	P	self
70—Realm Conversion	1 spell	P	self

1—Detect Magic (I*) Caster is able to detect any active magic within range.

2—Type Realm (I*) Caster is able to determine exact realm that perceived magic has been cast from, e.g., Channeling, Mentalism, Arcane, etc.

3—Type Class (I*) Caster is able to determine exact class of spells that perceived spell belongs to, e.g., Magician base, Animist base, Bard base, etc.

4—Type Spell (I*) Caster is able to determine exact type (if known by caster) that perceived spell is *Ventriloquism*, or *Lightning Armor*, or *Heal (5-50)*, etc. Caster of this spell must know of the spell to be 'Typed' to get exact spell name, otherwise general purpose is learned, (those above) Voice Manipulation, or Elemental Protection, or Healing, etc.

5—Store True (I*) Caster is able to perfectly remember and store any sense perception and innate Essence for the duration, including all heard for duration, or all seen for duration, etc. Caster may recall these memories at will. This spell acts as if the caster had a photographic memory with total recall. This spell may also be used in place of any of the 1st level "store" type spells in any of the realms, on any of the lists (a general purpose storage and memory spell).

6—Determine Power (I*) Caster is able to determine exactly how many power points are spent casting a perceived spell, e.g., a *Teleport V* spell (from the Lofty Bridge list) has this spell cast upon it and returns a 16.

7—Dual Cast (F) Caster's next spell costs double normal PPs but is cast through two realms of power. For example; a Mentalism spell cast after this spell would affect target's as either a Mentalism or as a Channeling (or Essence, or Arcane) spell (whichever one was worse for saving throw purposes). The extra realm of effect would be chosen at time of casting the *Dual Cast* spell.

Example: *Evion, a Dark Cleric, casts an Absolution Pure after casting a Dual Cast (Mentalism). The Absolution Pure (20th level) costs her 40 PPs to cast (20x2). Her target (a Light Cleric) resists versus Channeling with a +60 bonus, but only resists versus Mentalism with a +5 bonus. The roll is made (against Mentalism as this is the harder save)...and fails, the Light Cleric is affected by the Absolution Pure.*

Only one RR is made versus the *Dual Cast* spell (even though two spells were actually cast, A.P.-Channeling and A.P.-Mentalism).

8—Magic Mind (F) Caster is able to power Psions with magic PPs or power magic spells with Psion Points. The special nature of this spell allows it to be cast with either Psion or magic PPs.

9—Random Effect (F) Caster casts this spell and gains any one random spell (between 1st and 20th level) from any list (known or unknown). Caster must specify who the spell is to affect. Range, Duration, and Area of Effect of the random spell are as directed by the listing of the other spell. When the random spell begins to take effect, the caster knows exactly what it is, but due to the randomness of the spell energy is unable to cancel this spell as he normally could.

10—Cross Coordination (F) Caster may combine the effects of two non-attack/elemental spells. Caster must expend PPs for both spells and 8 PPs for this spell. This spell must be cast first, but the two spells to be combined may be cast simultaneously. If necessary, caster must specify the order in which the spell effects will take effect.

10—Own Realm (F) Caster may cast any 1 1st level spell of his realm. Arcane spell users and Hybrid users must specify one realm which this spell will be effective on.

11—Arcane Augmentation (F) An Arcane spell user may gain his PPs from another realm of power (if he's prevented from gaining his own PPs normally). The PPs for casting this spell may be cast from the future PPs to be gained by this spell, but if the caster, for some reason, doesn't gain these PPs, he takes 1-10 hits per PP he cast short. For example; he cast this spell (which costs 11) with only 8 PPs and doesn't gain the extra PPs, so he takes 3-30 hits.

12—Essence Augmentation (F) As *Arcane Augmentation* except applies to Essence users.

13—Mentalism Augmentation (F) As *Arcane Augmentation* except applies to Mentalism users.

14—Channeling Augmentation (F) As *Arcane Augmentation* except applies to Channeling users.

15—Elemental Augmentation (F) As *Arcane Augmentation* except applies to Elementalism users.

POWER MASTERY (ARCANE) (8.4.3)

16—Switch Class (F) Caster's next spell is cast as another class within his realm, e.g., a Magician may cast a spell and have the signature of the spell read as if any other Essence-user had cast this spell.

17—Alter Realm (F) Caster causes all spells attempting to affect him to make a RR or be shifted to caster's chosen realm for his own RR purposes. For example, a Mentalism user has this spell current (causing any spells affecting him to be altered to Mentalism spells (as his Mentalism Bonus is +45)). An Animist casts an *Absolution* on him which fails it's RR versus being altered and the Mentalism-user saves against this *Absolution* as if it were a Mentalism spell.

18—Dispel Magic (F*) When a spell is cast against the caster it must first make a RR to be able to affect the caster. The level of the attacking spell-caster is the attack level and the level of the caster of the Dispel Magic is the defend level. If this RR is successful then the attack proceeds normally.

19—Different Realm (F) Caster may cast any one 1st level spell of one chosen realm.

20—Temporary Use (F) Caster is able to alter his 'aura' (that magical signature that magic items pick up on to determine whether a character is a particular class) so he may use a magic item designed for a particular realm or class. For example, an Evil Mentalist casts this spell to allow him to utilize a x5 Paladin-only multiplier he has found. Unless the item is intelligent and has perceptual abilities other than those normally found in magic items, it will function for the Evil Mentalist as if he were a Paladin.

25—Switch (F) Causes any spells cast by caster during the duration to be altered to a chosen realm. This will allow the caster to bypass known defenses, Cancel/Dispel/Un-spells etc. Thus caster can 'hit 'em where they aint'. Any of the *Dispel True* spells make this spell ineffective.

30—Different Realm True (F) Caster may, for the duration of this spell, cast any 1st level spell of one chosen realm (the spells cost normal PPs to cast).

40—Hybrid Abilities (F) Caster gains abilities similar to an Archmage. His development costs are now the same as any one of the hybrid spell users. His base lists do not change, but he may now make spell picks as a hybrid, from his original realm and one more chosen by him at the casting of this spell.

60—Archmage Abilities (F) Caster gains abilities similar to an Archmage. His development costs are now the same as any one of the hybrid spell users. His base lists do not change, but he may now make spell picks as a hybrid, but for all realms.

70—Realm Conversion (F) Caster is able to convert 1 spell from another realm to be cast from a different realm. Spell effects and Area/Range/Duration all remain constant, the only change effected is realm-type. Each *Realm Conversion* will convert but one spell to but one different realm, e.g., to convert the 30th level *Absolution* spell from Channelling to Mentalism and Essence requires two separate castings of this spell. To successfully cast this spell, the caster must be able to cast spells from both realms and be able to cast the 'converted' spell in his original realm.

	Area of Effect	Duration	Range
1—Detect Magic	1'R/lvl	-	self
2—Determine Realm	self	-	self
3—Share/Link	varies	varies	varies
4—Overload Protection	self	1 rnd/lvl	self
5—Waiting Store	self	1 hr/lvl	self
6—Channel	self	10 min/lvl	self
7—Power Conversion	self	varies	self
8—			
9—Spell Conversion	self	varies	self
10—Borrow Power	self	P	self
11—Drain PP	1 target	P	10'/lvl
12—Cancel Primal	varies	1 rnd/lvl	touch
13—Leech	1 object	until used	touch
14—Pool of Power	varies	varies	self
15—Charge	1 object	P	touch
16—Tap Node	self	-	self
17—Power Saver	self	1 hr/lvl	self
18—Storage	1 object	1 hr/lvl	touch
19—Multiplier	self	1 hr/lvl	self
20—Lock Store	self	1 hr/lvl	self
25—Node Link	self	-	self
30—Power Concentration	1 focus	varies	10'/lvl
50—Field of Dispersion	1'R/lvl	1 rnd/lvl	10'/lvl

1—Detect Magic (I) Caster determines whether there is active magic within range.

2—Determine Realm (I) Caster determines which realm a 'Detected; or perceived spell or force of magic is from, e.g., Arcane, Essence, Channelling, etc..

3—Share/Link (P) Caster is able to choose up to 1 other spell caster per level and choose that caster as one of his group (for the other spells on this list). The spell casters are linked until they move farther than 10'/level (of Share/Link caster) away, this spell is dispelled, or another Share/Link is cast. A spell caster may not be linked to more than one group at any time.

4—Overload Protection (F) Caster creates a 'circuit breaker' protecting himself from channeling mishaps and overload burnout. Assuming a burnout occurs, this spell kicks in, the circuit breaks, and the entire amount of channelled PP or spells are circuited away (the entire amount of either PP or spells is lost).

5—Waiting Store (U) Caster is able to set aside up to his full daily total of PPs to be stored. While these PPs are stored they can't be drained in any way. These PPs show up according to a predetermined (at the time of casting) action, when they will become available to the caster. The caster may not possess any more than his normal maximum PPs at any time. If this spell causes him to exceed this limit, the caster may be subject to burnout.

6—Channel (U) Adds +2/lvl to caster's Channelling skill for the duration.

7—Power Conversion (F) Alters the effective realm of PPs channelled immediately after this spell effectively changing Arcane to Channeling, or Mentalism, or Essence, or Prosaic, but not Psion or Primal Essence.

9—Spell Conversion (F) Alters the effective realm of one spell cast immediately after this one such as Arcane to Channeling, or Mentalism, or Essence, or Prosaic, but not Psion or Primal Essence. This causes RRs, dispels, and any other spell effective or affecting rolls to be made against the 'new' realm (whatever it has been changed to). A potent use for this spell would be cross realm channels.

10—Borrow Power (F) Caster may draw PPs from the days to come (steal them from his own future PPs). Caster may draw-up to one day's power per 3 levels from the next day(s) to come, for example; tomorrow, the next day, the following day, etc. The days must be consecutive and begin immediately with tomorrow. Caster may not possess more than his normal amount of power or he will suffer burnout.

11—Drain PP (F) Removes up to 1 PP per level of caster from a target (who misses his RR). PPs are simply lost.

12—Cancel Primal (F) Causes any active spells within a 1' radius per level to resist versus the caster's level (with +30 to their RR) or be dispelled.

13—Leech (F) Caster is able to draw PPs from a magical item. If the item fails it's RR then the caster gains a varying amount of power points based upon this chart:

Power Points Gained	Magical Bonus/Power
+1	Each +1 Bonus
+5	Each x1 Multiplier
+5	Empathy
+10	Low Intelligence or above
+varies	To be determined by GM.

Note: An item drained in this manner becomes non-magical.

14—Pool of Power (F) Creates a nebulous 'pool' of power points that may be accessed by any mage who has been included in the Share/Link group. Some or all of the mages included in this pool must donate PPs to form the pool. This pool may contain any amount of power points (up to the full amount of total power points of all mages included in the group) without the danger of burnout to the group of mages. Any mages who die are eliminated from the group (thus changing the amount of power the pool is able to safely contain). If the amount of power contained in the pool goes over the amount possible, then all mages who share in the pool will suffer burnout. Any mages who share in the pool may draw PPs from the pool or their own personal power points to cast their spells. Linked mages may have access to this nebulous power point pool regardless of their respective present locations.

15—Charge (F) Caster is able to recharge any rechargeable magical item (usually staves and wands) by casting this spell and then channeling as many PPs as desired (up to 5 per level) into the item. This spell alters these PPs so they may be accepted by the item as usable effects. To recharge a tenth level effect in an item requires 10 PPs, if less are used, they are simply wasted. If an item is 'overcharged' it will explode releasing all the charges it contained, e.g., a wand of *Lightning Bolts* (can hold 10 charges) is recharged to 11 charges and explodes doing an 11x *Lightning bolt* to all within an 11 foot radius.

16—Tap Node (F) Caster makes a temporary link between himself and an Earth Node to draw up to 1 PP per level into his personal power. If this amount of PPs pushes the caster over his normal PP limit, he will suffer burnout. Caster must be in contact with the Earth Node to successfully complete this spell.

17—Power Saver (F) Caster creates a temporary adder with this spell. Caster may place this temporary adder into any item he touches or into his mind (his brain is actually the item) but only one may be held in this way. The PPs contained in this adder may not be drained as normal PPs but are still subject to dispels, Anti-Magic Zones, etc. The caster may cast any amount of PPs in this spell (up to his level plus the 18 for the Power Saver spell) to be changed into an adder, but may only cast an equal or lower level spell with the adder. For example, a 30th level caster casts this spell to create an adder and spends 48 PPs casting this spell (18 for the spell and 30 for a max power adder). The caster places his adder into his staff.

18—Storage (F) Caster may store PP in an object to be used later. This object has a maximum storage amount equal to 10x it's remaining Blade Rune potential, and if more is placed in it, the object is destroyed (metal melts, wood and leather burn, etc.). These stored PPs will remain for the duration and then bleed away at 6 PP per hour.

19—Multiplier (F) Creates a x2 magical multiplier which will work in addition to any other that the caster has in operation, i.e. a caster who has a x3 multiplier and casts this spell will, for the duration, have a x4 multiplier, etc.

20—Lock Store (U) Caster is able to set aside a certain amount of PPs to be stored. While these PPs are stored they can't be drained in any way. These PPs are made available by executing a predetermined (at the time of casting) action. These power points are then vulnerable to draining etc. However, the caster may also specify a 'lock' during the casting and if this is executed, the PPs again become 'safe' from draining etc. When the PPs are 'safe' they are unusable to the caster, but when usable to the caster they are in danger of being drained along with his normal PPs. Caster may possess an additional amount in his *Lock Store* equal to his normal daily maximum without danger of burnout, however, if he exceeds this limit he will suffer burnout.

25—Node Link (F) Caster makes a temporary link between himself and an Earthnode to draw up to 1 PP per level into his personal power. If this amount of PPs pushes the caster over his normal PP limit, he will suffer burnout. This spell may be used but once per day. Caster need not be in contact with an Earthnode to successfully complete this spell.

30—Power Concentration (F) Creates a focus to concentrate the power points necessary to generate a magical vortex (See Section 8.22 *RMCI*) by preventing the dispersion of the Primal Essence. This allows the creation of a vortex for 1/10 the normal necessary PPs.

50—Field of Dispersion (F) Creates an area that repels Primal Essence, i.e., no Primal Essence may exist within the area of effect. This spell has the effect of a very limited Anti-Magic Zone. It also cancels *Power Concentration* and prevents or curtails a Voidal Vortex.

REPLICATING WAYS (ARCANE) (8.4.4)

Note 1: No variation is allowed in the copied form unless specifically stated by the spell.

Note 2: Unless otherwise stated, the copied object must be present to be copied.

Note 3: These spells may be used on a target, an object, or with magical energy. A copy form spell may be required if the object is not in the desired shape.

	Area of Effect	Duration	Range
1—Memorize	self	P	self
2—Scan	self	-	touch
3—Determine Origin	self	-	self
4—Copy Action	self	varies	10'/lvl
5—Copy Emotion	self	1 rnd/lvl	self
6—Copy Taste	self	1 rnd/lvl	self
7—Copy Smell	self	1 rnd/lvl	self
8—Copy Sound	self	1 rnd/lvl	self
9—Copy Feel	self	1 rnd/lvl	self
10—Temporary Copy	1 object	1 min/lvl	touch
11—Copy Sight	self	1 rnd/lvl	self
12—Conversion Copy	varies	P	self
13—Copy Gas	varies	P	touch
14—Copy Liquid	varies	P	touch
15—Copy Solid	varies	P	touch
16—Copy Other	varies	P	touch
17—Copy Spell	1 spell	varies	sight
18—Alter Mass	1 object	P	touch
19—Memory to Reality	1 object	P	touch
20—Copy Life	1 target	P	touch
25—Alter Copy	1 object	P	touch
30—Copy True	varies	1 hr/lvl	touch
50—Copy Memory	self	1 min/lvl	self
60—Copy Enchantment	1 enchantment	1 hr/lvl	touch

1—Memorize (P) Caster is able to perfectly remember any details gained by a *Scan* spell.

2—Scan (I) Caster gains knowledge of any one of the following concerning an object or target (if RR is failed): exact weight, exact dimensions, exact texture, exact composition.

3—Determine Origin (I) Caster determines whether an object or target (who misses a RR) is an original or a copy.

4—Copy Action (F) Caster is able to perform an observed action in exactly the same way. This doesn't guarantee the success of the action/maneuver (although it may give a bonus — GM's discretion).

5—Copy Emotion (F) Caster is able, through outward appearance internalized, to experience one emotion of a target.

6—Copy Taste (F) Caster is able to stimulate his own taste-buds to exactly reproduce the taste experienced by another target.

7—Copy Smell (F) Caster is able to stimulate his own olfactory nerves to exactly reproduce the smell experienced by a target.

8—Copy Sound (F) Caster is able to stimulate his own aural nerves to exactly reproduce the sound experienced by a target.

9—Copy Feel (F) Caster is able to stimulate his own touch sense to exactly reproduce the texture experienced by a target.

10—Temporary Copy (F) Caster creates an exact duplicate of any non-living, non-magical object. This object will exist until the duration ends or the caster cancels this spell. The size of the object to be copied may not exceed 1 cubic foot per level of the caster.

11—Copy Sight (F) Caster is able to stimulate his own visual nerve to exactly reproduce the sight experienced by a target.

12—Conversion Copy (F) Caster is able to convert an actual experience like a walk down a maze, into a tangible object such as a map.

13—Copy Gas (F) Caster is able to duplicate up to 1 cubic foot per level of any non-magical 'normal' gas.

14—Copy Liquid (F) Caster is able to duplicate up to 1 cubic foot per level of any non-magical 'normal' liquid.

15—Copy Solid (F) Caster is able to duplicate up to 1 cubic inch per level of any non-magical 'normal' solid material.

16—Copy Other (F) Caster is able to duplicate up to 1 cubic inch per level of any special material not covered in the other *Copy* spells. Living tissue will not be 'copied'.

17—Copy Spell (F) Caster is able to exactly duplicate any one target spell (which this spell has been cast upon). The 'copied' spell is usable once (for the appropriate number of PPs). The spell must be castable by caster based upon normal PP and level requirements.

18—Alter Mass (F*) Caster is able to alter the mass or density of a copied object (by up to +/- 5% per level of caster) by casting this spell immediately before the *Copy* spell. Altered material will be larger or smaller than the original by an appropriate amount, e.g., an object made 50% more dense would be 50% smaller.

19—Memory to Reality (F*) Caster creates an item from an item scanned and memorized. Item may not be more than 1 cubic foot per level in size.

20—Copy Life (F) Caster creates a duplicate life-form. This duplicate life-form may not mass more than 10 pounds per level of caster. Duplicated life-form will be limited to animal intelligence (regardless of the original's intelligence) and non-magical abilities only.

25—Alter Copy (F*) Caster is able to make small changes in the copied object (one change per casting of this spell) involving no more mass than 1/4 of 1% per level of caster per spell cast.

30—Copy True (F) Caster creates a perfect simulacrum of the object (identical to the original in every way) which will exist and react exactly as the original for the duration of this spell. No being of above average intelligence (or above 10th level in power) may be duplicated using this spell.

50—Copy Memory (I) Caster is able to duplicate the memory of a target in his own mind for the duration of this spell. Caster may access this memory as his own but may not gain magical knowledge (as the use of magic is a personal and private experience), though he could gain a list of the spells known by the target.

60—Copy Enchantment (F) Caster is able to duplicate an enchantment that is present on an item. This spell must be cast for each enchantment present on an item for example; a +30 Longsword of Far-Returning would require 2 *Copy Enchantment* spells cast to duplicate the sword (assuming a duplicate of the original non-magical sword was present to accept the enchantments). The *Copy Enchantment* will only duplicate enchantments upon duplicate items, e.g., the caster cannot duplicate the enchantments of the aforementioned sword onto a dagger to create a +30 Dagger of Far-Returning.

EXPERIMENTATION WAYS (ARCANE) (8.4.5)

	Area of Effect	Duration	Range
1—Weigh	self	-	self
2—Measure	1 substance	-	touch
3—Research	self	varies	self
4—Record	self	varies	self
5—Flame	varies	1 hr/lvl	touch
6—Replay	varies	varies	touch
7—Mix	1 target	10 min/lvl	10'/lvl
8—Type	self	-	touch
9—Shield	self	1 min/lvl	self
9—Culture Environment	varies	1 hr/lvl	touch
10—Sterilize	varies	varies	touch
10—Microvision	self	C	self
11—Telekinesis	varies	C	10'/lvl
12—Refrigerate	varies	1 hr/lvl	touch
13—Gauge	self	-	self
14—Stasis Storage	varies	1 hr/lvl	touch
15—Test	self	-	self
16—Sphere of Safety	self	1 min/lvl	self
17—Separate	varies	-	touch
18—Element Shield	varies	1 min/lvl	10'/lvl
19—Contain Element	varies	1 min/lvl	10'/lvl
20—Dispose	varies	-	10'/lvl
25—Observation	self	C	10'/lvl
25—Correlation	self	P	self
30—Wall of Force	20'square	1 rnd/lvl	10'/lvl
50—Sphere of Force	varies	1 rnd/lvl	10'/lvl

1—Weigh (I) Informs caster of the exact weight of an element or compound. This weight may be determined to 1 decimal point per level of caster.

2—Measure (F) Allows caster to measure an exact amount of an element or compound. For example, consider a potion requiring exactly 4 grams of powdered bat dung, 3 ozs. of Calomel, and 3 drops of Dragon darts distillation. A caster may cast this spell three times to get each of the measurements exactly correct.

3—Research (I) Provides caster with a +2/level bonus to any one academic skill involving research. This spell may only be used once per research project. This bonus only applies to one maneuver using the academic skill.

4—Record (U) Allows caster to have photographic memory regarding one experiment. Caster may remember recorded material as often as desired. Caster may record for up to 1 minute per level.

5—Flame (F) Allows caster to heat up to one vial/beaker/pot etc. per 2 levels as desired (temperature may not exceed 600° Fahrenheit). Caster may control heat as exactly as desired. For example, vial one to reach 427° and maintain that heat for the duration, vial two to slowly reach 550° then cool to room temperature normally, vial three to boil quickly, then cool to room temperature over the course of three hours (it would normally take 30 minutes to cool to room temperature).

6—Replay (U) Allows caster to replay one 'recorded' experiment, with appropriate sight, sound, and smell components, for the benefit of other observers.

7—Mix (F) Allows caster to mix the contents of a vial, beaker, etc. without touching the mixed material. Container may be sealed and spell will work without broaching that seal.

8—Type (I) Allows caster to determine type of element, compound, alloy, etc. by touching and examining it. Amounts of various elements in compound are not specified other than as being present.

9—Shield (F) Protects caster from adverse effects of experimentation (up to 10 hits damage per level of caster are absorbed). This spell is only usable in experimental situations and will not protect caster from anything other than physical damage, e.g., fumes, spell-effects, etc. will still affect caster.

9—Culture Environment (F) Allows caster to create any one known 'perfect environment' for an experiment. This environment will interact with the real environment normally unless the two are kept separate (enclosed environment for life-forms, special chemicals, etc.). Caster may affect an area of up to 1 cubic foot per level. Caster may vary the temperature from -200° to 600° Fahrenheit and the pressure from .1 to 10 atmospheres (assuming the environmental separation remains intact).



10—Sterilize (F) Allows caster to completely sterilize an area of up to 1' radius per level. This sterile environment, will become contaminated normally, if not protected from outside elements. The affected area will be free of dust, bugs, etc.

10—Microvision (F) Allows caster to cause objects to appear larger (to himself) by a factor of up to x10 per level.

11—Telekinesis (F) Allows caster to manipulate objects (up to 2 pounds of weight per level of caster) by up to 1'/second with no acceleration.

12—Refrigerate (F) Allows caster to keep up to 1 object/level colder than room temperature. Caster may selectively lower the temperature of each object by up to 10° per level (never colder than -60 F in any case).

RITUAL MASTERY (ARCANE) (8.4.6)

13—Gauge (I) Informs caster of the exact mass, weight, and dimensions (if relevant) of any one object (element, compound, alloy, etc.).

14—Stasis Storage (F) Allows caster to keep up to 1 cubic foot per level of caster of a material or one creature in stasis for the duration of the spell (Live beings gain a RR vs the level of caster to avoid effects). This spell will also halt all chemical reactions for the spell's duration.

15—Test (I) Caster is able to determine what effect a given set of circumstances will have on a given target. For example, how would being immersed in this vat of acid affect this arthropod. Caster would gain likely occurrences based on the molarity, heat, and amount of the acid, the strength and make-up of the shell of the arthropod, the time immersed, etc. This spell is not effective regarding magical energy of any sort or if the target makes a RR (vs the level of caster). This spell provides only probable results, nothing is guaranteed. This puts it in the best interest of the experimenter to actually perform the experiment.

16—Sphere Of Safety (F*) Protects caster from adverse effects of experimentation (up to 20 hit points of damage per level of caster are absorbed. Criticals are worth 10 hit points per level of severity). This spell will protect caster from all effects of his experimentation except hostile life-forms and magical energy. This spell is only usable in experimental situations.

17—Separate (F) Allows caster to separate any chemical mixture or alloy (of up to 1 cubic foot per level) into their component parts. Caster may separate up to 1 element per 2 levels from the mixture/alloy.

18—Element Shield (F) Creates a non-mobile shield of energy that will keep one type of element (including gasses, light, magical elements (if they fail a RR), etc.) from passing through it. Shield may be up to 1' square per level of caster, i.e., 20th level caster could create a shield of up to 20' x 20'. Shield is clear or opaque as desired or necessary (a light shield would most likely be opaque to some degree).

19—Contain Element (F) Creates a non-mobile sphere (up to 1' per level diameter) of energy that will keep one type of element (including gasses, light, magical elements (if they fail a RR), etc.) from passing through it. Sphere is clear or opaque as desired or necessary (a light shield would most likely be opaque to some degree). Caster may be inside or outside of the sphere as desired.

20—Dispose (F) Allows caster to eliminate non-magical waste products of his experimentation (toxic waste, poison gas, etc.) without harm to himself or the environment. Caster may eliminate up to 1 cubic foot of material per level of experience.

25—Observation (P) Caster gains insight or facts by observing a person or thing with intense concentration. This has the effect of increasing the caster's perception skill bonus by +100 for one observation. Caster will notice virtually all details in even a large experiment. Caster may use this spell in conjunction with remembering a previous experiment via the *Record* spell.

25—Correlation (P) Caster is able to correlate known facts to obtain conclusions. This has the effect of increasing the caster's Reasoning bonus by +100 for one maneuver involving Reasoning. Conclusions are reached almost automatically.

30—Wall of Force (F) Caster is able to create a 'wall of force' that is absolutely impassable by anyone or anything that has mass. Wall is up to 20' x 20' x 1".

50—Sphere of Force (F) Caster is able to create a 'sphere of force' that is absolutely impassable by anyone or anything that has mass. Sphere may be up to 1' per 2 levels of caster in diameter.

	Area of Effect	Duration	Range
1—Store Spell	self	varies	self
2—Detect Ritual	1 object	-	touch
3—Store Ritual	self	P	self
4—End	self	-	self
5—			
6—Personal Tie	varies	P	touch
7—Multi Foci	varies	P	touch
8—Sleeper	1 object	P	touch
9—Influence	self	-	self
10—Foci	self	varies	self
11—Ignore	self	varies	self
12—Link	1 spell	varies	self
13—Pause Ritual	self	varies	self
14—Chain	varies	varies	touch
15—Type	self	-	self
16—Investment	varies	varies	touch
17—Ritual Endurance	self	varies	self
18—Charge	self	varies	self
19—Perversion	1 target	-	10/lvl
20—Reduce	self	-	self
25—Change	self	-	self
30—Continuation	1 ritual	varies	self
50—Power Point Accumulator	self	10 min/lvl	self

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

2—Detect Ritual (I) Caster is able to determine if an object was created through the use of a ritual. Caster gains no other information other than that the object was created via ritual.

3—Store Ritual (I) Caster stores the parameters and necessary elements of one ritual. Any stored Ritual may be recreated precisely, assuming duplicate components.

4—End (F) Allows caster to end any ritual he is currently involved in with no ill-effects. All power points are lost for the day (as usual in ritual magic) but caster is undamaged.

6—Personal Tie (F) Caster ties a ritual-created object to certain elements of his personality or psyche so the object will only work for he alone (as a normal Foci created for Ritual Magic).

7—Multi Foci (F) Caster ties Foci to certain elements of his personality or psyche so the Foci will only work for he alone and/or up to 1 other target per level.

8—Sleeper (F) Caster is able to cancel any ritual-created item after completion if it has been prepared with this spell. Normally a ritual-created object is permanent (uncancellable) however, if this spell is incorporated into the ritual the item will always have a cancel option open to the caster.

9—Influence (I) Informs caster of the most propitious influence for this particular ritual, e.g., what gives him the greatest bonus to the ritual success roll. If the caster casts this spell a second time it will provide him with knowledge of the second most propitious influence, etc.

10—Foci (F) Caster creates a magical Foci usable for one particular ritual which will be equal to up to 1 differing Foci per five levels. Thus a 15th level caster could create a magical Foci which would be useful as, up to three, differing types of Foci such as alchemical, informational, and elemental.

11—Ignore (P) Caster is able to completely ignore exterior influences while performing one ritual, ignoring injury, discomfort, pain, etc. (all except death). This doesn't allow caster to remain unhurt by the actions taken against him, merely single-mindedly complete the ritual unless he is killed, ensorcelled, or transported away from the ritual area.

12—Link (F) Causes any one spell to be used in an upcoming ritual to be considered from a "known list" (+10% to the ritual).

13—Pause Ritual (F) Caster is able to pause a ritual for the duration of this spell. When caster desires he may cancel the Pause and resume the ritual till it is completed or another Ritual-affecting spell is used. Caster may pause a ritual for up to 1 hour per level. If a caster casts a spell while a ritual is paused, he effectively 'End's the ritual.

14—Chain (F) Caster is able to gain the benefit of the experience levels of those aiding him in one ritual. To determine effective level add the caster's level to one-half the levels of everyone aiding him in the ritual (up to 1 per 2 levels of caster), never to exceed twice the casters level. For example, a 20th level casts *Chain* on himself and ten 10th level "helpers". The effective level for performing the ritual is 40th level ($20 + (10 \times 10 \times .5) = 70$, however 40 is the maximum allowable due to the casters level of 20). This effective level only applies to Effect level, not time spent, known list, or any other ritual factor.

15—Type (I) Informs caster of the exact nature and (probable) steps and (probable) influences used in a ritual performed to create an item or spell.

16—Investment (F) Creates a PP channel between caster and ritual "helpers" that allows caster to gain 1 PP for each 2 PPs passed by helpers. Caster may designate up to 1 helper per level at time of casting.

17—Ritual Endurance (F) Caster is able to perform normal 8 hours of ritual plus one hour per level of caster before rest is necessary. After completion of the ritual, caster must sleep 8 additional consecutive hours for each *Ritual Endurance* spell cast during that ritual before another ritual may be begun.

18—Charge (F) Caster will retain full PPs at the end of the ritual but must sleep for 8 hours to replenish body stores used during ritual.

19—Perversion (F) Caster may (if a RR is missed) cause another ritual skill roll to be necessary before completion of the ritual (as if another 8 hour period was required to finish the ritual). If target makes his RR (not his additional ritual roll), then the caster of the *Perversion* may not cast this spell upon him again until he has gained a level of experience. Until the target makes his RR, the caster may repeatedly cast this spell to 'Pervert' his rituals.

20—Reduce (F) Caster may cast this spell to reduce the overall time a ritual requires (essentially a 'Ritual Haste' spell). Caster may reduce the time necessary to perform a ritual by up to 1% per level of caster, i.e., a 20th level caster could reduce the time required for a ritual by 20%, a 50th level by 50%, etc.

25—Change (F) Caster may alter a ritual in progress (ritual must have been 'Stored' previously) without necessitating a failure check. Caster may add or subtract parts of the ritual without danger to himself. If the addition requires additional time, then the caster may need to make additional time checks before ritual may be completed.

30—Continuation (F) Caster causes a stored ritual to continue for up to 1 hr/lvl without caster effort. During this time caster may not cast any additional spells as this one requires his subconscious concentration.

50—Power Point Accumulation (F) Caster gains 1 PP/round while this spell is in effect. This spell will not obviate the need for the caster to sleep after completing a ritual.



MAGNETIC WAYS (ARCANE) (8.4.7)

	Area of Effect	Duration	Range
1—Detect Magnetism	self	—	touch
2—Locate Poles	self	—	touch
3—Compass	self	—	self
4—Detect Electromagnetism	self	1 rnd/lvl	10'/lvl
5—Reverse Polarity	1 object	P	touch
6—Alter Poles	1 object	P	10'/lvl
7—Demagnetization	1 object	P	10'/lvl
8—Uniform Domain	1 object	P	10'/lvl
9—Magnetize	1 object	10 min/lvl	10'/lvl
10—Attract	1 target	1 rnd/lvl	10'/lvl
11—Repel	1 target	1 rnd/lvl	10'/lvl
12—Move Wave	1 target	—	10'/lvl
13—Multi-Poles	1 object	1 min/lvl	10'/lvl
14—Increase Attraction	1 object	1 min/lvl	touch
15—Increase Repulsion	1 object	1 min/lvl	touch
16—Electrical Generation	varies	varies	10'/lvl
17—Magnetic Vibration	varies	varies	10'/lvl
18—Magnetic Power	self	1 rnd/lvl	self
19—Shape Field	varies	1 rnd/lvl	10'/lvl
20—Magnetic Compulsion	varies	1 rnd/lvl	10'/lvl
25—Magnetic Storm	varies	1 rnd/lvl	100'/lvl
30—Magnetic Containment	varies	1 rnd/lvl	10'/lvl
50—Uniform Polarity	1 object	P	touch

1—Detect Magnetism (I) Caster is able to determine how strongly an item is magnetized.

2—Locate Poles (I) Caster is able to find and identify the poles of a magnetized item.

3—Compass (I) Caster is able to determine the direction of magnetic north on his planet.

4—Detect Electro-Magnetism (I) Caster is able to locate and identify any sources of the desired form of Electromagnetism.

5—Reverse Polarity (F) Caster is able to switch the polarity of an object, i.e., north becomes south and vice versa.

6—Alter Poles (F) Caster is able to move the magnetic 'north' of an object to any position he desires. Magnetic south will then move to it's appropriate position on the object.

7—Demagnetization (F) Caster alters the polarity of all molecules in an object, randomizing the direction of their facing. This has the effect of demagnetizing the object.

8—Uniform Domain (F) Caster alters the polarity of all molecules in an object, aligning the direction of their facing. This has the effect of magnetizing the object.

9—Magnetize (F) Caster is able to magnetize an object made of material that is not normally magnetizable such as wood, stone, etc. The object may not mass more than 1 cubic foot per level of caster.

10—Attract (F) Caster causes a target to attract iron and steel objects as if he were a normal magnet. This will cause the target to be -1 to all fumble ranges with metallic weapons (not less than one), +10 to be hit with same, and +5 to be hit with missile weapons (+10 for all-metal bolts or arrows).

11—Repel (F) Caster causes a target to repel iron and steel objects as if he were a normal magnet of opposite polarity. This will cause the target to be +1 to all fumble ranges with metallic weapons, -10 to be hit with same, and -5 to be hit with missile weapons (-10 for all-metal bolts or arrows).

12—Move Wave (F) Caster can control the movement of one magnetic wave. This will allow the caster to throw a magnetic 'bolt' (resolved on the Lightning bolt table but instead of using normal lightning criticals use them in this order Impact, Heat, and Electricity).

13—Multi-Poles (F) Caster causes an item to develop more (or less) than two magnetic poles. This may have peculiar effects on the item or it's interaction with normal items. The 'adjusted' poles of the item will obey normal laws regarding magnetism, accordingly positive will attract negative and repel other positive poles, etc.

14—Increase Attraction (F) Caster may increase the attraction of any magnetized object by up to 100 pounds of pull per level of caster. For example, a 14th level caster may cause a magnet to have 1400 pounds of attraction. Distance makes a great difference when discussed in relation to magnetism, so for every foot of distance between an object and the magnet, reduce the amount of attraction by a factor of 2. **Note:** *This spell can deliver increased effect when used in conjunction with other spells on this list.*

15—Increase Repulsion (F) As *Increase Attraction*, but caster may increase the repulsion of any magnetized object by up to 100 pounds of push per level of caster.

16—Electrical Generation (F) Caster is able to generate electrical energy from magnetic energy. Caster is able to regulate the speed of this creation from a slow trickle of electrical energy (enough to cause severe static electricity and which will last approximately 1 hr/lvl) through a steady flow of electrons (enough to power a few small appliances for up to 10 min/lvl) to a great crackling bolt of lightning which will do 2x damage on the Lightning bolt table. The stronger the magnetic source used to create the electricity, the stronger the flow of electrons.

17—Magnetic Vibration (F) Caster sets up a field of magnetic vibration which will accomplish many things according to the caster's desires. For example, the field may be set up to clean any item passed through it, cut (even very hard) items (up to 1 linear foot per level), or force one item (a wooden post) through another item (rock-hard soil), etc. Caster is only limited by his ingenuity (or the restrictions of the GM) and the power of this spell.

18—Magnetic Power (F) Converts magnetism into PP for the duration of this spell. Caster gains 2 PP per round for the duration of this spell.

19—Shape Field (F) Caster may alter the shape of a magnetic field (up to 10 cubic foot per level in area) as desired. The magnetic field retains this shape while the duration lasts, then instantly returns to normal.

20—Magnetic Compulsion (F) Caster may bend magnetic waves and cause light waves (or x-rays, or microwaves, etc.) to follow suit, (as there is equal wave match across the light and magnetic spectrums, the caster may influence any portion of the Electromagnetic spectrum to do his bidding). Of course, the caster must know the exact effects of his magnetic 'tampering' or the probable outcome is random at best (and may harm the caster or his allies at worst).

25—Magnetic Storm (F) Caster creates a small magnetic storm (up to 100,000 cubic feet per level in area) very similar to the Aurora Borealis. Within the area of effect electrical fields are randomly disrupted (10% of the time or GM option). Bright varicolored lights flash and shimmer in the air. Magnetic effects (including lodestones) are unpredictable.

30—Magnetic Containment (F) Caster creates a magnetic containment field up to 100 cubic foot per level in area. This containment field is very strong (able to contain even anti-matter explosions). If this field is created around a target and he misses his save (at -30), he is stuck within for the duration (unless other than physical means are used to escape it).

50—Uniform Polarity (F) Caster causes a magnetized item to change it's negative polarity to positive. This will have the effect of causing the item to disintegrate into an ultra-fine powder. The item may mass no more than 1 cubic foot per level of caster.

ARCANE HEALING (ARCANE) (8.4.8)

Note: This is the definitive healing list, it allows the healing of the body, mind, and soul.

	Area of Effect	Duration	Range
1—Racial Store	1 target	—	touch
2—Injury Typing	1 injury	—	touch
3—Injury Lore	1 target	—	touch
4—Preservation	1 target	1 hr/lvl	touch
5—Cosmetic Healing	1 target	P	touch
6—Lifekeeping	1 target	1 hr/lvl	10'
7—Vessel Repair	1 artery	P	touch
8—Clot	1 target	P	touch
9—Surrogate	1 organ	10 min/lvl	touch
10—Skin Damage	1 target	P	touch
11—Joining	1 limb	P	touch
12—Lifegiving	1 target	P	10'
13—Undisease	1 target	P	10'
14—Muscle/Tendon	1 target	P	touch
15—Arcane Stasis	self	varies	self
16—Unpoison	1 target	P	10'
17—Bone/Cartilage	1 target	P	touch
18—Nerve	1 target	P	touch
19—Mind Cure	1 target	P	touch
20—Stun	1 target	—	10'
25—Hits	1 target	P	touch
30—Organ	1 target	P	touch
50—Regeneration	1 target	P	touch

1—Racial Store (S) Allows caster to store racial and gender differences relating to disease and healing. For use with other spells on this list.

2—Injury Typing (I) Caster is able to determine the exact nature and severity of any one injury.

3—Injury Lore (I) Caster gains complete knowledge of injury, including tools and methods necessary to effect complete recovery.

4—Preservation (H) Caster may preserve a 'dead' body or limb, preventing further deterioration (stat deterioration, tissue break-up or rot) or damage from already existing wounds. Target enters coma for duration. This spell will not prevent target's soul from leaving body.

5—Cosmetic Healing (F) Removes moles, tattoos, birthmarks, scars, calluses, etc. This spell is especially useful when extreme damage to the skin causes a decrease in appearance. Allows caster to remove or restore to normal any scar or tissue damage that is completely healed, but aesthetically displeasing.

6—Lifekeeping (H) Caster may prevent the soul of a 'dead' body from leaving, preventing actual death and enabling the fallen to be restored via simple body repairs. *Lifekeeping* must be cast upon the target within 2 minutes of 'death', or *Lifegiving* will be necessary for recovery.

7—Vessel Repair (H) Caster may repair damage to any one artery or vein; a major vessel is one that bleeds at 5 hits/round or more when severed.

8—Clot (H) Caster may stop a number of hits/round equal to his level. (a 20th level caster could reduce bleeding by 20 hits/round).

9—Surrogate (F) Creates a replacement organ (any organ except the brain) that will function in lieu of the damaged organ for the duration. For example, Valentine the warrior is in combat with several Cherubs, when he takes an arrow through the heart. One of Valentine's hirelings immediately does a *Surrogate* spell on him which functions as his heart till it is either repaired, the duration runs out, or he dies from normal wounds. If Valentine were to take a second critical to the heart this spell would be negated and another *Surrogate* spell would be necessary.

10—Skin Damage (H) Will heal an area of skin damage, e.g., one area of severe frostbite, an area of third degree burn, or heal skin damage that bleeds by up to 1 hit/round per level of caster.

11—Joining (H) Caster is able to re-attach a limb through the use of this spell and any other relevant spells on this list. This spell is cast upon the severed limb, at the same time a number of the other spells of this list are cast depending upon the damage done. Thus if two bones, four nerve areas, five muscles, and one cartilage were severed, then those spells healing such damage would also have to be cast. Power points spent is equal to the joining spell plus all other healing costs. All spells must be cast to restore complete limb use. Recovery time 10 to 100 days.

12—Lifegiving (H) Caster may raise one being from the dead by restoring its soul. The soul must still exist, and the target may not have been dead for more than one year. Success is determined based upon a roll comparing the target's Con stat and a 1-100 roll modified by +10 per day dead. If the roll is under the Con stat then the target is restored to life (assuming all damage to the body has been repaired). Target will be incapacitated (-100 to all actions) for 100x the time dead (target that has been dead for 3 days will be out of action for 300 days).

13—Undisease (H) Caster may remove any 1 disease from target.

14—Muscle/Tendon (H) Caster may repair any 1 damaged muscle or tendon of target. Caster must concentrate for one minute to complete the repair. Recovery is instantaneous.

