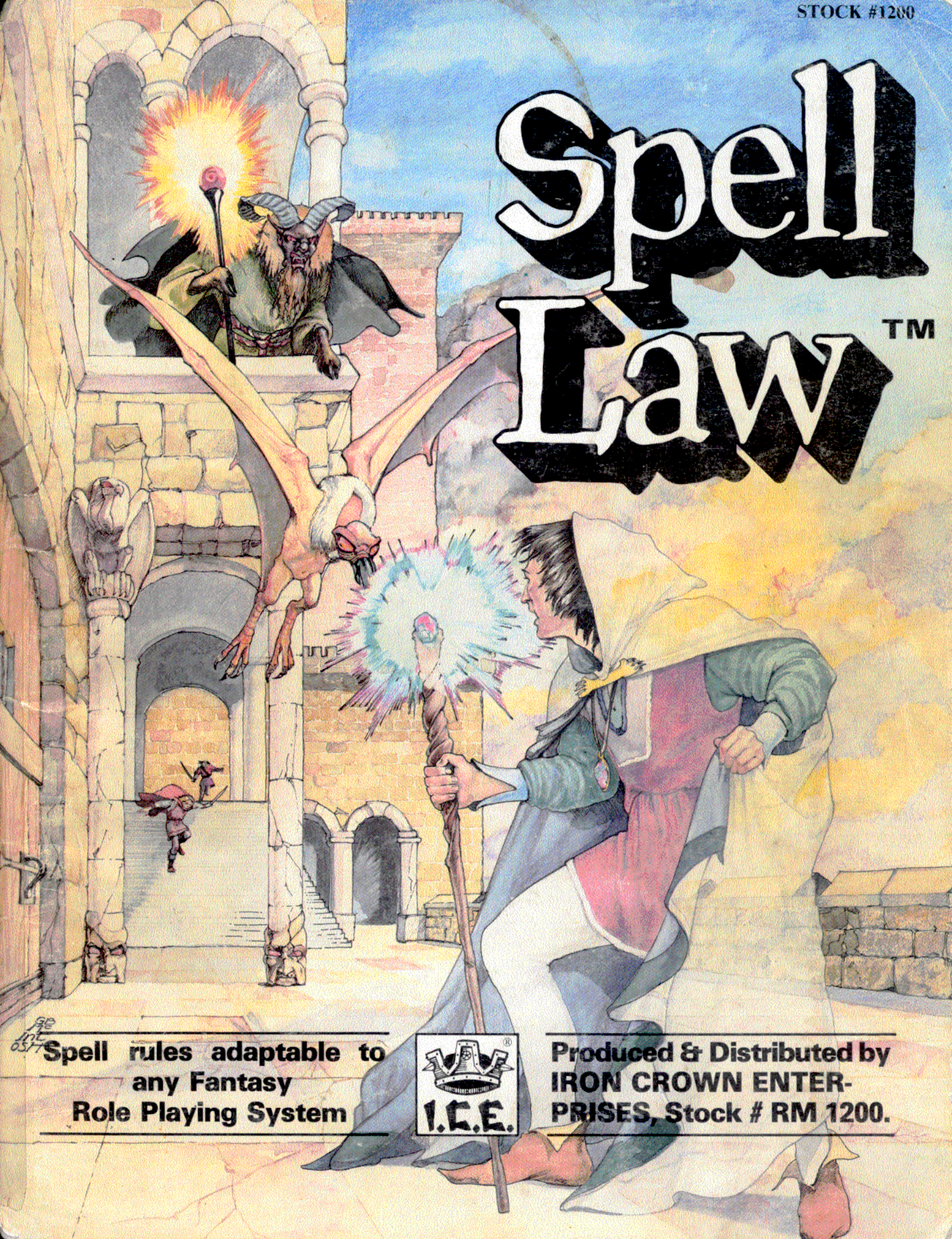


Spell Law™



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**Spell rules adaptable to
any Fantasy
Role Playing System**



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GUIDELINES FOR THE USE OF THIS BOOK

The spells contained in this book are organized into lists which reflect the similarity and basic applications common to the individual domains. Higher level spells found on a given list will reflect the increased knowledge and efficiency that comes from the use and practice associated with lower level spells on the same list. This reflects the learning process that accompanies development within a consistent spell grouping.

The spell lists are also grouped in units. These collections are based on the spell users' various backgrounds within the greater realms of power. A Lay Healer's background and living experiences often differ significantly from the past life associated with a "pure" Mentalist. Thus, certain spell lists will be easier for the Mentalist to learn; correspondingly, others will seem simpler to the Lay Healer. Each character class will find that their education is colored by their own background. Nonetheless, flexibility is emphasized.

The spells are described in a standard manner, using a basic format that simplifies usage. Most spells are specific, while others are accorded great flexibility. The latter group's spells have descriptions that are less concrete, providing the Gamemaster with a framework by which he can apply spell usages to variances in his world system or specific occurrences that demand certain flexibility. This may be particularly true with regard to more powerful spells.



OF ESSENCE

The essence is that which is common to all things, living and dead, organic and inorganic. It has been characterized by many names—the Tao, Magic, the Unified Field, etc., and represents a force and order which defines the ways of the world. Changes in the patterns of the essence dictate the flow of events, and of course of life itself. It is a power beyond the grasp of any being.

Nonetheless, some who become one with the essence find ways of manipulating its patterns on a temporary basis. This fleeting strength allows them to redefine the reality around them, molding elements and wielding very real power. Thus, the spells of those who are of the realm of the essence can be both beautiful and lethal, affecting one or many. In the end, however, the normal patterns will always prevail, and only the effects will remain to tell the tale.

Those things unliving interfere with the manipulation of the patterns of the essence. Being essentially inert, they inhibit the usual extension of one's life essence, creating difficulty for the spell user seeking to alter patterns outside his body's immediate sphere. This ability to mold the essence is a prerequisite to the successful casting of spells. It is because of this principle, that users of the essence cannot wear armor or helms while utilizing spells. Inorganic substances, particularly metal, create even greater difficulties, and provide stronger protection against the powers of the essence. No shield, however, can completely ignore that which is the basis of all things.

OF CHANNELING

Channeling represents the power of the deities of a given world as channeled through their followers or other spell users. It is spiritual and religious in nature, and is independent of the essence. A spell user of this realm may draw his strength from his respective deity, and often does not require that deity's cooperation; this is especially true where the spell user is employing relatively weak or subtle spells (e.g. healing, detection, etc.). Thus, spells of this realm do not necessarily reflect the nature of specific deities. More powerful and significant spells, however, such as death spells and the revival of the dead, might require the active consent of a deity (depending on the world system).

Inorganic substances, notably metal, interfere with the drawing of power from deities. No metal helmet or armor may be worn when casting or using a channeling spell. In addition, only a small amount of metal may be carried by a spell user utilizing such spells. This concept is subject to the gamemaster's discretion, as is one other focal point: lifegiving.

Lifegiving entails the reunification of a soul (or inner essence) with a body capable of supporting it. It is not the healing of the system shock and damage itself; rather, it is the restoration of the spark of life itself. A physical body which is able to nurture the soul is a natural prerequisite, however. Some deities and/or world systems may also require specific conduct or rituals before a lifegiving spell can be successfully employed.

OF MENTALISM

The mind is an amazing tool, especially for those who use it. Yet, no one uses it to its full capacity. Mentalism is that realm of power in which the masters of spells strive to use their minds in ways few even contemplate. By using the very personal power locked within themselves, mentalists are able to channel the power of the essence through their own mental corridors, thus manipulating and bending the reality that surrounds them. In a sense, they act as very minute imitations of the deities above, giving power not to clerics, but retaining it and directing its manipulation. Mentalists are masters of the essence within their own minds.

Because mentalists are not deities, however, they work within the limitations of their worldly bodies - their own senses and perceptions. Rarely are they able to direct their spells beyond themselves or one target. Manipulation of one's own essence does not yield the wide-reaching power of the other realms. Additionally, the physical freedom of the mentalist's head is a prerequisite to the use of this inner strength; no head covering, especially helms, may be worn while casting or using a mentalist spell.

Nonetheless, the power of the mentalist can reach great heights. They are the masters of thought, gatherers of presence and inner strength. Even though their focus is generally limited to singular targets, their abilities regarding personal confrontations are considerable indeed...for, it is the mentalist who seeks to fulfill the destiny of his own mind.