15—Arcane Stasis (HS*) Upon receiving a death wound, the caster enters a state of suspended animation, until he is healed or his brain is destroyed. If the caster does not possess the required power points in order to fully heal (though the caster must have the 15 power points to cast this spell) this spell will take effect, and keep the caster within such a state until enough power points are gained to fully or partially heal. e.g. due to the great PP requirements for the *joining* spell, many casters will have to use this spell in order to repair a severed arm.

16—Unpoison (H) Caster may remove any 1 poison from target.

17—Bone/Cartilage (H) Caster may repair any 1 damaged bone or cartilage of target. Caster must concentrate for one minute to complete the repair. Recovery is instantaneous.

18—Nerve (H) Caster may repair any 1 damaged nerve of target. Caster must concentrate for one minute to complete the repair. Recovery is instantaneous.

19—Mind Cure (H) Target is cured of one mind disease. Recovery is instantaneous.

20—Stun (H*) Target is relieved of up to 1 round of stun per level of caster.

25—Hits (H*) Target is healed of all concussion damage.

30—Organ (H) Target regenerates any 1 organ (except brain). Organ may be internal or external. Recovery time is 1-10 days.

50—Regeneration (H) Target may regenerate all damage (even brain) in 10-100 days (based upon severity of injury). During the recovery time the caster remains in stasis.

MAGIC DEFENSE (ARCANE) (8.4.9)

Note 1: *Prosaic spells are affected by all of the spells on this list.*

Note 2: *All different protection spells on this list are cumulative.*

	Area of Effect	Duration	Range
1—Detect Magic	2'R/lvl	—	5'/lvl
2—Identify Magic	1 spell	—	5'/lvl
3—Type Magic	1 spell	—	5'/lvl
4—Type Spell	1 spell	—	5'/lvl
5—Dispel Arcane	1'R/lvl	1 rnd/lvl	5'/lvl
5—Magic Alarm*	self	10 min/lvl	self
6—Arcane Protection	self	1 min/lvl	self
6—Dispel Essence	1'R/lvl	1 rnd/lvl	5'/lvl
7—Dispel Elementalism	1'R/lvl	1 rnd/lvl	5'/lvl
8—Elementalism Protection	self	1 min/lvl	self
8—Dispel Channeling	1'R/lvl	1 rnd/lvl	5'/lvl
9—Channeling Protection	self	1 min/lvl	self
9—Dispel Mentalism	1'R/lvl	1 rnd/lvl	5'/lvl
10—Dispel Primal	1'R/lvl	1 rnd/lvl	5'/lvl
10—Mentalism Protection	self	1 min/lvl	self
11—Arcane Shield	self	1 rnd/lvl	self
12—Elemental Shields	self	1 min/lvl	self
13—Determine Location	self	—	self
14—Elementalism Shield	self	1 rnd/lvl	self
14—Reveal Magic	1'R/lvl	1 min/lvl	5'/lvl
15—Channeling Shield	self	1 rnd/lvl	self
15—Elemental Armors	self	1 min/lvl	self
16—Mentalism Shield	self	1 rnd/lvl	self
17—Primal Shield	self	1 rnd/lvl	self
17—Primal Protection	self	1 min/lvl	self
18—Spell Immunity	self	1 hr/lvl	self
19—Absorption	1'R/lvl	1 rnd/lvl	5'/lvl
20—Spell Parry	1 spell	—	10'/lvl
25—Magic Reflection	1 spell	varies	self
30—Scramble	1'R/lvl	1 rnd/lvl	self
50—Waiting Defense	self	varies	self
60—Sphere of Dispersion	1'R/lvl	1 rnd/lvl	5'/lvl

1—Detect Magic (I) Caster determines whether there is active magic within range.

2—Identify Magic (I) Caster determines whether a 'Detected' or perceived spell or force of magic intends good or ill, e.g., a harm or heal spell etc. Hard to define spells such as *Teleport* will identify as 'harm' if a caster is attempting to teleport with hostile motives, identify as 'good' if the motive are altruistic, and identify as utility or simply indifferent if other definitions do not apply.

3—Type Magic (I) Caster determines which realm a 'Detected; or perceived spell or force of magic is from, whether Arcane, Essence, Channeling, or whatever.

4—Type Spell (I) Caster determines the exact name of a 'Detected' or perceived spell, if known, described to, or seen before by the caster.

5—Dispel Arcane (F) Causes all active Arcane spells within a 1' radius to resist versus the caster's level (with +30 to their RR) or be dispelled.

5—Magic Alarm (S*) Warns caster when any spell enters his range, aimed at him.

6—Arcane Protection (F) Caster gains +1/level to all RRs versus Arcane magic.

6—Dispel Essence (F) Causes all active Essence spells within a 1' radius to resist versus the caster's level (with +30 to their RR) or be dispelled.

7—Dispel Elementalism (F) Causes all active Elementalism spells (from the *Elemental Companion*) within a 1' radius to resist versus the caster's level (with +30 to their RR) or be dispelled.

8—Elementalism Protection (F) Caster gains +1/level to all RRs versus Elementalism (from the *Elemental Companion*).

8—Dispel Channeling (F) Causes all active Channeling spells within a 1' radius to resist versus the caster's level (with +30 to their RR) or be dispelled.

9—Channeling Protection (F) Caster gains +1/level to all RRs versus Channeling.

9—Dispel Mentalism (F) Causes all active Mentalism spells within a 1' radius to resist versus the caster's level (with +30 to their RR) or be dispelled.

10—Dispel Primal (F) Causes any active spells within a 1' radius to resist versus the caster's level (with +30 to their RR) or be dispelled.

10—Mentalism Protection (F) Caster gains +1/level to all RRs versus Mentalism.

11—Arcane Shield (F) Creates a magical shield that protects caster from all Arcane spells. It subtracts 1 per level from all frontal Arcane attack spells (base and elemental). If caster performs no other actions during a round, he can 'parry' one spell attack.

12—Elemental Shield (F) Caster gains +2 per level against all spells using one type of element such as Fire, Light, Wind, Water, Earth, etc. Caster must choose the element type when the spell is cast.

13—Determine Location (I) Informs caster of the direction and distance to the source of an incoming or current spell.

14—Reveal Magic (F) Causes all active spells within an area of up to 1' radius per level to have a visible aura. Each realm may be colored as caster desires and spells may also be made visible to only the caster.

14—Elementalism Shield (F) Creates a magical shield that protects caster from all Elementalism (from the *Elemental Companion*) spells. It subtracts 1 per level from all frontal Elementalism attack spells (base and elemental). If caster performs no other actions during a round, he can 'parry' one spell attack.

15—Elemental Armor (F) Protects caster from one chosen element. Caster gains +20 to all rolls versus the magical element.

15—Channeling Shield (F) Creates a magical shield that protects caster from all Channeling spells. It subtracts 1 per level from all frontal Channeling attack spells (base and elemental). If caster performs no other actions during a round, he can 'parry' one spell attack.

16—Mentalism Shield (F) Creates a magical shield that protects caster from all Mentalism spells. It subtracts 1 per level from all frontal Mentalism attack spells (base and elemental). If caster performs no other actions during a round, he can 'parry' one spell attack.

17—Primal Shield (F) Creates a magical shield that protects caster from all spells. It subtracts 1 per level from all frontal attack spells (base and elemental). If caster performs no other actions during a round, he can 'parry' one spell attack.

17—Primal Protection (F) Caster gains +1/level to all RRs versus magic.

18—Spell Immunity (F) Confers total immunity to one spell. Exact spell must be chosen by spell name, realm, etc. Caster may have only one *Spell Immunity* active at any time.

19—Absorption (F) Absorbs a portion of the incoming energy of a spell, causing the spell to resist or have it's effects be lessened variably by reducing hits and/or criticals from an elemental attack, allow a failed save on a death spell to cause a coma, etc.

20—Spell Parry (F) Caster is able to parry one spell cast at him. *Spell Parry* and parried spell must be cast during the same round, i.e., an instantaneous spell is not parry-able unless *Spell Parry* is spell stored, or otherwise made instantaneous.

25—Magic Reflection (F) One inbound spell must make a RR or be reflected back upon it's caster with full normal bonus. Spell lasts until triggered.

30—Scramble (F) Causes all spells (who fail a RR) within area of effect to behave unpredictably. Thus a heal spell causes growth, death spell causes withering, hearing spell causes improved eyesight, etc. Spells will cause an approximately equal effect expressed in a slightly skewed fashion.

50—Waiting Defense (F) Cancels any one spell cast against the caster. This spell 'lies in wait' for a hostile spell, then reacts to foil the attack. This spell doesn't discriminate between friendly and enemy spell casting, i.e., it will cancel a heal spell as likely as a *Power Word*. If multiple spells are cast at the caster in a single round, then the one that would logically affect him first will be canceled, if equally likely, randomize between the spells.

60—Sphere of Dispersion (F) Disperses all existent Primal Essence and prevents any from penetrating within the area of effect. This will have the practical effect of creating a small anti-magic sphere.

DEVIIOUS WAYS (ARCANE) (8.4.10)

	Area of Effect	Duration	Range
1—Disguise	1 target	10 min/lvl	10'
2—Shadow	10'R/lvl	10 min/lvl	10'/lvl
3—Distort	1 target	1 min/lvl	10'
4—Conceal	1 object	10 min/lvl	10'/lvl
5—Skulk	1 target	1 min/lvl	10'
6—Cloud Perception	1 target	1 min/lvl	10'/lvl
7—Silence	1 target	10 min/lvl	10'/lvl
8—Influence	1 target	—	10'/lvl
9—Trace	1 target	1 hr/lvl	100'/lvl
10—Ruse	1 spell	—	10'/lvl
11—Convince	1 target	—	10'/lvl
12—Trust	1 target	1 day/5%fail	10'/lvl
13—Spy	1 area	1 min/lvl	100'/lvl
14—Lie	self	—	self
15—Imposter	1 target	1 min/lvl	10'
16—Distraction	10'R/lvl	1 rnd/lvl	10'R/lvl
17—Misperception	1 target	1 rnd/lvl	10'/lvl
18—Masquerade	1 spell	—	—
19—Suppress	1 spell	—	—
20—Pervert	1 spell	—	10'/lvl
25—Hide Spell	1 spell	—	—
30—Subvert	1 spell	—	10'/lvl
50—Eclipse	self	1 rnd/lvl	self

1—Disguise (F) Causes applied make-up/disguises to be undetectable as applied make-up/disguises by normal means.

2—Shadow (F) Causes natural shadows to extend and cover more area. If done subtly, this spell is unlikely to be noted, however, in an empty field a shadowed area would likely be noticed.

3—Distort (F*) Distorts appearance to attackers subtracting 10 from all attacks. This spell may be cast upon objects or people.

4—Conceal (F) Causes a hidden object to be less noticeable. This translates to -50 to all perception rolls to find hidden object.

5—Skulk (F*) Target and possessions are silenced and hidden. This adds +50 to Stalking skill.

6—Cloud Perception (M) Causes target to be preoccupied thereby lowering perceptivity (-30 to perception rolls).

7—Silence (F) All sound within a 10' radius of the target is silenced.

8—Influence (M) Causes target to be favorably disposed to your point of view if it is not totally alien to him. For example, Councilor Basel influences Councilor Morex, who was previously undecided, to vote Yea on the Regicide Issue.

9—Trace (P*) Keeps caster aware of the position of traced object/being. Information provided consists of direction and distance. If object/being goes out of range, the spell is canceled. Target gets two RRs, if first is missed then trace is in effect, if second is missed target is unaware of trace.

10—Ruse (F) Causes target to believe that a spell has been cast on him. Caster may specify any spell that can be cast upon a person and the Ruse spell will mimic the 'feeling/aura' that the actual spell causes the person to perceive. No real effects will occur. For example Meik the Malevolent is asked to heal Evro the Farmer, who had been injured in a sowing accident, of 10 hits. Meik cast a *Ruse* spell and, for the duration, Evro believes he has been healed though of course he has not.

11—Convince (M) Caster causes target to change beliefs regarding one topic. Target will continue to hold those beliefs until they are seriously challenged, endanger him, or another convince spell has been cast.

12—Trust (M) Spell causes target to trust caster fully. Anything totally alien to target will allow an additional RR. However, convincing target to stand against overwhelming odds may not be totally alien to him.

13—Spy (I) Allows caster to do one of two things:

- 1 — Place his perceptions in the location of an active *Trace* spell.
- 2 — Place his perceptions in a location within range of his perceptions. For example, caster is watching two men talk in the marketplace but is unable to make out what is said over the noise in his vicinity. He casts this spell and moves his hearing next to the men speaking and can now hear what they are saying.

14—Lie (M*) Allows caster to tell an undetectable lie, and although the spell itself is detectable, the lie is not. The target will believe the lie until presented with irrefutable proof to the contrary.

15—Imposter (U) Allows caster to perfectly mimic an individual or race-type including personal habits, foibles, quirks, speech patterns, tics, bearing, etc.

16—Distraction (F*) Causes a distraction using materials and situations at hand. For example, in a china shop a good distraction would be breaking china; in the night woods a good distraction would be rustling leaves or bushes. The spell can create distractions but is better at using situational props.

17—Misperception (MF) Causes target to misperceive event. This spell disrupts or changes the stimuli between sensory organ and brain. The spell caster should decide whether the target will see nothing, something different from actual, or a vague, distorted something that he can't name. The spell cannot make obviously incongruous events seem normal, for example, if a house is on fire one cannot be made to see it as if it were normal.

18—Masquerade (F*) Causes one spell's aura to exactly resemble that of a different spell, e.g., the feeling/aura of a charm spell can be made to seem as if it were a healing spell, thus the recipient of the spell will think he has been healed when he's really been charmed.

19—Suppress (F*) Causes the feeling/aura of a spell to be undetectable. Thus a mage can cast a spell and not have it felt or read by any informational/detection spells. Obvious effects like the fire of a fireball would be detectable.

20—Pervert (F*) Causes the target spell (if a RR is missed) cast by another within range to become exactly the opposite of that intended, hence a haste would become a slow, a heal would become a harm, fireball would become an iceball etc. The final say is up to the GM.

25—Hide Spell (F*) Causes one spell to be cast within and along with another spell, e.g., a *Fireball* within a *Rune of Healing*. The feeling/aura of the hidden spell will be undetectable beneath that of the overt spell. For example Meik the Healer casts the requested heal spell upon Evro the farmer but along with it he casts a curse of silence.

30—Subvert (F*) Causes the target spell (if a RR is failed) to be changed into the effect of a different spell (caster's option) or simply absorbed as straight PPs.

50—Eclipse (F) Causes all caster's spells to be undetectable. This would allow the caster to cast any number of spells and have all the spell energies remain undetectable. Obvious effects like hand gestures, mouthings, spell components etc. would be detectable.



FORTIFICATION MASTERY (ARCANE) (8.4.11)

	Area of Effect	Duration	Range
1—Warning	self	varies	varies
2—Status	self	—	self
3—Moisten	varies	10 min/lvl	10'/lvl
4—Detect Tunnel	self	—	self
5—Shutter	varies	10 min/lvl	10'/lvl
6—Archer Wall	varies	1 min/lvl	10'/lvl
7—Earth Wall	varies	1 min/lvl	10'/lvl
8—Earth to Stone	varies	P	10'/lvl
9—Stone Wall	varies	1 min/lvl	10'/lvl
10—Determine Weakness	self	—	self
11—Wood to Stone	varies	P	10'/lvl
12—Quarry	varies	P	touch
13—Fire Resistance	varies	1 min/lvl	10'/lvl
14—Earth Mover	varies	10 min/lvl	self
15—Collapse	varies	—	10'/lvl
16—Buttress	varies	10 min/lvl	10'/lvl
17—Unearth	varies	P	10'/lvl
18—Dome	varies	1 min/lvl	10'/lvl
19—Ram	varies	1 rd/lvl	10'/lvl
20—Join	varies	P	touch
25—Cushion	varies	1 min/lvl	10'/lvl
30—Automatic Engine	1 engine	1 rd/lvl	touch
40—Scramble	1'R/lvl	1 min/lvl	self
50—Bastion	varies	10 min/lvl	touch

1—Warning (U) Caster is notified (awakened if asleep) if certain conditions come to pass within an area of up to 10 square foot per level. Alarm lasts until triggered or caster leaves the area of effect.

2—Status (I*) Allows caster to determine the status of a fortification that is under siege. For example; the castle walls have been breached, but the inner bailey gates are still holding.

3—Moisten (F) Keeps surface condensation, in an area of up to 100 square foot per level, present for the duration of this spell. This will have the effect of adding +1 per level of caster to the area's RR versus fires. Will not work on living beings.

4—Detect Tunnel (I) Allows caster to detect if there is any mining activity currently occurring within range, i.e., is someone actually digging. Range for this spell is 5' radius per level of caster.

5—Shutter (F) Allows caster to create shutters of force for up to one window or door per level (up to 1 square foot per level in area for each of them). These shutters absorb up to 1 hit point per level of caster from any physical or magical attack, and are then destroyed.

6—Archer Wall (F) Caster creates a wall of force (up to 10 square foot per level) (capable of absorbing up to 2 hits per level of caster before being destroyed) which will allow archers to fire out but absorb or deflect incoming attacks.

7—Earth Wall (F) Creates a wall of earth up to 25 cubic foot per level in size. Caster may shape the wall as desired.

8—Earth to Stone (F) Changes up to 10 cubic foot per level of packed earth to stone. Change is gradual and occurs over three rounds.

9—Stone Wall (F) Creates a wall of stone up to 25 cubic foot per level in size. Caster may shape the wall as desired.

10—Determine Weakness (I) Allows caster to determine one weakness of a fortification or building. Weakness must be determinable normally as the caster doesn't gain information he couldn't gain normally.

11—Wood to Stone (F) Changes up to 10 cubic foot per level of wood to stone. Change is gradual and occurs over three rounds.

12—Quarry (F) Caster is able to cut up to 25 cubic foot per level of stone from the surrounding rock. This stone may be sized as desired, but no shaping or moving abilities are conferred by this spell.

13—Fire Resistance (F) Causes an area of up to 100 square foot per level to stay very wet (virtually running with water) and thus gain +5 per level to all RRs versus all fire.

14—Earth Mover (F) Allows caster to manipulate great amounts of loosened earth easily. Caster may move up to 100 cubic feet/level of earth about. Caster controls movement of material via mental commands, and may not move material further than 10'/level away from him.

15—Collapse (F) Caster is able to sufficiently stress the walls and/or supports of a corridor or tunnel to cause it's collapse (5% chance per level for tunnels/3% chance per level for corridors). The collapsed area will be up to 1 foot per level in length, extending outward from the point of origin of the spell. Materials stronger than stone receive a RR.

16—Buttress (F) Caster is able to reinforce the walls and/or supports (up to 5' length per level) of a corridor or tunnel to resist collapse due to physical or magical causes, i.e., this spell effectively cancels a *Collapse* spell.

17—Unearth (F) Allows caster to disintegrate up to 10 cubic foot of earth per level.

18—Dome (F) Creates a dome of force which will deflect or absorb up to 20 hits per level of attacks made upon the area sheltered. Dome may be up to 10' radius per level.

19—Ram (F) Creates a ram of force which caster may use against buildings and structures and which will attack with +1 per level on the Fall/Crush attack table.

20—Join (F) Joins two pieces of stone together as if cut from one piece of stone. The area joined is as strong as the average strength of the two pieces. The seam may be up to 2'/level in length.

25—Cushion (F) Caster alters the flexibility of an area of stone (up to 20 cubic foot per level) so that impacts only do half damage. Wall strength is unchanged by this spell.

30—Automatic Engine (F) Caster energizes one siege engine which will continue to attack without outside aid or interference. Engine must have appropriate materials, e.g., bolts, stones, etc. nearby if it requires them to operate. Engine continues to attack same area as the previous attack, thus a ram would continue to swing against the same area, a catapult would continue to fire to the same coordinates as the last, etc.

40—Scramble (F) This spell prevents the passage of any type of transportation spell where the transporter must dematerialize and rematerialize, e.g., *Long Door*, *Phase*, *Teleport*, etc. The pattern of the transporter is scrambled (roll for spell failure with triple bonus). Regardless of the outcome, the transport fails.

50—Bastion (F) Creates a force-shield which will absorb up to 50 hits per level of caster. Shield may be up to 10'/level in radius. This will protect the entire structure until the shield is either destroyed, canceled, or the duration expires.

ARCANE GATE (ARCANE) (8.4.12)

Note: If any of these spells are cast upon any gate other than those created by the caster, he must make a RR versus the level of the creator of the gate, or have no effect.

	Area of Effect	Duration	Range
1—Location Store	self	P	self
2—Detect Gate	10'R/lvl	—	self
3—Find Gate	self	—	100'/lvl
4—Determine Location	1 gate	—	10'/lvl
5—Shape	1 gate	varies	10'/lvl
6—Move	1 gate	varies	10'/lvl
7—Length	1 gate	varies	10'/lvl
8—Size	1 gate	varies	10'/lvl
9—Monogate	1 gate	varies	10'/lvl
10—Conceal	1 gate	varies	10'/lvl
11—Dimension	1 gate	varies	10'/lvl
12—Transport Gate	7'x 4'	1 day/lvl	10'/lvl
13—Changing Destination	1 gate	varies	10'/lvl
14—Shadow Gate	7'x 4'	1 day/lvl	10'/lvl
15—Revolving Gate	1 gate	varies	10'/lvl
16—Planar Gate	7'x 4'	1 day/lvl	10'/lvl
17—Open/Close	1 gate	varies	10'/lvl
18—Trigger	1 gate	varies	10'/lvl
19—Anchor Gate	1 gate	varies	10'/lvl
20—Repair Vortex	1 vortex	C	1000'/lvl
25—Lasting Gate	1 gate	P	10'/lvl
30—Gateway	1 gate	varies	10'/lvl
50—Doorways	1 gate	1 rnd/lvl	varies

1—Location Store (I) This spell stores the specific parameters of a location for the purpose of exact transportation via gates. Locations so stored may be upon any plane, shadow, or precise position on the shadow. This spell is used in conjunction with the gate travel spells on this list.

2—Detect Gate (I) Caster is able to determine if a gate is present within range.

3—Find Gate (I) Caster is able to determine exact distance and direction to any gates within range.

4—Determine Location (I) This spell allows the caster to ascertain the destination of any one active gate within range (i.e., this gate will take target to the third pale).

5—Shape (F) Caster is able to adjust the shape of any existing gate within already set boundaries. The shape of the gate may be changed to any desired formation, as long as the length of the perimeter is changing.

6—Move (F) This spell allows the caster to move the gate in any direction desired. Distance that gate may be moved is equal to; 10' per level of the caster. The movement speed is equal to 100' travelled per round and maximum. This spell does not change the destination of the gate.

7—Length (F) This spell extends the inner dimensions of the gate. Instead of instant 'travel' from one side of the gate to the other, the intervening distance between the opening and the exit is extended. The extension is perpendicular to the facing of the gate thus making a 'tunnel'. The shape of the intervening distance between the openings will conform to the shape of the gate (if the gate is circular, the intervening distance will be a cylinder of the same size). The intervening distance may be extended by 1' per level of the caster.

8—Size (F) Caster is able to increase or decrease the size of any one gate. The size of the increase/decrease is equal to 1 square foot per level of the caster.

9—Monogate (F) When cast in conjunction with any gate spell, this spell will cause the gate to work one way only (you may enter, but not return).

10—Conceal (F) This spell conceals a gate. This concealment takes the form of hiding all visual and magical detection aspects for the duration. Detection of the gate will not be prevented if a target travels through the gate. A gate is hidden for its life.

11—Dimension (F) This spell will give any gate a third dimension. Normally, a gate is made up of only two dimensions (length and width). Using this spell will add the third dimension of depth. The gate created, may be made into any three dimensional shape desired, up to 1 cubic foot per level of the caster. The destination of the gate will be the same no matter which side of the gate is entered.

12—Transport Gate (F) Caster creates a gate to any location within range which has been *Location Stored*. If this spell is cast without the *Location Store*, the destination of the gate will be totally random within the range of the caster. Caster is limited to 100 miles per level between entrance and destination points of the gate.

13—Changing Destination (F) Caster is able to change the destination of any already existing gate. The change in destination may be to any location which the caster has *Location Stored*.

14—Shadow Gate (F) Caster creates a gate to any location upon any shadow upon his present plane which has been *Location Stored*. If this spell is cast without the *Location Store*, the destination of the gate will be totally random upon the shadows of the present plane.

15—Revolving Gate (F) This spell allows the caster to create a gate which is permeable to all effects on either side. This would allow a breeze to be felt on the other side of a gate, rain would pass through, as would spell effects, etc.

16—Planar Gate (F) Caster creates a gate to any location upon any plane which has been *Location Stored*. If this spell is cast without the *Location Store*, the destination of the gate will be totally random upon the planes.

17—Open/Close (F) Caster is able to forcibly open any closed gate or close any open gate. When closing any open gate the caster must make a RR versus the level of the caster of the gate. When opening any closed gate the caster must first be aware of the location of it. The location of the closed gate may be determined by a sense reality warp roll modified by -10%/day closed. If caster opens a gate, it will remain open for up to one day per level of caster. If caster closes a gate it will remain closed until reopened by another caster.

18—Trigger (F) When this spell is cast in conjunction with a gate spell, the gate may be opened or closed any number of times within the duration of the gate itself. The trigger may be any words or set of circumstances set by the caster.

19—Anchor Gate (F) This spell when cast upon any already existing gate allows the gate to resist any form of change, i.e., a gate so anchored will not be affected by a change in location, size, shape, etc.

20—Repair Vortex (F) Caster is able to repair any uncontrolled vortex. A vortex is an unstable gate which is usually the result of cataclysmic events. The caster may reduce the size and strength of a vortex by 1% per level of the caster per rounds spent concentrating. Once the core of the vortex is less than or equal to 1000 cubic feet, it collapses upon itself and is gone (with no external repercussions).

25—Lasting Gate (F) The caster is able to make any one gate permanent. Only one gate per caster may be made permanent.

30—Gateway (F) Caster 'fixes' one end of a gate and controls the other end as he desires, using any *Location Stored* positions as the end point. Caster may change the destination of the gate once per round for the duration. This spell lasts as long as the affected gate.

50—Doorways (F) Caster can designate one gate with which he can do any spell on this list, below 20th level, once per round for the duration of this spell.

PRIMITIVE VOICE (ARCANE) (8.4.13)

Note: *Primitive Voice* is a very significant communication spell list, having been used in the creation and design of the wonderful "Seeing Stones" and other long-distance magical communication devices. The ranges on this list are longer than any other communication lists in Spell Law. However, there are some factors which make this list somewhat clumsier to use.

- First, and most obvious, it must be learned as an Arcane list. This single factor is probably significant enough to explain the increases.
- Second, none of the communication spells on this list will function without using an Attune spell to target them.
- Third, these spells make a lot of magical "noise." If a caster throws one while within the radius of another caster's Presence or Magical Detection spell, the activity of the caster using *Primitive Voice* will be obvious.
- Fourth, three of the categories on this list: (1) Dialogue, (2) Vision & Voice, and (3) Mind Portal, require the **target** to "will" the communication to happen (i.e., permit it) without knowing who the sender is before the spell can be completed. If the target does not permit the spell to reach him, the caster still must cast the spell and use the power points even though he will receive no benefit from having cast the spell (will not even know if the target perceived the contact, is alive or dead, etc).

	Area of Effect	Duration	Range
1—Attune	1 target	P	touch
2—Sympathy	1 target	C	touch
3—Sending*	1 target	C	500'
4—Empathy	1 target	C	10'
5—Dialogue*	1 target	C	500'
6—Sending*	1 target	C	1 mile
7—Ranged Attune	1 target	P	10'/lvl
8—Vision & Voice*	1 target	C	500'
9—Dialogue*	1 target	C	1 mile
10—Apparition	self	(C)	500'
11—Vision & Voice*	1 target	C	1 mile
12—Sending*	1 target	C	1 mi/lvl
13—Distance Attune	1 target	P	Special
14—Dialogue*	1 target	C	1 mi/lvl
15—Vision & Voice*	1 target	C	1 mi/lvl
16—Mind's Portal	1 target	(C)	1 mi/lvl
17—Sending*	1 target	C	10 mi/lvl
18—Apparition	self	(C)	1 mi
19—Dialogue*	1 target	C	10 mi/lvl
20—Lord Mind's Portal	1 target	(C)	10 mi/lvl
25—Dialogue True*	1 target	(C)	Unlimited
30—Lord Apparition	self	(C)	10 mi/lvl
50—Mind's Portal True	1 target	(C)	Unlimited



1—Attune (IM) “Attunes” the caster to the target for the use of other spells on this list. If the target is willing, the spell succeeds automatically (except for spell failures). If the target is not willing, he may make a RR. If the target makes his RR by more than 25 he realizes what was attempted. Attuning may be detected on a target by any *Detect Realm* spell and removed from a target simply by *Dispelling* it, or by certain other Mental “Cures.” The Attuning does receive a RR against any removal attempts.

2—Sympathy (IM) Caster experiences the emotions of the target. If there is positive regard between the caster and the target, the two will experience this as a special experience of intimacy and closeness. If the target is distraught, terrified, angry, giddy, etc, the caster must make a RR to avoid being overcome by the target’s emotions (to a maximum of 1 rnd/target’s lvl).

3—Sending (I*) Caster may send the target a verbal message limited only by duration of concentration and range. The target must have previously been Attuned. If the target is unaccustomed to the experience, he may not realize he is being contacted and may inaccurately assume it is his own thoughts. If the target has accurately perceived a sending from the caster before, he will know what is occurring and may attempt a perception roll to recognize the caster’s “voice.” Because of these fairly common obstacles, it is considered polite to identify yourself early in any Sending.

4—Empathy (IM) As *Sympathy* above except caster is not vulnerable to the target’s emotions. Unless the caster is touching the target, the target will receive no impression of the caster’s state of mind.

5—Dialogue (I*) As *Sending* above except: (1) target must “permit” contact (see introductory paragraph above), (2) caster may receive verbal communication back from the target.

6—Sending (I*) As *Sending* above except range is 1 mile.

7—Ranged Attune (IM) As *Attune* above except range is 10/lvl.

8—Vision & Voice (I*) As *Dialogue* above except after permission is given for contact, the target “sees” the caster as well as “hears” him, and the caster may “see” as well as “hear” the target. Either may permit “auditory” contact without permitting the “visual” component. If other beings are present who are Attuned to the caster, they may also experience both the Auditory and Visual communication with the caster if both caster and target permit.

9—Dialogue (I*) As *Dialogue* above except range is 1 mile.

10—Apparition (IME) The caster may send an Apparition of himself to a target in range. The Apparition appears to be a three dimensional image, just like the caster, wearing what he has on, except that it is surrounded with a distinct aura. The Apparition is visible to everyone around the target as if the Caster were present, and it may converse with all those present (subject to normal language problems, etc). The caster’s Apparition may never be further than 50’ from the target and there may be no intervening walls between the target and the Apparition. The caster may perceive the objects, persons, surroundings, etc which the Apparition can see. While the Apparition may appear to sit, walk, or float cross-legged in the air (or whatever), it may not cast spells, attack, manipulate objects, command a familiar or Undead, etc; and may not be the target of such actions. The caster himself is entranced (and relatively helpless) while casting this spell. Students of magic should be warned that should they try to just send their perceptions (e.g., turning themselves invisible, shadowed, silent, etc) before sending their Apparitions to the target’s locale, there will be an inevitable and irrepressible (and highly visible) caster-shaped aura wherever the Apparition is.

11—Vision & Voice (I*) As *Vision & Voice* above except range is 1 mile.

12—Sending (I*) As *Sending* above except range is 1 mile/lvl.

13—Distance Attune (IM) As *Attune* above except range is limited only by sight: if the caster can see the target, he may attempt to attune the target. The caster may Attune himself to a target seen in a magical device such as a crystal ball, magic pool, etc. He may not Attune a target by means of another information spell (e.g., *Dreams*, *Past Visions*, *Presence*, etc).

14—Dialogue (I*) As *Dialogue* above except range is 1 mile/lvl.

15—Vision & Voice (I*) As *Vision & Voice* above except range is 1 mile/lvl.

16—Mind’s Portal (IMF) As *Vision & Voice* above except if both target and caster permit (or will), the caster may teleport the target to his location, or the target may draw the caster through to his own location. The teleport must be accomplished within the Duration of the spell. Both target and caster must have a hand free to reach through the tele-portal, clasp the other’s hand, and draw them through (weight is not a factor). Imprisoning devices such as chains, ropes, etc will prevent the transport of the bound character.

17—Sending (I*) As *Sending* above except range is 10 miles/lvl.

18—Apparition (IME) As *Apparition* above except range is 1 mile.

19—Dialogue (I*) As *Dialogue* above except range is 10 miles/lvl.

20—Lord Mind’s Portal (IMF) As *Mind’s Portal* above except the range is 10 miles/lvl.

25—Dialogue True (I*) As *Dialogue* above except range is unlimited. Communication may even occur between planes; however, some planes may prevent such communication (e.g., low magic planes, etc).

30—Lord Apparition (IME) As *Apparition* above except range is 10 mi/lvl.

50—Mind’s Portal True (IMF) As *Mind’s Portal* above except range is unlimited. The same restrictions apply to this spell as to *Dialogue True* (lvl 25).



LONG VOICE (ARCANE) (8.4.14)

Note: The ranges on these spells are considerably longer than the ranges for similar spells in *Spell Law*. These longer ranges are provided to allow a GM to interject very long range communication into his game. Since this benefit is only partially balanced by restricting long range communication to Mind Stored targets, the GM may wish to either reduce the range on these spells or increase the range on the other mental communication spells or allow any spell caster to pick this list as one of his base lists.

†—These Durations refer to “wordslimages” (e.g., “3 †” refers to 3 words/images).

	Area of Effect	Duration	Range
1—Phrase (T) *	1 being	3 †	touch
2—Mind Voice (T) *	1 being	C	touch
3—Mind Voice (100') *	1 being	C	100'
4—Listen (T) *	1 being	C	touch
5—Mind Store *	1 being	—	10'/lvl
6—Mind Voice (100'/lvl) *	1 being	C	100'/lvl
7—Phrase (1mi/lvl) *	1 being	3 †	1 mi/lvl
8—Mass Speech (100') *	1 being/lvl	C	100'
9—Mind Voice (1 mi/lvl) *	1 being	C	1 mi/lvl
10—Telepathy (50'/lvl) *	1 being	C	50'/lvl
11—Message (10 mi/lvl)	1 being	—	10 mi/lvl
12—Waiting Voice	1 being	1 day/lvl	10'
13—Far Phrase *	1 being	3 †	same plane
14—Telepathy (1 mi/lvl) *	1 being	C	1 mi/lvl
15—Mind Voice (10 mi/lvl) *	1 being	C	10 mi/lvl
16—Distant Phrase *	1 being	3 †	unlimited
17—Waiting Message	1 being	varies	10 mi/lvl
18—Far Message	1 being	—	same plane
19—Lord Telepath *	1-20 beings	C	1 mi/lvl
20—Telepathy (10 mi/lvl) *	1 being	C	10 mi/lvl
25—Far Mind Voice *	1 being	C	same plane
30—Far Telepath True *	1 being	C	same plane
50—Distant Telepath True *	1 being	C	unlimited

1—Phrase (I*) Caster may ‘speak’ (mentally transmit up to 3 words/images) to any one other sentient being. Language should not usually pose a difficulty since Telepathy translates into thought-images rather than words.

2—Mind Voice (I*) As *Phrase* except that may ‘speak’ as long as he concentrates.

3—Mind Voice (I*) As *Mind Voice* except range is 100’.

4—Listen (I*) Caster is able to ‘hear’ communication (words/images) in the mind of another sentient being. The being must concentrate on the words/images that it wishes to convey. The being must wish to cooperate and be in physical contact with the caster.

5—Mind Store (I*) Caster stores a mental pattern of target; can be used later for long range communication spells, Finding spells, etc.

6—Mind Voice (I*) As above except that it requires a Mind Stored target and the range is 100'/lvl.

7—Phrase (I*) As *Phrase* above except that the target have been Mind Stored by the caster and range is 1 mi/lvl.

8—Mass Speech (I*) Caster may mentally speak to a number of individuals (1/lvl) within range. Caster may selectively include or exclude certain targets.

9—Mind Voice (I*) As *Mind Voice* (Lvl 6) except that the range is 1 mi/lvl.

10—Telepathy (I*) As long as he concentrates, the caster may use Mind Voice and Listen to communicate with to one being. If more than 100' separates the caster and the being, the target must already have been Mind Stored by the caster.

11—Message (I*) As *Phrase* (Lvl 1), except that the caster may send a message of 25 words (not images) or less send it to a being that he has already Mind Stored and the range is 10 mi/lvl.

12—Waiting Voice (I*) As *Phrase* except that 25 words/images or less can be set to be transmitted when triggered by a specific Mind Store pattern or a time limit.

13—Far Phrase (I*) As *Phrase* (Lvl 7) except that the range is anywhere on the same planet and plane.

14—Telepathy (I*) As *Telepathy* except that the range is 1 mi/lvl.

15—Mind Voice (I*) As *Mind Voice* (Lvl 9) except that the range is 10 mi/lvl.

16—Distant Phrase (I*) As *Far Phrase* except that there is absolutely no range limit unless communication is blocked by a magical defense or barrier.

17—Waiting Message (I*) As *Message* except that the message is transmitted whenever the Mind Stored target enters the range.

18—Far Message (I*) As *Message* except that the range is anywhere on the same planet and plane.

19—Lord Telepath (I*) As *Telepathy* (Lvl 14) except that the caster may 'speak' and 'listen' to as many as 20 people as long as he concentrates.

20—Telepathy (I*) As *Telepathy* (Lvl 14) except that the range is 10 mi/lvl.

25—Far Mind Voice (I*) As *Mind Voice* (Lvl 15) except that the range is anywhere on the same planet and plane.

30—Far Telepath True (I*) As *Far Mind Voice* except that the caster may both 'speak' and 'listen'.

50—Distant Telepath True (I*) As *Far Telepath True* except that the range is unlimited unless blocked by magical defense or barrier.

MATTER MANIPULATION (ARCANE) (8.4.15)

Note: *Created creatures will have the same qualities (hit points, speed, damage potential, DB, etc...) as the creature they were made to resemble, assuming comparable size, e.g., a mouse as big as a dog is obviously going to be stronger than a normal sized mouse. If the creation is destroyed via damage, e.g., it takes it's maximum hit point damage as per creature-type, it will collapse back into the proto-plasm from which it was formed.*

	Area of Effect	Duration	Range
1—Detect Form	self	—	10'/lvl
2—Create Proto-Plasm	varies	P	10'/lvl
3—Store Shape	self	P	self
4—Mold Shape	1 cu'/lvl	10 min/lvl	10'/lvl
5—Store Pattern	self	P	self
6—Form Creature	proto-plasm	10 min/lvl	10'/lvl
7—Create Proto-Plasm II	varies	P	10'/lvl
8—Mold Shape II	2 cu'/lvl	10 min/lvl	10'/lvl
9—Store Specific	self	P	self
10—Form Creature II	proto-plasm	15 min/lvl	10'/lvl
11—Dispel Creation	1 creation	—	10'/lvl
12—Create Proto-Plasm III	varies	P	10'/lvl
13—Form Magical Creature	proto-plasm	10 min/lvl	10'/lvl
14—Multiple Formation	proto-plasm	15 min/lvl	10'/lvl
15—Mold Shape III	3 cu'/lvl	10 min/lvl	10'/lvl
16—Control	1 creation	varies	infinite
17—Increase Form/Shape	1 creation	varies	10'/lvl
18—Create Proto-Plasm IV	varies	P	10'/lvl
19—Change Form/Shape	1 creation	varies	10'/lvl
20—Multiple Formation II	proto-plasm	20 min/lvl	10'/lvl
25—Control II	1 creation	varies	infinite
30—Multiple Formation III	proto-plasm	30 min/lvl	10'/lvl
50—Control III	all creations	varies	infinite

1—Detect Form (I) This spell allows the caster to determine if the perceived target (object or creature) is formed from spells on list. This spell will not tell the type of creature, merely that it has been formed from proto-plasm.

2—Create Proto-Plasm (F) This spell allows the caster to create a proto-plasmic slime. The proto-plasm is highly susceptible to magical impression, and is necessary for all other spells on this list. This proto-plasm is created from an equal amount of dead organic material or ashes. The rate of proto-plasm creation is (casters level/round in liters). Example: A 25th level caster can enchant 25 liters/round.

3—Store Shape (PI) This spell allows the caster to store the shape of any object or creature. The stored shape is then used in conjunction with the other spells on this list to form a desired shape.

4—Mold Shape (F) This will allow the caster to mold proto-plasm into any shape desired. The form will not have motion or sound. The object must be solid and will take on the strength of wood. Final size depends on the amount of created proto-plasm that is available. The caster may form his level in liters of proto-plasm per round (i.e. a caster can create a small shape in less time than a giant shape.). At the end of the duration the form will revert back into the proto-plasm from which it came.

5—Store Pattern (PI) This spell allows the caster to store the "pattern" of any creature. The stored pattern is then used in conjunction with the other spells on this list to form a desired creature with the innate abilities of that creature.

6—Form Creature (F) With this spell a caster may form any non-magical creature and give it a single task. The creature will be identical in structure to the creature it was made to resemble. The intelligence of the creature may not exceed "very low." The creature will possess all abilities innate to the created creature. The duration of this spell begins after the creature has been formed. After the task is completed the creature will revert back to proto-plasm. The size of the creature depends on the amount of proto-plasm available for use. The caster may form half his level in cubic feet of proto-plasm per round.

7—Create Proto-Plasm II (F) This spell allows the caster to create a proto-plasmic slime. The proto-plasm is highly susceptible to magical impression, and is used with other spells on this list. This proto-plasm is created from an equal amount of dead organic material or ashes. The rate of proto-plasm creation is (2x casters level/round in cubic feet). Example: A 25th level caster can enchant 50 cubic feet/round.

8—Mold Shape II (F) This will allow the caster to mold proto-plasm into any shape desired. The form will not have motion or sound. The object must be solid and will take on the strength of stone. Final size depends on the amount of created proto-plasm that is available. The caster may form 2x his level in cubic feet of proto-plasm per round (i.e. a caster can create a small shape in less time than a giant shape.). At the end of the duration, the form will revert back into the proto-plasm from which it came.

9—Store Specific (PI) This spell allows the caster to store the "specific pattern" of any creature or individual. The stored specific is then used in conjunction with the other spells on this list to form a specific creature or individual with the innate abilities of that creature. Such an individual will be almost indistinguishable physically from the target who was stored. However the intelligence of such a creature will be subject as per creation spells on this list.

10—Form Creature II (F) With this spell a caster may form any non-magical creature and give it simple commands for the duration of the spell. The creature will be identical in structure to the creature it was made to resemble. The intelligence of the creature may not exceed "little." The creature will possess all abilities innate to the created creature. The duration of this spell begins after the creature has been formed. After the task is completed the creature will revert back to proto-plasm. The size of the creature depends on the amount of proto-plasm available for use. The caster may form half his level in cubic feet of proto-plasm per round.

11—Dispel Creation (F) This spell will allow the caster to dispel one magically created object or creature. This spell is a multi-level spell which may be cast at the 11th level or above. To dispel creation the caster must cast this spell at 11th level or above the level of the creation (e.g. to dispel a 3rd level, molded form, the caster of this spell must cast the 11th level spell, and to dispel a 13th level magical creature, the caster must cast this spell at 13th level or above).

12—Create Proto-Plasm III (F) This spell allows the caster to create a proto-plasmic slime. The proto-plasm is highly susceptible to magical impression, and is used with other spells on this list. This proto-plasm is created from an equal amount of dead organic material or ashes. The rate of proto-plasm creation is (3x casters level/round in cubic feet). Example: A 25th level caster can enchant 75 cubic feet/round.

13—Form Magical Creature (F) With this spell a caster may form any "magical" creature and give it simple commands for the duration of the spell. The creature will be identical in structure to the creature it was made to resemble. The intelligence of the creature may not exceed "mediocre." The creature will possess all "magic" abilities innate to the created creature excluding spell casting. The duration of this spell begins after the creature has been formed. After the task is completed the creature and proto-plasm will vanish. The size of the creature depends on the amount of proto-plasm available for use. The caster may form half his level in cubic feet of proto-plasm per round.

14—Multiple Formation (F) With this spell a caster may form multiple non-magical creatures and give them simple commands for the duration of the spell. The creatures will be identical in structure to the creatures they were made to resemble. The intelligence of the creatures may not exceed "little." The creatures will possess all abilities innate to the created creatures. The duration of this spell begins after the creatures have been formed. After the task is completed the creatures will revert back to proto-plasm. The size of the creatures depends on the amount of proto-plasm available for use. The caster may form half his level in cubic feet of proto-plasm per round. The number of creatures created is equal to 1 creature per level of the caster or less. All creatures are formed simultaneous of each other, and may be made to resemble different creatures.

15—Mold Shape III (F) This will allow the caster to mold proto-plasm into any shape desired. The form will not have motion or sound. The object must be solid and will take on the strength of steel. Final size depends on the amount of created proto-plasm that is available. The caster may form 3x his level in cubic feet of proto-plasm per round (i.e. a caster can create a small shape in less time than a giant shape.). At the end of the duration the form will revert back into the proto-plasm from which it came.

16—Control (F) This allows the caster to totally control any non-magical creature he has created or has been created by another (RR vs the level of the creator), for as long as the creature exists. When the creature reverts back to proto-plasm this spell will no longer remain in effect.

17—Increase Form/Shape (F) This spell allows the caster to "add" or "take" proto-plasm from a previously created form or shape. The creation will shrink or grow according to how much proto-plasm is added or taken. The amount of proto-plasm which may be added or taken is equal to 3x the casters level in cubic feet. Any "extra" proto-plasm vanishes when extracted from the form or shape. This spell will not increase the duration of the original form or shape.

18—Create Proto-Plasm IV (F) This spell allows the caster to create a proto-plasmic slime. The proto-plasm is highly susceptible to magical impression, and is used with other spells on this list. This proto-plasm is created from an equal amount of dead organic material or ashes. The rate of proto-plasm creation is (4x casters level/round in cubic feet). Example: A 25th level caster can enchant 100 cubic feet/round.

19—Change Form/Shape (F) This spell, when cast, allows the caster to change the shape or form of one creation. The changed shape must contain the same amount of proto-plasm as the previous form/shape contained. The change can be accomplished in 1/2 the time that it took to form the original creature. This spell will not increase the duration of the original form or shape.

20—Multiple Formation II (F) With this spell a caster may form multiple magical creatures and give them simple commands for the duration of the spell. The creatures will be identical in structure to the creatures they were made to resemble. The intelligence of the creatures may not exceed "mediocre." The creatures will possess all abilities innate to the created creatures except spell casting. The duration of this spell begins after the creatures have been formed. After the task is completed the creatures and proto-plasm will vanish. The size of the creatures depends on the amount of proto-plasm available for use. The caster may form half his level in cubic feet of proto-plasm per round. The number of creatures created is equal to 1 creature per level of the caster or less. All creatures are formed simultaneous of each other, and may be made to resemble different creatures.

25—Control II (F) This allows the caster to totally control any magical creature he has created or has been created by another (RR vs the level of the creator), for as long as the creature exists. When the creature and the proto-plasm vanishes this spell will no longer remain in effect.

30—Multiple Formation III (F) With this spell a caster may form multiple magical and/or non-magical creatures and give them general commands for the duration of the spell. The creatures will be identical in structure to the creatures they were made to resemble. The intelligence of the creatures may not exceed "mediocre". The creatures will possess all abilities innate to the created creatures except spell casting. The duration of this spell begins after the creatures have been formed. After the task is completed the creatures and proto-plasm will vanish. The size of the creatures depends on the amount of proto-plasm available for use. The caster may form half his level in cubic feet of proto-plasm per round. The number of creatures created is equal to one creature per level of the caster or less. All creatures are formed simultaneous of each other, and may be made to resemble different creatures.

50—Control III (F) This allows the caster to totally control all magical and/or non-magical creatures he has created or has been created by another (RR vs the level of the creator), for as long as the creatures exist. When the creatures and the proto-plasm vanishes this spell will no longer remain in effect.

8.5 PROSAIC

MUSIC LAW (PROSAIC) (8.5.1)

Note: Skill bonus increase (from relevant spells) is +3 per level of spell or level of caster — GM discretion.

	Area of Effect	Duration	Range
1—Lip Sync	self	1 min/lvl	self
2—Tune Instrument	1 instrument	—	touch
3—Rhythm	self	1 min/lvl	self
4—Visuals	1'R/lvl	1 min/lvl	10'/lvl
5—Range	1 target	1 min/lvl	10'/lvl
6—Harmonize	1 target/lvl	1 min/lvl	10'/lvl
7—Clear Voice	1 target	1 min/lvl	10'/lvl
8—Perfect Pitch	1 target/lvl	1 min/lvl	10'/lvl
9—Amplify	10'R/lvl	1 min/lvl	10'/lvl
10—Play Instrument	1 target/lvl	1 min/lvl	10'/lvl
11—Memorize Music	self	C/P	self
12—Read Music	self	1 min/lvl	self
13—Write Music	self	10 min/lvl	self
14—Surround Sound	10'R/lvl	1 min/lvl	10'/lvl
15—Sing Chord	1 target	1 min/lvl	10'/lvl
16—Ballad/Saga	self	1 min/lvl	self
17—Orchestrate	1 target/lvl	1 min/lvl	self
18—Discord	1'R/lvl	1 min/lvl	10'/lvl
19—Create Instrument	self	—	self
20—Emote	10'R/lvl	1 min/lvl	self
25—Record/Play	self	1 min/lvl	self
30—Body Instrument	self	1 min/lvl	self
50—Perform	self	1 min/lvl	self

1—Lip Sync (U) Allows caster to perfectly synchronize lip movements to sung, or spoken material so as to appear to speak or sing the words. This will work even on languages or lyrics the caster doesn't know. It doesn't convey the ability to understand what is said.

2—Tune Instrument (P) Caster causes an instrument, e.g., lute, mandolin, drum etc, to become perfectly tuned.

3—Rhythm (U) Caster has perfect rhythm for the duration of the spell. Caster is able to easily use difficult rhythms. It also allows caster to recognize very difficult or obscure rhythms and more easily find a rhythm in seemingly random sounds etc.

4—Visual Effects (F) Caster causes a vivid light display to accompany any sounds in the environment. This spell accompanies played or sung music, with colors varying to note and intensity varying to volume as caster wishes.

5—Range (F) Caster extends target's vocal range to include all four voice parts, soprano alto tenor and bass. This new vocal range will include all notes any human voice can produce.

6—Harmonize (F) Caster can cause up to 1 target/lvl to successfully harmonize with each other.

7—Clear Voice (F) Caster may cause target to have a clear singing voice (using the actual sounds of the target's vocal cords) regardless of the quality or condition of target's voice. Thus a target could have lost his voice, have a sore throat, have a seriously damaged voice box etc. and still sound good.

8—Perfect Pitch (F) Caster may cause up to 1 target/lvl to have perfect pitch for the duration. Targets will produce perfect notes with no effort. Useful for vocal or instrumental uses. Caster must specify.

9—Amplify (F) Caster may affect volume produced by vocal or instrumental sounds from .5x normal to 2x normal volume.

10—Play Instrument (I) Up to 1 target/lvl loses the -25% detriment for not knowing an instrument. Caster must specify instrument for each target.

11—Memorize Music (IP) Allows caster to perfectly recall any sheet or played music to reproduce it later. Caster must know how to read music to use any stored sheet music.

12—Read Music (IP) Caster is able to read any form of sheet music for the duration.

13—Write Music (IP) Caster is able to translate any music he has heard into any form of sheet music, if sheet music exists.

14—Surround Sound (F) Creates an area of 'stereo' sound, e.g., the sound is perceived as coming from points all around the affected area.

15—Sing Chord (F) Allows target to sing a 'chord'. Thus it is possible to have a one man barbershop quartet.

16—Ballad/Saga (U) Caster is able to tell any story or tale through song. This in effect allows anything spoken to be sung with rhyme and meter. For example, Mape, a town elder, begins to instruct his charges on why they should avoid Skaire Mountain. He casts a *Ballad* spell and the story becomes a song that teaches to the children.

17—Orchestrate (P) Allows caster to coordinate and lead a group of singers or musicians. This will keep a cooperative group in perfect time with one another.

18—Discord (F) Creates discordant and distasteful sound. This music is very annoying (GM option to force targets to vacate an area where this music is playing).

19—Create Instrument (I) Allows caster to produce an instrument that will create a desired sound. Caster must physically build the instrument, this spell merely provides insight regarding its construction. Time required to create an instrument depends upon the amount of difficulty involved. For example, a mage desire to create an instrument that will combine the sounds of a flute and lute. This would be a fairly easy creation. The resultant instrument could be a woodwind with various strings inside that vibrate according to notes played on the flute.

20—Emote (M) Allows caster to alter or affect the emotions of his audience in a small way. For example, a military march might have the audience wanting to go to war with an avowed enemy, while a dirge might leave most of the audience crying or upset.

25—Record/Play (F) Caster may record or reproduce previously recorded sounds. For example, the king's councillor hears a beautiful ballad in a tavern one night. Later he asks the bard to repeat the song and casts a *Record*. The next day he is in chambers with his king and for a bit of amusement Plays the song. The king is impressed and they all live happily ever after.

30—Body Instrument (U) Caster may play his entire body as various instruments. This spell relies heavily on player and GM invention. For example, a character taps his teeth and a xylophone sounds, he beats his stomach and a bass drum booms, he strums the fingers of one hand and a lute strums, he claps his hands and cymbals crash, he whistles and a bugle/trombone/trumpet sounds. This spell is not limited to chosen sounds for example, his stomach growls and it sounds like a drumroll sounds etc.

50—Perform (F) Caster is able to use any and all of the lower level spells for the duration. Caster could provide an excellent sound and light show for all within range.



TRADE LAW (PROSAIC) (8.5.2)

	Area of Effect	Duration	Range
1—Haggle	self	1 min/lvl	self
2—Weigh	1 object	—	touch
3—Count	10'R/lvl	—	self
4—Lighting Show	1 object	1 hr/lvl 1 ft/lvl	
5—Calculate	self	1 min/lvl	self
6—Reorder	1 object	varies	self
7—Seal	1 object	varies	touch
8—Detect Shoplifter	1 object	P	touch
9—Volume	self	1 min/lvl	10'/lvl
10—Mark	1 object	P	touch
11—Bribe	self	1 min/lvl	self
12—Summon Guardsmen	1 object	P	touch
12—Lackluster	1 object	1 min/lvl	1 ft/lvl
13—Merchandise	varies	varies	self
14—Enhance	1 object	1 min/lvl	1 ft/lvl
15—Contract	1 object	P	touch
16—Guard	10'R/lvl	varies	varies
17—Close/Open Shop	10'R/lvl	varies 1 ft/lvl	
18—Entice	varies	1 hr/lvl	touch
19—Advertise	1 target	P 1 ft/lvl	
20—Predict	self	—	self
25—Assess	1 object	—	touch
30—Understand Language	self	1 min/lvl	self
50—Entrepreneur	self	10 min/lvl	self

1—Haggle (U) Caster gains a +1/lvl bonus to trading skill involving any bargaining, bartering, haggling activity.

2—Weigh (I) Determines the weight of any one object. Object may be a bag filled with sand, sugar, etc.

3—Count (I) Determines the exact number of like items in an area. For example, there are fifty silver coins in that pile of various coins.

4—Lighting Show (F) Lights up an item in a display window, lights up a sign outside of shop etc.

5—Calculate (I) Caster becomes a human calculator. Only simple calculations are possible including add/subtract/multiply/divide etc.

6—Reorder (I) Warns caster when stock goes below a caster-set limit. For example, Goge, the barkeep, places this spell on his wine kegs, and when one goes below quarter-full he is notified by this spell.

7—Seal (I) This spell is cast upon an item or object at the time when it is sealed. Later, if the seal is broken at any time, the caster is informed that the specific seal has been bypassed. Caster may have no more than one seal/lvl at any time. A seal may be anything which could bar unnoticed access to the item, e.g., imprinted wax or clay, specific rope or wire knots, glue, lock, etc...

8—Detect Shoplifter (I) Warns caster that any chosen item(s) have left shop without his notice. Caster must specify all items to be covered by this spell. Alarm may be audible or inaudible.

9—Volume (F) Caster may affect volume produced by any sounds from .5x normal to 2x normal volume.

10—Mark (F) Caster places his chosen price upon an item. When anyone touches the item he automatically knows the set price.

11—Bribe (I) Caster gains +1/lvl to his bribery skill.

12—Lackluster (F) Causes affected item to appear older, dingier, more worn, less valuable etc. Affected item is appraised at -1%/lvl less valuable than actual. For example, Shir, a 20th lvl Merchant, casts this spell on a longsword that Rint, his brother, brings in to sell him. The longsword is actually valued at 100 sps. Shir points out various bad points on the longsword that Rint hadn't noticed and convinces Rint that the longsword is only worth 80 sps (100 sps -20% =80 sps). Rint finally agrees to sell the longsword for 55 sps. An *Assessment* spell or successful evaluation skill roll will detect the actual value of the item.

12—Summon Guardsmen (I) As *Detect Shoplifter* except caster is able to have this spell notify up to 1 other person per level of caster.

13—Merchandise (I) Causes all displayed items (up to 1 per level) to appear more valuable (up to +1%/lvl to actual valuation) based upon the perceived value in relation to the display. For example, wooden stakes sold in the hardware area are valued at 1 copper, however, that same stake displayed with garlic and holy water in a coffin will be worth 1 bronze piece and upwards. An assessment spell will detect the changed value of the item.

14—Enhance (F) Causes affected item to appear newer, cleaner, more sturdy, more valuable etc. Affected item is appraised at +1%/lvl more than actual. For example, Shir, a 20th lvl Merchant, casts this spell on a recently purchased longsword (worth 100 sps). Doop, a 1st lvl Warrior, looks the sword over, very carefully, and decides it is a bargain at 120 sps (100 sps +20% =120 sps) and buys it. An assessment spell or successful evaluation skill roll will detect the actual value of the item.

15—Contract (F) Stores casters, targets, and witness(es) patterns (as in Store Pattern) on a written contract.

16—Guard (F) A variable alarm spell that may be cast upon an area to warn if certain preset conditions occur. Alarm may be silent or aloud and may occur at the area or away from it.

17—Close/Open Shop (F) This spell will unlock shop (or lock it), dust, open windows (or close them), set out (or take in) any outdoor displays etc.

18—Entice (F) Caster causes business to be more appealing to customers. This spell utilizes available material/environment to convince customers to enter, e.g., smells of food will waft into street from restaurant, smells of beer and sounds or merrymaking will come from tavern, light will gleam from weapons in swordsmith's shop, etc.

19—Advertise (M) Allows caster to impress the name of his business upon all who perceive it. Whenever the town that the business is from is mentioned, the name of this business will come to mind. Within the town, if a subject relating to this business comes up, the name of this business will come to mind.

20—Predict (I) Gives caster a bonus to predicting trends in his business. This translates to -1%/lvl to costs and +1%/lvl to prices.

25—Assess (I) Provides caster with approximate value of any object regarding its non-magical valuation. For example, a mage casts an Evaluation on a +20 magical High Steel broadsword and determines that the non-magical valuation is approximately 3000 sp (2400 sp for the High Steel blade + 600 sp for the extra craftsmanship of the Great Dwarven Smith: Grit StoneRankle).

30—Understand Language (I) Caster is able to understand any spoken language for the duration. Caster may not speak the language.

50—Entrepreneur (I) Caster gains +1/lvl to these skills Basic Mathematics, Administration, Advertising, Trading, Trading Lore.

FORGING MASTERY (PROSAIC) (8.5.3)

	Area of Effect	Duration	Range
1—Ignite	1 object	—	touch
2—Bellows	1'R/lvl	1 hr/lvl	touch
3—Exhaust	2'R/lvl	1 hr/lvl	touch
4—Type Technique	1 object	—	self
5—Purity	1 object	1 hr/lvl	touch
6—Quench	1 object	varies	touch
7—Resist Temperature	self	1 hr/lvl	self
8—Carve Mold	1 object	—	touch
9—Shape	1 object	varies	touch
10—Fuel	1 fire	varies	touch
11—Hammer	1 object	1 hr/lvl	self
12—Tongs	1 object	1 hr/lvl	self
13—Crucible	1 object	1 hr/lvl	self
14—Anvil	1 object	1 hr/lvl	self
15—Make Steel	1 lb/lvl	—	touch
15—Draw Wire	1 object	1 rnd/lvl	touch
16—Forge	1 object	1 hr/lvl	self
17—Temper Metal	1 object	—	touch
18—Increase Heat	1 fire	varies	touch
19—Etch	1 object	1 hr/lvl	self
20—Make Alloy	1 lb/lvl	—	touch
25—Metallurgical Separation	1 lb/lvl	—	touch
30—Make Magic Alloy	1 lb/lvl	—	touch
50—Cold Forge	1 fire	varies	touch

1—Ignite (F) Caster may ignite any one combustible material, such as a log, lump of coal, paper etc.

2—Bellows (F) Caster halves the time necessary to reach forging temperature.

3—Exhaust (F) Causes any smoke, soot, fumes etc. in area to be dispersed.

4—Type Technique (I) Allows caster to determine the forging technique used in the creation of an item. For example, a mithril sword (that does an extra electricity critical) has this spell cast upon it. The spell informs caster that the sword was forged at a temperature of 4000° F, is an alloy of mithril, steel, aluminum and has a breakage factor of 300, etc.

5—Purity (F) Prevents buildup of soot, carbon, ash from affecting forged material. This will keep steel inviolate for the duration.

6—Quench (F) Removes all extra heat from forged material. This will allow a red-hot sword to become room temperature, as fast or slow as wished (from instantly to as slow as desired).

7—Resist Temperature (F) Allows caster to resist any normal forging temperature variations with no ill effects. This will allow caster to work with very hot(cold) tools (tongs, hammer, crucible, etc.) and withstand temperature variations near a hot forge (several thousand° Fahrenheit) or a cold forge (near absolute zero).

8—Carve Mold (F) Causes a desired shape to be duplicated in receptive material (clay, plaster, brick, etc.). Shape is inverted (hollowed out).

9—Shape (F) Allows caster to duplicate desired shape in forged material. A caster has a Flamberge as a model for this spell, and is able to exactly duplicate the form of the Flamberge in his forged material.

10—Fuel (F) Allows caster to 'burn' PPs as a fuel. For every 10 PP spent as fuel the fire will continue to burn for an additional hour.

11—Hammer (F) Creates a 'hammer of force' that caster may wield with his mind as he would use a normal hammer.

12—Tongs (F) Creates 'tongs of force' that caster may wield with his mind as he would use normal tongs.

13—Crucible (F) Creates a 'crucible of force' that caster may wield with his mind as he would use a normal crucible. Crucible may hold up to 1 cubic foot/lvl.

14—Anvil (F) Creates an 'anvil of force' that caster may use as he would a normal anvil. Anvil may be any desired shape or size, up to 1 cubic foot/lvl. Caster may move anvil with ease or anchor it if desired.

15—Draw Wire (F) This spell allows caster to draw a length of wire from any normal piece of metal. The length of wire a caster may draw is equal to 1" per level of the caster per round. The diameter of the wire may be adjusted up or down from a starting diameter of 1". The adjustment is based upon the level of the caster (double diameter up or down per level of the caster). To produce desired amount of wire, a sufficient amount of used metal must be present.

15—Make Steel (F) Combines requisite components (already present) into steel. The created steel may then be forged normally.

16—Forge (F) Creates a 'forge of force' that caster may use as a normal forge. Forge may contain up to 1 cubic foot/lvl within it.

17—Temper Metal (F) Caster may alter the heat of forged material as necessary to create desired temper. This spell may not be used to heat metal for forging purposes.

18—Increase Heat (F) Allows caster to increase heat from forge by up to +100° Fahrenheit/lvl. Fuel in forge is consumed at an additional +10%/additional 100°, e.g., Aville, a 40th level Smith, increases the temperature of his forge by +3000° Fahrenheit for his work with molten iron. The fuel consumption rate of his forge goes to 4x (normal + 300%=400%). This will keep his apprentices plenty busy for as long as he maintains this temperature.

19—Etch (F) Allows caster to etch any thing desired into the surface of any metal (magical metal receives a RR vs. level of caster). Etching is only as good as caster would be normally.

20—Make Alloy (F) Combines requisite components (already present) into alloy. The created alloy may then be forged normally. Percentage elements must be measured exactly for alloy type.

25—Metallurgical Separation (F) Allows caster to separate any normal metal into its component parts. For example, iron may be separated from ore, Titanium steel may be separated into steel (or if desired pull iron out of the steel), titanium, and aluminum.

30—Make Magic Alloy (F) Combines requisite components (already present) into magic alloy. The created magic alloy may then be forged normally. Percentage elements must be measured exactly for magic alloy type.

50—Cold Forge (F) Causes any fire to 'burn cold'. The fuel is consumed normally, but produces extreme cold rather than heat. Temperature may drop by up to -10°/lvl but can never drop below absolute zero (-459.72 F).

LIBRARY MASTERY (PROSAIC) (8.5.4)



	Area of Effect	Duration	Range
1—Comprehend System	self	—	self
2—Magnify	self	10 min/lvl	touch
3—Find Page	1 object	10 min/lvl	self
4—Make Paper	varies	P	touch
5—Produce Ink	varies	P	touch
6—Repair Tear	1 object	P	touch
7—Bind Book	1 object	P	touch
8—Dry Manuscript	1 object	P	touch
9—Book Lore	1 object	—	touch
10—Study	self	10 min/lvl	self
11—Make Rune Paper	1 page	P	touch
12—Sphere of Silence	1'R/lvl	10 min/lvl	self
13—Check Grammar	1 object	10 min/lvl	self
14—Memorize	self	C	self
15—Preserve Book	1 object	P	touch
15—Author	1 object	—	touch
16—Speed Reading	self	10 min/lvl	self
17—Locate Library	self	C	1mi./lvl
18—Copy Page	1 page	P	touch
19—Read/Write Language	self	10 min/lvl	self
20—Revitalize Manuscript	1 object	P	touch
25—Locate Document	self	C	100'/lvl
30—Book Signature	1 object	C	touch
50—Read Book	1 object	P	touch

1—Comprehend System (I) Allows caster knowledge of organizational structure of given library. Aids in finding materials in library, e.g., books, tomes, scrolls, tablets, codices etc.

2—Magnify (F) Magnifies a visual image up to x1/level. For example, Galileo the 5th level Archmage casts this spell and peers closely at the tabletop. The image he sees may be varied from x1 to x5.

3—Find Page (F*) Instantly turns to the chosen page. Page number must be thought of or spoken. Scroll will unroll to the chosen area.

4—Make Paper/Parchment (F) Once the proper materials are assembled, spell causes up to 6.5 ft²/level to form from the stock. Sheets may be created in any desired size.

5—Produce Ink (F) Once the proper materials are assembled, spell causes up to 1 ounce/level to form from the stock. Ink is nonsoluable, permanent and may be any desired color. One color per spell.

6—Repair Tear (F) Repairs any one continuous tear in a sheet of paper/parchment to normal.

7—Bind Book (F) Once the proper materials are assembled, spell causes manuscript to be bound. Spell may also repair damaged binding. Binding quality and style depends upon material assembled.

8—Dry Manuscript (F) Allows caster to dry any moisture contained in one book, text, scroll, etc.

9—Book Lore (I) Caster gains information regarding one text including: type of paper, type of binding, type of ink, date of printing, date of binding, magical or normal, etc. However, the spell will not provide any information on the actual content of the text.

10—Study (U) Causes caster's mind to clear of distractions. Gives caster +1/lvl to any roll regarding studying, meditation, etc. This spell list costs no PPs to cast.

SAILING LAW (PROSAIC) (8.5.5)

11—Make Rune Paper (F) Creates one sheet of rune paper from a sheet of normal paper.

12—Sphere of Silence (F) Creates a sphere of absolute silence that is especially conducive to studying.

13—Check Grammar (I) Allows caster to edit manuscript as he reads through it. This spell doesn't convey the ability to read.

14—Memorize (U*) Allows the caster to retain anything he reads or learns as if he had a photographic memory with total recall.

15—Preserve Book (F) Protects any one book from normal wear and tear, weathering, aging, etc.

15—Author (I) Informs caster of the name of the author(s) of a text. Caster must touch the text to gain this information.

16—Speed Reading (U) Allows caster to read at lv/10 x normal speed. For example, Valin, a 31st level Sage, reads at 3.1x normal.

17—Locate Library (I) Provides caster with directional sense leading to desired library.

18—Copy Page (F) Copies 1 non-magical page of material onto appropriate size paper. This spell duplicates in color. For example, Plaar, the Mentalist, placed a blank 3' x 4' sheet of parchment over the Known world map and cast a Copy Page spell which perfectly duplicated the Scroll.

19—Read/Write Language (IU) Allows caster to read/write any language of which he has an example. The example may be from a book, speaker etc.

20—Revitalize Manuscript (F) Completely rejuvenates any book, manuscript, tome, etc. of which the caster has a major portion. Thus, partially burned texts, ancient tomes, waterlogged and faded books, ripped-torn-cracked codices could all be repaired to new condition. This spell does not protect from further damage.

25—Locate Document (I) Provides caster with directional sense leading to desired text/document/tablet etc.

30—Book Signature (I) Provides caster with any and all of the following types of information: Race/class/approximate level/age of possessor of the text throughout its life, lengths of possession, number of times each page was turned, etc.

50—Read Book (I*) Caster merely needs touch book, cast spell, and the entire contents of book are made known to him. This goes beyond language. Any magical effects, e.g., runes, that act upon the reader of the text affects the caster (he does get a RR).

	Area of Effect	Duration	Range
1—Compass	self	C	self
2—Sextant	self	C	self
3—Tie	1 rope	—	10'/lv
4—Read Tide	self	—	self
5—Read Depth	self	—	self
6—Coil Rope	1 rope	—	10'/lv
7—Preserver	varies	1 hr/lv	10'/lv
8—Repair Sail	1 tear	—	10'/lv
9—Climb Rigging	self	1 min/lv	self
10—Spyglass	self	1 min/lv	self
11—Signal	self	1 min/lv	varies
12—Bilge	1 ship	1 hour/lv	touch
13—Batten	varies	P 10'R/lv	
13—Scrape Keel	1 ship	—	touch
14—Steer	1 ship	1 min/lv	10'/lv
15—Furl	varies	—	10'/lv
16—Crow's Nest	self	C	self
17—Read Weather	self	—	1mi/lv
18—Anchor	1 ship	C	touch
19—Ballast	1 ship	—	touch
20—Ram	1 ship	1 min/lv	10'/lv
25—Gale	1 ship	10 min/lv	touch
25—Becalm	1 ship	10 min/lv	touch
30—Sonar	self	C	self
50—Propel	1 ship	C	touch

1—Compass (F) Allows caster to determine direction based on the planet's magnetic field.

2—Sextant (F) Allows caster to determine location on the planet, to within a few miles.

3—Tie Knot (F) Allows caster to instantly fasten a rope to anything it could normally be fastened to, by the use of the appropriate (and most effective) knot.

4—Read Tide (I) Allows caster to determine the height of the tide, whether it is coming in or going out, and the maximum height (or depth) and time it will reach apogee (or perigee).

5—Read Depth (I) Allows caster to determine the depth of the water within range. This information will include maximum depth, minimum depth, and average depth.

6—Coil Rope (F) Allows caster to instantly coil (and untangle, but not unknot) any piece of rope, cord, or twine.

7—Preserver (F) This spell will allow 1 person per level of the caster to remain afloat for the duration in any type of sea. This spell will allow a person to remain afloat, but will not protect them from wave action or elements, thus it is still possible to drown while using this spell.

8—Repair Sail (F) Allows caster to repair one tear in a cloth or canvas up to 1 foot/level in length. Sail is repaired to pre-tear condition.

9—Climb Rigging (F) Allows caster to climb rigging if he were climbing a set of stairs. Caster's hands are freed for other purposes in all but the heaviest seas (when he'll have to use one hand). If caster applies both hands to climbing, it is impossible to knock him out of the rigging (within reason).

10—Spyglass (F) Allows caster to view horizon as if objects viewed were 10 times closer than actual. Adds +50 to distance perception rolls.

Signal (F) Allows caster to communicate with other ships using the normal methods such as flags, fires, lights, drums, etc. Caster communicate as if by speech through the use of this spell and there is no possibility of his reading or sending a message incorrectly. Effective communication distance varies based on visibility, method used, etc. Under optimal conditions communication distance can be as far as 500 yards/level (but not to exceed 10 miles in any case).

Bilge (F) Pumps bilge water out of the lower decks. Caster may remove up to 1 gallon/level/round to be removed from the ship.

Batten (F) Allows caster to instantly close up to 1 opening/level. Hatches are closed and fastened as normal. If an opening has a cover or fastening (or it is broken) then caster may close one opening with this spell with no possibility of it opening without caster canceling spell and cover being destroyed.

Scrape Keel (F) Cleans bottom of ship. Removes barnacles, mud, etc. If this spell is used on a regular basis (weekly to monthly depending on ship and environmental conditions), the ship will gain +10% to speed.

Steer (F) Allows caster to control the direction of the ship from the helm as if he were at the wheel.

Furl (F) Furls (or unfurls) up to 1 sail/level of caster.

Crow's Nest (F) Caster may perceive his surroundings as if he were up to 10'/level higher in elevation. This spell doesn't confer any bonuses to perception. However, this spell may be used in conjunction with the *Spyglass* spell.

Read Weather (I) Allows caster to read weather signs, e.g., clouds, winds, smells, barometric pressure, animal actions, wave patterns, etc. This will allow caster to predict probable weather conditions for up to 1 hour/level in advance with 90% accuracy.

Anchor (F) Allows caster to anchor a ship of up to 1 ton weight/level against movement. Heavy weather may require multiple casting of this spell to hold ship in place. If conditions are severe enough, ship may still break up.

Ballast (F) Allows caster to vary ballast by up to 200 pounds/level (heavier or lighter) to aid in the sailing and control of his ship. This will increase maximum speed and maneuverability for a ship of its size, load, and shape.

Ram (F) Allows caster to prevent damage to his ship when engaged in ramming maneuvers by creating structural reinforcement that protects either the fore or aft section of his ship.

Gale (F) Allows caster to summon a wind of up to 1 knot/level that blows optimally for the duration. The summoned wind will only blow from one direction. If caster needs the wind to change direction he must recast the spell.

Decalm (F) Allows caster to banish a wind of up to 1 knot/level that will be decreased for the duration. The banished wind must only blow from one direction. If caster wishes to lessen a wind blowing from an additional direction he must recast the spell.

30—Sonar (I) Allows caster to perceive the bottom and any objects directly beneath ship, as if they were shadows or outlines. Caster is able to perceive to depths of up to 50 feet/level.

50—Propel (F) Allows caster to move ship as if it were being towed in the proper direction. Caster may move ship at speeds of up to 1 knot/10 levels. Caster's control of the ship is very precise, and the slower the speed the greater the control.



WARRIOR LAW (PROSAIC) (8.5.6)

Note: Any of the spells concerning the upkeep/repair of weapons-items may be used on their Magical counterparts. If the Magical weapon-item fails it's RR the spell takes effect.

	Area of Effect	Duration	Range
1—Dry Weapon	1 object	—	touch
2—Wax String	1 object	—	touch
3—Oil Weapon	1 object	—	touch
4—Remove Rust	1 object	—	touch
5—Sharpen Weapon	1 object	—	touch
6—Repel Blood	self	1 min/lvl	self
7—Repair Leather	1 object	—	touch
8—Repair Crack	1 object	—	touch
9—Repair Nick	1 object	—	touch
10—Repair Warp	1 object	—	touch
11—Shield	self	1 min/lvl	self
12—Blur	self	1 min/lvl	self
13—Synchronize Movements	self	10 min/lvl	self
14—Know Armor	1 object	—	10'/lvl
15—Know Weapon	1 object	—	10'/lvl
16—Protect Weapon	1 object	1 rnd/lvl	touch
17—Silence Armor	self	1 min/lvl	self
18—Balance Weapon	1 object	1 rnd/lvl	touch
19—Nightvision	self	10 min/lvl	self
20—Feign Death	self	1 min/lvl	self
25—Memorize Attack	self	1 rnd/lvl	self
30—Awake	self	—	self
50—Remove Fatigue	self	1 rnd/lvl	self

1—Dry Weapon (F) Completely removes surface liquid from one weapon.

2—Wax String (F) Creates a coating of wax on a bowstring. First two (2) arrows shot from a freshly waxed string are at +5. Bonus not cumulative with Magical bonuses.

3—Oil Weapon (F) Creates a light coating of oil on desired portion of any weapon.

4—Remove Rust (F) Removes all rust from one weapon. Does not repair any previous rust damage.

5—Sharpen Weapon (F) Hones edge(s) of any one weapon to desired level of sharpness. Weapon is +5 to the first five (5) attacks made using it. Bonus not cumulative with Magical bonuses.

6—Repel Blood (F) Causes blood and/or grime to be shed by weapons/armor/clothing. Spell only affects normal blood and is not proof against the caustic action of Dragon blood etc.

7—Repair Leather (F) Restores condition of all but destroyed leather items to like-new. This spell completely repairs dry-rotted leather armor, torn leather breeches, shredded leather backpacks etc.

8—Repair Crack (F) Repairs and restores wooden items to useful condition. Item repaired may be badly cracked and split, but not totally severed. If spell is cast regularly (daily) on an item, it's breakage factor adjusts upwards by +5%.

9—Repair Nick (F) Removes blade nicks and aids in keeping weapon serviceable. This spell is primarily to prevent weapon breakage and when used regularly (daily) on an item, it's breakage factor adjusts upwards by +5%.

10—Repair Warp (F) Straightens and repairs any wooden item including staff, score arrows, wooden door, bows.

11—Shield (F*) Creates an invisible force shield in front of the caster; it subtracts 25 from melee and missile attacks and functions as a normal shield.

12—Blur (F*) Causes caster to appear blurred to attackers, subtracting 10 from all attacks.

13—Synchronize Movements (U) Caster is able to perform repetitive rhythmic movements without thought or concentration. Frees caster's mind to attend to other things. For example, a soldier marching and calling cadence could think of other things while he marched without missing step.

14—Know Armor (I) Caster knows value (within +/-5%), AT, protective value, and materials used in armor's construction. Spell extends to all pieces of armor including helmet, greaves, bracers, gauntlets etc.

15—Know Weapon (I) Caster knows value (within +/-5%), attack potential (for example exotic broadsword attacks on the two-handed table at -20), and materials used in weapon's construction.

16—Protect Weapon (F) Weapon ensorcelled with this spell is prevented from nicking, losing it's edge, and breakage for the duration. However, if a weapon is dropped into an active volcano, all the Prosaic protection spells in the world aren't going to help. Protected weapon is unaffected by material of any hardness, but is subject to normal breakage by magic.

17—Silence Armor (F) Caster's armor and weapon harness are quieted completely, thus it is possible to be stealthy as a thief while wearing plate armor.

18—Balance Weapon (F*) Caster may balance anything to increase it's suitability for becoming a thrown weapon. For example, caster could throw a two handed sword, chair, or an empty crossbow as well as a normal dagger (no minuses to hit). A 'Balanced' weapon's normal fighting balance is in no way affected.

19—Nightvision (U) Caster can see 100' on a clear night as if it were day.

20—Feign Death (U*) Caster goes into a trance and will appear dead to any normal detection methods (no pulse, breath, body heat etc.). Caster may set the time to waking up at up to 1 min/lvl. Only magic will awaken caster before spell duration ends.

25—Memorize Attack (I) Allows caster to memorize the method of attack with an unfamiliar weapon (caster must observe someone fighting or practicing with the weapon). Casting time for this version of the spell is 1 round. After the weapon is stored, caster may recast the spell ('Remember Attack') and fight with the same type of weapon without the -25% non-proficiency penalty for duration.

30—Awake (S*) This spell will awaken caster from sleep the round following casting (caster can preset conditions under which the spell will activate).

50—Remove Fatigue (U*) For the duration of this spell caster spends no exhaustion points regardless what his actions or his physical condition (he was previously exhausted).

PACK LAW (PROSAIC) (8.5.7)

	Area of Effect	Duration	Range
1—Wrap	varies	—	1'R/lvl
2—Stack	varies	1 rnd/lvl	1'R/lvl
3—Create Sack	varies	—	touch
4—Create Crate	varies	—	touch
5—Create Barrel	varies	—	touch
6—Create Chest	varies	—	touch
7—Pack Typing	1 object	—	10'/lvl
8—Lock/Unlock	1 lock	—	touch
9—Adjust	1 pack	—	touch
10—Travois	varies	1 hr/lvl	touch
11—Arcane Pouch	varies	1 hr/lvl	touch
12—Cart	varies	1 hr/lvl	touch
13—Protect Package	varies	1 hr/lvl	touch
14—Wagon	varies	1 hr/lvl	touch
15—Pack Servant	varies	1 rnd/lvl	10'/lvl
16—Carry	varies	10 min/lvl	touch
17—Move	varies	1 rnd/lvl	touch
18—Load	varies	1 rnd/lvl	touch
19—Diminish Weight	varies	10 min/lvl	touch
20—Caravan	varies	1 day/lvl	10'/lvl
25—Beast of Burden	1 beast	10 min/lvl	touch
30—Stasis Pack	varies	1 day/lvl	touch
50—Dimensional Pack	varies	1 hr/lvl	touch

1—Wrap (F) Caster is able to wrap, bind, or otherwise package an object or objects using normal materials at hand (string, twine, paper, boxes etc.). Packages to be wrapped may not be more than 1 cubic foot per level in size. Effect takes place immediately.

2—Stack (F) Allows caster to stack objects (must be stackable objects, no ball-bearings). Objects stacked are still subject to the laws of physics, e.g., no stacks of copper pieces 16 feet high. Stacked objects may be stacked at up to 100 objects per round. The caster may only stack items weighing up to 1 ounce per level of the caster.

3—Create Sack (F) Caster is able to create up to 1 normal sack per level of experience from appropriate materials, e.g., cloth, paper, leather, string, twine, etc. These sacks may be any size desired (limited only by the size of available materials). Effect takes place immediately.

4—Create Crate (F) Caster is able to create up to 1 normal crate per level of experience from appropriate materials, e.g., wood slats, fasteners, etc. These crates may be any size desired (limited only by the size of available materials). Effect takes place immediately.

5—Create Barrel (F) Caster is able to create up to 1 normal barrel per level of experience from appropriate materials, e.g., wood, iron rings, pitch, etc. These barrels may be any size desired (limited only by the size of available materials). Effect takes place immediately. These barrels are watertight if desired.

6—Create Chest (F) Caster is able to create up to 1 normal chest per level of experience from appropriate materials, e.g., wood, fittings (hinges, clasps, bindings), fasteners (nails, wedges). These chests may be any size desired (limited only by the size of available materials). Effect takes place immediately.

7—Pack Typing (I) Caster is informed of what is in a package. If the package is in the possession of another person, then that person is allowed a RR before this spell will succeed. This spell is not effective on a package that is protected from magic detection, or scrying.

8—Lock/Unlock (F) Caster is able to lock (or unlock) any normal lock.

9—Adjust (F) Caster is able to shift items in a package around to reach something stored on or near the bottom of that package without disturbing the other items.

10—Travois (F) Creates a travois of force that will enable caster to move a load of up to 100 pounds per level of caster at half the base rate of the drawing animal.

11—Arcane Pouch (F) Creates a hidden carrying area (actually a null space that exists only in the caster's mind) up to 1 cubic foot/level of caster in area that will hold any number of objects weighing totally not more than one pound per 5 levels of caster. Caster is able to recall what is kept in the Arcane Pouch instantly to hand. For example, Puzz the mage is captured by bandits and is stripped, bound, and gagged. During a moment alone he called up his trusty dagger that is stored in his *Arcane Pouch*, which enables him to escape. For the duration, the caster may retrieve from or place the item within the *Arcane Pouch* any number of times. If the item has not been retrieved before the end of the duration, the stored item will appear at the casters feet.

12—Cart (F) Creates a cart of force that will enable caster to move a load of up to 50 pounds per level of caster at up to twice the base rate of the drawing animal.

13—Protect Package (F) Shields the outside of up to 1 package per level of caster from the environment, with the total outside area of the packages not to exceed 10 square feet per level of the caster, e.g., rain, snow, wind, etc. This spell will not protect against temperature differences, merely moisture damage.

14—Wagon (F) Creates a wagon of force that will enable caster to move a load of up to 100 pounds per level of caster at the base rate of the drawing animal.

15—Pack Servant (F) Caster is able to call any item in his pack (up to 1 item per level) to hand with a moment's concentration.

16—Carry (F) Allows caster to move up to 10 pounds per level at his own walking pace.

17—Move (F) Allows caster to move large loads (up to 250 pounds per level) short distances (up to 1' per level per round with no acceleration).

18—Load (F) Allows caster to move objects from one place to another without concentration. Caster casts this spell on a pile of objects which are then transferred (usually from ground to wagon bed or back). Caster is able to transfer up to 10 pounds per level per round a distance of up to 5 ft per level. This spell will not move objects heavier than allotted, and when this is attempted the spell will be canceled. For example, Hollad, a 20th level mage, casts this spell on a storeroom full of weapons. The spell then moves the weapons (approximately 200 pounds of them per round) to the designated place (in this case, a waiting wagon outside the building (total linear distance from point A to point B is 87 foot)).