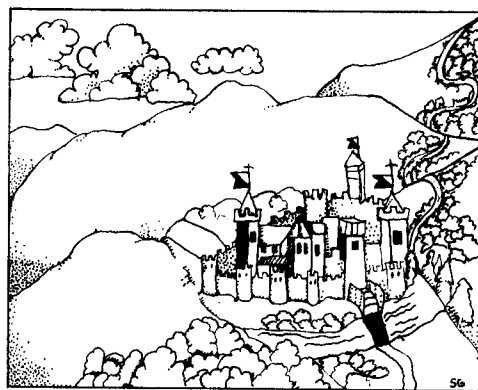


1.0 INTRODUCTION

Spell Law deals with the integration of spells into a fantasy role playing environment. It is designed to be applied as a whole or in parts. In addition, optional rules are provided; Gamemasters may wish to adopt some or all of these advanced variations in order to provide even greater detail. These include rules for research, healing, evil spells, etc. Spell Law is aimed at providing the player(s) a wide variety of options. Spell users are allowed to know a large number of spells, but can only use a few in a given time frame. Real skill in play is emphasized, since the choice of a spell and its application to a given situation become the key points. To this end, over 2000 spells are described (in simple and easily identifiable form). These spells are based on three different realms of power and 15 character classes.

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

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



2.0 DEFINITIONS (IN ALPHABETICAL ORDER)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

SPELL FAILURE: This occurs when a particularly low roll is made when casting a spell; it indicates possible malfunction or backfiring of the spell.

SPELL LEVEL: The experience level necessary for a spell user to know or inherently cast that particular spell.

SPELL LIST: A grouping and ordering of related spells based upon a correlation of spell level, intricacy of spell and potency of spell.

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

3.0 REALMS OF POWER

Spell usage falls into three separate realms each of which concerns a different source of the power required to cast a given spell. Similar spells exist in more than one realm, but the source of the power for the spells is dependent on the realm from which that power comes. Except for hybrid spell users (see 4.2), spell users can only use one of the realms of power. These realms are ESSENCE, CHANNELING, and MENTALISM, with the added realms of ARMS for non-spell users.

3.1 ESSENCE

Essence is the power that exists in everyone and everything of and on a given world. It has been known in other sources as the Tao, Magic, The Force, etc. A spell user of the essence taps this power, molds it, and diverts it into his spells. Most of his powerful spells reflect this and are almost elemental in nature: fire, earth, water, wind, light, cold, etc. The more inert material that is on the person of the spell user of essence, the more difficult it becomes to manipulate the essence. Thus, when casting or using an essence spell NO armor, heavy clothing, or helmet may be worn. When the co-operation of more than one party is necessary for the essence spell to take effect, all parties must abide by the above restriction.

3.2 CHANNELING

Channeling is the power of the deities of a given world as channeled through their followers or other spell users. It is religious in nature and independent of the essence. A spell user of channeling draws directly on the power of his deity, even though this doesn't "usually" require the conscious cooperation of the deity. Thus spells of this realm do not necessarily reflect the nature of the deity as long as the spell user is using relatively subtle spells (ie. healing, detection, etc.). More powerful and significant spells such as death spells and revival of the dead might require active consent of a deity, depending upon the world system being used by the Gamemaster. Metal interferes with the drawing of power from deities, so no metal armor or helmet may be worn when casting or using a channeling spell (any spell of this realm). In addition, only a small amount of metal may be carried on the person of a spell user of channeling when casting or using spells; this should be determined by the gamemaster dependent upon his world system.

3.3 MENTALISM

Mentalism is the power of the essence channeled through the mind of the spell user, who in effect acts as a very, very minor deity for these purposes. Thus, mentalism is a very personal power and even the most powerful spells are usually limited by the senses and perceptions of the spell user. Similarly, his spells are usually limited to himself or to one particular target. Any head covering interferes with the power of mentalism spells, so no head covering (especially helmets) may be worn while casting or using a mentalism spell.

3.4 ARMS

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

4.0 SPELL USER CLASSIFICATIONS

Spell users are classified according to their realm of power and their profession. This is assumed to be based on training or aptitude in early life and thus a factor inherent in a "profession". Many "professions" are described below; however Gamemasters may wish to initiate others or use those of different systems. The professions mentioned below are discussed only in terms of their spell casting capabilities and most of their other capabilities are left to whatever character development system is being used.

4.1 PURE SPELL USERS

Pure spell users are of professions which have concentrated solely on one realm of power. Thus, their spells can obtain more power in general than other types of spell users.

4.11 Magician

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

4.12 Illusionist

Illusionists are pure spell users of essence who have concentrated in spells of misdirection and illusion. Their base spells deal mainly with the manipulation of elements which affect the human senses: sight, sound, touch, taste, smell, mental impulses, and the combination of these senses.

4.13 Alchemist

Alchemists are pure spell users of essence who have concentrated in spells which can manipulate matter to form items and embed spells of all three realms, but require someone or something to cast the spell to be embedded (if he knows the spell, he can do this himself).