19—Diminish Weight (F) Allows caster to diminish the weight of an object or package by up to x1 per two levels of caster. For example, a 20th level caster could diminish the weight of an object or package by 1/10 (1000 pounds could be as light as 100 pounds).

20—Caravan (FP) This spell has a two fold purpose. The first purpose is to make all members of the caravan recognizable to each other (outsiders will be easily noticed). This portion of the spell "magically" marks every member of the caravan. The mark manifests itself to every type of perception (though not in an unpleasant or dominating way). The caster may effect up to 10 targets per level.

The second part of the spell keeps all animals which are a part of the caravan together in one formation (to be decided by the caster) at the appropriate distance apart, with little work from the drivers. The caster may affect up to 10 animals per level.

Every target and animal may make a RR versus the effects of this spell.

25—Beast of Burden (F) Creates an animal of force that will transport up to 20 pounds per level of caster as a normal pack animal (movement rate 7 mph).

30—Stasis Pack (F) Caster is able to pack one item (up to 1 cubic foot per level) that will be kept in stasis for up to 1 day per level. If the packing container is opened before the duration is up, the spell is canceled. If this spell is cast upon a living target, that target must make a save or be placed in stasis when put into the container.

50—Dimensional Pack (F) Caster creates an interdimensional space (that will hold up to 1 cubic foot per level) that will hold up to 20 pounds per level of caster, yet weight only 1 pound per level of caster. This spell must be cast on a suitable container, e.g., backpack, barrel, large box, etc.) which is normally able to carry the 1 pound per level. If this spell fails, any item inside the space is forever lost.

GROOMING MASTERY (PROSAIC) (8.5.9)

	Area of Effect	Duration	Range
1—Store Pattern	self	P	self
2—Clean Body	1 target	P	touch
3—Clean Clothing	1 target	P	touch
4—Cut Hair/Beard/Mustache	1 target	P	touch
5—Manicure	1 target	P	touch
6—Moisturize	1 target	P	touch
7—Deodorize Body	1 target	P	touch
8—Massage	1 target	P	touch
9—Mend Tear	1 tear	P	touch
10—Prepare Hair	1 target	P	touch
11—Scent	1 target	P	touch
12—Support Body	1 target	1 hr/lvl	touch
13—Prosthetic	1 target	1 hr/lvl	touch
14—Protect Hair	1 target	1 hr/lvl	touch
15—Resist Perspiration	1 target	10 min/lvl	touch
16—Resist Filth	1 target	10 min/lvl	touch
17—Remove/Create Blemish	1 target	P	touch
18—Replace/Remove Hair	1 target	P	touch
19—Proportion	1 target	1 hr/lvl	touch
20—Straighten Teeth	1 target	P	touch
25—Color	1 target	P	touch
30—Sanitize Body	1 target	P	touch
50—Freshen Self	1 target	varies	touch

1—Store Pattern (I) Caster memorizes sequence and type of spells for use with the 50th level spell Freshen Self (using other spells on this list).

2—Clean Body (F) Cleans target of grime, dirt, sweat etc. from all areas of the body. Spell also dries body completely.

3—Clean Clothing (F) Cleans one set of clothing of grime, dirt, sweat etc. from all areas of the garments. This spell will not repair clothing, but will dry wet clothing.

4—Cut Hair (F) Caster can trim hair to desired length(s) on any one part of the body. Two spells are necessary to trim hair and shave.

5—Manicure (F) Caster can trim/clean/buff nails. This spell instantly cures any nail problem. This spell may also be used to sharpen claws or nails.

6—Moisturize (F) Caster may soften any harsh or dry skin. This spell prevents or heals chapped skin.

7—Deodorize Body (F) Removes all exterior odors from the body. Breath and skin become scentless until altered by the environment.

8—Massage (F) Eases muscle tension and discomfort. Loosens stiff joints. Adds +5 to Agility bonus for duration.

9—Mend Tear (F) Repairs any one continuous tear in fabric/cloth/supple leather (no hard leathers such as saddles, cuirboulis, etc.).

10—Prepare Hair (F) Styles hair into desired shape. Caster could shape hair into even very odd forms, including dreadlocks, ducktails, etc.

11—Scent (F) Caster may add any type of scent to target's body. Caster must be familiar with a scent to apply it. Scent dissipates normally.

12—Support Body (F) Caster may cause any portion of the body lacking support to be supported for the duration. For example, bra, girdle, truss, etc.

13—Prosthetic (F) Causes any existing prosthesis to appear lifelike in movement and form for the duration.

14—Protect Hair (F) Keeps styled hair in place for the duration.

15—Resist Perspiration (F) Allows target to not sweat for duration, with no ill-effects.

16—Resist Filth (F) Protects target's body, clothing, and hair from any sort of dirt, filth, rain, etc. Spell effective against all but total immersion in filth.

17—Remove/Create Blemish (F) Removes/creates moles, tattoos, birthmarks, scars, calluses, etc.

18—Replace/Remove Hair (F) Causes hair to regrow where it is lacking or stop growing where it is undesired.

19—Proportion (F) Alters target's body proportions to fit caster's choice. For example, an overweight man could have his proportions adjusted to appear to have a muscular build, while a muscular oaf could have his altered in just the opposite way to appear overweight.

20—Straighten Teeth (F) Causes crooked teeth to become aesthetically correct. Will not replace lost teeth.

25—Color (F) Caster may change target's coloring regarding one body part. For example, hair, eyes, skin, nails, teeth. Caster may whiten or darken teeth, give a permanent 'suntan', change hair color from 'albino' white to blue black etc.

30—Sanitize Body (F) Caster may sanitize up to desired level, destroying exterior parasites (lice, fleas, ticks) or destroying all non-native life existing on/in the target (microorganisms, tapeworm, ringworm).

50—Freshen Self (F) Caster uses a *Stored Pattern* to cast any and all of the above spells at once. Caster does this spell once per day and shaves/cuts hair/trims nails/cleans self/scents self etc.

GOURMET MASTERY (PROSAIC) (8.5.9)

	Area of Effect	Duration	Range
1—Store	self	—	self
2—Ignite	self	C	self
3—Tenderize	varies	—	touch
4—Sustain	self	1 day	self
5—Create Ordinary Drink	1 pint/lvl	P	touch
6—Chop	1 pound/lvl	—	touch
7—Mix/Blend	varies	—	touch
8—Season	varies	—	touch
9—Heat/Cook	varies	1 hr/lvl	touch
10—Create Exceptional Drink	1 pint/lvl	P	touch
11—Forage	self	C	100'/lvl
12—Chill/Ice/Freeze	varies	1 hr/lvl	touch
13—Create Setting	varies	1 hr/lvl	touch
14—Preserve Food	1 cu ft/lvl	varies	touch
15—Create Ordinary Food	varies	P	touch
16—Purify	1 cu ft/lvl	P	touch
17—Dehydrate	1 cu ft/lvl	P	touch
18—Fast Forage	1 target	1 day/lvl	touch
19—Detect Poison	self	C	10'/lvl
20—Age	1 object	P	touch
25—Create Exceptional Food	varies	P	touch
30—Create Xeno Sustenance	varies	P	touch
50—Banquet	varies	1 hr/lvl	touch

1—Store (U) Allows caster to perfectly remember the pertinent information regarding any food or beverage, e.g., taste, recipe, appearance, process, etc. The spell does not provide information, it merely allows caster to retain it.

2—Ignite (F) Causes a 6 inch flame to spring from the caster (fingertip, staff tip, palm etc). This flame will ignite any flammable material just as a normal fire would.

3—Tenderize (F) Tenderizes up to 5 pounds of meat/level of caster by breaking down some of the protein in the meat. This results in more tender and flavorful meat.

4—Sustain (F) Sustains caster without food or water for one day.

5—Create Ordinary Drink (F) Creates up to 1 pint/level of any normal liquid, such as water, tea, coffee, etc. Caster must have appropriate storage and serving utensils available. Liquid can be any desired temperature from 33 to 211° F.

6—Chop (F) Slices any meat, vegetables, etc. into desired sized/shaped pieces.

7—Mix/Blend (F) Mixes/Blends all ingredients within one container to the desired consistency/texture.

8—Season (F) Alters the flavor of food within one container to any reasonable taste by simulating the effects of spices or seasonings upon the food.

9—Heat/Cook (F) Allows caster to heat a container to any desired temperature (up to 50° per level of caster, but not higher than 600°). This spell will also allow caster to cook food in the desired method, e.g., bake/braise/fry/steam/etc.

10—Create Exceptional Drink (F) Creates up to 1 pint/level of any non-magical, potable liquid, e.g., beer, wine, mead, protein drink, etc. Caster must have appropriate storage and serving utensils available. Liquid can be any desired temperature from 33 to 211° F.

11—Forage (I) Allows caster to find any edible food within range. This spell will find food in all but the most harsh places.

12—Chill/Ice/Freeze (F) Allows caster to chill a container to any desired temperature (by up to 10° per level of caster, but not lower than -40°).

13—Create Setting (F) Creates a table, chairs, tablecloth, up to 1 setting/level, candles, etc. Everything needed for a meal is provided except food and drink. At the end of the duration, all created items vanish.

14—Preserve Food (F) Allows caster to prevent spoilage of any food to be stored for up to x1 normal storage length per level of caster. For example, Jelil, a 30th level mage casts Preserve Food on a pitcher of milk (normally spoils in one day, without refrigeration). This particular pitcher of milk will now remain unspoiled for approximately 30 days.

15—Create Ordinary Sustenance (F) Creates enough normal food (bread, vegetables, protein source, etc.) to feed up to 1 person per level of caster for 1 meal. Caster must have appropriate storage and/or serving utensils available. Food can be any desired temperature from 33 to 211° F.

16—Purify (F) Cleans food of any harmful organisms, spoiled portions, etc. If this spell is cast upon a poisoned food, a RR must be made with any failing poison being rendered harmless.

17—Dehydrate (F) Removes all water from any food, milk, etc. The dehydrated substance may be reconstituted by adding water and mixing. Storage time for any dehydrated substance is virtually unlimited.

18—Fast Forage (F) Allows target to digest rough cellulose (grass, wood, woody stems, etc.) for up to one day/level of caster.

19—Detect Poison (P) Informs caster of the presence and locations any toxins within range.

20—Age (F) Allows caster to age food or drink by up to 1 year/level to improve the taste/flavor of the target item. For example, Krek, a 30th level mage, has a bottle of wine that is one year old. By casting this spell, he is able to age the wine so that it is up to 31 years old.

25—Create Exceptional Sustenance (F) Creates enough food to feed up to 1 person per level of caster for 1 meal. Caster may create virtually anything that is edible (non-magical). Caster must have appropriate storage and/or serving utensils available. Food can be any desired temperature from 33 to 211° F. For example, Arrant is expecting a group of adventurers, recently returned from slaying a Dragon, for dinner. Through the use of this spell, he is able to provide a seven course meal highlighted by Dragontongue appetizers, Dragorwort salad, and actual Dragon steaks.

30—Create Xeno Sustenance (F) Creates food and drink for other races/creatures whose nutritional requirements and/or tastes differ from those of the humanoids races. Caster may create up to 1 cubic foot of food and/or drink per level. This food will be of a normal, standard type (nothing special or fancy).

50—Banquet (F) Creates everything necessary for one meal. Provides food and drink (any type), all serving and dining implements, table, chairs, lighting, linen, etc. Courses and guests are limited to one per level of caster. After meal is completed remainder of material including all created implements and unused food or drinks vanish.

FASHION MASTERY (PROSAIC) (8.5.10)

	Area of Effect	Duration	Range
1—Needle	1 object	1 hr/lvl	10'
2—Cut	1 object	1 hr/lvl	10'
3—Clean Clothing	1 target	P	touch
4—Store Measurements	self	P	self
5—Measure	1 target	P	self
6—Accessorize	self	—	self
7—Shine	1 object	P	touch
8—Sew	1 object	1 hr/lvl(P)	touch
9—Pattern	1 object	P	self
10—Patch	1 tear	P	touch
11—Fastener	1 object	P	touch
12—Care	1 object	P	touch
13—Predict Fashion	self	—	self
14—Make-up	1 target	—	touch
15—Fit	1 object	P	touch
16—Resist Filth	1 target	10 min/lvl	touch
17—Color	1 object	P	touch
18—Store Clothing	1 object	varies	touch
19—Shrink/Enlarge	1 object	P	touch
20—Make Thread	1 lb/lvl	P	touch
25—Join	2 objects	P	touch
30—Make Bolt	1 lb/lvl	P	touch
35—Light Creation	self	P	self
50—Clothing Creation	1 object	P	touch

1—Needle (F) Stiffens the tip of thread, yarn, etc., into desired shape (sewing needle, crochet hooks, knitting needles etc.) that will allow it to act as a normal needle in all respects.

2—Cut (F) Allows caster to cut cloth/leather/string/rope etc.

3—Clean Clothing (F) Cleans one set of clothing of grime, dirt, sweat, etc. from all areas of the garments. This spell will not repair clothing, but will dry wet clothing.

4—Store Measurements (I) Allows caster to memorize current measurements, including inseam, collar, waist, chest, etc. for 1 target.

5—Measure (I) Instantly gives caster all relevant measurements of 1 target, e.g., inseam, collar, waist, chest, etc.

6—Accessorize (I) Informs caster of best accessories to enhance outfit for example: belt, hat, shoes, jewelry, colors, purse, etc.

7—Polish (F) Caster is able to polish any item, e.g., pair of shoes, saddle, jewelry, etc.

8—Sew (F) Caster is able to instantly fasten together any two pieces of cloth, leather, etc. with appropriate materials (thread, thongs, etc.).

9—Pattern (I) Allows caster to look at an item of clothing and devise pattern to reproduce it. For example, a thief uses this spell to allow himself to reproduce a guard uniform in detail. This spell doesn't provide work materials, merely knowledge.

10—Patch (F) Patches torn or holed material, cloth-leather etc. by roughly reattaching torn edges. Also may be used to reinforce clothing.

11—Fastener (F) Prepares unfinished clothing for fasteners, e.g., buttons, hooks and eyes, thongs, etc. and attaches same. For example, this spell is cast on a tunic and it creates buttonholes and attaches buttons to clothing.

12—Care (F) Provides normal care for any item of cloth or leather. This spell will starch, iron, provide leather care, pleat skirt etc.

13—Predict Fashion (I) Caster is always in perfect style for any occasion and knows exactly what to wear to white-tie/black tie/informal etc.

14—Make-up (F) Allows caster to color body with artificial pigments, as desired.

15—Fit (F) Causes finished clothing to perfectly fit target that is its size or smaller. The clothing may not be too large, e.g., a giant's tunic could not be made to fit a dwarf.

16—Resist Filth (F) Protects target's body, clothing, and hair from any sort of dirt, filth, rain, etc. Spell is effective against all but total immersion in filth.

17—Color (F) Allows caster to color clothing as desired. No external pigments are necessary.

18—Store Clothing (F) Preserves clothing from vermin, insects, mold, and age. If clothes are worn the spell is canceled.

19—Shrink/Enlarge (F) Causes one complete set clothing (shoes, pants, shirt, hat, belt, loincloth, etc.) to become larger or smaller as desired. Caster may enlarge clothing by up to +10%/lvl.

20—Make Thread (F) Caster transforms raw materials into a like amount of thread, thus raw cotton would change to appropriate amount of cotton thread.

25—Join (F) Allows caster to join two pieces of cloth, leather, etc. as if they were one. Saddle and saddle blanket could be as one piece with the joined area as strong as the average of the two materials.

30—Make Bolt (F) Caster transforms thread, string, cord, etc. into a like amount of cloth. This would change cotton thread into an appropriate amount of cotton cloth.

35—Light Creation (F) Allows caster to design clothing (but not armor) that weighs 1% less per level of caster without losing any protective value.

50—Clothing Creation (F) Allows caster to create one complete set of clothing (boots, pants, shirt, loincloth, cloak, hat, etc.) from design that may be made of desired non-magical material and of desired quality. Clothing may appear on caster or folded nearby. Additionally, caster may create any *Patterned* item of clothing instantly.

STRUCTURE LAW (PROSAIC) (8.5.11)

Note: 'Material' may be almost anything (except anything that is magical or requires magic to work). A short but by no means exhaustive list would include mortar, rope, leather, metal (brass, copper, silver, gold, steel, iron, etc.), brick, stone, glass, thatch, earth, etc.

	Area of Effect	Duration	Range
1—Remove Rust	1 object	—	touch
2—Hammer	self	C	self
3—Dig	self	C	self
4—Chisel	self	C	self
5—Pliers	self	C	self
6—Cut	self	C	self
7—Drill	self	C	self
8—Bond	2 objects	—	touch
9—Create Glass	varies	—	touch
10—Test Structure	1 structure	—	self
11—Dry	varies	—	10'/lvl
12—Frame	varies	C	self
13—Remove Infestation	1 structure	C	self
14—Insulate	varies	C	touch
15—Replace Material	varies	C	touch
16—Seal	varies	10 min/lvl	10'/lvl
17—Waterproof	varies	—	touch
18—Strengthen	1'R/lvl	10 min/lvl	touch
19—Bend Material	varies	C	touch
20—Lift	varies	C	10'/lvl
25—Mold	varies	C	touch
30—Repair Material	varies	—	touch
50—Meld Material	varies	—	touch

1—Remove Rust (F) Allows caster to remove any rust or corrosion from steel or iron. Caster may clean up to one square foot of metal surface per level. This spell will not repair any damage to the metal, so if the rust has penetrated the metal then it will be scarred or holed after the rust is removed.

2—Hammer (F) Creates a hammer of force which caster may use as desired. This hammer may be any configuration, but must be chosen at the time of casting, e.g., carpenter's hammer, sledge hammer, roofing hammer, etc. This tool will behave in all respects as would a similar tool of this type.

3—Spade (F) As Hammer except creates a spade/shovel of force.

4—Chisel (F) As Hammer except creates a chisel of force.

5—Pliers (F) As Hammer except creates pliers of force.

6—Cut (F) Allows caster to cut material, with his mind, as he would with the appropriate tool for the job, e.g., saw or rip wood, hacksaw metal, snip tin, score and break glass, etc.

7—Drill (F) Allows caster to drill holes in material, with his mind, as would with the appropriate tool for the job.

8—Bond (F) Allows caster to affix or attach any two materials as he would with the appropriate glue. No glue is necessary, however. This casting is subject to the same difficulties found when gluing with any natural substances, as it is still difficult to glue metal and leather etc. Breakage factor for this bond is 01-02.

9—Create Glass (F) Allows caster to create up to 1 cubic inch of glass per level from appropriate materials. This glass may be of any desired thickness. For example, a 9th level caster could create a pane of glass that is 144 square inches by one-eighth inch thickness, or 144 square inches by one-sixteenth inch thickness, etc.

10—Test Structure (I) Allows caster to locate one weak spot in a structure being examined. This spell provides no thought or conclusion capabilities, consequently it will not show potential weaknesses, only present ones.

11—Dry (F) Allows caster to evaporate up to 1 cubic foot of water per level. If this spell is cast on an area of atmosphere, it will remove an equal amount of water from the air (actually it moves it elsewhere).

12—Frame (F) Allows caster to form a 'perfect' frame using materials at hand. Caster may affect a structure with an area of up to 100 square feet per level. For example, while building a log cabin, a spell caster can do a frame spell which will allow him to make a perfectly framed foundation, wall, roof, etc. This spell will allow caster to frame a variable number of angles, triangle, square, pentagon, hexagon, etc.

13—Remove Infestation (F) Allows caster to remove/kill/drive out any infestation of insects within a structure. Caster is able to remove roaches, termites, etc. from a building or it's component parts. Caster must pass through any area that is to be cleaned. Any abnormal insects (larger, magical, etc.) do get a RR to avoid the effects. Structure may up to 100 cubic feet per level.

14—Insulate (F) Allows caster to utilize up to 10 cubic foot per level of caster of any natural materials at hand and insulate a structure to the fullest ability of the particular material. Thus it is possible to insulate almost any structure using virtually anything. The lesser the heat conduction of a particular material, the greater it's ability to insulate.

15—Replace Material (F) Allows caster to replace up to 1 cubic foot per level of broken or damaged material with any same or similar material present.

16—Seal (F) This spell when used creates a temporary seal in the desired area or hole. For example; a door is damaged by an axe attack, the caster of this spell may cast the 'seal' spell upon the damaged area, and for the duration the damaged section of the door will be "sealed". The caster may 'seal' up to one cubic foot per level. The sealed section is water and air proof. The sealed section has a number of hit points equal to 10 hit points per level.

17—Waterproof (F) Caster may prevent water from penetrating up to 10 square foot of material per level. This spell will not waterproof any damaged portions of material, hence a cracked piece of wood will still leak through the crack (but not through the wood pores).

18—Strengthen (F) Allows caster to strengthen any one object or part of an object within the area of effect. This spell may be used to increase the hits of such things as; a section of a castle, a small ship, or a donkey cart. This spell may only affect nonliving objects. The amount of increased hits are equal to +.5% of the normal hits of the strengthened object per level of the caster.

19—Bend Material (F) Allows caster to bend material as desired. After the material is bent to the desired shape, it hardens to its original strength. Caster is able to affect up to one cubic foot of material per level. Enchanted material is allowed a RR.

20—Lift (F) Allows caster to lift and move materials weighing up to 100 pounds per level. Caster is able to move objects at up to one foot per round per level with no acceleration.

25—Mold (F) Allows caster to shape material as desired. Material acquires the consistency of putty until the caster finishes, when it will harden to it's normal strength. Caster is able to mold up to 1 cubic foot of material per level of caster.

30—Repair Material (F) Allows caster to repair any damaged material, even replace up to 1 cubic foot per level by creating it.

50—Meld Material (F) Allows caster to meld any two materials so there is no seam, thus caster could meld metal with leather. The attachment is as strong as the weaker of the two materials. Caster may meld up to 1 cubic foot of material per 5 levels of caster, e.g., it is possible for a 50th level caster to attach up to 5 cubic foot of leather to 5 cubic foot of metal.

ENTERTAINMENT LAW (PROSAIC) (8.5.12)

	Area of Effect	Duration	Range
1—Store	self	—	self
2—Disguise	1 target	varies	touch
3—Prat Fall*	self	—	self
4—Balance	self	varies	self
5—Spotlight	self	10 min/lvl	self
6—Throw Voice	self	C	10'/lvl
7—Sounds	10'R	10 min/lvl	10'/lvl
8—Facial Change	self	1 min/lvl	self
9—Amplify	10'R/lvl	1 min/lvl	10'/lvl
10—Games	varies	1 hr/lvl	touch
11—Target	varies	10 min/lvl	10'R/lvl
12—Puppet	varies	10 min/lvl	10'/lvl
13—Synchronize Dance	self	10 min/lvl	self
14—Sleight of Hand	self	C	self
15—Tell Stories/Tales	self	C	self
16—Accompaniment	self	C	self
17—Perform Play	self	C	self
18—Impromptu Stage	varies	C	10'R/lvl
19—Play Music	1 target/lvl	1 min/lvl	10'/lvl
20—Tale's Vision	varies	C	10'/lvl
25—Illusionary Stage	varies	C	10'R/lvl
30—Illusionary Game	varies	C	10'R/lvl
50—Speak Language	self	1 min/lvl	self

1—Store (I) Allows caster to remember all the rules, characters, words, notes, plots, props, etc. of any one game, play, story, song, etc. that he has stored.

2—Disguise (F) Allows caster to use materials at hand (make up, mud, natural pigments etc.) to alter the appearance of one being. Adds +2 per level of the caster to the targets disguise skill.

3—Prat Fall (U*) Allows caster to fall, as if by accident, without injuring himself. If caster falls a distance greater than 1' per level he will be injured normally and according to the full amount fallen. To be effective this spell must be cast before caster falls.

4—Balance (U*) Adds +50 to any rolls for one slow maneuver (e.g., walking a 3" beam).

5—Spotlight (F) Beam of light, much like a spotlight, springs from caster's palm. Beam may be up to 100' long and light a circle up to 10' in Radius. The light in the circle may be varied in intensity from full daylight to normal ambient darkness.

6—Throw Voice (F) Caster can speak and his voice will appear to come from any point he desires within 10'/level (point must be within his field of vision).

7—Sound Effects (F) Creates any simple, non-mobile sound or sounds in an area up to 1'R/lvl. The sounds are really created and magic or another sense (sight, touch, etc.) must be used to determine the reality or lack of it.

8—Facial Change (P) Allows caster to alter the appearance of his face to resemble someone else.

9—Amplify (F) Caster may affect volume produced by vocal or instrumental sounds from .5x normal to 2x normal volume.

10—Games (F) Allows caster to create game-board and all pieces necessary to play any one game. Board may be any size up to 1 square foot per level.

11—Target (F) Allows caster to create up to 1 target/lvl that will move as caster desires and will be destroyed at a touch from desired object(s). This spell is great for weapons practice.

12—Puppet (F) Allows caster to create up to 1 puppet/lvl that will move as caster desires. No sound is produced through the use of this spell.

13—Synchronize Dance (U) Caster is able to perform repetitive rhythmic movements in synchronicity with other people without thought or concentration. Frees caster's mind to attend to other things. For example, a bard dancing could think of other things while he danced without missing step.

14—Sleight of Hand (F) Allows caster to perform small sleight of hand tricks that are undetectable to normal scrutiny. Caster may juggle as many as one ball/3 levels, hide an item and produce it from elsewhere, etc.

15—Tell Stories/Tales (U) Allows caster to tell stories and tales in such a way as to enthrall an audience. Caster may subtly introduce any message he wants to get across to the audience through the use of this spell, though it carries no special influence from the spell.

16—Accompaniment (F) This spell allows the caster to keep in perfect time with any vocal performance while playing an instrument, or keep in perfect time with any instrumental performance while performing vocally.

17—Perform Play (U) Allows caster to perform a one-man play (drama, comedy, tragedy, fable, slapstick, etc.). Caster is able to subtly alter his voice and face to appear as up to as many as one character per level. These voice and face changes are instantaneous. This spell confers no acting ability or special memory skills, simply the face and voice changing abilities.

18—Impromptu Stage (F) Allows an audience (of up to 1 person per level of caster), who desires to, to perceive the stage and it's occupants regardless of audience location and facing (behind tree or hill etc.). Audience must be within caster's range. This spell is similar to the *Invisibility* spell, but instead of bending light so as to be invisible, it will bend light so as to be easily perceived.

19—Play Music (I) Up to 1 target/lvl loses the -25% detriment for not knowing an instrument. Caster must specify instrument for each target.

20—Tale's Vision (F) Allows caster to portray a story on a flat surface (up to 10 square foot per level area) as he tells a tale. The vision is two-dimensional and caster must use another spell if sound effects are desired.

25—Illusionary Stage (F) Allows caster to create and use or allow another to use illusory stage props. These props may be anything caster can imagine (with number and size limitations of 1 prop per level and 1 cubic foot of illusory material per prop). These props are under caster's direct control to the point of movement and appearance or disappearance. Once this spell is cast props may not be changed without another use of this spell. For example, caster uses this spell to create an illusory armory which includes various arms and armor. The arms and armor are under the conscious control of the caster and may appear and disappear at will, but caster may not create a goblet, table, or anything else that wasn't conceived of and desired at the casting of this spell.

30—Illusionary Game (F) Allows caster to create illusory game props (including balls, markers, team designations, etc.) and field (including distance designators, goals, scoreboard, even referees). Caster may create enough of the above to allow for up to 1 player per level of caster.

50—Speak Language (I) Caster is able to understand and speak any spoken language for the duration.

FARMING LAW (PROSAIC) (8.5.13)

	Area of Effect	Duration	Range
1—Determine	1 plant	P	self
2—Early Riser	self	—	self
3—Water	1 plant/lvl	P	sight
4—Milk	1 animal	P	sight
5—Sow	100sqft/lvl	P	sight
6—Prune	1 plant/lvl	P	sight
7—Reap	100sqft/lvl	P	sight
8—Mill	1 cu ft/lvl	P	touch
9—Scarecrow	1 object	1 day/lvl	sight
10—Plow Field	100sqft/lvl	P	sight
11—Fallow	100sqft/lvl	varies	sight
12—Dry	100sqft/lvl	P	sight
13—Weed	100sqft/lvl	P	sight
14—Fertilize	100sqft/lvl	P	sight
15—Irrigate	100sqft/lvl	1 hr/lvl	sight
16—Mud Walk	self	10 min/lvl	self
17—Pasture	100sqft/lvl	varies	sight
18—Pesticide	100sqft/lvl	P	sight
19—Resist Erosion	100sqft/lvl	1 day/lvl	sight
20—Predict Weather	1 mi/lvl	—	self
25—Temperature Protection	100sqft/lvl	1 day/lvl	sight
30—Predict Catastrophe	1 mi/lvl	—	self
50—Speed Growth	100sqft/lvl	varies	sight

1—Determine (I) Caster is able to remember all the pertinent information regarding a plant, for example planting time, harvest time, spacing, growing season, pests, amount of water, amount of care, amount of light, temperature minimum and maximum, etc.

2—Early Riser (US*) Wakes caster up at a predetermined time.

3—Water (F) Condenses enough water out of the air to create 1 pint/lvl.

4—Milk (F) Causes a milk-laden animal to empty into a bucket placed under it.

5—Sow (F) Spreads seeds evenly, in the correct amount, over a prepared field (properly plowed).

6—Prune (F) Prunes one plant/lvl to desired shape.

7—Reap (F) Cuts the area of plants (as in harvest).

8—Mill (F) Grinds grist into desired fineness, e.g., grits through flour. Caster is able to Mill 1 bushel per level.

9—Scarecrow (F) Causes already existing scarecrow to appear more life-like by imparting random movement.

10—Plow Field (F) Tills earth to desired consistency.

11—Fallow (F) Causes dead or dying organic material in area to break down at x1/lvl of normal rate. Spell lasts until material is completely decomposed.

12—Dry (F) Dries field of any unneeded water.

13—Weed (F) Destroys unwanted plants from area. Aids growing plants.

14—Fertilize (F) Replenishes natural nitrogen balance. Aids growing plants.

15—Irrigate (F) Diverts nearby water from creek/pond/lake etc. to irrigate the area to the proper water level.

16—Mud Walk (F) Allows caster to walk upon mud as if it were dry land. Mud will not adhere to caster.

17—Pasture (F) Causes a designated area to be very attractive to grazing animals, such that they will ignore croplands in favor of the 'pastured' area. This spell need be cast but once per growing season.

18—Pesticide (F) Kills or drives out any unwanted insects from area.

19—Resist Erosion (F) Prevents runoff damage to topsoil in an area. This spell is limited in effectiveness, e.g., an unreasonable amount of water or water with an unreasonable amount of force would cause erosion.

20—Predict Weather (I) Allows caster to predict natural weather for up to 24 hours in advance.

25—Temperature Protection (F) Protects plants from extremes in temperature, including a frost or heat wave, in the protected area.

30—Predict Catastrophe (I) Predicts any natural catastrophe within 1 day/lvl, e.g., fire, flood, insect plague, drought, etc.

50—Speed Growth (F) Causes plants in area to grow at lvl x normal. For example, Thum, the 50th level farmer, casts this spell on his crop of corn. Corn has a growing period of about 100 days. Thum's 'magic' corn grows to fruition in 2 days. This spell is effective till plants reach maturity.

MINING LAW (PROSAIC) (8.5.14)

	Area of Effect	Duration	Range
1—Judge Purity	1 object	—	touch
2—Pan	self	1 min/lvl	self
3—Collapse Alarm	5'R/lvl	1 min/lvl	self
4—Clean Gemstones	varies	—	touch
5—Test Air	5'R/lvl	—	self
6—Light	20'R	10 min/lvl	touch
7—Identify Stone/Metal	self	—	self
8—Pick	self	10 min/lvl	self
9—Drill	1 hole	—	touch
10—Darkvision	self	10 min/lvl	self
11—Filter Air	varies	1 hr/lvl	touch
12—Place Supports	1'R/lvl	P	10'/lvl
13—Find Vein	5'R/lvl	—	self
14—Find Gemstones	5'R/lvl	—	self
15—Move Earth/Rock	varies	10 min/lvl	self
16—Dig Earth/Rock	varies	—	touch
17—Air	varies	10 min/lvl	touch
18—Pulverize Stone	varies	—	touch
19—Ingot-ize Metal	1 lb/lvl	—	touch
20—Blast	varies	—	touch
25—Mold Stone	varies	1 min/lvl	touch
30—Phase	self	1 min/lvl	self
50—Refine Ore	1 lb/lvl	—	touch

1—Judge Purity (I) Caster is able to determine the approximate purity (within +/- 2% of actual purity) of any metal examined. For example, Skurj, the Trader, casts this spell as a matter of course during all his business transactions. It enables him to deal more effectively based on the approximate value of the currency he is about to accept.

2—Pan (F) Caster, making appropriate hand motions, is able to sift through dirt, sand, silt, etc. to easily find precious metals.

3—Collapse Alarm (F) Caster is immediately warned of any impending collapse in range.

4—Clean Gemstones (F) Cleans up to 1 carat/level of all external dirt, mineral deposits, etc.

5—Test Air (I) Informs caster whether air in his immediate vicinity is breathable and/or dangerous or not.

6—Light (F) Lights a 20' radius area about the point touched.

7—Identify Stone/Metal (I) Allows caster to determine which type of stone, rock, metal, ore, etc. he is examining. For example, this sample contains quartz, bituminous, and calcite.

8—Pick (F) Allows caster to dig stone or earth utilizing the magic force as if it were a normal pick. This "magic" pick is controlled by the casters mind, and may additionally be used as a weapon (target gets RR).

9—Drill (F) Drills a hole into rock or earth that is up to 1" per level in diameter and up to 1' per level in length. Useful for such things as air shafts and blast holes.

10—Darkvision (F) Allows caster to see up to 5'/level in total darkness.

11—Filter Air (F) Changes stale air to breathable air in sufficient quantity to provide the oxygen requirements for up to 1 target/level for the duration. There must be gas already present for this spell to function.

12—Place Supports (F) Supports the roof with any available material strong enough for the purpose.

13—Find Vein (I) Informs caster of nearest vein (of more than one ounce) of valuable metal (copper, tin, silver, gold, etc.) within range. This spell informs caster of approximate direction and distance, but not type of metal.

14—Find Gemstones (I) Informs caster of nearest gemstone(s) (of more than .25 carat) within range. Gemstone(s) may be any type of crystalline formation harder than quartz. This spell informs caster of approximate direction and distance, but not type of gem.

15—Move Earth/Rock (F) Allows caster to manipulate great amounts of loosened earth and rock easily. Caster may move up to 100 cubic feet/level of earth and/or rock about. Caster controls movement of material via mental commands, and may not move material further than 10'/level away from him.

16—Dig Earth/Rock (F) Allows caster to break up 100 cubic feet of packed earth per level (one quarter that if solid stone). Stone dug with this spell will yield rough chunks of approximately a cubic foot in mass.

17—Air (F) Creates a breathable supply of air that will replenish itself constantly for the duration. If there is no air present this spell will create it. Caster may supply up to 1 target/level with a breathable atmosphere.

18—Pulverize Stone (F) Changes up to 10 cubic foot of stone/level to gravel.

19—Ingot-ize Metal (F) Molds metal (up to one pound per level of caster) of a single type into a solid block.

20—Blast (F) Cause rock (up to 100 cubic foot per level) to explode outward from it's base, fragmenting into random shapes and sizes (from pebbles to 100 cubic foot chunks). This spell must be cast in small-diameter holes outlining the area to be blasted. This spell may be cast in up to 1 hole per level. Caster may delay the blast for up to 1 rnd/level. Anyone within a 20 foot radius of the blast will take from 1 to 5 'A' Crush criticals.

25—Mold Stone (F) Allows caster to mold up to 1 cubic inch per level of stone as if it were putty, after which the stone will return to its normal hardness.

30—Phase (F) Caster may pass through up to 1' per level of inorganic material at a rate of 1' per round. If duration expires while caster is within solid, caster dies.

50—Refine Ore (F) Allows caster to separate one type of metal from it's ore. Caster may remove up to 1 pound/level of pure metal from a sufficient amount of ore. The metal is in flake/dust form.



LIVESTOCK WAYS (PROSAIC) (8.5.15)

	Area of Effect	Duration	Range
1—Store	self	—	self
2—Incubate	varies	varies	touch
3—Milk	1 animal/lvl	P	sight
4—Shear	varies	varies	touch
5—Type	self	—	self
6—Sustenance	self	—	self
7—Bridle	1 animal	1 hr/lvl	touch
8—Saddle	1 animal	1 hr/lvl	touch
9—Shoe	1 animal	1 hr/lvl	touch
10—Butcher	varies	P	touch
11—Birth	1 animal	P	touch
12—Clean	varies	P	touch
13—Brand	varies	P	touch
14—Lasso	varies	C	self
15—Break	1 animal	P	touch
16—Return	1 animal	P	touch
17—Pen	varies	1 day/lvl	100'/lvl
18—Stampede	varies	10 min/lvl	100'/lvl
19—Drive/Call	varies	1 hr/lvl	100'/lvl
20—Accept	self	10 min/lvl	self
25—Tie	self	C	self
30—Sanitize	1 animal	P	touch
50—Breed	1 egg	P	touch

1—Store (I) Allows caster to memorize the exact traits of one animal for use with other spells on this list. These traits may then be compared to other animals of the same types to determine breeding suitability and probable outcome.

2—Incubate (F) Caster is able to incubate eggs (up to 1 per level) for up to one day per level. This spell will maintain appropriate conditions to allow the eggs to hatch for the duration of the spell. This spell must be cast on a suitable container which will house the eggs till they hatch or the duration expires. This spell will not protect the eggs from seriously adverse environmental conditions (below zero temperatures, rough handling, being immersed with water, etc.).

3—Milk (F) Causes a milk-laden animal (1 animal per level) to empty into a bucket placed under it.

4—Shear (F) Allows caster to remove a desired amount of hair from up to one animal per level. Hair removal requires one minute per animal shorn. The hair remains after the spell is cast.

5—Type (I) Caster is informed of the type of the animal this spell has been cast upon, e.g., kingdom, phylum, class, etc. This spell will not provide any information regarding the animal's capabilities, other than what may be inferred from the gathered information. For example, a member of the Feline family would, obviously, be possessed of all of the characteristics common to that family.

6—Sustenance (I) Informs caster what a stored animal will eat and drink. This spell does not provide food.

7—Bridle (F) Allows caster to steer a riding animal (horse, mule, camel, etc) as if he were using a bridle when one is not present.

8—Saddle (F) Allows caster to remain astride a riding animal (horse, mule, camel, etc) as if he were using a saddle when one is not present.

9—Shoe (F) Allows an animal, that is normally shod, to be used for the duration, without ill effects while remaining unshod.

10—Butcher (F) Allows caster to skin, gut, and cut up carcasses. Caster may prepare up to 50 pounds of carcass per level.

11—Birth (F) Allows caster to aid an animal in birthing a young. Assuming the fetus is not damaged, there will be no birth complications 90% of the time. This spell is only useful on live births.

12—Clean (F) Caster cleans the waste material of one animal for up to one day per level. This spell is effective on either the animal or it's lodging. For example, a 12th level caster casts this spell on a horse's stall which has been uncleaned for 30 days. This spell must be cast 3 times (will clean up to 36 days worth of waste) to fully clean the stall of all waste.

13—Brand (F) Allows caster to visibly mark his animals (up to one per level) with any symbol he desires. Mark is burned into the animal's skin. Mark may be up to 1 inch square per level, thus a 13th level caster may make a mark up to 13 square inches in size.

14—Lasso (F) Creates a rope of force which allows caster to lasso an animal. Rope may be up to 10 foot per level in length. Rope is not usable for any other purpose than capturing an animal. If rope is cut, then the spell is canceled.

15—Break (M) Allows caster a bonus to make an animal more tame. Animal gets RR and if missed, spell will provide the caster with +1 per level bonus to domesticate the animal. This spell applies only to mammals.

16—Return (M) Allows tamed animals to return to the wild state. An animal that has had a *Return* spell cast upon it will revert to following its instincts and will have the normal fear of man common to wild animals. The animal must fail it's RR for this spell to be effective.

17—Pen (F) Creates an area which certain, designated animals will not vacate. Caster may pen up to one animal per level for the duration. Pen may be up to 1000 square foot per level. This spell is only effective upon previously domesticated animals.

18—Stampede (F) Allows caster to spook up to 1 animals per level and cause them to run in (approximately) any direction desired, e.g., within +/-5°. This spell is only effective on herd animals like sheep, cattle, horses, etc. Affected animals may influence rest of herd.

19—Drive/Call (F) Allows caster to drive up to 5 animals per level in any direction desired. Caster may change the direction of animals by up to 60° per minute while moving. Caster may also call up to 1 strayed animal per level to him. All animals affected by a single spell must be of one type such as all cows, or horses, or sheep, etc.

20—Accept (M) Allows caster to appear to one stored animal type as if he were one of the herd. Caster appears as a non-sexual member of the herd to any animal of the herd. Any animals making a RR are unaffected by this spell. This spell only affects the perceptions of the herd animals of stored type.

25—Tie (P) Allows caster to locate up to one animal per level with a presence-like sense. This sense will inform caster of animal's location and state (alive or dead).

30—Sanitize (F) Caster may sanitize up to desired level effectively destroying exterior parasites (lice, fleas, ticks) or even destroying all non-native life existing on/in the animal (microorganisms, tapeworm, ringworm).

50—Breed (F) Allows caster to affect the genetic material combining in a fertilized egg within an impregnated animal (non-humanoid only). Affected genetic material will be the best possible combination of the parental DNA. This will produce an animal that is from 5% to 25% better (in all respects) than the average offspring possible from the parent animals. Spell failure will result in serious perversion of the spell's effect, e.g., 5% to 25% worse than average (in all respects).

HEALING (PROSAIC) (8.5.16)

	Area of Effect	Duration	Range
1—Store	1 target	—	touch
2—Detect Illness	1 target	—	touch
3—Pressure	1 target	1 rnd/lvl	touch
4—Heat/Cool	1 target	10 min/lvl	touch
5—Stitch	1 target	P/varies	touch
6—Cauterize	1 wound	P	touch
7—Surgical Cut	1 cut	P	touch
8—Clean Wound	1 target	P	touch
9—Herbal Remedy	1 herb	—	touch
10—Analyze Symptoms	1 target	—	touch
11—Physical	1 target	—	touch
12—Remove Infection	1 target	—	touch
13—Anesthetic	1 target	10 min/lvl	touch
14—Stretcher	1 target	1 hr/lvl	touch
15—Transfusion	1 target	1 rnd/lvl	touch
16—Immobilize	1 bone	1 hr/lvl	touch
17—Vital Signs	1 target	10 min/lvl	touch
18—Biovoyance	1 target	—	touch
19—Surgical Sphere	1 R/lvl	1 hr/lvl	touch
20—Surrogate	1 organ	10 min/lvl	touch
25—Undisease	1 target	P	10'
30—Unpoison	1 target	P	10'
50—Transplant	1 organ	P	touch

1—Store (I) Allows caster to store racial and gender differences relating to disease and healing.

2—Detect Illness (I) Allows caster to detect if an illness or disease is currently affecting target.

3—Pressure (F) Allows caster to prevent bleeding on up to 1 wound/lvl for concentration. Bleeding resumes when spell lapses.

4—Heat/Cool (F) Allows caster to heat/cool target's body to lessen the severity of an injury and speed healing. This spell would be particularly useful to cool a fever, warm a victim of frostbite, or soothe pulled muscles.

5—Stitch (F) Allows caster to close wounds with any suitable materials (thread, fibers, etc.). Caster may close up to 1 inch length of cut/level. Thus a 20th level caster could close up 1 twenty-inch cut, 4 five-inch cuts, or 20 one-inch cuts with a single casting of this spell. This spell will not in any way deter bleeding. These closed wounds will act as other sewn wounds and will reopen under stress.

6—Cauterize (F) Stops bleeding by burning tissue closed. Target takes 1 hit point per point of bleeding. Target also gains scar tissue with size based on size of wound cauterized. When this spell is cast on a target for any purpose other than stopping bleeding the target will take 1 hit/lvl of caster.

7—Surgical Cut (F) Allows caster to specify depth, length, location, and pattern of cut. If caster develops Spell Mastery with this spell he could use it as a dagger attack with the same bonuses as his Spell Mastery skill.

8—Clean Wound (F) Allows caster to remove any foreign material from a wound.

9—Herbal Remedy (F) Allows caster to ready herbs requiring preparation without actual preparation. For example, the herb Vinuk requires brewing before it is ready to be consumed but with this spell it would be prepared with the casting of this spell.

10—Analyze Symptoms (I) Allows caster to diagnose precisely what is wrong with hurt or diseased patient. For this spell to be effective, caster must first have cast a *Store* upon the exact racial type and gender (who wasn't injured or debilitated).

11—Physical (I) Allows caster to analyze the exact physical state of one target. This spell provides caster with all relevant measures, including BP, heart rate, cholesterol, white-blood cell count. This spell provides caster with any injuries, diseases, or toxins present in target, as well as warning caster of any imminent diseases etc. For example, Mapus, the town healer, casts this spell upon the mayor. From it he is able to ascertain that his Blood Pressure is a touch high and that he has a low-grade poison in his system that is killing him slowly.

12—Remove Infection (F) Allows caster to completely clean one wound of any type of natural infection. This spell will not keep a wound clean and it is still necessary to remove the material causing the infection.

13—Anesthetic (F) Caster anesthetizes a patient from pain. This spell makes the target unconscious for the duration of the spell.

14—Stretcher (F) Creates a levitating stretcher of force that will hold a body as desired (gentle through immobile) and allow it to be moved about as caster desires (up to 50 feet/rnd). A good use for this spell could be a mobile operating table.

15—Transfusion (F) Caster may 'transfuse' blood and bodily fluids from one target to another at the rate of up to 1 hit point/level of caster per round. Thus a caster, who could not stop bleeding quickly enough to save a patient's life, could extend the target's time at the expense of another's hit points.

16—Immobilize (F) Allows caster to keep one broken bone immobile until suitable accommodations (splints, backboards, collars etc.) and/or repairs are made.

17—Vital Signs (I) Allows caster to constantly monitor a target's vital signs. This spell is especially useful when used in conjunction with first aid, second aid, and surgery skills.

18—Biovoyance (I) Gives caster a 'still picture' (in his head) of the interior of a target's body. This 'picture' may be of the entire body or a specific portion. If the x-ray is of the entire body it will show broken bones, massive trauma etc. while if it is of a specific body part it may show more detail, e.g., small tumors, blocked arteries, etc.

19—Surgical Sphere (F) Caster creates a perfect sterile theater in which to perform surgery, first aid, etc.. This sphere will prevent any dirt, germs, contaminants etc. from contacting the target: anyone entering the sphere is immediately cleansed of all surface contaminants.

20—Surrogate (F) Creates a replacement organ (any organ except the brain) that will function in lieu of the damaged organ for the duration. For example, Valentine the warrior is in combat with several Cherubs, when he takes an arrow through the heart. One of Valentine's hirelings immediately does a *Surrogate* spell on him which functions as his heart till it is either repaired, the duration runs out, or he dies from normal wounds. If Valentine were to take a second critical to the heart this spell would be negated and another *Surrogate* spell would be necessary.

25—Undisease (H) Caster may remove any one disease from target.

30—Unpoison (H) Caster may remove any one poison from target.

50—Transplant (H) Caster may transplant any organ from one target to another. If race is identical, chance of rejection is 10% if race is different, but similar (dwarf or elf to a human) rejection rate is 50%. Caster may only transplant undamaged organs. This spell may transfer organs from live or dead targets.

TRICKS OF THE TRADE (PROSAIC) (8.5.17)

These spells are some of those used by charlatans, through the ages, to fool people into believing them wizards. These spells are also frequently used by true wizards to aid them in impressing the common folk or at the very least adding to their appearance or impact.

	Area of Effect	Duration	Range
1—Detect Magic	varies	—	10'/lvl
2—Signet	1'R/lvl	10 min/lvl	self
3—Ignite	1 flame	C	self
4—Store Spell	self	varies	self
5—Familiar	1 animal	P	touch
6—Presence	varies	C	self
7—Sparkle	varies	1 min/lvl	touch
8—Glowing Eyes	self	1 min/lvl	self
9—Divination	varies	varies	touch
10—Poof	varies	1 round	10'/lvl
11—Booming Voice	self	1 min/lvl	self
12—Brimstone	5'R/lvl	1 round	10'/lvl
13—Flash	sight	—	10'/lvl
14—Pop	hearing	—	10'/lvl
15—Pulse	1 object	1 min/lvl	touch
16—Cold Chill	varies	10 min/lvl	5'R/lvl
17—Will-O-The-Wisp	varies	10 min/lvl	100'/lvl
18—Astrologer	self	—	self
19—Telekinetics	1 object	C	5'/lvl
20—Hex	1 target	10 min/lvl	touch
25—Enchantment	1 object	1 min/lvl	touch
30—Pentagram	1 circle	P	10'/lvl
50—Dispel Primal	varies	C	self

1—Detect Magic (F) Caster is able to detect the presence of magic in an area of up to 1' radius per level. Caster is able to determine that there is magic present, but not where it is or what type or realm.

2—Signet (F) Caster creates his own symbol, which may flare up and be visible or merely be visible to any of the aura or magic sight spells.

3—Ignite (F*) Creates a 1 inch per level flame which will appear just off the end of the caster's finger or staff. This spell will ignite materials normally, as a match would.

4—Store Spell (S) This spell is cast along with any spell he wants to store; then the stored spell may be cast at any time, with no preparation. This spell costs the same number of power points as the spell stored. No other spell may be cast while a spell is stored.

5—Familiar (M) The caster can attune himself to a small animal (to be called his familiar). The caster must obtain the animal (can be no more than 10% of caster's own mass) and cast the spell once per day for 1 week (concentrating for 2 hours per day). The caster can then control the familiar and view the world through its senses by concentrating on it (must be within 50'/lvl). If the animal is killed the caster will have a -25 modification to all actions for 2 weeks.

6—Presence (P) Caster is aware of all sentient/thinking beings within 5'/level.

7—Sparkle (F) Causes up to one object per level of caster to gleam, shine, glisten, etc.

8—Glowing Eyes (F) Caster is able to cause his eyes to glow any color desired (up to 1 candlepower for each eye).

9—Divination (P) Caster is able to use his Divination skill with any objects at hand, including rocks, bones, handfuls of mud, etc. This spell effectively cancels the penalty for divining without appropriate material.

10—Poof (F) Creates a puff of smoke up to 1 cubic foot per level in volume that may be colored and shaped as desired by caster.

11—Booming Voice (F) Caster controls the volume of his voice up to x1 volume per three levels.

12—Brimstone (F) Creates a distinct smell of sulfur and brimstone in an area desired by caster.

13—Flash (F) Creates a bright flash of light (up to 100 candlepower per level) in an area desired by caster. This flash may be colored and shaped as desired.

14—Pop (F) Creates a popping, crashing, or exploding noise in an area desired by caster. The volume may be as loud as the the caster's voice multiplied by his level. Due to the short duration of the noise, no damage will occur.

15—Pulse (F) Causes an object to pulse with light. This light may be up to 1 candlepower per level in brightness and colored as desired.

16—Cold Chill (F) Causes anyone within range to feel the effects of this spell. People will feel a cold chill, animals are skittish, etc.

17—Will-O-The-Wisp (F) Creates a small light and/or lights (up to 1 light per level) and accompanying sounds that move, brighten & dim, and increase or decrease in volume as the caster desires.

18—Astrologer (I) Caster gains current information regarding the location of all relevant stars and planets.

19—Telekinetics (F) Caster can move one object, up to 1 lb in mass, up to 1'/second with no acceleration. Living beings or items in contact with a living being get a normal RR based on the living being. If the caster stops concentration before the duration is up, the object remains stationary until the duration ends, the spell is canceled, or the caster resumes concentrating.

20—Hex (F) Causes a target to feel uneasy. Although this spell has no other effect, to true believers or cowards it will seem very real and may cause them to do something foolish.

25—Enchantment (F) Causes an object to gain up to +1 per 5 levels of caster. This object detects as magic and acts and reacts as an ensorcelled item.

30—Pentagram (F) Creates any one known and desired circle without being required to draw them physically. The circle spells must be known for the circles to be useful, otherwise the circles are merely decorative.

50—Dispel Primal (F) Creates an area of 1 foot radius/level that causes all active spells to make a RR versus the caster's level or be dispelled. This spell is only effective on one realm which must be chosen at casting time.

BODY MASTERY (PROSAIC) (8.5.18)

	Area of Effect	Duration	Range
1—Body Awareness	self	—	self
2—Internal Clock	self	—	self
3—Limber	self	10 min/lvl	self
4—Overextension Protection	self	P	self
5—Dislocate	self	1 min/lvl	self
6—Feign Death	self	1 hr/lvl	self
7—Acupressure	self	1 hr/lvl	self
8—Double Jointed	self	10 min/lvl	self
9—Second Wind	self	—	self
10—Alert	self	—	self
10—Stun Relief	self	—	self
11—Focus	self	1 min/lvl	self
12—Frenzy	self	1 rnd/lvl	self
13—Change Cycle	self	P	self
14—Concentration	self	varies	self
15—Muscle Control	self	1 min/lvl	self
16—Temperature Control	self	10 min/lvl	self
17—Metabolic Control	self	P	self
18—Compensate	self	10 min/lvl	self
19—Proportional Control	self	P	self
20—Conscious/Autonomic	self	1 hr/lvl	self
25—Instant Adjustment	self	—	self
30—Nerve Control	self	1 min/lvl	self
50—Organ Control	self	10 min/lvl	self

1—Body Awareness (I*) Caster gains body information including heart rate, respiration rate, blood count, etc.

2—Internal Clock (I*) Caster is able to access his own internal clock, learning exactly how much time has passed over a specific period, e.g., how long have I been asleep, how long have I wandered in this forest, etc.

3—Limber (U) Caster becomes very limber for the duration of this spell and thus gains a RR vs. any strained or torn muscles or tendons from any maneuver he attempts. Level of RR should be dependent upon difficulty of maneuver.

4—Overextension Protection (U) Caster sets up a movement inhibition which prevents (unless consciously over-ridden) him from over-extending his body at any physical activity which would normally damage it.

5—Dislocate (U) Caster is able to take one joint out of socket or put one that is out-of-joint, back in. Adds +2 per level to Contortions Skill. For the duration of this spell, there is no pain that normally accompanies dislocation.

6—Feign Death (U) Caster is able to lower his heart rate, respiration, skin temperature, physical responses, etc. to the point where he is likely to be mistaken for dead (-75 to all perception rolls to detect life).

7—Acupressure (U) Caster is able to relieve minor aches and pains by simply touching and massaging the injured area (up to 1 hit per level) and increase his own healing rate (he heals 1.5 times as fast). Caster may not do this spell more than once per day.

8—Double Jointed (U) Caster's body becomes double-jointed. This provides caster with a +2 per level bonus to his contortions skill, +1 per level to his acrobatics, and dance skills.

9—Second Wind (U*) Caster gains an additional 1 exhaustion point per level upon casting this spell.

10—Alert (U*) Caster is able to clear his head instantly. Thus a caster just waking or coming out of a trance is made instantly alert. This has no effect upon stun.

10—Stun Relief (HS*) Caster is relieved of 1 round per five levels of accumulated stun.

11—Focus (U) Caster gains +2 per level to any meditation rolls due to intense concentration. This spell allows caster to eliminate outside influences and achieve a better trance.

12—Frenzy (U) Caster is able to Frenzy for the duration of this spell. This provides +30 to OB, double normal concussion hits, double damage, and no DB other than armor bonus.

13—Change Cycle (U) Caster is able to alter any normal body cycle as in the sleep cycle, monthly period, etc. by up to +/- 1% per level. This new cycle becomes 'normal' for the caster until altered again. Caster is able to sleep more or less for an equal level of 'restedness'. Assume normal to be equal to society's norms, with 8 hours sleep a night as normal. Caster is not able to alter his cycles repeatedly in the same direction. Reducing required sleep amount by 10% 4 times (for an actual reduction of 34%).

14—Concentration (U) Caster is able to achieve a near-total focus for one static maneuver and gains +1 per level to completing this maneuver.

15—Muscle Control (U) Caster gains full control of any one muscle, e.g., diaphragm (great for getting rid of hiccups), sphincter (great in stressful situations), etc.

16—Temperature Control (U) Caster is able to control the temperature of his body by up to +/- 1 degree Fahrenheit per level of caster.

17—Metabolic Control (U) Caster is able to speed or slow his metabolism by up to 10% per level of caster. This will allow quicker recuperation (increased recuperation from exhaustion, deprivation, etc.). The increased metabolism requires an additional amount of food (or less if decreased) based upon the percentage increase. This spell allows for no hasted effects.

18—Compensate (U) Caster causes other senses to compensate for impaired, or damaged senses, in darkness hearing compensates for sight, etc. This spell allows caster to function at near-normality even when totally deprived of one sense blinded, deafened, etc.

19—Proportional Control (U) Caster can adjust his normal body proportions to desired size-weight, though adjustment takes normal time, e.g., caster gains or loses weight normally but may place added weight as desired. This spell allows for no additional strength or speed, just proportional aesthetics.

20—Conscious/Autonomic (U) Caster is able to switch one conscious or autonomic function to it's opposite. Thus caster is able to gain conscious control of heart rate, respiration rate, digestion (stop or start), elimination (lessen severity of elimination warning), etc. or relegate normally conscious functions to autonomic control, including sustenance, sleep cycles, survival responses (get in out of weather, protect young, etc.), etc.

25—Instant Adjustment (U*) Caster is able to instantly adjust one physiological response to a particular situation, e.g., eyes to dark, skin to sun (tan), etc.

30—Nerve Control (U) Caster gains complete control over any one nerve. Caster is able to increase or decrease sensitivity in that nerve from none (no pain) to hypersensitivity (+30 to perception rolls involving this nerve).

50—Organ Control (U) Caster gains complete control over any one organ or organ system. By altering chemical production and flows to and through this organ/system the caster gains great overall control of his body. This allows caster to adjust many body systems including blood production, reproductive urge, aggression, outlook (brain chemicals), etc. Caster is able to increase or decrease any organ function by up to +/- 100% per 5 levels of experience.

GAMEMASTER TIPS

This list was provided in the hopes of giving players all over the world heartaches, headaches, and much more playing enjoyment than ever before.

Tip 1 — A great use for this compendium is to create renegade magical tomes to keep your PCs running here and there to find a new spell or (gasp) an entire new list.

Tip 2 — Be sure to determine the magic treasure possessed by the PCs enemies before they encounter the characters. This way if they possess anything good they can use it against the PCs. Also be sure to be completely familiar with all magic items you provide the characters, avoid the “I didn’t know it could do that...” syndrome.

Tip 3 — Learn (or at least read) the Spell Books and all extra spells you allow characters to have. Many GM’s have learned the hard way that well-used spells come closer to the GM’s omnipotent power than anything else in the game. This includes hits, AT, OB, DB, high-level, etc...

Tip 4 — Check characters carefully if they’re from another campaign. Don’t allow any items or spells that aren’t down in hard copy and don’t allow anything which might hinder your ability to GM. If a player would rather not play a ‘crippled’ character, allow them to play another, or even loan them an NPC to run. Many experienced GMs will attest to the discord and disappointment that a ‘super’ character has caused among their game and their other players.

Tip 5 — If you have more than a few players here are some things I have found that helps adjudicate them:

A. Get an assistant or two. Inform them of exactly what is going on and have them deal with the players, while you deal with the assistants.

B. Outline your set of books (or if this is cost prohibitive, provide a printed outline) concerning the options that you will allow or use in the campaign. Refer to these to counter disputes, and stick by the books, whether you are right or wrong.

Tip 6 — One-time use items (potions, runes, etc...) or loaner items (virtually anything) can boost party power temporarily to alleviate: missing characters, lower than suggested levels, or inexperienced players (Perhaps a leader NPC or two instead of magic items in this case).

Tip 7 — Be consistent. If your campaign is very lean on magic or money, don’t charge book prices for items without good reason (to keep characters broke and hungry for more adventure). Likewise, if your campaign is money or magic heavy, don’t feel bad about doubling or tripling the book prices for all items.

Tip 8 — Enjoy yourself and make sure your players enjoy themselves. If this entails a difficult adventure, then so be it. Laughs and fights are fun, but a hard earned prize from a difficult adventure provides it’s own reward.

SPELL USER TIPS

When interpreting what the purpose of a spell might be directly from the spell description, look not only at its obvious applications, but also at the hidden possibilities that might be lurking under a meek facade. I offer this collection of unusual tips to the abused player, to better the quality of his play. Of course, which tips are used, are highly dependent upon which optional rules the GM allows into his campaign. Note that many GMs do not allow liberal interpretations of what a spell can do.

Tip 1 — If your GM allows use of the section on ritual magic in *RMCI*, this can be a way to expand on the potential horizon of your character. Much can be accomplished with ritual magic, and its uses are exceptional if, for example, it is used in conjunction with any or all of the following:

- A. The 25th level spell on the Words Of Power list, *RMCI*.
- B. The 16th level spell on the Circles Of Power list, *RMCI*. Watch out for burnout.
- C. Ritual performed within a earthnode.

Tip 2 — Look at the Conveying Ways list, *RMCI*. Not only are the disk spells fantastic transport. Take a guess at what damage one of those disks would do hitting someone or thing at full speed. Additionally, the disks may be armored and armed, up to their weight allowance.

Tip 3 — Any list such as the Changeling list, *RMCI*, is perfect to increase stats, and stats affect almost everything that a character does. The character starting out with spells for the specific purpose of increasing stats, may start out weaker in the beginning, but will surpass almost all other characters in the long run (high level).

Tip 4 — Wealth through magic means is easily gained. Only the most unimaginative spell user will ever want for money. Beside the specific wealth gaining spells such as the 16th level spell on the Plasma Mastery list, *RMCI*, the clever mage may, with almost any number of spells, create, steal, earn, or trick enough wealth into their possession to never fear of want. (e.g., any form of passage or dig spell may be used on the walls of a jeweler’s shop.)

Tip 5 — Never get stuck in a rut when thinking of spells.

Tip 6 — Spell Mastery and Targeting are two of the best skills ever created for spell use. With these two skills the player can attempt any number of spell variations.

Tip 7 — If you can’t get exactly what you want out of the spell, consider using an item in conjunction with the spell to obtain desired effect or to increase flexibility.

APPENDIX B — PSION LISTS

The following lists are modified versions of some of the Psion lists presented in *Space Master*. These lists are for use in a *Rolemaster* game, by a GM wishing to add a completely different sort of "power" to his world. Each Psion list should be considered carefully before it is used, as many GMs will find them unbalancing or inappropriate for their fantasy games. For information on how Telepathy (the use of Psions) can be incorporated into a *Rolemaster* game, see Sections 2.1.10 and 4.0, and *Space Master, the Roleplaying Game*.

B-1.0 THE FIELD OF VISIONS

MIND DETECTION (PSIONIC, VISIONS) (B-1.1)

	Area of Effect	Duration	Range
1—Presence	varies	C	3 m/lvl
2—Minds Touch	varies	—	5 m/lvl
3—Mind Pattern	1 target	C	3 m/lvl
4—			
5—Pattern Store	1 target	—	3 m/lvl
6—Pattern Analysis	1 target	—	3 m/lvl
7—Mind Location	1 target	C	30 m/lvl
8—Mind Compass	1 target	C	300 m/lvl
9—Presence True	10 m R.	C	30 m/lvl
10—Awareness	varies	C	3 m/lvl
11—Psion Veil	self	10 min/lvl	self
12—Proximity Warning	self	1 hr/lvl	3 m/lvl
13—Mind Tracking	1 target	1 hr/lvl	30 m/lvl
14—Mass Patterning	varies	C	3 m/lvl
15—Awareness True	varies	C	3 m/lvl
16—			
17—			
18—			
19—			
20—Proximity Warning True	self	1 hr/lvl	3 m/lvl
25—Mind Location	1 target	C	10 km/lvl
30—Mind Compass True	1 target	C	unlimited
35—Mind Tracking True	1 target	varies	1 km/lvl
45—Far Mind Tracking True	1 target	varies	unlimited
50—Mind Location True	1 target	C	unlimited
60—Past Mind Location	1 target	—	30 m/lvl
70—Lord Location True	1 target	C	unlimited

1—Presence (P*) Caster is aware of the presence of all sentient/thinking beings within his range.

2—Minds Touch (P*) This Psion makes the caster aware of the presence of all sentient/thinking beings within range. The area of effect is a cone with a 15 degree angle opening extending out to the casters range limit. This cone is non movable and is set according to the facing of the caster.

3—Mind Pattern (P*) Caster gets general ideal of the race and level of one entity being scanned; entity must first(if not in sight) be located via Presence.

5—Pattern Store (P*) Caster stores mental pattern of target; can be later used to locate that specific sentient through *Mind Pattern*, *Mind Location*, or *Mind Compass*.

6—Pattern Analysis (I*) Caster gets race, profession, and level of target.

7—Mind Location (I) Caster gets direction and distance to any one unshielded mind which he has *Pattern Stored*.

8—Mind Compass (I) Caster gets direction to any unshielded Pattern Stored mind he desires.

9—Presence True (P*) Caster can discern presences in one 10 meter radius up to 30 meters/lvl away.

10—Awareness (I*) Caster is aware of the presence of all sentient/thinking beings and a general knowledge of the actions of each being within his range (e.g., being is casting a spell, but not what spell, or at whom).

11—Psion Veil (U*) Conceals that the caster possesses any form of Psionic power, from probing intellects. Prevents no other information from being gained.

12—Proximity Warning (S*) Caster is immediately alerted (even awakened from sleep) when a Presence enters the range. Comrades' presences can be 'filtered' to not trigger the spell, if *Pattern Stored*.

13—Mind Tracking (I) Caster is constantly aware of direction and distance to any one unshielded mind which he has pattern stored.

14—Mass Patterning (I) Caster gets general ideal of the race and level of entity (one being scanned per round); entity must first(if not in sight) be located via *Presence*.

15—Awareness True (I) Caster is aware of the presence of all sentient/thinking beings and knowledge of the actions of each being within his range (e.g., being is casting a *Firebolt* spell at target X).

20—Proximity Warning True (S*) Caster is immediately alerted (even awakened from sleep) when a Presence enters the range, and then gains the following data concerning the intruding presence(s) including race, profession, and level of intruding presence(s).

25—Mind Location (I) Caster gets direction and distance to any one unshielded mind which he has *Pattern Stored*.

30—Mind Compass True (I) Caster gets direction to any unshielded *Pattern Stored* mind he desires.

35—Mind Tracking True (I) Caster is constantly aware of direction and distance to any one unshielded mind which he has pattern stored. Duration is until dispelled.

45—Far Mind Tracking True (I) Caster is constantly aware of direction and distance to any one unshielded mind which he has pattern stored. Duration is until dispelled.

50—Mind Location True (I) Caster gets direction and distance to any one unshielded mind which he has *Pattern Stored*. Caster may also choose to have Awareness 20m radius around the target.

60—Past Mind Location (I) Caster is able to seek back in the past for the mind pattern, lock on, and utilize a *Past Sight* Psion on that temporal location.

70—Lord Location True (I) Caster gets direction and distance to any one unshielded mind. Mind of target does not have to be stored, caster need only know or heard of target. Caster may also choose to have Awareness 20m radius around the target.

**MIND'S TRUTH
(PSIONIC, VISIONS) (B-1.2)**

	Area of Effect	Duration	Range
1—Emotion Touch	1 target	1 md	touch
2—			
3—Xeno Emotion Touch	1 target	1 md	touch
4—Thought Scan	1 target	1 md/lvl	20 m
5—Truth I	1 statement	—	5 m
6—Thought Analysis	1 target	1 md	20 m
6—Xeno Thought Scan	1 target	1 md/lvl	20 m
7—Thought Search	1 target	C	30 m
7—Xeno Truth I	1 statement	—	5 m
8—Truth III	3 statements	3 min	10 m
9—Xeno Thought Analysis	1 target	1 md	20 m
10—Far Thought Scan	1 target	1 md/lvl	100 m/lvl
10—Xeno Truth III	3 statements	3 min	10 m
11—Truth V	5 statements	5 min	10 m
12—Mind Scan	1 target	1 md/lvl	20 m
13—Memory Search	1 target	C	30 m
13—Xeno Truth V	5 statements	5 min	10 m
14—Truthtrance I	self	1 hour	10 m
15—Far Mind Scan	1 target	1 md/lvl	100 m/lvl
15—Xeno Mind Scan	1 target	1 md/lvl	20 m
16—Xeno Truthtrance I	self	1 hour	10 m
17—			
18—Xeno Truthtrance III	self	3 hours	10 m
19—			
20—Truthtrance III	self	3 hours	10 m
25—Mind Probe	1 target	1 md/lvl	20 m
30—Truth True	1 statement/lvl	1 min/lvl	10 m
30—Xeno Mind Probe	1 target	1 md/lvl	20 m
35—Xeno Truth True	1 statement/lvl	1 min/lvl	10 m
50—Truthsaying	self	5 hours	10 m
60—Deep Mind Probe	1 target	C	30 m
60—Xeno Truthsaying	self	5 hours	10 m

1—Emotion Touch (I) Caster receives detailed information about target's current emotional state (e.g., depressed, angry, happy, frightened).

3—Xeno Emotion Touch (I) Caster receives detailed information about target's current emotional state (e.g., depressed, angry, happy, frightened).

4—Thought Scan (IM) Caster receives surface thoughts from target. If target makes his RR by more than 25 he realizes what is happening.

5—Truth I (I*) Caster is able to tell whether a specific statement is a deliberate lie. Psion must be cast immediately before statement is made. Also, target may make a RR (at -50) against lie detection with any Acting skill he might possess as a bonus. If the target succeeds in the RR, caster is uncertain, but is never fooled into believing that a lie is a truth. Caster must have at least 5 skill ranks in language being used.

6—Thought Analysis (IM) Caster receives surface thoughts, reasoning and thought patterns behind surface thoughts from target. If target makes his RR by more than 25 he realizes what is happening.

6—Xeno Thought Scan (IM) Caster receives surface thoughts from target. If target makes his RR by more than 25 he realizes what is happening.

7—Thought Search (IM) Allows caster to use a key word/phrase/picture to key on a specific surface thought group. One of the Scan Psions must be used to actually read the thought.

7—Xeno Truth I (I*) Caster is able to tell whether a specific statement is a deliberate lie. Psion must be cast immediately before statement is made. Also, target may make a RR (at -50) against lie detection with any Acting skill he might possess as a bonus. If the target succeeds in the RR, caster is uncertain, but is never fooled into believing that a lie is a truth. Caster must have at least 5 skill ranks in language being used.

8—Truth III (I*) Caster is able to tell whether up to 3 statements are deliberate lies (within range and duration of spell). Also, target may make a RR (at -50) against lie detection with any Acting skill he might possess as a bonus. If the target succeeds in the RR, caster is uncertain, but is never fooled into believing that a lie is a truth. Caster must have at least 5 skill ranks in language being used.

9—Xeno Thought Analysis (IM) Caster receives surface thoughts, reasoning and thought patterns behind surface thoughts from target. If target makes his RR by more than 25 he realizes what is happening.

10—Far Thought Scan (IM) Caster receives surface thoughts from target. If target makes his RR by more than 25 he realizes what is happening. Target must have been Pattern Stored previously if out of sight.

10—Xeno Truth III (I*) Caster is able to tell whether up to 3 statements are deliberate lies (within range and duration of spell). Also, target may make a RR (at -50) against lie detection with any Acting skill he might possess as a bonus. If the target succeeds in the RR, caster is uncertain, but is never fooled into believing that a lie is a truth. Caster must have at least 5 skill ranks in language being used.

11—Truth V (I*) Caster is able to tell whether up to 5 statements are deliberate lies (within range and duration of spell). Also, target may make a RR (at -50) against lie detection with any Acting skill he might possess as a bonus. If the target succeeds in the RR, caster is uncertain, but is never fooled into believing that a lie is a truth. Caster must have at least 5 skill ranks in language being used.

12—Mind Scan (IM) Caster receives surface thoughts, reasoning, and thought patterns behind surface thoughts from target. Caster may also scan target's conscious memories. If target makes his RR by more than 25 he realizes what is happening.

13—Memory Search (IM) Allows caster to use a key word-phrase-picture to locate a specific memory.

13—Xeno Truth V (I*) Caster is able to tell whether up to 5 statements are deliberate lies (within range and duration of spell). Also, target may make a RR (at -50) against lie detection with any Acting skill he might possess as a bonus. If the target succeeds in the RR, caster is uncertain, but is never fooled into believing that a lie is a truth. Caster must have at least 5 skill ranks in language being used.

14—Truthtrance I (I) More powerful than the *Truth* Psions, all deliberate lies within range and duration are detected. Unlike the *Truth* Psions above, caster is immobile and unable to speak except to declare lie or truth during the trance, and requires 3 mds. to enter or leave the state. Truthsayer must be physically present for full effect; Targets get a RR as in *Truth* if electronic audio surveillance is used. Caster can be awakened before the hour if his name is called.

15—Far Mind Scan (IM) Caster receives surface thoughts, reasoning, and thought patterns behind surface thoughts from target. Caster may also scan target's conscious memories. If target makes his RR by more than 25 he realizes what is happening. Target must have been Pattern Stored previously if out of sight.

15—Xeno Mind Scan (IM) Caster receives surface thoughts, reasoning, and thought patterns behind surface thoughts from target. Caster may also scan target's conscious memories. If target makes his RR by more than 25 he realizes what is happening.

16—Xeno Truthtrance I (I) More powerful than the *Truth Psions*, all deliberate lies within range and duration are detected. Unlike the *Truth Psions* above, caster is immobile and unable to speak except to declare lie or truth during the trance, and requires 3 mds. to enter or leave the state. Truthsayer must be physically present for full effect; Targets get a RR as in *Truth* if electronic audio surveillance is used. Caster can be awakened before the hour if his name is called.

18—Xeno Truthtrance III (I) All deliberate lies within range and duration are detected. Unlike the *Truth Psions* above, caster is immobile and unable to speak except to declare lie or truth during the trance, and requires 3 mds. to enter or leave the state. Truthsayer must be physically present for full effect; Targets get a RR as in *Truth* if electronic audio surveillance is used. Caster can be awakened before the duration if his name is called.

20—Truthtrance III (I) All deliberate lies within range and duration are detected. Unlike the *Truth Psions* above, caster is immobile and unable to speak except to declare lie or truth during the trance, and requires 3 mds. to enter or leave the state. Truthsayer must be physically present for full effect; Targets get a RR as in *Truth* if electronic audio surveillance is used. Caster can be awakened before the duration if his name is called.

25—Mind Probe (IM) Caster receives surface thoughts, reasoning, and thought patterns behind surface thoughts from target. Caster may also scan target's conscious and subconscious memories. If target makes his RR by more than 25 he realizes what is happening.

30—Truth True (I) Caster is able to tell whether up to 1 statements/level are deliberate lies (within range and duration of spell). Also, target may make a RR (at -50) against lie detection with any Acting skill he might possess as a bonus. If the target succeeds in the RR, caster is uncertain, but is never fooled into believing that a lie is a truth. Caster must have at least 5 skill ranks in language being used.

30—Xeno Mind Probe (IM) Caster receives surface thoughts, reasoning, and thought patterns behind surface thoughts from target. Caster may also scan target's conscious and subconscious memories. If target makes his RR by more than 25 he realizes what is happening.

35—Xeno Truth True (I) Caster is able to tell whether up to 1 statements/level are deliberate lies (within range and duration of spell). Also, target may make a RR (at -50) against lie detection with any Acting skill he might possess as a bonus. If the target succeeds in the RR, caster is uncertain, but is never fooled into believing that a lie is a truth. Caster must have at least 5 skill ranks in language being used.

50—Truthsaying (I) All deliberate lies within range and duration are detected. Duration is up to 5 hours. Caster is able to speak freely and is at -50 to other activity (no other Psions may be cast). Truthsayer must be physically present for full effect; Targets get a RR as in *Truth* if electronic audio surveillance is used.

60—Xeno Truthsaying (I) All deliberate lies within range and duration are detected. Duration is up to 5 hours. Caster is able to speak freely and is at -50 to other activity (no other Psions may be cast). Truthsayer must be physically present for full effect; Targets get a RR as in *Truth* if electronic audio surveillance is used.

60—Deep Mind Probe (IM) Caster is able to probe into the target's true memories of an event (as opposed to what distortions the target's psyche has overlaid; caster receives clear image of the actual event).

MIND'S EYE (PSIONIC, VISIONS) (B-1.3)

	Area of Effect	Duration	Range
1—Fortune Telling	1 target	C	1 m/lvl
2—Intuition I	self	—	self
3—			
4—Death's Vision	1 target	—	self
5—Forewarning I	self	1 hour	1 m/lvl
5—Penetrating Sight	self	C	self
6—			
7—Watch	self	C	3 m
8—Fate's Vision	1 target	—	3 m
8—Far View	self	C	3 m/lvl
9—Moving Eye	self	C	3 m
10—Empathic Warning	1 target	triggered	10 km/lvl
10—See Invisible	self	C	self
11—Forewarning III	self	3 hours	3 m/lvl
12—			
13—Empathic Vision	1 target	triggered	10 km/lvl
14—Death's Vision True	self	—	3 m
15—Far Empathic Warning	1 target	triggered	1 plane
15—Watch II	self	C	3 m
16—			
17—			
18—Moving Eye II	self	C	3 m
19—			
20—Forewarning True	self	triggered	10 m/lvl
20—Lord Sight	self	C	30 m/lvl
25—Fate's Vision True	1 target	triggered	3 m
25—Watch True	self	1 min/lvl	self
30—Far Empathic Vision	1 target	triggered	1 plane
30—Sight True	self	1 min/lvl	30 m/lvl
50—Far Empathy True	1 target	triggered	1 plane
50—Mind's Eye	self	10 min/lvl	10 km/lvl
60—Far Sight	self	10 min/lvl	10 km/lvl
90—Sight Master	self	10 min/lvl	unlimited

1—Fortune Telling (P) Caster gains a limited insight to a given targets probable future. The insight gained from the targets future is sketchy at best. Examples of type of information gained is; number of children, happiness of target, socio-economic level, etc...

2—Intuition I (I) Caster gains vision of what probably will happen to him if he takes a specified action within the next minute.

4—Death's Vision (I) Caster gets a vision of the events surrounding the death of any 1 dead being through the eyes of the deceased. He also gets a view of the killer (if any). Caster must be within 3m of the corpse, who must have died within a number of years equal to or less than the caster's level.

5—Forewarning I (I) Caster is alerted, as far as one minute in advance, if someone within range is planning violence against him. Caster receives no details of who or exactly where, however.

5—Penetrating Sight (P) Caster is able to see through any solid material up to 1 meter thick.

7—Watch (P) Caster may choose a point up to 3 meters away and he will have a field of vision from that point; he can rotate the view but not move it.

8—Fate's Vision (I) If target of Psion is likely as determined by the (JM) to meet a violent death or near death (murder, assassination, heart attack, etc.) within 1 day, caster receives a monetary vision of the event, including the perpetrator (if any).

8—Far View (P) Caster's point of vision can be moved independently of him, but he would have to physically be able to go there (e.g., the View cannot travel through solid objects, a closed door, etc.).

9—Moving Eye (P) Caster may choose a point up to 3 meters away and he will have a field of vision from that point; he can rotate the view and move its observation point up to 3 meters away from original casting target point.

10—Empathic Warning (I) Caster can key this Psion to one being previously Pattern Stored. If the keyed entity is killed or in an immediately life-threatening situation within the range of the Psion, the caster is immediately aware of it. Caster cannot have more than one *Empathic Warning* active at one time, but can cancel and cast a new one.

10—See Invisible (P) Caster is able to see invisible objects (including only those made invisible through Psions).

11—Forewarning III (I) Caster is alerted, as far as one minute in advance, if someone within range is planning violence against him. Caster receives no details of who or exactly where, however.

13—Empathic Vision (I) Caster can key this Psion to one being previously Pattern Stored. If the keyed entity is killed or in an immediately life-threatening situation within the range of the Psion, the caster is immediately aware of it. Caster gets a vision of target's death as in *Death's Vision*. Caster cannot have more than one *Empathic Vision* active at one time, but can cancel and cast a new one.

14—Death's Vision True (I) Caster gets a vision of the events surrounding the death of any 1 being within 3m. Caster gets an understanding of the reason(s) the deceased died, exactly who the killer was (if any), and who was ultimately responsible (if anyone). Corpse may be of any age as long as it is (reasonably) intact. A couple of bones or teeth fragments is not 'intact'; a complete skeleton is.

15—Far Empathic Warning (I) Caster can key this Psion to one being previously *Pattern Stored*. If the keyed entity is killed or in an immediately life-threatening situation within the range of the Psion, the caster is immediately aware of it. Caster cannot have more than one *Empathic Warning* active at one time, but can cancel and cast a new one.

15—Watch II (P) Caster may choose a point up to 3 meters per level away and he will have a field of vision from that point; he can rotate the view but not move it.

18—Moving Eye II (P) Caster may choose a point up to 3 meters per level away and he will have a field of vision from that point; he can rotate the view and move its observation point up to 3 meters per level away from original casting target point.

20—Forewarning True (I) Caster is alerted, as far as one minute in advance, if someone within range is planning violence against him. Caster receives no details of who or exactly where, however.

20—Lord Sight (P) Caster's point of vision can be moved independently of him at a rate of up to 10m/rnd. Caster's 'View' can move through solid objects.

25—Fate's Vision True (I) Caster has a vision of the (most likely) ultimate fate of the target, including the perpetrator (if any), no matter how far in the future.

25—Watch True (P) Caster may choose a point up to 3 meters per level away and he will have a field of vision from that point; he can rotate the view but not move it.

30—Far Empathic Vision (I) Caster can key this Psion to one being previously Pattern Stored. If the keyed entity is killed or in an immediately life-threatening situation within the range of the Psion, the caster is immediately aware of it. Caster gets a vision of target's death as in *Death's Vision*. Caster cannot have more than one *Empathic Vision* active at one time, but can cancel and cast a new one.

30—Sight True (P) Caster's point of vision can be moved independently of him at a rate of up to 10m/md. Caster's 'View' can move through solid objects. Caster doesn't need to concentrate while the view is motionless.

50—Far Empathy True (I) Allows caster to have as many *Far Empathic Visions* (or lesser *Empathic Visions* or *Warnings*) simultaneously keyed as he desires.

50—Mind's Eye (P) Caster's point of vision can be moved independently of him at a rate of up to 10km/md. Caster's 'View' can move through solid objects. Caster doesn't need to concentrate while the view is motionless.

60—Far Sight (P) Caster's point of vision can be moved independently of him at a rate of up to 1,000,000km/md. Caster's 'View' can move through solid objects. Caster doesn't need to concentrate while the view is motionless.

90—Sight Master (P) Caster's point of vision can be moved independently of him at a rate of up to 10 Light years/md. Caster's 'View' can move through solid objects. Caster doesn't need to concentrate while the view is motionless.

MIND IN THE PAST (PSIONIC, VISIONS) (B-1.4)

	Area of Effect	Duration	Range
1—Origins	self	—	touch
2—Flash Behind	self	1 second	touch
3—Past Insight	1 target	C	1 m/lvl
4—			
5—Item Purpose	self	—	touch
6—Past Sight	self	C	touch
7—			
8—Flash Behind	self	C	touch
9—Delving	self	—	touch
10—Past Patterning	self	—	self
11—Past Sight	self	C	touch
12—Past Compass	self	varies	touch
13—Flash Behind True	self	—	touch
14—Past Locations	self	—	self
15—Past Sight	self	C	touch
15—Psychometry	self	—	touch
16—			
17—			
18—			
19—			
20—Event Lock	self	1 min/lvl	self
25—Past Analysis	1 target	—	3 m
30—Past Sight	self	C	touch
30—Psychometry True	self	—	touch
50—Past Sight True	self	C	touch
55—Frozen Time	self	1 rnd/lvl	self
60—Past Sight II	self	C	touch
90—Time Travel I	self	1 min/lvl	self
100—Time Travel II	self	1 min/lvl	touch
120—Time Travel True	self	P	self

1—Origins (I) Gives the area of origin of the item (a plane, if the item is demonic), the race of the being who made it, and when it was made (within 10% of total actual age).

2—Flash Behind (I) Caster gets a 'flash' silent image of an event associated with a given item or place, up to 1 day in the past per level of the caster. Image is of a random, but relatively significant event. Flash is too quick for caster to make out more than most prominent persons or nearby objects.

3—Past Insight (P) Caster gains a limited insight to a given targets past. The insight gained from the targets past is sketchy at best. Examples of type of information gained is; birth date, personal environment, notable events and personalities, etc...

5—Item Purpose (I) Caster gains detailed understanding of a given item or place's original intended purpose.

6—Past Sight (I) Caster gets a vision of an event associated with a given item or place, up to 1 day in the past per level of the caster. Image is of a random, but relatively significant event. Caster's view of the past lasts as long as the caster concentrates (is in a trance, in this case). Caster also receives aural input, and can travel up and down the time range at up to 10X normal speed.

8—Flash Behind (I) Caster gets a 'flash' silent image of an event associated with a given item or place, up to 1 year in the past per level of the caster. Image is of a random, but relatively significant event. Flash is too quick for caster to make out more than most prominent persons or nearby objects.

9—Delving (I) Combines the abilities of Origins and Item Purpose, also providing the name of the creator, the exact date and location of construction, and the material makeup of an item.

10—Past Patterning (I*) Caster may use this Psion while in a *Past Sight*; it saves the image/mental pattern of a person that can be used with another *Past Sight* to key in on the saved image in another place or time.