4.14 Cleric

Clerics are pure spell users of channeling who have concentrated in spells which require the most direct power from their deities. Their base spells deal directly with life, communing with deities, summoning live creatures, protection from servants of opposing deities, and direct channeling from their own deities. These spell users are the most powerful of the spell users of channeling, but they are also the most restricted in the sense of heeding the desires or alignment of their deity (to be determined by the Gamemaster).

4.15 Animist

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

4.16 Healer

Healers are pure spell users of channeling who have concentrated on spells of self-healing and the ability to take the injuries of others UPON THEMSELVES. Thus, a healer could heal a person by taking the injury of the patient upon himself and then healing this injury gradually.

4.17 Mentalist

Mentalists are pure spell users of mentalism who have concentrated on spells which deal with the interactions of minds. Their base spells deal with the detection of mental presence, mental communication, mind control, mind attack, mind merging, and sense control.

4.18 Seer

Seers are pure spell users of mentalism who have concentrated on spells which gain information through the use of mental spells. Their spells deal with precognition, and the control and modification of the senses.

4.19 Lay Healer

Lay healers are pure spell users of mentalism who have concentrated on spells which heal people and animals. Their base spells deal with the specific healing of certain diseases and injuries: organs, blood, muscles, bones, and concussion hits.

4.2 HYBRID SPELL USERS

Hybrid spell users are of professions combining two realms of power. They can obtain the power of the most potent pure spell user only in a very restricted set of spells; however they are much more flexible in that they have access to two realms of power. When a hybrid spell user casts a spell he must abide by the restrictions of that realm of power (only); if he is casting a mentalist spell, he cannot be wearing a helmet, etc. When casting one of the spells from his base lists he must abide by the restrictions of both realms.

4.21 Sorcerer

Sorcerers are hybrid spell users who combine the realms of essence and channeling, having concentrated on spells of destruction. Their base spells deal with the specific destruction of animate and inanimate material.

4.22 Astrologer

Astrologers are hybrid spell users who combine the realms of channeling and mentalism; they have concentrated on spells which pertain to gathering information. Their base spells deal with detection, communing, precognition, and communication.

4.23 Mystic

Mystics are hybrid spell users who combine the realms of essence and mentalism; they have concentrated on subtle spells of misdirection and modification. Their base spells deal with personal illusion as well as the modification of matter.

4.3 SEMI-SPELL USERS

Semi-spell users combine a realm of power with the realm of arms. These professions can only throw spells of limited potency, but are fairly adept in the use of arms.

4.31 Bard

Bards are semi-spell users who combine the realm of mentalism with the realm of arms. Their base spells deal with sound, lore, and item use.

4.32 Ranger

Rangers are semi-spell users who combine the realm of channeling with the realm of arms. Their base spells deal with operating in the outdoors and manipulating the elements (weather).

4.33 Monk

Monks are semi-spell users who combine the realm of essence with the realm of arms. Their base spells deal with personal movement and the control of their own body and mind, while their arms capabilities concentrate in unarmored, unarmed combat.

4.4 NON-SPELL USERS

These professions have no trained realm of power, and thus can only learn spells at great effort and cost (if at all, according to the Gamemaster's discretion). Even then their spells are of very limited potency. If a non-spell user does learn to cast spells, he is restricted to spells from one realm only.

4.41 Fighter

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

4.42 Thief

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

4.43 Rogues

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

4.44 Warrior Monks

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

5.0 SPELL LISTS

One of the basic aspects of this system is the use of spell lists and experience levels (or just levels). An experience level is an abstract measure of the capabilities of a fantasy role playing character. This "level" is a factor determined by the character system being used by the Gamemaster. For systems not normally using levels, the Gamemaster may have to make up some measure of power (i.e., skills, talents, etc.) to rank his characters within a level system that defines level 0 as a young townsman and level 20 as a "Lord" in his respective profession.

5.1 CONCEPT AND DESCRIPTION

A spell list is an ordering of spells based upon the correlation of spell level, intricacy of the spell and potency of the spell. All spells in a list have common characteristics and attributes, although each may have vastly different effects and applications. Spell lists are learned in stages, as the character progresses in experience, knowledge and power. It is quite often the case that a character has learned a list only to a certain level. In such a case, the character would know, and *potentially* be able to cast, all the spells on that list up to the level to which the list was known. The spell user gains the ability to cast these spells when his experience level is greater than or equal to the level of each spell.

If there is no spell on a list at a given level, it signifies that no new spell ability is gained from knowledge of that list at that level. NOTE: A spell user who learns a spell list or part thereof (through the normal learning process — see 5.3) immediately acquires the ability to use the spells he now knows (of his level or below).