11—Past Sight (I) Caster gets a vision of an event associated with a given item or place, up to 1 year in the past per level of the caster. Image is of a random, but relatively significant event. Caster's view of the past lasts as long as the caster concentrates (is in a trance, in this case). Caster also receives aural input, and can travel up and down the time range at up to 10X normal speed.

12—Past Compass (I) When cast before a *Past Sight* it allows the caster to scan the past very rapidly, seeking the temporal location of significant events.

13—Flash Behind True (I) Caster gets a 'flash' silent image of an event associated with a given item or place, up to the time of creation. Image is usually of the most significant event in the item's past (e.g., death of a ring's wearer while it was worn).

14—Past Locations (I) If caster has a general description concerning an event or place relating to an item to be used in a *Past Sight*, casting this Psion first will key on to the event or place in time most closely matching the description.

15—Past Sight (I) Caster gets a vision of an event associated with a given item or place, up to 10 years in the past per level of the caster. Image is of a random, but relatively significant event. Caster's view of the past lasts as long as the caster concentrates (is in a trance, in this case). Caster also receives aural input, and can travel up and down the time range at up to 10X normal speed.

15—Psychometry (P) Caster holds an object or stands in a place of significance and is able to gain a number of *Flashes Behind* of important situations, events, or people who have been associated physically with the object or place. This Psion also provides as many *Flashes* as important events/people which actually occurred. Time range into the past is theoretically unlimited. This Psion is very much up to the GM's discretion. A 50th level Telepath standing holding a fork which has never had a user of significance will get no images.

20—Event Lock (I*) Allows the caster to stop concentration while using *Past Sight*. He is, in essence, locked in the past time and place. Though he has not physically travelled there, he is able to cast Psions from the *Mind Detection* and *Mind's Eye* lists for the Psion duration. There is a chance (.1% x 10yrs past x 1 minute stayed) however, that the caster is unable to return; his body a mindless vegetable in the present while his mind is caught up in the past.

25—Past Analysis (I*) Allows the caster, while using a *Past Sight* Psion, to perform a *Pattern Analysis* (6th lvl *Mind Detection*) on anyone in the sight. This Psion does not entail any risks, unlike *Event Lock*.

30—Past Sight (I) Caster gets a vision of an event associated with a given item or place, up to 1000 years in the past per level of the caster. Image is of a random, but relatively significant event. Caster's view of the past lasts as long as the caster concentrates (is in a trance, in this case). Caster also receives aural input, and can travel up and down the time range at up to 10X normal speed.

**EMPATH
(PSIONIC, VISIONS) (B-1.5)**

30—Psychometry True (P) Caster holds an object or stands in a place of significance and is able to gain a number of *Past Sights* of important situations, events, or people who have been associated physically with the object or place. This Psion also provides as many *Past Sights* as important events/people which actually occurred. Time range into the past is theoretically unlimited. This Psion is very much up to the GM's discretion. A 50th level Telepath standing holding a fork which has never had a user of significance will get no images. Caster gains a detailed understanding of a given item or place's original intended purpose. Caster also gets the area of origin of the item (a plane, if the item is demonic), the race of the being who made it, and when it was made (within 10% of total actual age).

50—Past Sight True (I) Caster gets a vision of an event associated with a given item or place, that is unlimited regarding time in the past. Image is of a random, but relatively significant event. Caster's view of the past lasts as long as the caster concentrates (is in a trance, in this case). Caster also receives aural input, and can travel up and down the time range at up to 10X normal speed.

55—Frozen Time (F) Caster is removed from time. From the caster's viewpoint, everyone and everything else seems to be frozen in place. Anything or anyone touched by the caster will also be drawn out of time for the duration of the Psion. Care must be taken that the caster's effect on events while in *Frozen Time* are limited. The brief duration should be strictly adhered to.

60—Past Sight True II (I) Caster gets a vision of an event associated with a given item or place, that is unlimited regarding time in the past. Image is of a random, but relatively significant event. Caster's view of the past lasts as long as the caster concentrates (is in a trance, in this case). Caster also receives aural input, and can travel up and down the time range at up to 1000 yrs/rnd. Caster's consciousness is tied to the same relative place, and is able to receive visual and aural input. Caster's body is in a trance for the duration of the Psion, except caster may bring another back with him. Their body is also in a trance and they see and hear just as the caster does. (e.g., "I am the spirit of Christmas Past...")

90—Time Travel I (F) Caster is able to physically travel back in time up to 100 years/lvl. The shift is instantaneous and caster returns to his own time at the end of the duration unless the Psion is recast. Any relative movement by the caster is also reflected, though cosmic (planetary movement, etc.) are corrected for. This is an extremely dangerous and powerful Psion, to be used with care. It is strongly recommended that extensive research with *Past Sight* and *Past Location* be done first. In any case the GM must be prepared to deal with possible ramifications of such travel if it is allowed. Can someone change the past?—or is what they do already a part of What Has Gone Before?

100—Time Travel II (F) Caster is able to physically travel back in time up to 100 years/lvl and bring along a passenger. The shift is instantaneous and caster returns to his own time at the end of the duration unless the Psion is recast. If caster is not touching passenger when duration is over, that person is 'left behind' in the past.

120—Time Travel True (F) Caster is able to physically travel back in time an unlimited amount of time. Caster may also, optionally travel to the future. *Note: Travel to the future must be done blindly, and the GM must carefully monitor such activity.*

	Area of Effect	Duration	Range
1—Transfer I	self	—	touch
2—Clotting III	self	P	self
3—Cut Repair I	self	P	self
4—Pain Relief True	self	P	self
5—Tissue Repair	self	P	self
6—Clotting True	self	P	self
7—Fracture Repair	self	P	self
8—Mask Pain	self	P	self
9—Cut Repair True	self	P	self
10—Transfer True	self	C	touch
11—Neutralize Poison	self	P	self
12—Tissue Repair True	self	P	self
13—Mask Pain True	self	P	self
14—Fracture Repair True	self	P	self
15—Regeneration	self	P	self
16—Neutralize Disease	self	P	self
17—Healing	self	P	self
18—			
19—			
20—Lord Empath	self	P	30 m
25—Regeneration True	self	P	touch
30—Empathic Trance	self	varies	self
40—Empathic Bond	1 target	P	self
50—Empath	self	varies	self
55—Lord Regeneration True	self	P	touch
80—Empathic Bond True	1 target	P	unlimited
90—Reconstitution	1 body	P	touch

1—Transfer I (P*) The Telepath need only touch the injured party, and the wound is transferred to the Telepath in only one round (both must be 'static'). This transfer costs 1 Psion point per wound (GM discretion; though in general an area or critical type could be considered one wound; e.g., a 25-hit wound bleeding 3 hits per round is all one injury. This designation bears no resemblance to the process needed to heal the injury from the Telepath.) Even a first-level Telepath could transfer any injury—though he might not survive long afterwards. Once transferred, the injuries are as if the Telepath had actually received them (e.g., they begin to bleed, etc...), and can be healed using the Psions below. All of the Psions but the *Transferrals* are Subconscious—triggered automatically by the Telepath's unconscious mind. In this way the Telepath might *Transfer* wounds, pass out from the pain/hits/etc., and his body will automatically begin healing until he is out of Psion Points. Empaths have an intuitive understanding of how much they can take before assuming a fatal burden (GM should do a quick analysis) and normally their instinct for self-preservation would prevent a fatal *Transferral*.

2—Clotting III (SH*) Will close a wound of up to 3 hits bleeding severity/rnd. Patient cannot move appreciably or the wound will reopen.

3—Cut Repair I (SH*) Will close a wound of 1 hit per round bleeding, permanently. When bleeding has stopped completely, wound is totally healed.

4—Pain Relief True (SH*) 1 hit/round of concussion damage is relieved.

5—Tissue Repair (SH*) Caster is able to repair one damaged (but not destroyed) muscle or tendon. This requires ten minutes.

6—Clotting True (SH*) Any one bleeding wound is instantly closed. *Cut Repair* is needed to completely heal the wound, however.

7—Fracture Repair (SH*) This Psion will repair bone or cartilage which is broken but not shattered or destroyed. The process takes ten minutes.

8—Mask Pain (SH*) Allows the caster to absorb an additional 50% of his normal total hits before losing consciousness.

9—Cut Repair True (SH*) Any one bleeding wound is instantly closed and is fully healed.

10—Transfer True (H*) Caster may Transfer an many wounds as desired upon himself, moving from patient to patient, if desired.

11—Neutralize Poison (SH*) Consider the poison to be the Psion target, and it must make a RR vs attack. RR failure means that the poison is permanently rendered harmless (and the Empath is immune to this poison forever). The process takes 1 minute.

12—Tissue Repair True (SH*) Caster is able to repair one damaged muscle or tendon in but 1 minute. A destroyed tissue may be regenerated in 10 minutes (though the caster must remain immobile).

13—Mask Pain True (SH*) Allows the caster to absorb twice the hits he could normally, before losing consciousness. Note that hits may never exceed Total hits plus Constitution.

14—Fracture Repair True (SH*) Caster is able to repair one damaged (including shattered) bone or cartilage in 1 minute. A destroyed bone may be regenerated in 10 minutes (though the caster must remain immobile).

15—Regeneration (SH*) 5 hit/round of concussion damage are relieved.

16—Neutralize Disease (SH*) Consider the disease to be the Psion target, and it must make a RR vs attack. RR failure means that the disease is permanently rendered harmless (and the Empath is immune to this disease forever). The process takes 1 minute.

17—Healing (SH*) 3 hits/lvl of caster, of concussion damage are relieved.

20—Lord Empath (H*) Caster may 'reach out' telepathically and take upon himself a wound from up to 30 meters away. Because of the strain and complexity, only one wound may be taken and healed at a time in this way.

25—Regeneration True (SH*) Caster is able to regenerate lost limbs, damaged or destroyed organs (not the brain) while in a trance. Because of the nature of such injuries, the wound is not actually 'transferred' (though a *Transferral* Psion must be cast in order to link the Empath and patient nervous systems). The patient's limb/organ is regenerated in 1-100 minutes (GM discretion; varies with severity) and kept alive in the meantime by the Empath's body. After the healing, the Empath lapses into a coma for 1-100 hours (hours equals minutes of healing required) while he recovers.

30—Empathic Trance (SH*) Allows the Empath the unique ability to cast more than one healing Psion on themselves simultaneously. The normal limit is one per 10 levels at a time, but more are possible if the Empath's life is endangered otherwise. The Empath may also draw on as many as 3x per 10 levels their normal daily allotment of Psion Points, but is incapable of casting any Psion until they 'catch up' (e.g., if the next three days worth of Psions are used, they are unable to cast any for the next three days). He is in a Trance for the duration of regeneration.

40—Empathic Bond (H*) Empath must be touching target when the Psion is initially cast; afterwards, any wounds taken by the target (as long as he is in range) are automatically transferred to the caster. Caster may break the Psion either permanently or temporarily at any time. Caster's unconsciousness will suspend it in any case if he is on the brink of death.

50—Empath (H*) Once this Psion is cast, the Empath has free use of any of the Psions below. The only limitation is that a new Empath Psion must be cast for every target and set of injuries (e.g., the Empath takes on a group of injuries, casts Empath, heals, takes on another group of injuries, and must cast Empath again).

55—Lord Regeneration True (SH*) Caster is able to regenerate lost or damaged brain tissue while in a trance. Because of the nature of such injuries, the wound is not actually 'transferred' (though a *Transferral* Psion must be cast in order to link the Empath and patient nervous systems). The patient's brain is regenerated in 1-100 minutes (GM discretion; varies with severity) and kept alive in the meantime by the Empath's body. After the healing, the Empath lapses into a coma for 1-100 hours (hours equals minutes of healing required) while he recovers. Regeneration is complete, with no harmful effects of lost experience.

80—Empathic Bond True (H*) Empath must be touching target when the Psion is initially cast; afterwards, any wounds taken by the target (as long as he is in range) are automatically transferred to the caster. Caster may break the Psion either permanently or temporarily at any time. Caster's unconsciousness will suspend it in any case if he is on the brink of death.

90—Reconstitution (H) Caster is able to completely reconstruct a being from a few tissue cells; age of the cells is not a factor. The original being must be dead for this Psion to function; it is not a 'clone'. The GM must decide whether there is such a thing as 'genetic memory' in which the reconstituted being's memories are somehow intact, or if the consciousness is elsewhere. Combining *Reconstitution* and an appropriate *Transferral* Psion could restore a transferred consciousness back to a reconstituted body.

B-2.0 ALTERATION FIELD

TELEKINETICS (PSIONICS, ALTERATION) (B-2.1)

	Area of Effect	Duration	Range
1—Manipulate I	1 control	C	3 m/lvl
2—Levitation I	self	1 min/lvl	self
3—Mind's Hand I	1 object	C	30 m
4—Deflections I	1 projectile	—	self
5—Levitation II	self	1 min/lvl	self
6—Manipulate True	1 control/lvl	C	3 m/lvl
7—Flight	self	1 min/lvl	self
8—Mind's Hand II	1 object	C	30 m
9—Deflections II	varies	—	self
10—Hurling I	1 object	—	30 m
11—Levitation III	target	10 min/lvl	3 m/lvl
12—Deflections III	varies	—	varies
13—Landing True	self	varies	self
14—Mind's Hand V	varies	C	30 m
15—Deflections V	varies	—	varies
16—			
17—			
18—Catch	1 object	1 md/lvl	30 m
19—Divert	self	—	self
20—Deflections True	self	—	varies
25—Hurling III	3 objects	—	30 m
30—Reaiming	self	—	self
50—Mind's Hand X	varies	C	10 m/lvl
60—Telekinetic Tow	1 object	C 10,000 km/lvl	
90—Telekinetic Tow True	1 object	1 hr/lvl	see below

1—Manipulate I (F) Caster is able to operate one control switch, button, lever, etc., for the duration of the Psion. Only one control may be manipulated per Psion, and it must be of a type normally operable by one finger (e.g., not a huge, manual lever).

2—Levitation I (F) Allows caster to move up and down vertically 3m/md, horizontal movement is possible only through normal means.

3—Mind's Hand I (F) Caster can move one object, up to 1kg/lvl in mass, .5m/second with no acceleration. Living beings or items in contact with a living being get normal RR based on the being's level. Items moved about with *Mind's Hand* do not have enough kinetic force to be an effective attack. See Hurling.

4—Deflections I (F*) Deflects one missile or projectile fired at the caster; that missile/projectile has 100 subtracted from its attack (missile must be in caster's field of vision).

5—Levitation II (F) Allows caster to move up and down vertically 15m/md, horizontal movement is possible only through normal means.

6—Manipulate True (F) Caster is able to operate up to one control switch, button, lever, etc., per level of experience for the duration of the Psion. Only one control may be manipulated per Psion, and it must be of a type normally operable by one finger (e.g., not a huge, manual lever).

7—Flight (F) Caster can fly at a rate of 5m/md.

8—Mind's Hand II (F) Caster can move one object, up to 10kg/lvl in mass, .5m/second with no acceleration. Living beings or items in contact with a living being get normal RR based on the being's level. Items moved about with *Mind's Hand* do not have enough kinetic force to be an effective attack. See Hurling.

9—Deflections II (F*) Deflects either one or two missiles or projectiles fired at the caster; one missile/projectile has 200 subtracted from its attack (missile must be in caster's field of vision and be within 60m). If caster deflects two missile/projectiles then each has 100 subtracted from its attack (missiles must be in caster's field of vision and be within 30m).

10—Hurling I (F) Caster may "hurl" one object of 1kg or less mass with sufficient force to deliver an Impact Critical Hit. A PAR (Psion Attack Roll) is made with the usual modifiers, and the target gets his full defensive bonus. The attack is treated as a thrown attack. The severity of critical is determined from the result on the PAR table: if target fails by (1-10) he takes an 'A' severity Impact Critical; (11-20) a 'B' crit; (21-30) a 'C' crit; (31-40) a 'D' crit; (41+) an 'E' critical.

11—Levitation III (F) Allows caster to lift objects or people weighing up to 100kg/level. This spell does not allow for lateral movement. Object can be moved as quickly as 3m/md as long as it does not pass out of range.

12—Deflections III (F*) Deflects up to 3 missiles or projectiles fired at the caster. Caster may deflect any combination of one, two, or three missile/projectiles with a total range of 90m and a total subtraction of -300 (missiles must be in caster's field of vision).

13—Landing True (F*) Caster can safely land from a fall of any height, in any gravity field (up to 10x normal) 99% of the time.

14—Mind's Hand V (F) Caster can move one object/level, of up to 100kg/lvl in total mass, .5m/second with no acceleration. Living beings or items in contact with a living being get normal RR based on the being's level. Caster can control and move the objects simultaneously and independently as long as they remain within range.

15—Deflections V (F*) Deflects up to 5 missiles or projectiles fired at the caster. Caster may deflect any combination of one to five missile/projectiles with a total range of 150m and a total subtraction of -500 (missiles must be in caster's field of vision).

16—Catch (F*) Allows caster to catch an object, stopping its momentum and holding it in place. The object remains stationary until; either the duration runs out, at which time it drops to the ground, or the caster deflects it with another Psion (such as *Hurling*). If the object is being controlled by another person a test wills is joined (a RR with both target and caster using self discipline bonuses). The object being caught may

not be over 1 kg per level of the caster.

19—Divert (F*) One missile/projectile attack made against the caster is reversed to its source with a +10 modification.

20—Deflections True (F*) All missile/projectile attacks made against the caster during the round of Psion effect are at -100.

25—Hurling III (F) Caster may "hurl" up to 3 objects of 1kg/level or less mass at one target with sufficient force to deliver an Impact Critical Hit. For each kg of mass add 2 to the PAR roll. A PAR (Psion Attack Roll) is made with the usual modifiers, and the target gets his full defensive bonus. The attack is treated as a thrown attack. The severity of critical is determined from the result on the PAR table: if target fails by (1-10) he takes an 'A' severity Impact Critical; (11-20) a 'B' crit; (21-30) a 'C' crit; (31-40) a 'D' crit; (41+) an 'E' critical. (For example, a 25th level Telepath could hurl three 25kg objects, each with a +50 bonus, plus his base bonus of +20 = +70 per attack). Three separate PAR's are made for the attacks, the first also determining whether the Psion failed.

30—Reaiming (F*) All missile/projectile attacks made against the caster are reversed to their source with a +10 modification.

50—Mind's Hand X (F) Caster can move one object/level, of up to 1000kg/lvl in total mass, .5m/second with no acceleration. Living beings or items in contact with a living being get normal RR based on the being's level. Caster can control and move the objects simultaneously and independently as long as they remain within range.

60. Telekinetic Tow (F) Allows the Telepath to telekinese an object up to 100kg/lvl mass.

90. Telekinetic Tow True (F) Allows the Telepath to telekinese an object up to 1000kg/lvl mass. Caster need not concentrate. Range is 100,000 km/level.



**MIND OVER MATTER
(PSIONIC, ALTERATION) (B-2.2)**

	Area of Effect	Duration	Range
1—Warm Matter	1 cu m/lvl	1 day	touch
1—Ignite Matter	1 cu cen/lvl	—	3 m
2—Cool Matter	1 cu m/lvl	1 day	touch
3—Portal Jam	1 portal	1 day	touch
4—Heat Matter	1 cu m/lvl	1 min/lvl	touch
5—Chill Matter	1 cu m/lvl	1 min/lvl	touch
6—Psion Shield	self	C	self
6—Fog I	5 m R	1 min/lvl	10 m/lvl
7—Refresh Atmosphere	10 cu m/lvl	P	touch
8—Vacuum	5 m R	—	30 m
9—Shatter	1 object	—	3 m/lvl
9—Unfog	10 m R	10 min/lvl	self
10—Disintegration	1 object	P	touch
11—Psion Armor	self	C	self
12—Heat Matter	10 cu m/lvl	1 min/lvl	touch
12—Fog II	50 m R	10 min/lvl	100 m/lvl
13—Chill Matter	10 cu m/lvl	1 min/lvl	touch
14—Undoor	1 door	P	3 m
15—Great Vacuum	10 m R	—	30 m
16—Burn Matter	1 cu m/lvl	—	10 m
17—			
18—			
19—			
20—Unstone	100 cu m/lvl	P	10 m
25—Mold Matter	1000 cc	P/C	touch
25—Clouds	self	10 min/lvl	1 km/lvl
30—Eyes of Disintegration	varies	1 rnd/lvl	3 m/lvl
40—Tremors	varies	1 rnd	30 m/lvl
50—Transmutation	10 grams	P	touch
60—Quakes	varies	varies	touch

1—Warm Matter (F) Caster can warm up to 1 cubic meter/level, of solid material to 40° Centigrade.

1—Ignite Matter (F) Caster can ignite up to 1 cubic centimeter/level, of solid material up to 225° Centigrade. Solid material must be combustible at this temperature. Caster is not immune to this heat.

2—Cool Matter (F) Caster can cool up to 1 cubic meter/level of solid material to 0° Centigrade. If trying to affect a very hot object (such as lava) caster can reduce the temperature by 30° Centigrade (but never lower than 0).

3—Portal Jam (F) Caster can cause any portal (as large as 3m x 3m x 5cm) to jam by manipulating temperature and/or humidity. Door can only be opened by breaking through, or by countering the Psion by casting another *Portal Jam* to reverse the first - which receives a RR. Door can be jammed open or shut.

4—Heat Matter (F) Caster can warm up to 1 cubic meter/level of solid material to 200° C. at the rate of 50° per round. Caster is immune to this heat.

5—Chill Matter (F) Caster can cool up to 1 cubic meter/level of solid material to -50° C. If trying to affect a very hot object (such as lava) caster can reduce the temperature by 100° Centigrade (but never lower than -50). Caster is immune to this cold.

6—Psion Shield (D*) Creates a shimmering, transparent energy shield in front of the caster, which subtracts 20 from all frontal Telepathy attack rolls. If the Caster performs no other actions during the round, he can 'parry' one Psion attack. Parry consists of diverting his own normal Psion attack bonus to defense, thereby subtracting it from the attack roll being made on him.

6—Fog I (F) Allows caster to create a dense fog for up to 5 meters in radius, with the center up to 10 meters/level away. Fog can only be created where it could possibly occur naturally (fog need not be water droplets; caster could just as easily create a methane fog in a methane environment). Fog disperses naturally after Psion duration.

7—Refresh Atmosphere (F) Caster can convert up to 10 cubic meters of air per level. Stale, carbon-dioxide laden air is altered to a fresh, breathable mix. Poison gases make a RR against this Psion based on their attack level.

8—Vacuum (F) Creates a 5m radius near-perfect vacuum for an instant; all within the radius take a 'B' Impact critical as the air leaves, then returns implisively.

9—Shatter (F) Causes any nonmetallic object of up to 1000 cubic centimeters (10x10x10) to shatter. Target must be a single piece of material, not a multi-part object. Those nearby may suffer damage; if using Tech Law, it is suggested that anyone unprotected and within 3m make a RR, and those failing suffer an Automatic weapon/shrapnel attack; use amount of RR failure as attack bonus. Caster must be able to see the target. Items held by someone or on their person receive a RR vs shattering.

9—Unfog (F) Caster is the center of a clear zone up to 10 meters in radius where any fog, smoke, or vision-restricting gas is completely dispersed.

10—Disintegration (F) Caster can cause an object of up to 1kg in mass or 100cm in volume to disintegrate into dust. This could include an entire 'unit' (such as a small crossbow or other assembled device).

11—Psion Armor (D*) All Telepathy attacks against caster are at -50.

12—Heat Matter (F) Caster can warm up to 10 cubic meter/level of solid material to 500° C (or until object melts) at the rate of 50° per round. Caster is immune to this heat.

12—Fog II (F) Allows caster to create a dense fog for up to 50 meters in radius, with the center up to 100 meters/level away. Fog can only be created where it could possibly occur naturally (fog need not be water droplets; caster could just as easily create a methane fog in a methane environment). Fog disperses naturally after Psion duration.

13—Chill Matter (F) Caster can cool up to 10 cubic meter/level of solid material to -50° C. If trying to affect a very hot object (such as lava) caster can reduce the temperature by 200° Centigrade (but never lower than -50). Caster is immune to the cold.

14—Undoor (F) Causes any single door (as large as 3m x 3m x 5cm) to vaporize totally.

15—Great Vacuum (F) Creates a 10m radius near-perfect vacuum for an instant; all within the radius take a 'D' Impact critical as the air leaves, then returns implisively.

16—Burn Matter (F) Caster can ignite up to 1 cubic meter/level, of solid material up to 500° Centigrade. Solid material must be combustible at this temperature. Caster is not immune to this heat.

20—Unstone (F) Caster can disintegrate as much as 100 cubic meters of rock or earth per level. Metal, living flesh, and artificial substances are unaffected.

25—Mold Matter (F) Caster may shape up to 1000 cubic centimeters of any matter by molding it with his hands like putty. Material is soft while caster concentrates; re-hardens in new form immediately afterwards.

25—Clouds (F) Caster is able to summon (or disperse) clouds. Clouds can only be created where they could possibly occur naturally (clouds need not be water droplets; caster could just as easily create methane clouds in a methane environment). Clouds disperse naturally after Psion duration.

30—Eyes of Disintegration (F) Caster can use any one of the following Psions once per round for the duration and at the range of this Psion: *Shatter*, *Disintegration*, *Undoor*, *Unstone*. Caster need only look at the target and will the Psion to be cast.

40—Tremors (F) Caster is able to create a very minor earthquake—approximately 5.5 on the Richter scale. It is strong enough to make loose objects rattle, but most structures would remain undamaged. On an unstable planet, there is a very small chance that it could trigger a more serious earthquake.

50—Transmutation (F) Caster can transmute 10 grams of any element into 10 grams of any other element that the caster has a sample of. Useable but once per day.

60—Quakes (F) Enables caster to trigger an earthquake, which can be delayed as long as one minute per level. Severity of quake is determined by a roll: (01-20)=5.5, (21-45)=6, (46-65)=6.5, (66-80)=7.0, (81-89)=7.5, (91-95)=8.0, (96-98)=8.5, (99-100)=9.0. Note that the Richter progression is exponential not linear, so that the upper numbers are many times more severe than lower ones. Severe quakes can be felt decaklicks (tens of kilometers) away, have several after shocks, and even trigger a natural series of quakes if near natural fault lines.

TELEPATHY (PSIONIC, ALTERATION) (B-2.3)

	Area of Effect	Duration	Range
1—Phrase I	self	3 words/images	touch
2—Speak I	self	C	touch
3—Phrase II	self	3 wrds/images	10 m/lvl
4—Speak II	self	C	3 m/lvl
5—Phrase III	self	3 words/images	10 km/lvl
6—Listen	self	C	touch
7—Speak III	self	C	10 km/lvl
8—Mass Speech	self	C	30 m
9—Speech True	self	1 rd/lvl	10 m/lvl
10—Telepath	self	C	10 m/lvl
11—Master of Speech	self	1 rd/lvl	10 m/lvl
12—Mass Speech True	self	1 min/lvl	10 m/lvl
13—Far Phrase	self	—	special
14—Telepath True	self	1 min/lvl	10 m/lvl
15—Distant Phrase	self	—	special
16—			
17—			
18—			
19—			
20—Lord Telepath	self	1 min/lvl	10 m/lvl
25—Far Speak	self	C	special
30—Far Telepath True	self	1 min/lvl	special
50—Distant Telepath True	self	1 min/lvl	special
60—Telepath	self	10 min/lvl	unlimited

1—Phrase I (I*) Caster may mentally 'speak' to any one other sentient being. Unless the other being perceives reality in a radically different way, communication should be fairly clear, as Telepathy translates into thought-images rather than words. Note that caster can speak with this Psion, but cannot get a reply (unless he casts Hear or the other is also a Telepath and casts *Phrase* or *Speak*).

2—Speak I (I*) Caster may mentally 'speak' to any one other sentient being as long as he concentrates.

3—Phrase II (I*) Caster may mentally 'speak' to any one other sentient being. Range is 10m/lvl

4—Speak II (I*) Caster may mentally 'speak' to any one other sentient being.

5—Phrase III (I*) Caster may mentally 'speak' to any one other sentient being. Range is 10km/lvl.

6—Listen (I*) Caster is able to 'hear' communication produced in the mind of another sentient. Sentient must understand what he is to do (can be told via *Speech*), wish to cooperate, and be in physical contact with caster. Note that, to carry on a conversation, the caster will have to cast a Psion every time he speaks and listens (until he can cast one of the 'True' Psions below).

7—Speak III (I*) Caster may mentally 'speak' to any one other sentient being. Range is 10km/lvl

8—Mass Speech (I*) Caster may mentally speak to a number of individuals equal to his level within range as long as he concentrates. All hear everything the caster 'says'.

9—Speech True (I*) Caster may mentally speak to a number of individuals equal to his level within range. Note that caster can only speak to one target at a time; to change focus he must re-cast the Psion.

10—Telepath (I*) Caster may mentally *Speak* and *Listen* to one other sentient for as long as he concentrates.

11—Master of Speech (I*) Caster can interchange the powers of *Speak* and *Mass Speech* at will for the duration of the Psion.

12—Mass Speech True (I*) Caster may mentally speak to a number of individuals equal to his level within range. All hear everything the caster 'says'.

13—Far Phrase (I*) Caster may mentally 'speak' to any one other sentient being. Range covers entire planet.

14—Telepath True (I*) Caster may mentally *Speak* and *Listen* to one other sentient for as long as the duration lasts.

15—Distant Phrase (I*) Caster may mentally 'speak' to any one other sentient being. Range covers entire plane.

20—Lord Telepath (I*) Caster may mentally *Speak* and *Listen* to up to twenty other sentients over the duration of the Psion.

25—Far Speak (I*) Caster may mentally 'speak' to any one other sentient being. Range covers entire planet.

30—Far Telepath True (I*) Caster may mentally *Speak* and *Listen* to one other sentient for as long as the duration lasts. Range covers entire planet.

50—Distant Telepath True (I*) Caster may mentally *Speak* and *Listen* to one other sentient for as long as the duration lasts. Range covers entire plane.

60—Telepath (I) Caster may mentally *Speak* and *Listen* to one other sentient for as long as the duration lasts. Range is infinite (on one plane only). All Telepathic communication is instantaneous.

CONCEALMENT (PSIONIC, ALTERATION) (B-2.4)

	Area of Effect	Duration	Range
1—Overlook I	1 target	C	30 m
2—Chameleon	self	1 min/lvl	self
3—Cloaking I	self	1 min/lvl	self
4—Dim	1 m R/lvl	1 min/lvl	1 m/lvl
5—Hiding	self	C	self
6—Overlook III	varies	C	30 m
7—Cloaking III	self	1 min/lvl	self
8—Hiding True	self	C	self
9—			
10—Invisibility	self	1 min/lvl	self
11—Overlook V	varies	C	30 m
12—Cloaking V	self	1 min/lvl	self
13—			
14—			
15—Cloaking X	self	1 min/lvl	self
16—Disguise	self	1 min/lvl	self
17—			
18—			
19—			
20—Lord Cloaking	self	1 min/lvl	3 m R
25—Lord Invisibility	1 target/lvl	1 min/lvl	3 m R/lvl
30—Cloaking True	1 target	C	3 m R/lvl
50—Invisibility True	1 target	1 hr/lvl	3 m R/lvl

1—Overlook I (M) Caster is able to cause one person to 'overlook' him. Caster cannot move, and any stimulus target receives other than visual regarding caster will annul the Psion.

Example: Snake Thife, Cathurglar and Telepath, is searching a room when he hears someone coming. As the target enters, Snake casts Overlook I. The target fails and does not see Snake standing in the corner. However, poor Snake cannot control a sneeze. Immediately the target looks in Snake's direction and sees him.

2—Chameleon (U) Caster (including all garments and equipment) will change color to match the nearest surroundings. This adds +60 to Hiding while static, +30 while moving.

3—Cloaking I (P) Caster gains +10 vs. detection by magical and Psionic means.

4—Dim (PM) Caster makes all within area of effect perceive the environment to be much dimmer than it really is. This has the affect of causing the area to appear to all within it as hazy or faint.

5—Hiding (M) Caster is invisible to all (though each target still may make a RR). Caster must remain immobile; any noise or motion will cancel the Psion.

6—Overlook III (M) Caster is able to affect one target and 3 types of sensory input to cloak his person (caster could be quiet, unnoticeable, and non-tactile) or three target's with one of the previous examples. This Psion affects areas of the brain, rather than the sensory data so each target is allowed a RR.

7—Cloaking III (P) Caster gains +30 vs detection by magical and Psionic means.

8—Hiding True (M) Caster is truly invisible to all. Targets don't get a RR vs this effect. Caster must remain immobile, however.

10—Invisibility (U) Caster cannot be seen by normal visual means, and is able to move freely. Any offensive action (casting a spell, Psion,

or attacking someone) will cancel the Psion.

11—Overlook V (M) Caster is able to affect one target and all 5 types of sensory input to cloak his person or five target's with one sense. This Psion affects areas of the brain, rather than the sensory data so each target is allowed a RR.

12—Cloaking V (P) Caster gains +50 vs magical and Psionic detection.

15—Cloaking X (P) Caster gains +100 vs magical and Psionic detection attempts.

16—Disguise (P) This Psion causes caster to appear as another being (optical only). Said being may be designed from imagination or memory (e.g., specific person). Caster may appear to be of any size (small or big), however, the disguise will be easily detectable if extremes are used.

20—Lord Cloaking (P) Caster and all within 3m Radius are cloaked and gain +2/lvl of caster versus magical and Psionic detection.

25—Lord Invisibility (P) Allows the caster to cause up to one individual per 5 levels of the caster to become invisible (thus, five — including himself — at this level). Each person's invisibility is treated as separate Psions for canceling effects.

30—Cloaking True (F) Caster and all within up to 3m/lvl Radius are cloaked and gain +2/lvl of caster versus magical and Psionic detection.

50—Invisibility True (F) Caster and all desired objects/targets within 3m/lvl Radius are invisible and gain +100 versus magical and Psionic detection attempts. The invisibility is total until offensive actions cancel it or the duration expires.



B-3.0 FIELD OF CONTROL

VOICE (PSIONIC, CONTROL) (B-3.1)

Note: All Psions on this list (which specifically mention that the caster speaks) are ineffective unless the target has at least two skill ranks in the language used.

	Area of Effect	Duration	Range
1—			
2—Question	1 target	—	3 m
3—Public Speaking	3 mR/lvl	1 min/lvl	3 m/lvl
4—Befriend	1 target	1 min/lvl	10 m
5—Command	1 target	—	10 m
6—Fear	1 target	varies	30 m
7—Suggestion	1 target	varies	3 m
8—Beguile	1 target	varies	3 m
9—Holding Word	1 target	C	10 m
10—Control	1 target	10 min/lvl	3 m
11—Sow Suspicion	varies	1 min/lvl	10 m
12—Seduce	1 target	1 hour/lvl	10 m
13—True Command	1 target	—	30 m
14—Mass Suggestion	1 target/lvl	varies	10 m R
15—Control II	2 targets	10 min/lvl	3 m
16—Charisma	1 target/lvl	varies	varies
17—			
18—			
19—			
20—Lord Control	1 target	1 hour/lvl	30 m
25—Control True	1 target	1 hour/lvl	30 m
30—Great Control	1 target	P	varies
50—Mass Control	varies	1 hour/lvl	100 m R

2—Question (M) Target must answer one, single-concept question truthfully.

3—Public Speaking (F) Creates an area in which all within, can hear the casters voice clearly.

4—Befriend (M) Target believes that caster is his friend (but will not necessarily obey an order from caster). Caster must speak to target at least once per round, though this does not require concentration.

5—Command (M) Target will obey a single command (up to 3 words) from caster, e.g. "drop your weapon". If the command is for inaction (such as "don't move") the target is at 25% of activity and technically 'static' for the remainder of the round.

6—Fear (M) Target fears caster and will attempt to flee from his sight. Target will flee for 1rnd/10% failure.

7—Suggestion (M) Target will follow a single suggested act that is not completely alien to him (e.g., suicide, blinding himself, etc...).

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

9—Holding Word (M) Caster speaks the word "Hold!". Target is forced to meet the caster's eye and is paralyzed until caster breaks contact (stops concentrating).

10—Control (M) Target will obey caster, concerning any act that is not completely alien to him, for the duration of the Psion.

11—Sow Suspicion (M) Caster can use this Psion to turn opponents against each other by making insinuating statements. Targets failing to resist forget the caster and argue amongst themselves.

12—Seduce (M) RR Mod: -30 if target is of opposite sexual preference and same race. Caster is able to emotionally, sensually, or sexually seduce the target, who will also obey him as in Control for the duration. There is a 20% chance that the target is permanently emotionally tied to the caster afterwards.

13—True Command (M) RR Mod: -50. Target will obey command from caster and if target is ordered to freeze, he is paralyzed for 1rnd/10% failure.

14—Mass Suggestion (M) Up to 1 target per level will follow a single suggested act that is not completely alien to them (e.g., suicide, blinding himself, etc...). Those who fall under the suggestion will automatically attempt to convince any who resist to also follow it (though they will not use force, ignoring them instead).

15—Control II (M) Up to two targets will obey caster, concerning any act that is not completely alien to them, for the duration of the Psion.

16—Charisma (M) Caster may speak one lie to 1 target per level, who will believe it to be absolute truth until presented with irrefutable evidence to the contrary. Targets need only hear the casters voice.

20—Lord Control (M) RR Mod: -20. Target will obey caster, concerning any act that is not completely alien to him, for the duration of the Psion. Duration is increased to 1 hour per level.

25—Control True (M) Target will obey caster in all things, including murder, suicide, etc...

30—Great Control (M) Target will obey caster in all things, including murder, suicide, etc... Duration is permanent, until caster dies or annuls it.

50—Mass Control (M) All targets within a 100m radius will obey caster, concerning any act that is not completely alien to them, for the duration of the Psion.

THOUGHT INTO PAIN (PSIONIC, CONTROL) (B-3.2)

	Area of Effect	Duration	Range
1—Numbing	1 limb	C	30 m
2—Pain	1 target	C	30 m
3—Choke	1 target	C	3 m
4—Unbalance	1 target	—	30 m
5—Touch of Disruption	1 target	P	touch
6—Agony	1 target	C	30 m
7—Pain III	3 targets	C	30 m
8—Choke True	1 target	C	3 m
9—Cramp	1 target	varies	30 m
10—Energy Channel	1 target	C	3 m
11—Burst	1 target	1 rnd/lvl	touch
12—Agony III	3 targets	C	30 m
13—Disruption	1 target	P	touch
14—True Agony	1 target	varies	30 m
15—Mass Pain	1 target/lvl	C	30 m
16—Minds Fracture	1 target	C	30 m
17—Burst II	1 target	1 rnd/lvl	touch
18—			
19—			
20—Energy Channel True	1 target	C	10 m
25—Torment	1 target	C	30 m
30—Disruption True	1 target	P	60 m
50—Thought Into Pain	varies	C	100 m

1—Numbing (F) Random limb is numb and useless.

2—Pain (F) Target feels pain, and operates at -30.

3—Choke (F) Target feels something around his neck. First round he is at -10%, second round he is at -20%, etc., until after 10 rounds he is unconscious (max hits). If caster wishes to concentrate 10 more rounds, target is dead.

4—Unbalance (F) Target is unbalanced. If he is moving he trips and falls (1-4 rounds to recover); if performing a maneuver he must attempt it at -100.

5—Touch of Disruption (F) Bones and tissues of target's body are disrupted as if he had fallen a long distance. If target fails his RR by 1-10 he takes an 'A' Impact critical; 11-20 'B' crit; etc.

6—Agony (F) Target feels pain, and operates at -60.

7—Pain III (F) Up to three targets feel pain, and operate at -30.

8—Choke True (F) Target feels something around his neck. First round he is at -10%, second round he is at -20%, etc., until after 10 rounds he is unconscious (max hits). This requires no concentration. Alternatively, the caster may, if he concentrates, immediately cause the target to be at -90 and hold him there for as long as 10 rounds (when target goes unconscious).

9—Cramp (F) Target is inflicted with intense violent cramping in the abdomen. Target vomits for 4 rounds and is a -40 to all actions for 24 hours.

10—Energy Channel (F) RR Mod: -30. A destructive channeling of raw Psion power. Caster extends hands and bolts of energy lance out to strike the target, who is immediately at -50 and receives one 'B' severity Electricity critical per round. Caster must expend 10 PPs every round Psion is in effect. (Target only receives the one initial RR.)

11—Burst (M) Caster causes all of targets synapses to trigger all at once, causing A shock 'criticals' every round this spell is in effect. The target may make a RR every round to try and break the power of this Psion. In order for this Psion to be successfully used, the caster must touch the target to initiate this Psion, after which he may be at any distance from the target.

12—Agony III (F) Up to 3 targets feel pain, and operate at -60.

13—Disruption (F) Bones and tissues of target's body are disrupted as if he had fallen a long distance. If target fails his RR by 1-10 he takes an 'A' Impact critical; 11-20 'B' crit; etc. Range is extended to 30 meters.

14—True Agony (F) Target feels pain, and operates at -60.

15—Mass Pain (F) Up to 1 target per level of caster feels pain, and operates at -30.

16—Minds Fracture (M) Target feels as if 1 bone (casters choice) were broken. Target is at -1%/level of the caster to all actions which would normally be affected by a broken bone in that location.

17—Burst II (M) Caster causes all of targets synapses to trigger all at once, causing B shock 'criticals' every round this spell is in effect. The target may make a RR every round to try and break the power of this Psion. In order for this Psion to be successfully used, the caster must touch the target to initiate this Psion, after which he may be at any distance from the target.

20—Energy Channel True (F) RR Mod: -50. A destructive channeling of raw Psion power. Caster extends hands and bolts of energy lance out to strike the target, who is immediately at -90 and receives one 'E' severity Electricity critical per round. Caster must expend 20 PPs every round Psion is in effect. (Target only receives the one initial RR.)

25—Torment (F) Target feels pain, and operates at -90 due to the intensity of the discomfort.

30—Disruption True (F) Bones and tissues of target's body are disrupted as if he had fallen a long distance. If target fails his RR he takes an 'E' Impact critical.

50—Thought Into Pain (F) Caster may use any one of the Psions on this list at the rate of one per round as long as he concentrates.

**ILLUSION
(PSIONIC, CONTROL) (B-3.3)**

	Area of Effect	Duration	Range
1—Refraction	1 object	10 min/lvl	30 m
2—Ventriloquism	self	C	30 m
3—Audio Impersonation	self	1 min/lvl	self
4—Deafness I	1 target	varies	30 m
5—Visual Impersonation	self	1 min/lvl	self
6—Facade I	100 sq.m	1 min/lvl	self
7—Displacement I	self	1 min/lvl	self
8—Visual Illusion I	5 m R	1 min/lvl	30 m
9—Phantasm I	1 m R	1 min/lvl	30 m
10—Silent Fence	varies	1 min/lvl	30 m
11—Audio Impersonation True	self	1 hr/lvl	self
12—Visual Impersonation True	self	1 hr/lvl	self
13—Visual Illusion III	5 m R	1 hr/lvl	300 m
14—Phantasm III	1 m R	10 min/lvl	30 m
15—Displacement II	self	1 min/lvl	self
16—Increased Image	4 m R	10 min/lvl	30 m
17—			
18—			
19—			
20—Displacement III	self	1 min/lvl	self
25—Facade True	varies	1 day/lvl	300 m
30—Mirage	10 km R	1 day/lvl	1 km/lvl
50—Mirage True	100 km/lvl R	P 10,000 km/lvl	

1—Refraction (M) Makes an inanimate object (up to 100 cubic feet) appear to be 10' to one side of its actual location.

2—Ventriloquism (M) Caster can speak and his voice will appear to come from an point that he wants within 100' (Point must be within his field of vision).

3—Audio Impersonation (M) Caster is able to imitate the voice of any one person he has heard in the last day—to all who fail their RRs. Those resisting by 01-50 simply hear the caster as he normally is; while those resisting by 51+ realize what the caster is trying to do.

4—Deafness I (M) By suppressing certain brain patterns the Telepath can cause deafness in one target.

5—Visual Impersonation (M) Caster is able to imitate the image of any one person he has seen in the last day—to all who fail their RRs. Those resisting by 01-50 simply see the caster as he normally is; while those resisting by 51+ realize what the caster is trying to do.

6—Facade I (M) Creates a visual warping of a two dimensional area of up to 100 sq meters. Caster can create whatever images he desires on the Facade.

7—Displacement I (M) Caster appears to be off-set from where he really is; all attacks have no effect 10% of the time. Each time a foe misses him, the chance of that foe missing him goes down 5%.

8—Visual Illusion I (M) Caster may create a three-dimensional illusion of up to 5 meters in radius. The illusion is very detailed, and remains in place even when touched (or passed through).

9—Phantasm I (M) Creates the image of one object or being, that will move however the caster desires while he concentrates. When the caster stops concentrating the image remains, but is immobile (the caster can resume concentration later and move the phantasm again). The phantasm may be of any size to fit in a 1m Radius sphere.

10—Silent Fence (M) Enables caster to create a sonic barrier, either flat up to 100 sq. meters or a hemisphere of 5 meter radius. Sounds cannot pass through the barrier in either direction.

11—Audio Impersonation True (M) RR Mod:-30. Caster is able to imitate the voice of any one person he has heard in the last day, or has pattern stored—to all who fail their RRs. Those resisting by 01-50 simply hear the caster as he normally is; while those resisting by 51+ realize what the caster is trying to do.

12—Visual Impersonation True (M) RR Mod:-30. Caster is able to imitate the image of any one person he has seen in the last day, or has pattern stored—to all who fail their RRs. Those resisting by 01-50 simply see the caster as he normally is; while those resisting by 51+ realize what the caster is trying to do.

13—Visual Illusion III (M) Caster may create a three-dimensional illusion of up to 15 meters in Radius or if the illusion is 5 meters or less in radius the caster can subtract 30 from all RRs to detect it due to the detail of the Psion. The illusion remains in place even when touched (or passed through).

14—Phantasm III (M) Creates up to 3 images of objects or beings, that move however the caster desires while he concentrates. When the caster stops concentrating the images remain, but are immobile (the caster can resume concentration later and move the phantasms again). Each phantasm may be of any size that will fit in a 1m radius sphere.

15—Displacement II (M) Caster appears to be off-set from where he really is; all attacks have no effect 20% of the time. Each time a foe misses him, the chance of that foe missing him goes down 5%.

16—Increased Image (M) Creates the image of one object or being, that will move however the caster desires while he concentrates. When the caster stops concentrating the image remains, but is immobile (the caster can resume concentration later and move the image again). The image may be of any size to fit in a 4 m radius sphere.

20—Displacement III (M) Caster appears to be off-set from where he really is; all attacks have no effect 30% of the time. Each time a foe misses him, the chance of that foe missing him goes down 5%.

25—Facade True (M) Creates a visual warping of a two dimensional area of up to 10,000 sq meters. Caster can create whatever images he desires on the Facade.

30—Mirage (M) Caster is able to create a three-dimensional illusion of great complexity up to 10km in radius (town, castle, dragon, etc.). It can be made to move if the caster concentrates.

50—Mirage True (M) Caster is able to create a three-dimensional illusion of great complexity up to 100km/lvl in radius (City, Mountain Range, etc.). It can be made to move if the caster concentrates.

THOUGHT MASTER (PSIONIC, CONTROL) (B-3.4)

	Area of Effect	Duration	Range
1—Detect Tampering	1 target	—	3 m
2—Forget I	1 target	P	10 m
3—Confusion	1 target	varies	30 m
4—Lapse	1 target	1 rnd	30 m
5—Mind Blank	1 target	1 rnd	30 m
6—Forget II	1 target	P	10 m
7—Mind Restoration	1 target	P	touch
8—Unlearning I	1 target	1 hour	30 m
9—Forget III	1 target	P	10 m
10—Implant Thought	1 target	P	30 m
11—Unminding	1 target	varies	30 m
12—Forget True	1 target	P	10 m
13—Unlearning II	1 target	1 day	30 m
14—Amnesia	1 target	varies	30 m
15—Implant Memory	1 target	P	30 m
16—Stunning Remembrance	1 target	1 rnd/lvl	30 m
17—Lunacy	1 target	1 rnd/lvl	30 m
18—			
19—			
20—Cruel Unminding	1 target	varies	30 m
25—Unlearning True	1 target	P	30 m
30—Mind Break	1 target	1 day/lvl	30 m
50—Implant Thought Pattern	1 target	varies	30 m

1—Detect Tampering (M) Allows caster to detect whether the target's mind has been telepathically tampered with (as with the Psions on this list and Mind Assault especially). Original 'tampering' Psion may resist detection at the level of the original Psion's caster.

2—Forget I (M) Target forgets a 1 minute block of time from his memory; the time lost is the caster's choice.

3—Confusion (M) Target is incapable of making decisions or taking offensive action. He may continue to fight a current foe if in melee or act in self-defense. The effect lasts for 1 round per 5% failure.

4—Lapse (M) Target momentarily forgets how to do whatever he was planning to do that round (e.g., the ability to swing the sword he just drew; skill rank zero (-25); or how to cast a certain Psion, in which case he loses concentration). A target making a superior orientation roll might be able to act upon another option that round, however.

5—Mind Blank (M) Target's mind is temporarily blank and he can do nothing.

6—Forget II (M) Target forgets a 10 minute block of time from his memory; the time lost is the caster's choice.

7—Mind Restoration (M) This Psion acts to reverse the effects of other Mind Control and Mind Assault Psions. The original attack Psion must fail a RR: the attack Psion's level is equal to the level of the caster of that Psion and it must fail against the level of the caster of this Psion to be canceled. If the original attack Psion is not canceled, the caster of this Psion may not try to cancel it again until he has gone up another experience level. Another Telepath may try, however.

8—Unlearning I (M) Target loses one skill for the duration of the Psion (e.g., the ability to swing the sword in his hand; he is at -25 skill rank for one hour). Caster must know that target has the skill before he can make the target *Unlearn* it. (Though seeing a sword in the target's hand is enough for the caster to assume...).

9—Forget III (M) Target forgets a 1 hour block of time from his memory; the time lost is the caster's choice.

10—Implant Thought (M) Caster is able to implant one single-concept thought in the target's head. The thought should not be absolutely contrary to the target's normal lines of thinking, or target is at a +50 for his RR. If target resists by more than 25, he perceives what is being attempted.

11—Unminding (M) Target's mind is completely blank for 1 round per 5% failure. He cannot perceive events, time, or activity, and he is stunned 1 round after his mind returns.

12—Forget True (M) Target forgets a 1 hour per level block of time from his memory; the time lost is the caster's choice, but must be continuous.

13—Unlearning II (M) Target loses one skill for the duration of the Psion (e.g., the ability to swing the sword in his hand; he is at -25 skill rank for one day). Caster must know that target has the skill before he can make the target *Unlearn* it.

14—Amnesia (M) Target forgets who he is, who his friends are, and his entire life background for 1 day per 5% failure. He does retain all of his skills and Psion knowledge (if any).

15—Implant Memory (M) Caster can implant one memory in target's mind, causing the target to believe that he did or said something in the past. This memory can not be contrary to what target might actually do, if it is the target gains +50 to his RR. If target resists by more than 25, he perceives what is being attempted.

16—Stunning Remembrance (M) Caster causes target to remember/relive any one traumatic experience with perfect clarity, this translates to a stunning effect which lasts 1 round per level of the caster. Target is allowed to make a RR once per round in order to break this effect.

17—Lunacy (M) With this Psion the caster causes the target to exhibit one of four actions (roll random):

(1) Catatonic - With this effect, the target falls into a non active catatonic state.

(2) Berserk - This causes the target to act in a berserk manner with total disregard for friend or foe. Target gains in strength as inhibition is lost (see frenzy rules, *RMCI*).

(3) Confusion - This causes the target's mind to wander with abandon. Target is unable to focus his concentration on any task. This has the effect of making spell casting, Psion casting, and any attempted maneuver to be difficult (-1 per level of the caster).

(4) Convulsions - This causes the target to be affected by a series of varying intensity convulsions. Target is at minus a percentile die roll (1-100, not open ended) to all physical activity. The target is subject to all rules concerning self injury during this convulsive stage.

Target may make one RR per round in order to break the effect of the lunacy spell.

20—Cruel Unminding (M) Target forgets all skills, but is unaware that he has forgotten each one until he tries. Each attempt to cast a Psion inevitably ends in failure; any maneuver or attack is done with a skill bonus of -25— Psion lasts for 1 rnd/5% failure.

25—Unlearning True (M) Target loses one skill permanently (e.g., the ability to swing the sword in his hand; he is at -25 skill rank). Caster must know that target has the skill before he can make the target *Unlearn* it. Target may relearn the skill by spending more development points.

30—Mind Break (M) Target's Reasoning, Intuition, and Memory drop to 02 for the duration of the Psion. He may be lead about and fed, but is essentially a useless, mindless buffoon. He can take no independent action.

50—Implant Thought Pattern (M) Caster can alter target's entire way of thinking, e.g., change his personality, who he thinks his friends are, his outlook, etc... His old memories are repressed, but skills remain unaffected. Target gets to try to resist the Psion's effects once every 10 days. If cast immediately after an *Amnesia*, the Psion has a -30 to target's RR, and target get's no RR for the duration of the amnesia.

MIND ASSAULT (PSIONIC, CONTROL) (B-3.5)

	Area of Effect	Duration	Range
1—Distraction	1 target	C	30 m
2—Touch of Unconsciousness	1 target	—	touch
3—Disorientation	1 target	varies	30 m
4—Firenerves	1 target	1 min/lvl	30 m
5—Blinding	1 target	C	30 m
6—Blast	1 target	—	30 m
7—Paralyze	1 target	varies	30 m
8—Unconsciousness	1 target	—	30 m
9—Firenerves True	1 target	1 min/lvl	30 m
10—Mind Shout I	self	varies	3 m R
11—Transferral	1 target	varies	30 m
12—Coma	1 target	varies	30 m
13—Blast II	1 target	—	30 m
14—Sensory Deprivation	1 target	varies	30 m
15—Mind Shout II	self	varies	20 m R
16—Touch of Pain	self	1 rnd/lvl	self
17—			
18—			
19—			
20—Lord Paralyze	1 target	varies	30 m
20—Lord Mind Shout	1 target	varies	30 m
25—Great Shout	self	varies	30 m R
30—Transferral True	1 target	varies	30 m
40—Death's Shout	1 target	varies	300 m
50—Great Shout True	self	varies	30 m R

- 1—**Distraction (M)** Target is at -30 for all actions
- 2—**Touch of Unconsciousness (M)** Target falls into a state resembling natural sleep, he can be awakened, but is at -25 for the first 2 rounds afterwards.
- 3—**Disorientation (M)** Target must subtract 25 from all orientation and initiative rolls. Target is disoriented for 1 day per 5% failure.
- 4—**Firenerves (M)** Target's brain receives pain stimulus: target in effect receives 50% of his hits remaining before unconsciousness. These 'hits' are relieved when the Psion duration is expired—unless the target is driven over maximum hits in the meantime, in which case they become real.
- 5—**Blinding (M)** Target is blind and at -90 for all activity.
- 6—**Blast (M)** Target takes an A stress critical.
- 7—**Paralyze (M)** Target is paralyzed for 1 round per 10% failure.
- 8—**Unconsciousness (M)** Target falls into a state resembling natural sleep, he can be awakened, but is at -25 for the first 2 rounds afterwards.
- 9—**Firenerves True (M)** Target's brain receives pain stimulus: target in effect receives all but 10 of his hits remaining before unconsciousness. These 'hits' are relieved when the Psion duration is expired—unless the target is driven over maximum hits in the meantime, in which case they become real.
- 10—**Mind Shout I (M*)** Everyone within 3m is a target, and all failing to resist are stunned for 1 round per 10% failure. Target's unable to hear the shout (e.g., deaf etc.) are at +30 to RRs.
- 11—**Transferral (M)** Target's mind and caster's mind are interchanged. The caster can operate at -50 in the target's body. Target in caster's body is inactive but aware. Caster may cancel the Psion at any time (takes 1 rnd); the target can only cancel the Psion if he makes a successful RR (which he gets to attempt every hour). If either body is destroyed the Psion is broken and the body's original mind is also destroyed. The other mind is returned, but he is in a coma for one day.

12—**Coma (M)** Target is in a coma (unconscious and unawakeable) for 1 hour per 10% failure.

13—**Blast II (M)** Target takes an C stress critical.

14—**Sensory Deprivation (M)** Target's body is totally deprived of sensory input; virtually incapable of action without artificial aid. Mental breakdown may result if condition lasts more than 5 days (GM discretion).

15—**Mind Shout II (M*)** Everyone within 20m is a target, and all failing to resist are stunned for 1 round per 10% failure. Target's unable to hear the shout (e.g., deaf etc.) are at +30 to RRs.

16—**Touch of Pain (M*)** This Psion allows the caster to touch any target or group of targets and cause them to take 1 concussion hit per level of the caster. This pain potential remains in effect for the duration of this spell. If the target makes his RR, no damage as a result of this spell is taken. This spell may also be used in conjunction with an unarmed (bare hand) combat style, such as martial arts.

20—**Lord Paralyze (M) RR Mod: -20.** Target is paralyzed for 1 round per 10% failure.

20—**Lord Mind Shout (M) RR Mod: -50.** Caster 'shouts' at 1 target who is at -50 to his RR. Failing to resist means unconsciousness for 1 round per 5% failure up to -50%. If target misses by 51+ he dies. Target's unable to hear the shout (e.g., deaf etc.) are at +30 to RRs.

25—**Great Shout (M*)** Everyone within 30m is a target, and all failing to resist are stunned for 1 round per 10% failure. All failing to their RRs by more than 50 are unconscious and at max hits. Target's unable to hear the shout (e.g., deaf etc.) are at +30 to RRs.

30—**Mind Break (M)** Target's mind and caster's mind are interchanged. The caster can operate at -10 in the target's body. Target in caster's body is inactive but aware. Caster may cancel the Psion at any time (takes 1 rnd); the target can only cancel the Psion if he makes a successful RR (which he gets to attempt once per day). If either body is destroyed the Psion is broken and the body's original mind is also destroyed. The other mind is returned, but he is in a coma for one day.

40—**Death's Shout (M) RR Mod: -50.** Caster 'shouts' at 1 target who is at -50 to his RR. Failing to resist means death. Target's unable to hear the shout (e.g., deaf etc.) are at +30 to RRs.

50—**Great Shout True (M*) RR Mod: -20** to all Telepaths. Everyone within 30m is a target, and all failing to resist are unconscious and at max hits. All failing to their RRs by more than 50 are dead. Target's unable to hear the shout (e.g., deaf etc.) are at +30 to RRs.



**POSSESSION
(PSIONIC, CONTROL) (B-3.6)**

	Area of Effect	Duration	Range
1—			
2—View	self	C	3 m/lvl
3—Pattern Store	self	—	3 m/lvl
4—			
5—Sense	self	C	3 m/lvl
6—Metempson	1 target	P	3 m/lvl
7—Transferral	1 target	10 min/lvl	30 m
8—Far View	self	C	30 m/lvl
9—Far Sense	self	C	30 m/lvl
10—Knowing Transferral	1 target	10 min/lvl	30 m/lvl
11—Distort	1 target	C	30 m
12—Ready Metempson	1 target	P	300 m/lvl
13—Distant View	self	C	10 km/lvl
14—Distant Sense	self	C	10 km/lvl
15—Metempson True	1 target	P	special
15—Mind Slayer	1 target	P	30 m
16—			
17—			
18—			
19—			
20—Lord Metempson	1 target	F	unlimited
25—Transferral True	1 target	1 day/lvl	varies
30—Transferral Mastery	1 target	P	varies
30—Mind Slayer True	1 target	P	30 m
50—Psion Body	self	varies	self
60—Transcendent Transfer	1 target	P	touch

2—View (I) Allows caster to 'view' a scene through another's eyes; target must be within range and sight, or within range and have been pattern stored.

3—Pattern Store (P*) Caster records a mental pattern of the target for future reference (including casting other Psions from this list).

5—Sense (M) Allows caster to experience all senses of the target; caster is in a trance and Extremely Hard (-30) to awaken while using this Psion.

6—Metempson (M*) Caster, on the threshold of death (to be determined by the GM) is able to transfer his 'soul' to another living body within range. Psion may only be attempted once (per death-threshold experience). Caster's spirit (assuming the Psion is successful) will drive out and destroy the resident consciousness and have full control of the body, and retain all of his own skills—but gain none of the body's learned skills. Should the caster attempt to inhabit an animal, he will gain all instincts (GM may wish to devise rules governing the control of such instinct as well). The Psion is permanent, and Caster can live out a life in the body—even *Metempsoning* to a new body when that one is exhausted. Caster may even transfer to a plant—but of course will be immobile...

7—Transferral (M) A temporary (and less drastic) version of Metempson. Caster and target's consciousness are exchanged; the caster is able to operate in the target's body at 90% of normal capacity, while the target is helpless and immobile in the caster's body. Target may try to break the transferral once every 10 minutes by making another RR (at -20); caster may cancel at any time. Should either body be killed, the resident consciousness is destroyed and the other pairing are tied forever.

8—Far View (M) Allows caster to 'view' a scene through another's eyes. With a pattern stored individual, the range is extended to 30m/lvl.

9—Far Sense (M) Allows caster to experience all senses of the target; caster is in a trance and Extremely Hard (-30) to awaken while using this Psion. Caster must have target *Pattern Stored* to gain range of 30m/lvl.

10—Knowing Transferral (M) Caster and target's consciousness share the same body. This is best done with a willing target (and so a +50 bonus toward success), but can be performed on an unwilling one. This could very well incapacitate the body, however. The two bodies must remain within range of the Psion or it is canceled.

11—Distort (M) Caster removes any one type of perception from the target (e.g., sight, hearing, touch, etc...). Target will realize that he is being affected.

12—Ready Metempson (M*) Allows caster to preset target of *Metempson*, using *Pattern Store*. Target must be within range at time of death or caster fails.

13—Distant View (M) Allows caster to 'view' a scene through another's eyes. With a pattern stored individual, the range is extended to 10km/lvl.

14—Distant Sense (M) Allows caster to experience all senses of the target; caster is in a trance and Extremely Hard (-30) to awaken while using this Psion. Caster must have target *Pattern Stored* to gain range of 10km/lvl.

15—Metempson True (M*) RR Mod: -70. This Psion is designed to be only used with a willing target (the bonus included in the modifier). It allows the caster's soul to travel up to the Psion range (anywhere on the planet) to unite with a predetermined, willing 'co-host'. The two will then share consciousness until death of the body, or permanent transferral of one consciousness.

15—Mind Slayer (M) Caster drives target's consciousness out of his body, rendering it comatose. Target's consciousness is not destroyed, simply 'lost'.

20—Lord Metempson (M*) RR Mod: -20. Allows the caster's soul to travel up to the Psion range to unite with a predetermined body. If the target fails a RR the caster has complete control of the body.

25—Transferral True (M) RR Mod: -20 Caster and target's consciousness are exchanged; the caster is able to operate in the target's body at 100% of normal capacity, while the target is helpless and immobile in the caster's body. Caster may cancel at any time. Should either body be killed, the resident consciousness is destroyed and the other pairing are tied forever. When caster returns to his own body target has no concept of passed time.

30—Transferral Mastery (M) Caster may exchange consciousnesses of two targets, move a consciousness from one target to another, etc... The Psion takes 30 full rounds to cast because of its complexity. Caster must be touching both subjects to cast, then range becomes unlimited.

30—Mind Slayer True (M) RR Mod: -30. Caster drives target's consciousness out of his body, rendering it comatose. Target's consciousness is utterly destroyed.

50—Psion Body (M) Caster is able to function without his body. If his body is destroyed, he maintains an invisible, non-corporeal existence, able to cast Psions as normal (including inhabiting another body). The body is -100 to physical attacks, and at -50 to Psion and magical attacks. Should the caster utilize this Psion while his body is intact, he must return to it before the duration is over or it will die.

60—Transcendent Transfer (U) Allows the caster to recall the consciousness of another being (provided it has not been destroyed) and reunite it with the body.

B-4.0 THE FIELD OF SELF MASTERY

TELEPORTATION (PSIONIC, SELF MASTERY) (B-4.1)

	Area of Effect	Duration	Range
1—			
2—Blink	self	1 rnd/lvl	self
3—			
4—Phasing	self	1 min/lvl	self
5—Leaving	self	—	self
6—Merge	self	1 min/lvl	self
7—Long Door	self	—	self
8—Leaving	self	—	self
9—Phasing True	self	1 min/lvl	self
10—Teleport	self	—	self
11—Passing	self	1 min/lvl	self
12—Long Door	self	—	self
13—Moving Blink	self	1 rnd/lvl	self
14—Merging True	self	1 min/lvl	self
15—Mind's Portal	self	—	self
16—Phasing Lord True	self	1 min/lvl	self
17—			
18—			
19—			
20—Long Door	self	—	self
20—Teleport II	varies	—	10 km/lvl
25—Passing True	self	1 min/lvl	self
30—Mind's Portal True	self	—	self
30—Mind's Portal II	varies	—	10 km/lvl
40—Mind's Portal True II	varies	—	infinite
50—Teleport True	self	—	self
60—Teleport True II	varies	—	infinite
70—Teleport True III	varies	—	infinite

2—Blink (F) Caster is able to 'blink' out of normal space-time for up to a number of rounds equal to his level. Caster must decide when casting the Psion how long he intends to stay 'blinked out', he has no perception of events during his absence, and in fact has no sense of time passage. He returns to exactly the same spot with the same orientation as before.

4—Phasing (F) Allows caster to put himself and his personal equipment 'out of phase'. Caster's perception while out of phase is at -50, and he cannot be hit by any weapon, nor can he attack or cast Psions. Caster is visible as three images of himself overlapping imperfectly: one blue, one red, one yellow. He may move at a rate of 10m/rnd, but at a risk of 'dissembling'. For each meter (or fraction) moved, caster has a 1% chance of dissembling. Roll is made when Psion is terminated. If a dissembly is rolled, caster dissipates in a colorful display (and is dead).

5—Leaving (F) Caster teleports himself to a point up to 30m away, but there can be no intervening physical or magical barriers in a direct line between the caster and the point (for these purposes a barrier is anything he could not physically go through; a closed door is a barrier, a pit is not).

6—Merge (F) Allows caster to merge (body +10cm depth) into any normal material. Caster cannot move or see while merged.

7—Long Door (F) Caster teleports himself to a point up to 30m away. Caster can pass through barriers by specifying exact distances. An attempted Long Door through a magical barrier simply bounces the caster back where he started; he must also roll a Psion Failure.

8—Leaving (F) Caster teleports himself to a point up to 100m away, but there can be no intervening physical or magical barriers in a direct line between the caster and the point (for these purposes a barrier is anything he could not physically go through; a closed door is a barrier, a pit is not).

9—Phasing True (F) Allows caster to put himself and his personal equipment 'out of phase'. Caster's perception while out of phase is at -25, and he cannot be hit by any weapon, nor can he attack or cast Psions. Caster is visible as three images of himself overlapping imperfectly: one blue, one red, one yellow. He may move at a rate of 10m/rnd with no danger of 'dissembling'. But if he attempts to move any faster he does so at a risk of 'dissembling'. For each meter (or fraction) faster than 10m/rnd moved, caster has a 1% chance of dissembling. Roll is made when Psion is terminated. If a dissembly is rolled, caster dissipates in a colorful display (and is dead).

10—Teleport (F) Caster teleports himself to a point up to 10 kilometers/lvl away. This is more risky than *Long Door*. The following chances for failing (in addition to the normal failure roll) exist: Never seen target point (only described) =25%; Studied (1 day) =10%; Studied carefully (10 days) =1%; Lived there (100 days) =.01%. In case of teleport failure, first determine direction of endpoint error, then distance (open-ended roll for number of meters).

11—Passing (F) Caster is able to shift his molecules and so pass through any normal material of thickness up to 10 centimeters/lvl. If caster attempts to pass through a magical shield/wall of any type, he must resist versus a 1st level attack or his molecules will be hopelessly scrambled (he is dead). A successful RR cancels the Psion and bounces him back into a normal state.

12—Long Door (F) Caster teleports himself to a point up to 100m away. Caster can pass through barriers by specifying exact distances. An attempted *Long Door* through a magical barrier simply bounces the caster back where he started; he must also roll a Psion Failure (use spell failure table).

13—Moving Blink (F) Caster is able to 'blink' out of normal space-time for up to a number of rounds equal to his level. Caster may have full normal movement while 'blinked' and may change facing, caster returns to normal space-time in relation to his movements while out. If the caster returns to the normal space-time within something, this Psion will prevent reentry into normal space-time, and the caster must try again. If the caster fails to move to a clear reentry space by the time the Psion duration ends, he will be deposited at the point of his entry into the 'blink'. Caster may vary the length of time spent 'blinked' at any time during the duration of this Psion. Caster has no perception of events during his absence, and in fact has no sense of time passage.

14—Merging True (F) Allows caster to merge (body +10cm depth) into any normal material. Caster may turn around and see out.

15—Mind's Portal (F) Caster teleports himself to a point up to 10 kilometers/lvl away. If the caster is in mental communication with a friendly entity at the destination point, there is no chance for failure.

16—Phasing Lord True (F) Allows caster to put himself and his personal equipment 'out of phase'. Caster's perception is not affected while out of phase, and he cannot be hit by any weapon, nor can he attack or cast Psions. Caster is visible as three images of himself overlapping imperfectly: one blue, one red, one yellow. He may move at a rate of 10m/rnd with no danger of 'dissembling'. But if he attempts to move any faster he does so at a risk of 'dissembling'. For each meter (or fraction) faster than 10m/rnd moved, caster has a 1% chance of dissembling. Roll is made when Psion is terminated. If a dissembly is rolled, caster dissipates in a colorful display (and is dead).

**METABOLIC CONTROL
(PSIONIC, SELF MASTERY) (B-4.2)**

20—Long Door (F) Caster teleports himself to a point up to 300m away. Caster can pass through barriers by specifying exact distances.

20—Teleport II (F) Caster teleports himself and one other entity (massing no more than 50% over Caster's mass) to a point up to 10 kilometers/lvl away. Caster must be touching passenger. This is more risky than *Long Door*. The following chances for failing (in addition to the normal failure roll) exist: Never seen target point (only described) =25%; Studied (1 day)=10%; Studied carefully (10 days)=1%; Lived there (100 days)=.01%. In case of teleport failure, first determine direction of endpoint error, then distance (open-ended roll for number of meters). In case of regular Psion failure, caster never leaves departure point.

25—Passing True (F) Caster is able to shift his molecules and so pass through any normal material of thickness up to 1 meter/lvl. Caster may sense unseen magical barriers. If caster attempts to pass through a magical shield/wall of any type, he must resist versus a 1st level attack or his molecules will be hopelessly scrambled (he is dead). A successful RR cancels the Psion and bounces him back into a normal state.

30—Mind's Portal True (F) Caster teleports himself to anywhere on the shadow. If the caster is in mental communication with a friendly entity at the destination point, there is no chance for failure.

30—Mind's Portal II (F) Caster teleports himself and one other entity (massing no more than 50% over Caster's mass) to a point up to 10 kilometers/lvl away. Caster must be touching passenger. If the caster is in mental communication with a friendly entity at the destination point, there is no chance for failure.

40. Mind's Portal True II (F) Caster teleports himself and one other entity (massing no more than 50% over caster's mass) to a point up to 10 kilometers/lvl away. Caster must be touching passenger. If the caster is in mental communication with a friendly entity at the destination point, there is no chance for failure. There is no range limitation (one plane only).

50—Teleport True (F) Caster teleports himself to anywhere on the plane. The following chances for failing (in addition to the normal failure roll) exist: Never seen target point (only described) =25%; Studied (1 day)=10%; Studied carefully (10 days)=1%; Lived there (100 days)=.01%. In case of teleport failure, first determine direction of endpoint error, then distance (open-ended roll for number of meters).

60. Teleport True II (F) Caster teleports himself and one other entity (massing no more than 50% over Caster's mass) to anywhere on this plane of existence. Caster must be touching passenger. This is more risky than *Long Door*. The following chances for failing (in addition to the normal failure roll) exist: Never seen target point (only described) =25%; Studied (1 day)=10%; Studied carefully (10 days)=1%; Lived there (100 days)=.01%. In case of teleport failure, first determine direction of endpoint error, then distance (open-ended roll for number of meters). In case of regular Psion failure, caster never leaves departure point.

70. Teleport True III (F) Caster teleports himself and up to two other entities (each massing no more than 50% over Caster's mass) to anywhere on this plane of existence. Caster must be touching passengers. This is more risky than *Long Door*. The following chances for failing (in addition to the normal failure roll) exist: Never seen target point (only described) =25%; Studied (1 day)=10%; Studied carefully (10 days)=1%; Lived there (100 days)=.01%. In case of teleport failure, first determine direction of endpoint error, then distance (open-ended roll for number of meters). In case of regular Psion failure, caster never leaves departure point.

	Area of Effect	Duration	Range
1—Clotting I	self	C	self
2—Pain Relief I	self	C	self
3—Unstun I	self	—	self
4—Mask Pain I	self	1 min/lvl	self
5—Cut Repair I	self	P	self
6—Tissue Repair	self	P	self
7—Fracture Repair	self	P	self
8—Unstun III	self	—	self
9—Vessel Repair	self	P	self
10—Resist Poison	self	C	self
11—Resist Disease	self	C	self
11—Mask Pain II	self	1 min/lvl	self
12—Tissue Repair True	self	P	self
13—Pain Relief True	self	1 min/lvl	self
14—Fracture Repair True	self	P	self
15—Neutralize Poison	1 poison	C/varies	self
16—Neutralize Disease	1 disease	C/varies	self
17—Nerve Repair True	self	P	self
18—Rapid Heal	self	P	self
19—			
20—Regeneration	self	varies	self
25—Resist Stun	self	—	self
25—Rejuvenate	self	varies	self
30—Trance	self	varies	self
50—Renewal True	self	varies	self
60—Rejuvenation	self	P	self

1—Clotting I (H*) Reduces hits/rnd by 1, and after one minute of concentration the stoppage is permanent.

2—Pain Relief I (H*) Repairs one concussion hit/minute.

3—Unstun I (H*) Caster is relieved of one round of accumulated stun.

4—Mask Pain I (H*) Caster is able to sustain an additional 25% of his total concussion hits before losing consciousness. Hits are still taken and remain when the Psion lapses.

5—Cut Repair I (H) Reduces hits/rnd by 1 each round. This is permanent.

6—Tissue Repair (H) Caster is able to repair one damaged (but not 'destroyed') muscle or tendon. This requires one hour of concentration.

7—Fracture Repair (H) Caster is able to repair one damaged bone or cartilage which is broken, cut, or torn (but not 'shattered' or 'destroyed'). This requires one hour of concentration.

8—Unstun III (H*) Caster is relieved of, up to three rounds of accumulated stun.

9—Vessel Repair (H) Caster is able to repair one damaged (but not 'destroyed') vein or artery. This requires one hour of concentration.

10—Resist Poison (S*) Delays the effects of a poison as long as the caster concentrates.

11—Resist Disease (S*) Delays the effects of a disease as long as the caster concentrates.

11—Mask Pain II (H*) Caster is able to sustain an additional 50% of his total concussion hits before losing consciousness. Hits are still taken and remain when the Psion lapses.

12—Tissue Repair True (H) Caster is able to repair one damaged muscle or tendon. This requires no concentration. Wounded area must be kept immobile, however. Will repair a 'destroyed' muscle or tendon in one day while caster is in a trance.

13—Pain Relief True (H*) Repairs one concussion hit/round. Caster need not concentrate.

MIND DISCIPLINE (PSIONIC, SELF MASTERY) (B-4.3)

14—Fracture Repair True (H) Caster is able to repair one damaged bone or cartilage. This requires no concentration. Wounded area must be kept immobile, however. Will repair a 'shattered' or 'destroyed' bone or cartilage in one day while caster is in a trance.

15—Neutralize Poison (S*) The poison is the target and must make a RR vs. the attack by the Psion. Failure means that the poison is permanently rendered harmless. Caster must concentrate for 1 hour to completely destroy the poison, and the effect is delayed for as long as the caster concentrates in any case.

16—Neutralize Disease (S*) The disease is the target and must make a RR vs. the attack by the Psion. Failure means that the disease is permanently rendered harmless. Caster must concentrate for 1 hour to completely destroy the disease, and the effect is delayed for as long as the caster concentrates in any case.

17—Nerve Repair True (H) Caster is able to repair one group of damaged nerves. This requires no concentration. Wounded area must be kept immobile, however. Will repair a 'destroyed' nerve group in one day while caster is in a trance.

18—Rapid Heal (H) Caster repairs 5 concussion points damage per level.

20—Regeneration (H*) Caster is able to regenerate lost limbs, damaged or destroyed organs (not the brain) while in a trance. Note that, if caster is supposed to die from such a wound in a given period, this Psion will not save him unless it completes the repair before that time. Time required varies: 5-100 days for a limb (finger to leg); 10 days for damaged organ; 50 days for destroyed organ. Naturally, if the heart, liver, etc... is destroyed or damaged he will die, but if the organ is a kidney, eye etc... he will be able to hold out.

25—Resist Stun (S*) Any and all rounds of accumulated stun caster has are immediately annulled.

25—Rejuvenate (H) Caster is able to reverse ten (10) years of accumulated aging from his body. This includes regeneration of any organs which have deteriorated (except the brain; though it does retard brain cell death). Rejuvenating process takes about a week. Caster is only able to utilize this Psion safely once per year, at which time ten more years can be removed, until caster reaches post-adolescence (about 20). Psion must then be cast once/year to maintain youth, or accelerated aging begins: 1 year per week until caster returns to real age (or perhaps death). If Psion is cast more frequently than once a year, caster risks genetic damage an malformation. The GM must decide whether this Psion will actually confer immortality or extended life, or if caster can just remain youthful until death suddenly catches up at the 'appointed time'.

30—Trance (S*) If caster is struck a death-blow, this Psion places him in a trance-like state. He does not die, but is in suspended animation. If caster is able to subconsciously utilize the repair Psions above (or ideally Renewal True, below) the trance will last until he is able to regain consciousness—even if it requires days.

50—Renewal True (S*) If caster is forced to revert to *Trance* (above) or otherwise rendered unconscious, this Psion is triggered, and it utilizes all Psions necessary to repair the caster, at a total cost of only 50 PPs.

60—Rejuvenation (H) Caster is returned to a youthful form in about 10 minutes. This Psion is ongoing and need not ever be cast again; caster remains locked in a youthful state until (whatever).

	Area of Effect	Duration	Range
1—Detect Probe	self	varies	self
2—Concentration I	self	—	self
3—Mnemonic	self	C	self
4—Recall	self	—	self
5—Memory Trance	self	P	self
6—Observation	self	—	self
7—Concentration III	self	—	self
8—False Pattern	self	—	self
9—Unpresence	self	C	self
10—Mind Block	self	1 min/lvl	self
11—Concentration V	self	—	self
12—False Presence True	self	1 day/lvl	self
13—Correlation	1 topic	—	self
14—Sensitivity	self	1 min/lvl	self
15—Total Recall	self	P	self
16—Unpresence True	1 target/5 lvls	C	3m/lvl
17—Balance True	self	varies	self
18—			
19—Mind Block True	self	C	self
20—Observation True	self	1 min/lvl	self
25—Sensitivity True	self	1 min/lvl	self
30—Correlation True	1 topic	—	self
50—Mind Master	self	10 min/lvl	self

1—Detect Probe (I*) Psion is triggered whenever caster's mind is being probed, attacked or monitored in any way, and probing Psion fails a RR by 25.

2—Concentration I (U*) Adds 10 to any maneuver (not combat).

3—Mnemonic (P) This Psion allows the caster to retain anything he reads or learns as if he had a photographic memory with total recall.

4—Recall (U) Caster gets a 25% chance of recalling some key fact or occurrence from his subconscious, which could relate to the current situation (could be from his background or something he has forgotten).

5—Memory Trance (P) Caster enters a trance-like state where he is unable to move or talk, and is in fact not consciously aware of his surroundings. He is able, however, to absorb and flawlessly memorize audio or visual information at 10x normal speed. The session can last up to 5 hours, and the caster can pre-arrange the ending time, or a trigger which will terminate the trance. Otherwise the trance is difficult to come out of, and the caster is groggy for 2-20 rounds if disturbed or wakened by someone unaware of the 'trigger'. Useable once per day only.

6—Observation (U) Caster gains insight or facts by observing a person or thing (as far away as 30m) with intense concentration.

7—Concentration III (U*) Adds 30 to any maneuver (not combat).

8—False Pattern (P*) This Psion is triggered any time someone attempts to *Mind Pattern* or *Pattern Store* the caster and fails to resist detection (with a 50 modification to the *Patterner/Storer's* detriment). It generates a false mental pattern, different every time. *Patterner/Storer* is unaware that he has taken a false pattern.

9—Unpresence (P) Caster is undetectable by *Presence*, *Mind Pattern* and similar Psions.

10—Mind Block (P) Caster gains +20 to RRs vs. all Telepathic attacks.

11—Concentration V (U*) Adds +50 to any maneuver (not combat).

12—False Presence True (P*) This Psion is triggered any time someone attempts to *Mind Pattern* or *Pattern Store* the caster and fails to resist detection (with a 50 modification to the *Patterner/Storer's* detriment). It generates a false *Mental* pattern. This pattern may be pre-set by the caster to any pattern he desires. *Patterner/Storer* is unaware that he has taken a false pattern.

13—Correlation (P) Caster is able to correlate known facts to obtain conclusions (e.g., help is given by the GM based upon a roll).

14—Sensitivity (P) Similar to *Observation*, except using all senses in concert (caster must be physically present to fully utilize the Psion). Caster might detect hidden presences by breathing or heartbeat, note air patterns, minute temperature changes, odors, sounds (or lack thereof) and thus deduce useful data. Caster should roll, using any *Perception* bonus. Generally, range is about 100m.

15—Total Recall (P) Caster enters a trance-like state, though he is fully aware of his surroundings. He is able to absorb and flawlessly memorize audio or visual information at 10x normal speed. The session can last up to 5 hours, and the caster can come out of the trance at any time. Useable once per day only.

16—Unpresence True (P) Target is undetectable by *Presence*, *Mind Pattern* and similar Psions. Caster may shield 1 target per 5 levels, including himself.

17—Balance True (U*) This Psion adds 50 to any rolls for any one balance maneuver, regardless of speed.

19—Mind Block True (P) Caster gains +40 to RRs vs. all Telepathic attacks.

20—Observation True (P) Caster gains insight or facts by observing a person or thing (as far away as 30m) with intense concentration. Virtually nothing escapes the notice of the caster of this Psion. Also, there is a duration, which implies that the caster is constantly receiving input—including from other persons in the room: nervous gestures, significant glances, body language, etc... The GM should be aware of the enormous amount of information which can be gained by the truly observant.

25—Sensitivity True (P) Similar to *Observation*, except using all senses in concert (caster must be physically present to fully utilize the Psion). Caster might detect hidden presences by breathing or heartbeat, note air patterns, minute temperature changes, odors, sounds (or lack thereof) and thus deduce useful data. Caster should roll, using any *Perception* bonus. Generally, range is about 100m. The GM should be aware of the enormous amount of information which can be gained by the truly sensitive.

30—Correlation True (P) Caster is able to correlate known facts to obtain conclusions based upon even slight information.

50—Mind Master (P) Caster is able to freely use *Total Recall*, *Sensitivity True*, and *Correlation True* at will for the duration of the Psion.

BODY DISCIPLINE (PSIONIC, SELF MASTERY) (B-4.4)

	Area of Effect	Duration	Range
1—Touch I	self	1 maneuver	self
2—Leaping	self	1 rnd	self
3—Landing	self	varies	self
3—Speed III	self	3 mds	self
4—Dodging I	self	1 rnd	self
5—Flip I	self	1 rnd	self
5—Strength	self	1 rnd/lvl	self
6—Hold Breath	self	varies	self
7—Great Leap	self	1 rnd	self
8—Dodging III	self	1 rnd	self
9—Touch III	self	1 maneuver	self
10—Haste III	self	3 mds	self
11—Flip III	self	1 rnd	self
11—Strength True	self	1 min/lvl	self
12—Speed V	self	5 mds	self
13—Landing True	self	varies	self
14—Haste V	self	5 mds	self
15—Wallrunning	self	1 min/lvl	self
16—Awake	self	—	self
17—			
18—			
19—			
20—Dodging True	self	1 rnd	self
25—Haste X	self	10 mds	self
30—Ceilingrunning	self	1 min/lvl	self
35—Haste True	self	1 rnd/lvl	self
50—Master of Self	self	1 rnd/lvl	self

1—Touch I (U) Caster gains superior tactile sensitivity, enabling him to perform small maneuvers (repairs, picking a lock, a surgical procedure) at +10— Can be cumulative with *Concentration*.

2—Leaping (F*) Allows caster to leap 20m laterally or 5m vertically in the round that the Psion is cast.

3—Landing (F*) Allows the caster to land safely in a fall of up to 5m/lvl, and take that distance off the severity of any longer fall.

3—Speed III (F*) Caster may act at twice his normal movement rate for up to 3 rounds, but must spend a number of rounds equal to the rounds 'Speeded' at half rate (immediately afterwards). Caster must still act within the round sequence.

4—Dodging I (F*) Allows caster to dodge one attack (missile or melee). The attack must be in caster's field of vision, and 50 is subtracted from it.

5—Flip I (F*) Allows caster to somersault in midair, landing up to 3m away, fully oriented and facing any direction. Caster adds 30 to his DB while 'flipping'.

5—Strength (U) Caster gains great strength for a short period of time, adding +20 and doubling hits delivered in any strength-related combat. Caster is also able to perform feats of great strength, exact limits of which to be determined by the GM (they should not exceed what is theoretically possible by a humanoid, however).

6—Hold Breath (U*) Caster is able to hold his breath for an extended period (equal to 6 rounds + 1 rnd/lvl) by conserving oxygen.

7—Great Leap (F*) Allows caster to leap 3m/lvl laterally or 2m/lvl vertically in the round that the Psion is cast.

8—Dodging III (F*) Allows caster to dodge up to 3 attacks (missile or melee). The attacks must be in caster's field of vision, and 50 are subtracted from them.

9—Touch III (U) Caster gains superior tactile sensitivity, enabling

him to perform small maneuvers (repairs, picking a lock, a surgical procedure) at +30— Can be cumulative with *Concentration*.

10—**Haste III (F*)** Caster may act at twice his normal movement rate for up to 3 rounds. Caster must still act within the round sequence.

11—**Flip III (F*)** Allows caster to somersault in midair up to 3 times in succession, landing up to 3m further away each time, fully oriented and facing any direction. Caster adds 30 to his DB while 'flipping'.

11—**Strength True (U)** Caster gains great strength for a short period of time, adding +30 and tripling hits delivered in any strength-related combat. Caster is also able to perform feats of 'superhuman' strength. Suggested limits: lift 100kilos/lvl.

12—**Speed V (F*)** Caster may act at twice his normal movement rate for up to 5 rounds, but must spend a number of rounds equal to the rounds 'Speeded' at half rate (immediately afterwards). Caster must still act within the round sequence.

13—**Landing True (F*)** Allows the caster to land safely in a fall of up to 15m/lvl, and take that distance off the severity of any longer fall.

14—**Haste V (F*)** Caster may act at twice his normal movement rate for up to 5 rounds. Caster must still act within the round sequence.

15—**Wallrunning (F*)** Caster is able to walk or run on any solid surface up to 90' from the gravity source as if he were on 'flat ground'.

16—**Awake (S*)** This Psion will awaken the caster from sleep the round following casting.

20—**Dodging True (F*)** Allows caster to dodge all attacks (missile or melee). All attacks have 50 subtracted from them.

25—**Haste X (F*)** Caster may act at twice his normal movement rate for up to 10 rounds. Caster must still act within the round sequence.

30—**Ceilingrunning (F*)** Caster can walk or run on any solid surface as if he were acting against normal gravity.

35—**Haste True (F*)** Caster may act at twice his normal movement rate for up to 1 round/lvl. Caster must still act within the round sequence.

50—**Master of Self (F*)** Caster may utilize any one of the non Speed/Haste Psions on this list every round.

CHANGING (PSIONIC, SELF MASTERY) (B-4.5)

	Area of Effect	Duration	Range
1—Contortions	self	varies	self
2—Study	self	—	100'
3—Mask	self	10min/lvl	self
4—Merge	self	1min/lvl	self
5—Shape-shift	self	C	self
6—Mask True	self	P	self
7—Passing	self	—	self
8—Great Merge	self	10min/lvl	self
9—Shape-shift True	self	10min/lvl	self
10—Metamorph	self	10min/lvl	self
11—			
12—Merge True	self	10min/lvl	self
13—			
14—Metamorph True	self	10min/lvl	self
15—Passing True	self	C	self
16—			
17—			
18—Deletion	self	10min/lvl	self
19—Addition	self	10min/lvl	self
20—Lord Metamorph	self	1hr/lvl	self
25—Shifting	self	1hr/lvl	self
30—Change	self	10min/lvl	self
50—Master Metamorph	self	P	self
90—Metamorphosis	self	1hr/lvl	self

1—**Contortions (P)** Allows caster to slightly alter his muscles, limbs, and trunk; this facilitates escaping from bonds and small places.

2—**Study (P)** Caster studies and memorizes the appearance and mannerisms of a being, for later use in other Psions on this list.

3—**Mask (P)** Allows caster to alter the form of his face; if he Studied a being he can take on the exact form.

4—**Merge (P)** Allows caster to merge (body +25 cm depth) into any solid material. Caster cannot move while merged. Caster is also unable to pass through force barriers (shields).

5—**Shape-shift (P)** Caster can alter his body to the form of another humanoid race (no increase in mass). This cannot be a specific person.

6—**Mask True (P)** Allows caster to alter the form of his face; if he Studied a being he can take on the exact form. Face remains until changed or canceled.

7—**Passing (P)** Caster may pass through any material up to 1 meter thick (Psion simply does not activate when attempting to pass through thicker material).

8—**Great Merge (P)** Allows caster to merge (body +25 cm depth) into any solid material. Caster may turn while merged and view the outside. Caster is unable to pass through magical barriers.

9—**Shape-shift True (P)** Caster can alter his body to the form of another humanoid race (no increase in mass). He may also appear exactly as an individual.

10—**Metamorph (P)** Caster can alter his body to the form of another humanoid race (within up to +/-20% of his normal mass). Caster must take on a form similar to his own (e.g., humanoid).

12—**Merge True (P)** Allows caster to merge (body +25 cm depth) into any solid material. Caster may turn while merged and view the outside. Caster is unable to pass through magical barriers. Caster may cast Psions upon himself while merged.

14—**Metamorph True (P)** Caster is able to assume any form within 50% of his own mass and even assume fairly different physical shapes (such as a horse, bear, etc...).

15—Passing True (P) Caster is able to pass through as much as 1 meter/level of solid material.

18—Deletion (F) This Psion allows the caster to decrease his weight by 5% per level of the caster. Thus, this Psion cast at 20th level, would allow the caster to decrease his weight by 100%, to 0, with no effect upon his mass. The GM is advised to caution his players when using this Psion, because of the potential harm that players may inflict upon themselves.

19—Addition (F) This Psion allows the caster to increase his weight by 20% per level of the caster. Thus, this Psion cast at 20th level, would allow the caster to increase his weight by 400%, with no effect upon his mass. This spell will not enable the caster to withstand terrible crushing weights, it merely adds the weight using Psion energy. The GM is advised to caution his players when using this Psion, because of the potential harm that players may inflict upon themselves.

20—Lord Metamorph (P) Caster is able to assume any form within 50% of his own mass and even assume fairly different physical shapes (such as a horse, bear, etc...). Along with the assumed forms come the abilities.

25—Shifting (P) Caster can alter his body to the form of another humanoid race (no increase in mass). He may also appear exactly as an individual. Caster may change form at will once per round.

30—Change (P) Caster is able to assume the form of any fairly solid object (no more liquid than a very viscous fluid) of between 50% and 200% of his actual mass. Caster can even assume the form of an inanimate object, such as a chair or door.

50—Master Metamorph (P) Caster is able to assume any form of up to 5x his mass or as little as 10% of his mass and even assume different physical shapes (such as a horse, bear, etc...). Along with the assumed forms come the abilities. Caster is also able to assume the form of any fairly solid object (no more liquid than a very viscous fluid). Caster can even assume the form of an inanimate object, such as a chair or door.

90—Metamorphosis (P) Caster is able to assume any form of up to 5x his mass or as little as 10% of his mass and even assume different physical shapes (such as a horse, bear, etc...). Along with the assumed forms come the abilities. Caster is also able to assume any form he wishes (liquid, gaseous) and is subject to the full benefits (and penalties) of the form.

MIND'S DEFENSE (PSIONIC, SELF MASTERY) (B-4.6)

	Area of Effect	Duration	Range
1—Inkling	self	—	30m
2—			
3—Psion Shield I	self	1 min/lvl	self
4—Mind Alert	self	—	self
5—Psion Armor	self	1 min/lvl	self
6—Psion Shield III	self	1 min/lvl	self
7—Area Shield	2mR	1 min/lvl	self
8—Mind Block	self	C	self
9—Psion Armor II	self	1 min/lvl	self
10—Ready Block	self	C	self
11—Psion Shield V	self	1 min/lvl	self
12—Retaliation	self	1 min/lvl	30m
13—Area Shield II	5mR	1 min/lvl	self
14—Psion Armor III	self	1 min/lvl	self
15—Mind Block True	self	1 min/lvl	self
16—Retaliation V	self	1 min/lvl	self
17—Area Shield III	10mR	1 min/lvl	self
18—Psion Armor IV	self	1 min/lvl	self
19—Surround Shield	self	1 min/lvl	self
20—Lord Retaliation	self	1 min/lvl	self
25—Psion Defense	self	1 min/lvl	self
30—Retaliation True	self	1 min/lvl	self
50—Psion Citadel	self	1 min/lvl	self

1—Inkling (PS*) Caster (if conscious and generally alert) is warned one round before someone is about to mentally attack him (assuming the attacking Psion requires preparation). If attacker succeeds in a RR, this Psion is not triggered.

3—Psion Shield I (D) Provides a +10 to caster's RR (or DB if a physical attack Psion such as *Energy Channels*) vs all frontal Psion attacks.

4—Mind Alert (PS*) Caster is instantly warned of an impending Psionic attack (awakened if asleep). Caster is also aware of the nature of the attack and its direction.

5—Psion Armor (D) Provides a +10 to caster's RR (or DB if a physical attack Psion such as *Energy Channels*) vs all Psion attacks in any direction. This Psion is not cumulative with *Psion Shield*.

6—Psion Shield III (D) Provides a +30 to caster's RR (or DB if a physical attack Psion such as *Energy Channels*) vs all frontal Psion attacks.

7—Area Shield (D) Provides a +10 to caster's and any companion's RRs (or DB if a physical attack Psion such as *Energy Channels*) vs all frontal Psion attacks.

8—Mind Block (D*) Caster is able to shield his mind from probes (not attacks) as if he were twice his actual level. The caster must have this Psion cast before he is actually attacked.

9—Psion Armor II (D) Provides a +20 to caster's RR (or DB if a physical attack Psion such as *Energy Channels*) vs all Psion attacks in any direction. This Psion is not cumulative with *Psion Shield*.

10—Ready Block (DS*) Caster is able to shield his mind from probes (not attacks) as if he were 3x his actual level. The Psion is activated automatically by the Telepath's subconscious.

11—Psion Shield V (D) Provides a +50 to caster's RR (or DB if a physical attack Psion such as *Energy Channels*) vs all frontal Psion attacks.

12—Retaliation (M) Caster not only gains +20 to his RR vs one Psion, should he resist successfully, the attacking Psion is reversed on the original caster. Caster must be recast after a successful *Retaliation*; other Psions cannot be cast while this one is active.

13—Area Shield II (D) Provides a +10 to caster's and any companion's RR's (or DB if a physical attack Psion such as *Energy Channels*) vs all frontal Psion attacks.

14—Psion Armor III (D) Provides a +30 to caster's RR (or DB if a physical attack Psion such as *Energy Channels*) vs all Psion attacks in any direction. This Psion is not cumulative with *Psion Shield*.

15—Mind Block True (DS*) Caster is able to shield his mind from probes (not attacks) as if he were 5x his actual level. The Psion is activated automatically by the Telepath's subconscious. He cannot cast any other Psion while this one is active. Caster doesn't need to concentrate.

16—Retaliation V (M) Caster not only gains +20 to his RR vs one Psion, should he resist successfully, the attacking Psion is reversed on the original caster. Caster is able to retaliate one Psion/rnd up to five (or he fails a RR).

17—Area Shield III (D) Provides a +15 to caster's and any companion's RRs (or DB if a physical attack Psion such as *Energy Channels*) vs all frontal Psion attacks.

18—Psion Armor IV (D) Provides a +40 to caster's RR (or DB if a physical attack Psion such as *Energy Channels*) vs all Psion attacks in any direction. This Psion is not cumulative with *Psion Shield*.

19—Surround Shield (D) Provides a +50 to caster's RR (or DB if a physical attack Psion such as *Energy Channels*) vs all Psion attacks.

20—Lord Retaliation (M) Caster not only gains +20 to his RR vs one Psion, should he resist successfully, the attacking Psion is reversed on the original caster. Caster is able to retaliate one Psion/rnd up to twenty (or he fails a RR).

25—Psion Defense (D*) Caster is able to shield his mind from probes and attacks as if he were 5x his actual level. The Psion is activated automatically by the Telepath's subconscious. He cannot cast any other Psion while this one is active. Caster doesn't need to concentrate.

30—Retaliation True (DS*) Caster gains +1/lvl to his RR vs up to 3 Psions/rnd, should he save successfully, the attacking Psion is reversed on the original caster. Caster is able to retaliate up to 1 Psion/lvl (or he fails a RR). Psion is activated automatically when caster is attacked.

50—Psion Citadel (DS*) Caster is able to shield his mind from probes (not attacks) as if he were 5x his actual level. The Psion is activated automatically by the Telepath's subconscious. He can cast other Psions while using the *Citadel*. Caster is immune to all Psions below 20th level, and has a +1/lvl bonus to his RR vs all attacks.

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APPENDIX C — SPELL USER QUESTIONS AND ANSWERS

The following questions are commonly asked about the *Rolemaster* system and the way spells are handled. Hopefully, this list of questions, along with some answers, will help alleviate some of the ambiguities that might exist. Please realize, however, that all *Rolemaster* material and rules, particularly those in the *Companions*, are to be used as the GM and the players see fit. Use or ignore the following answers as you wish.

1. How much would you suggest it cost for PCs to hire the use of a NPC spell caster to cast spells, such as a Cleric to cast *Lifegiving*?

The cost of spells is entirely dependent on your world system. One suggested method, however, is the following formula: $10 + [(level\ of\ the\ spell) \times (level\ of\ the\ spell\ caster)]$ in gold pieces. So a tenth level spell caster casting a fifth level spell would cost sixty gold pieces, but a fifth level caster casting the same spell would only cost thirty-five gold pieces.

2. Concerning the Bladerunes list of *RMC I*, when you talk of base chances of having an item receive a Bladerune cast upon them you base that chance upon each magic or non-magic "plus." Does each "plus" equal a "+5" bonus or a "+1" bonus?

Whoops! The *RMC I* author was slipping back into his D & D roots. Each "plus" should equal "+5." A +5 sword has a 20% chance of taking a Bladerune, not 100%.

3. On the list Life Essence Healing, of *RMC II*, what's the difference between *Restore Life Essence* and *Heal Life Essence*? What about *Cleanse Life Essence*?

The exact use of life levels is dependent upon a GM's world. One interpretation of the *RMC II* rules is this: Life levels can be lost temporarily (and return as outlined in *RMC II*, Section 6.1) or permanently. Temporarily lost life levels can be "Restored" instantly. Permanently lost life levels must be "Healed," and then "Restored." *Cleanse Life Essence* only neutralizes poisons/diseases from life essence wounds.

4. Invisibility in *Rolemaster*, in particular the 10' radius type, can be interpreted in a number of ways. Can the caster make everything within the radius invisible, including the walls and floors? How about someone who was inside the radius when cast but then wanders 15' from the caster — does he become visible? Can invisible people within the radius see other invisible people in the radius?

Everything in the radius becomes invisible when the spell is cast, but to become invisible, the creature or thing must be entirely in the radius. The invisibility radius is centered on one person or thing and will move with that person or thing, but anyone leaving the radius (even partially) will become visible, and will stay visible, even if they move back into the radius.

5. How does the spell, *Hold Kind*, work?

A held person may only perform activities that take 25% activity (e.g., he moves at 1/4 normal, no casting spells, etc.). Parrying would be possible (not attacks) with 25% of the target's OB.

6. In the definitions of *Detect Invisible* on the Detection Mastery, *Detecting Ways*, and *Detections* spell lists, it is stated that the penalty for attacking an invisible creature (once detected) is -50. On the *Mind Sense Moulding* version of the spell the penalty is -25. Why is there this discrepancy and do you add this penalty onto the normal -50 for concentrating on a spell?

The penalty for attacking a detected invisible foe applies to all attackers directed or informed by the "detector" (e.g., the detector can tell other attackers where the target is). If the "detector" attacks, he also receives the concentration penalty in addition to those you state. The Illusionist *Detect Invisibility* spell has a lesser penalty because it is on an Illusionist base list and that profession specializes in the spells most similar to invisibility. If this bothers GM, make all penalties -50.

7. When an *Air Wall* cuts attacks by 50%, is this a -50 subtraction from OBs or do all attacks have a flat 50% chance of completely missing?

Reduce OBs by -50.

8. Do *Aura/Blur* spells affect RRs?

No, they only affect attacks.

9. How does *Heat/Cold Resistance* affect a character who goes through a *Wall of Fire* or a *Wall of Cold*?

Subtract the bonus given from the spell from the critical roll.

10. When using the *Ranger Tracking* spell, does the -50 penalty for concentrating on a spell apply to using a tracking skill?

No. Concentration spells which add to skill rolls do not have the -50 penalty when using that specific skill in conjunction with the spell.

11. Can you speak to any one sentient being in range with *Mind Voice* or is it received by all such beings within range?

One sentient being in range.

12. How exactly does *Master of Kind* (on the *Spirit Mastery* list) work?

Basically, each round the caster may give the target a "suggestion" (as restricted in the spell *Suggestion*) that the target must obey. Only one *Suggestion* can be in effect at one time.

13. On page 76 of *Spell Law*, it states that in an illusion the sense aspects are actually created. Would it be correct to infer that a high-level Illusionist could cast a *Mirage* of a bridge and place a *Feel Mirage True* on it and it would function as a real bridge?

That is correct, but each round someone walks on it there is a chance (make everyone crossing make a light maneuver) that one "Feel" sense placed into the illusion will be used up (e.g., the result of a hard blow). If someone strikes or jumps upon the bridge, one "Feel" sense will automatically be used up. So a bridge with two "Feel" senses on it will not be solid after two hard blows or accidental hits.

14. All of the spells on the Enchanting Ways list have 24 hour durations. Do they need the spell Permanency to be made permanent?

No. The duration is 24 hours because the Alchemist must cast the spell every day on the item while it is being created.

15. On the spell *Invisibility* on the Hiding list, it refers to the list, Cloaking. The lowest level invisibility spell on that list is *Invisibility (I')*, a spell which occurs again on the Hiding list at level 5. Could this be clarified?

Yipe! Another error. The 2nd level Hiding spell should refer to *Unseen* on the Cloaking list.

16. How do you use a Symbol and how do you determine whether it affects a character or not?

Symbols are permanently implanted unto a non-mobile stone and are usable once per day. Activation is determined by the GM, and should be consistent. Some suggested ways are coming within a radius, touching the symbol, reading the symbol, making an Attunement roll, etc.

17. Can you combine the effects of a Circle of Protection, a Circle of Power or a Circle of Summoning (all in *RMCI*) by use of a *MultiCircle II* spell?

Yes.

18. On the Words of Power, Warding Law and other lists, what can the Research spell do?

It can allow the character access to words of power, wards, etc. that are created independently by the players or the GM.

19. The Paladin and other more recent Semi-spell Using professions have a large number of base lists to chose from, while the older professions have only five. The newer professions are more powerful because of the selection of spells and the potency of the spells. What would you suggest to alleviate the problem?

Firstly, I would suggest that the newer professions be greatly limited on their base lists. GMs should be very careful in what lists (among the suggested lists) he allows Semi-spell Users. That should take care of most balance problems, but if you wish to "up" the power of the older professions, I suggest these additions:

Ranger — Guardian Ways

Monk — Combat Enhancement

Delver — Warding Law

Nightblade — Self Healing

Bard — Weave Tale

20. Does casting *Disease Resistance I* twice do the same thing as *Disease Resistance II*?

No. Once a *Disease Resistance* spell has been cast on a target, that target can get no further aid from that spell for that particular disease from that particular caster. In effect, those spells, and spells like them (including *Protection I*, etc.) are not cumulative. If they were, there would be no need for the higher level spells.

21. Do *Quiet* spells resist sonic attacks as from *Sonic Law*?

Yes. They provide +25 protection from such attacks.

22. When can I cast *Stonespeech* on a rock and expect it to talk back?

This depends on the world system used. Worked stone will never(?) speak. Some GMs assume that all stone is "alive" and intelligent. In some worlds, only magical stones can speak through this spell. In still other worlds, the spell puts you in touch with an Earth Elemental.

APPENDIX D — SPELL USER TABLES

PSION DEVELOPMENT POINT CHART

Pick Type	Spell User Type				
	Pure	Hybrid	Arcane	Semi	Non
A	—	—	—	8/*	2x
B	4/*	2/*	2/*	—	—
C	—	—	—	8/*	4x
D	8/*	6/*	2/*	20	—
E	20	20	4/*	40	—

RACE MAXIMUM PP BASE CHART

Base PP Maximum

Race	Primary "Casting" Realm				Psions
	Essence	Channeling	Mentalism	Arcane	
Common Men	260	260	260	260	270
High Men	285	270	285	280	260
Half-Elves	285	270	285	280	235
Wood Elves	280	270	275	275	210
High Elves	280	270	285	275	210
Fair Elves	280	270	290	280	210
Dwarves	145	260	145	180	270
Halflings	130	260	140	175	235
Lesser Orcs	255	245	255	250	235
Greater Orcs	255	255	255	255	250
Trolls	245	245	245	245	235
Bear Tribes	195	265	265	240	260
Dark Tribes	265	255	255	255	260
Northmen	255	260	265	260	265
Arctic Men	260	265	255	260	270
Mixed Men	270	270	275	270	270
Grey Elves	275	270	275	275	210
Dark Elves	285	265	285	270	210
Aquatic Elves	275	270	275	270	210
Talfellow Halflings	210	260	195	220	210
Stout Halflings	120	260	145	175	260
Half-Elves A	270	270	285	275	235
Half-Elves B	270	270	285	275	250
Half-Elves C	255	260	265	260	235
Half-Elves D	270	270	285	275	250
Half-Elves E	260	255	265	260	250
Half-Elves F	255	260	255	255	210
Half-Dwarves	210	260	205	225	270
Half-Orcs	260	260	255	255	260
Half-Ogres	240	240	235	235	250
Half-Trolls	255	260	255	255	260
Great Men	260	260	275	265	210

ANTI-MAGIC ZONE TABLES

ZONE STATUS	
Roll	Speed
01-90	Stationary
91-92	1/2 MPH
93-94	1 MPH
95-96	5 MPH
97-98	10 MPH
99-00	20 MPH

DIRECTION OF MOVEMENT	
Roll	Direction
01-10	North
11-20	South
21-30	East
31-40	West
41-50	North East
51-60	South East
61-70	North West
71-80	South West
81-90	Upward
91-00	Random

SIZE OF ZONE	
Roll	Size
01-09	100' radius
10-14	250' radius
15-19	500' radius
20-24	750' radius
25-29	1000' radius
30-34	1250' radius
35-39	1500' radius
40-44	1750' radius
45-49	2000' radius
50-59	1 mile radius
60-69	2.5 mile radius
70-79	5 mile radius
80-89	10 mile radius
90-91	25 mile radius
92-93	50 mile radius
94-95	100 mile radius
96-97	250 mile radius
98-99	500 mile radius
00	1000 mile radius

APPRENTICE/ MENTOR TABLES

SPECIALTY AREAS	
Roll Specialty Areas	Suggested Skills/Lists
01-02 Time	Time's Bridge, Past Visions, Future Visions, etc.
03-04 Elements (GM Choice)	Any of the spells from Elemental Companion
05-06 Healing	Self Healing, Bone Mastery, Concussion Ways, first aid, etc.
07-08 Demons/Devils	Ethereal Mastery, Dark Summons, Dark Contacts, demon/devil lore, etc.
09-10 Undead	Repulsions, Necromancy, Animate Dead, Summon Dead, etc.
11-12 Combat	Combat Enhancement, Deadly Dances, Arm's Way, etc.
13-14 Defense	Shielding Ways, Spell Wall, Shield Mastery, etc.
15-16 Enhancement/Change	Changeling, Metamorphose, Physical Enhancement, etc.
17-18 Mind	Lore's Master, Mind Mastery, Mind Merge, etc.
19-20 Psions (Misc)	Any of the various Psion lists from <i>Space Master</i>
21-22 Movement	Lofty Bridge, Rapid Ways, Conveying Ways, etc.
23-24 Lore	Lore, Nature's Lore, Metal Lore, etc.
25-26 Enchantment	Spell Enhancement, spell mastery skill, targeting skill,
27-28 Prosaic (Misc)	Any of the Prosaic lists
29-30 Nature/Rural	Nature's Law, Nature's Way, Nature's Guises, survival, tracking, etc.
31-32 Gates	Ethereal Mastery, Outer Plane Law, Elemental Travel, xeno-lores

33-34 Control	Spirit Mastery, Mind Control, Sense Control, hypnosis, etc.
35-36 Words (Power)	Words of Power, Power Words, Sound Projection, etc.
37-38 Destruction	Solid Destruction, Mind Destruction, Flesh Destruction, etc.
39-40 Communication	Mind Speech, Way of The Voice, linguistics, etc.
41-42 Herbs	Herb Mastery, Plant Mastery, Creations, herb lore, etc.
43-44 Animals	Summons, Animal Mastery, animal bonding, animal training, etc.
45-46 Rituals	Ritual Mastery, Exper. Ways, ritual magic skills, etc.
47-48 Earthnodes	Earthblood's Ways, Flow Mastery, Earth Law, etc.
49-50 Runes/Wards/Circles	Rune Mastery, Wards, Rune Law, Glyph Law, runes skill, etc.
51-52 Vs Evil	Holy Warrior, Channels, Repulsions, etc.
53-54 Vs Good	Foul Changes I, Foul Changes II, Dark Channels, etc.
55-56 Spell Research	Library Mastery, Exper. Ways, Absorb Knowledge, etc.
57-58 Survival	Sustain Body, Self Healing, Damnation Ways, etc.
59-60 Gods	Various high-level and high-powered lists, Ceremonies, etc.
61-62 Dreams	Dream Guard, Dream Law, Dream Lore, etc.
63-64 Arcane (Misc)	Random Arcane Lists
65-66 Essence (Misc)	Random Essence Lists
67-68 Channeling (Misc)	Random Channeling Lists
69-70 Mentalism (Misc)	Random Mentalism Lists

71-72 Elementalism (Misc)	Random Elementalism Lists
73-74 General (Misc)	Random Spell Lists (any)
75-76 Weather	Weather Ways, Wind Law, Water Law, weather watching, etc.
77-78 Weapons	Weapon Mastery, Warrior Law, Bladerunes, weapons skills, etc.
79-80 Planes	Gate Mastery, Elemental Travel, xeno-lores, etc.
81-82 Subterfuge	Unbarring Ways, Devious Ways, Invisible Ways, subterfuge skills, etc.
83-84 City/Urban	Urban Ways, Unbarring Ways, Entertainment Law, administration, streetwise, etc.
85-86 Night/Darkness	Dark Law, Light Law, Starlights, etc.
87-88 Evil	Foul Changes I, Curses, Mind Death, etc.
89-90 Good	Channels, Ceremonies, Guardian Ways, etc.
91-92 Leadership	Battle Law, Mind Domination, Mind Control, leadership skills, etc.
93-94 Magic Items	Any of the Alchemist base lists, directed spells
95-96 Containment	Prison Law, Unbarring Ways, Circles Of Protection, etc.
97-98 Spell/Magic Control	Spell Coordination, Symbolic Ways, Spell Triggers, spell mastery, etc.
99-00 GM's Choice	GM's Choice

SPECIALTY NUMBERS

Roll	Number and Type of Specialties
01-50	1 Major, 1 Minor
51-75	1 Major, 2 Minor
76-90	2 Major, 2 Minor
91-95	2 Major, 3 Minor
96-00	3 Major, 3 Minor

Major specialty denotes at least four lists dealing directly or 8 lists dealing indirectly with specialty area.

Minor specialty denotes at least two lists dealing directly or four lists dealing indirectly with specialty area.

MENTOR'S LEVEL/LISTS

Roll	Level	Total Number of Lists
01-10	10	10
11-20	15	12
21-30	20	16
31-40	25	20
41-50	30	24
51-60	35	28
61-70	40	32
71-80	45	36
81-90	50	40
91-00	55	44

MENTOR'S OUTLOOK

Roll	Outlook
01-20	Honest, Just, Kind, etc.
21-40	Honest, Just, Self-Serving, etc.
41-60	Callous, Indifferent, Fair, etc.
61-80	Cruel, Self-Serving, Dishonest, etc.
81-00	Cruel, Dishonest, Impulsive, etc.

MENTOR'S LIBRARY

Roll	Quality	Number of Volumes
01-10	None	0
11-20	Poor	1-5
21-30	Below Average	5-10
31-40	Average	10-20
41-50	Fair	20-30
51-60	Good	30-40
61-70	Very Good	40-50
71-80	Great	50-60
81-90	Excellent	60-70
91-00	One Of The Best	70- and up

OTHER CHARTS

BLADERUNE ITEM CAPACITY CHART

Item	Bladerune Capacity
1. Full Shield	10
2. Wall Shield	12
3. Normal Shield	8
4. Target Shield	6
5. Gauntlet (one)	2
6. Bracer (one)	2
7. Full Armor (any type)	15
8. Half Armor (any type)	8
9. "Shirt" Armor (any type)	6
10. Helm	2
11. Full Helm	4
12. Long Sword	6
13. Two Handed Sword	8
14. Short Sword	4
15. Dagger	2
16. Bastard Sword	7
17. Scabbard	(1/2 of sword type)
18. Hand Axe	3
19. Battle Axe	6
20. Halberd	8
21. War Hammer	6
22. Morning Star	6
23. Mace	6
24. Heavy Crossbow	6
25. Light Crossbow	4
26. Sling	1
27. Long Bow	6
28. Composite Bow	5
29. Short Bow	4
30. Arrow (any type)	1
31. Bolt (any type)	1
32. Sling Stone	1
33. Spear	8
34. Javelin	4
35. Lance	10
36. Staff	8
37. Wand	2
38. Rod	4
39. Ring	1
40. Bracelet	1
41. Rune Paper	1
42. Amulet	2
43. Cloak	2
44. Belt	2
45. Boot (one)	2
46. Lantern	4
47. Coin (any type)	1
48. 50' Rope (dispelled if cut)	5
49. Spike	1
50. Hat	2

SPELL SHAPING PP COST CHART

PP Cost Determinants	PP Cost
Own Base	10 PP
Open Same Realm	20 PP
Closed Same Realm	30 PP
Base Not Own Same Realm	40 PP
Open Different Realm	50 PP
Closed Different Realm	60 PP
Base Not Own Different Realm	70 PP
Every Round Taken Off	
Normal Casting Time	10 PP
Spell Level	10 PP/Lvl Of Spell
For Every Level Above Own	10 PP

Note: Consider the Arcane realm as; closed different realm, for determination of PP cost, when it is not characters base list.

APPENDIX E — ROLEMASTER OPTIONS CHECKLIST

This checklist is an extension to the *RM* Options Checklist in *RMCI/IV* and *RMCV*. The following codes are included to give you an idea of our impressions of some of the options:

Core Rules	Core
Highly Recommended	A
Recommended	B
Recommended but adds complexity	B ^C
Its up to you, not for everyone	C
Its up to you, adds a whole lot of complexity	C ^C
Recommended if all or most RMCII skills are used	II
For High-powered campaign, be careful	H

2.0 The Nature of Magic p. 6-10

2.1.6-8	Magical Power	B ^C □
2.1.1.6	Primal Essence	C□
Option 1	Primal Essence is unique to each plane	C□
Option 2	No central source of magical power	C□
2.1.2.6	Essence	Core
Option 1	RRs have +10 bonus	C□
Option 2	+5 to spell gain rolls	C□
2.1.3.6	Channeling	Core
Option 1	RRs have -5 penalty	C□
Option 2	Deity grants lists	C□
Option 3	Holy areas give bonuses	C□
Option 4	As 3, but PP are recovered faster in such areas	C□
2.1.4.7	Mentalism	Core
Option 1	RRs have -10 penalty	C□
Option 2	-10 to spell gain rolls	C□
2.1.5.7	Hybridization	Core
2.1.6.7	Arcane	B ^C □
Option 1	+10 to spell failure	C□
Option 2	+20 ESF mod	C□
Option 3	Both 1 and 2	C□
Option 4	As 3, but mods apply to all spells	C□
2.1.7.7	Elementalism	C□
Option 1	Elementalism as Essence	B ^C □
Option 2	Disregard Elementalism	□
2.1.8.8	Prosaic	B□
2.1.9.8	Omni-Realm	B ^C □
2.1.10.8	Psions	H□
2.2.8	Realm Relations and Interstices	B ^C □
2.3.8-9	Magical Minutiae	C ^C □

Minutiae Options

Option 1	Advantages and Disadvantages	B ^C □
Option 2	As 1, only will take effect if one component is used	C ^C □
Option 3	Only serve to individualize spells	C□

Spell Completion Options

Option 1	Spell fails if components not used	C ^C □
Option 2	PP increase if components not used	C ^C □
Option 3	PP decrease when components are used	C ^C □
Option 4	Component substitution	C ^C □
Option 5	Bonus forfeited if components not used	C ^C □
Option 6	Decrease casting time if components are used	C ^C □

2.4.9	Realm Components	C ^C □
2.5.10	Final Spell Effect	C ^C □
2.6.10	Cross Realm Casting	H ^C □
Option 1	Costs more PP	H ^C □
Option 2	Add to spell failure and ESF rolls	H ^C □
Option 3	Spell is only half as effective	H ^C □
Option 4	Disallow	□

3.0 Prosaic Magic p.11

Option 1	ESF mod divided by 5	B ^C □
Option 2	Reduced PP cost	B□
Option 3	Dev pts are quartered	B□
Option 4	Lists may be specific to one realm	B ^C □
Option 5	Non and Semi spell user limits	B ^C □
Option 6	Minutiae must be used	C ^C □

4.0 Psions for Rolemaster p. 12-13

Option 1	Strange background gives access	H□
Option 2	Background Options used to gain	H□
Option 3	Only special NPCs have access	B□
Option 4	Special training/meditation/items required	C□
4.1.13	Learning Psions	H□
4.2.13	Psion Power Points	H□
4.3.13	Psions Vs Magic	H□
4.4.13	Psion List Notes	□

5.0 Magic For Space Master p. 14

5.1.14	Learning Magic in Space Master	H□
Option 1	Pure Telepath may learn any realm, other in two	HH□
Option 2	Space Master characters must choose only one realm	B□
5.2.14	Magic Power Points	H□
Option 1	Power Point Development	C□
Option 2	Additional set of PP	B□

6.0 Optional Spell Laws p. 15-33

6.1.15	Spell Shaping	HH□
Option 1	Spell Shaping as a skill	H□
Option 2	Requires ESF if higher level	H□
Option 3	Reduce PP cost for proficient characters	HH□
Option 4	Only up to caster's level	H□
Option 5	ESF roll required	C□
Option 6	Only within caster's own realm	H□
6.2.16	Methods of Magic	□
6.2.1.16	Low Magic	□
6.2.2.16	Middle Magic	□
6.2.3.16	High Magic	□
6.3.17	Power Point Base Maximum	C□
Option 1	Spell and Psion maximums separate	C ^C □
Option 2	Elementalism as Essence	B□
6.4.18-19	Herbs (new)	B□
6.4.1.18	Vir Jai	H□
6.4.2.18	Vir Lavan	B□
6.4.3.19	Tairken Ra	B□
6.4.4.19	Ubiquitous Panacea Burgeon	B□

6.4.5,19	Xu Ran	B [□]
6.4.6,19	Deodar	B [□]
6.5,20-22	Unusual Phenomena	
6.5.1,20-21	Anti-Magic Zones	C [□]
Option 1	Alter strength	□
Option 2	Reduce effectiveness of magic items	□
Option 3	Magic draining zones	□
6.5.2,22	Reality Storms	H [□]
6.6,23	Ritual of Ascension	H [□]
6.7,23	Apprentice Rules	B ^C □
Option 1	Extra spell gain roll if Mentor knows list	B ^C □
Option 2	Variable bonus due to various factors.	C [□]
6.8,26	Bladerune Item Capacity	H [□]
6.9,27	Martial Mage	
Option 1	One weapon type at half dev. pt. cost	H [□]
Option 2	One weapon at half dev. pt. cost	H [□]
Option 3	Option available to all professions	H [□]
6.10,27-28	Fate Points	H [□]
Option 1	One point per level	□
Option 2	Background Option number	□
Option 3	Award only as reward	□
Option 4	Subtract as penalty	□
Option 5	Only effects on a one to one basis	□
Option 6	Restrict situations	□
Option 7	Add them to heroic maneuvers	□
6.11,28-30	Learning Lists	
6.11.1,29	Spell Research	H [□]
6.11.2,29	Compling	B [□]
6.11.3,29	Spell Books	B [□]
	If spell book is used to cast spells directly	
Option 1	Decrease PP	B ^C □
Option 2	Bonus to range,area of effect,targets,etc	B ^C □
Option 3	Reduce ESF	B ^C □
Option 4	Caster can use it to compile another list	C [□]
Option 5	Variable bonus for options 1-3	C [□]
Option 6	Caster can learn lists normally restricted	H [□]
Option 7	Spells are cast faster	C [□]
Option 8	Half the normal study time	B [□]
Option 9	Spell in spell book treated as runes	B [□]
6.11.4,30	Teaching	B ^C □
6.11.5,30	Memorization	H [□]
6.12,31	Resistance Roll Options	
Option 1	Only use RRs when important	B [□]
Option 2	Only use RRs vs non-attack spells when target is aware ..	B [□]
Option 3	As Opt. 2,and give RRs to those with large bonuses	B ^C □
Option 4	Forgo RRs for willing targets	B [□]
Option 5	Normal items do not get RRs	B [□]
6.13,31	Magical Language and ESF Options	C [□]
6.14,32	Extended Spell List Development	□
6.15,32	Individual Spell Development	H [□]
Option 1	Number of spells limited to level of caster	B ^C □
Option 2	Limit the specific spells obtainable	B ^C □
Option 3	Decrease the dev. pt. cost	HH [□]

6.16,32-33	Arcane Definitions	B ^C □
Option 1	Change status of Arcane Coven lists	B [□]
Option 2	Restrict access to certain lists	B [□]
Option 3	Assign lists to various realms	C [□]
6.17,33	Power Point Options	
6.17.1,33	Going Beyond PP total	H [□]
Option 1	Burnout rules used	B [□]
Option 2	Causes damage	B [□]
Option 3	As 2,but causes critical	B [□]
6.17.2,33	Adders and Multipliers	
Option 1	ESF attempts must use caster's PP	C [□]
Option 2	Casters may share bonus items	C [□]

7.0 Optional Skill Laws p. 34-37

Power Meditation	H [□]	
Option 1	Multipliers do not apply	□
Option 2	Limit by means of racial maximum	□
Option 3	Double time required	□

Teaching	B [□]
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Keyed Spells	HH [□]
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Option 1	Keyed spells are as instantaneous	□
Option 2	ESF rolls required if maintained longer than allowed	□
Option 3	Decrease number of keyed spells	□
Option 4	Use combination of other options	□

Magical Research	C [□]
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Component Substitution	C [□]
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Option	Allow no roll to be made	C [□]
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Magical Flourish	C [□]
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Option 1	Use as a skill	B [□]
Option 2	Modify detection factors to fit campaign	B [□]
Option 3	Character can determine other factors	C [□]
Option 4	Allow no skill roll to be made	C [□]
Option 5	Only usable by spell users	C [□]

7.2,36-37 Old Magical Skills Revisited

Power Perception

Option 1	Magic recognition	B [□]
Option 2	Realm recognition	B [□]
Option 3	List recognition	C [□]
Option 4	Spell recognition	C [□]
Option 5	Perceptual lore	C [□]

Power Point Development

Option 1	Give bonus when using same realm and PP	H [□]
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Spell Mastery

Option 1	Spell joining	H [□]
Option 2	Elemental attack bonus	H [□]
Option 3	Effect Shaping	H [□]

7.3,37 Spells as skills

Option 1	Treat certain spells as skills	C [□]
Option 2	As 1,but skill costs PP	C [□]
Option 3	Arcane skills	C [□]
Option 4	Skill bonuses earned when spell level is reached	C [□]
Option 5	Use all spell mechanics	C [□]

8.0 Optional Spell Lists p. 39-120

Multiple Spell of Same Level Options

- Option 1 Allow caster access to all spells on list B
Option 2 Very spells found on list based on culture C
Option 3 Determine randomly B

Variable bonuses based on level within lists

- Option 1 Use level of caster as level of spell to achieve full bonus.. B
Option 2 Assign fixed bonuses B

8.1, 39-48

- Jihad
 Genetic Ways
 Dark Curses

Channeling Lists

- Power Merge Wyrd Mastery
 Holy Champion Cruelty Ways
 Survival Ways

8.2, 49-68

- Prison Law
 Sustain Body
 Trace Law
 Friction Mastery
 Martial Mastery

Essence Spell Lists

- Warrior's Blade Weapon Mastery
 Construction Ways Spell Enhancement II
 Barriers Matter Shaping
 Assimilation Mastery Animation Mastery
 Rending Ways

8.3, 68-79

- Combat Reflexes
 Minds Refuge
 Escaping Ways

Mentalism Spell Lists

- Battle Law Mind Protection
 Perceptions Master Mind Healing
 Taking Ways Psychosis Mastery

8.3,

- Planar Survival
 Replicating Ways
 Ritual Mastery
 Magic Defense
 Arcane Gate
 Matter Manipulation

Arcane Spell Lists

- Realm Law Power Mastery
 Experimentation Ways
 Magnetic Ways Arcane Healing
 Devious Ways Fortification Mastery
 Primitive Voice Long Voice

8.5

- Music Law
 Library Mastery
 Pack Law
 Fashion Mastery
 Farming Law
 Healing

Prosaic Spell Lists

- Trade Law Forging Mastery
 Sailing Mastery Warrior Law
 Grooming Mastery Gourmet Mastery
 Structure Law Entertainment Law
 Mining Law Livestock Ways
 Tricks of the Trade Body Mastery

Appendix B Psion Lists

- | | | |
|---|--|--|
| <input type="checkbox"/> Mind Detection | <input type="checkbox"/> Mind's Truth | <input type="checkbox"/> Mind's Eye |
| <input type="checkbox"/> Mind in the Past | <input type="checkbox"/> Empath | <input type="checkbox"/> Telekinetics |
| <input type="checkbox"/> Mind Over Matter | <input type="checkbox"/> Telepathy | <input type="checkbox"/> Concealment |
| <input type="checkbox"/> Voice | <input type="checkbox"/> Thought Into Pain | <input type="checkbox"/> Illusion |
| <input type="checkbox"/> Thought Master | <input type="checkbox"/> Mind Assault | <input type="checkbox"/> Possession |
| <input type="checkbox"/> Teleportation | <input type="checkbox"/> Metabolic Control | <input type="checkbox"/> Mind Discipline |
| <input type="checkbox"/> Body Discipline | <input type="checkbox"/> Changing | <input type="checkbox"/> Mind's Defense |