5.2 CLASSIFICATIONS

Spell lists are classified according to their realm of power and also according to availability to certain professions.

5.21 Base Spell Lists

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

5.22 Closed Spell Lists

Closed spell lists are the deepest and most powerful concepts common to each realm of magic, requiring tremendous dedication and specialization to master or learn at all. Pure spell users may learn the use of closed lists in their realms. Hybrid spell users may, with some difficulty and limitations, learn the use of closed spell lists in either or both of the two realms in which they deal. Semi-spell users and non-spell users may never learn closed spell lists of any realm.

5.23 Open Spell Lists

Open spell lists are the easiest concepts to master in each realm of power, although considerable dedication and research is required to learn their use. Any profession which has the realm of power as their own may learn the open lists of that realm. Hybrid spell users may learn the open spell lists associated with both of their two realms if they so desire.

5.3 LEARNING LISTS

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

5.31 Types of Picks

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

5.311 Type "A" Pick

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

5.312 Type "B" Pick

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

5.313 Type "C" Pick

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

5.314 Type "D" Pick

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

5.315 Type "E" Pick

A type "E" pick can only be made in a list already learned to level 20 (through a type of "B" pick and a type "D" pick previously made). This pick results in a single 25th, 30th or 50th level spell being learned. All spells of lower level on this list must have already been learned (including the 25th level spell if the 30th level spell is the one being learned, or both of the above if a 50th level spell is the one to be picked). In addition, the spell user must be at least the same level as that of the spell being chosen.

5.32 Picks Available

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

	<u>BASE</u>	<u>OPEN</u>	<u>CLOSED</u>
PURE SPELL USERS	B,D,E	B,D	B,D
HYBRID SPELL USERS	B,D,E	B	A,C
SEMI-SPELL USERS	B,D,E	A,C	--
NON-SPELL USERS	---	A	--

The picking ability listed for non-spell users is meant to be an upper limit to their spell casting abilities, and the Gamemaster may find it advisable to curb even this potential. Remember that the restrictions on casting the spell must always be taken into account even after the spell is known and the caster has reached the necessary level.

Example: Suppose a magician reaches 26th level, and knows one of his base lists to level 20, one of his closed lists to level 20 and another to level 10. With one pick he could (a) learn a new spell list up to and including 10th level, (b) learn the 25th level spell on the base list he already knows to 20th level, or (c) learn the 11th - 20th level spells on the second closed list (the one he already knows to 10th level). Note that because the other closed list is not a base list, he could not learn its 25th level spell by means of a type "E" pick.

5.4 EXTRA BASE LISTS

A pure spell user may select any four lists in his realm to be classed as base lists along with those normally associated with his profession. (He may make type "E" picks in these four additional lists). These lists may vary from character to character, but they must be picked when a character starts play and cannot be changed thereafter.



6.0 CASTING SPELLS

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

6.1 SPELL CASTING CAPABILITIES

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

6.11 Inherent Capabilities

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

Example: Suppose a 15th level cleric had an intuition (wisdom) of 92 (or 15 under a 3-18 system), then the cleric would have 15 power points each day (1/level x 15th level). If his intuition was 95 (or 16), then he would have 30 (2 x 15) power points per day, and if his intuition was 100 (or 18) he would have 45 (3 x 15) power points per day. Assuming the last power point total (45) the cleric could cast 3 of his highest level spells (15th); or 4 of his 10th level spells and a 5th level spell, or any combination of spell levels adding to 45.

Under certain circumstances, the Gamemaster may find it desirable to allow all spell using character classes a minimum of one spell point per level (non-spell users should not get this benefit). Although spell users should be rare in any environment, they are among the most interesting characters to play in any fantasy game and players wishing to have spell using characters may be severely handicapped if their prime requisite is not high enough to give them any inherent power points. Certain spells allow the transfer of power points between characters. A character cannot receive more than twice his inherent power point total in this manner.

6.12 Bonus Items

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

6.121 Spell Multipliers

The power points of a spell caster with a spell multiplier are increased by the factor of the item. For example, a spell user with a "x2" item and an inherent power point total of 7 has a net power point total of 14 points.

6.122 Spell Adders

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

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

6.123 Restrictions

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

6.13 Hybrid Power Points

Inherent power points for hybrid spell users are obtained by averaging the key mental statistics for their two realms of power, and then using that to look up the power points per level from table 11.93. Hybrid spell users can still utilize only one bonus item between periods of rest, but he can use an item from either of his realms of power. However an item keyed to only one realm will only work on spells from that realm, so a hybrid spell user would need a special item keyed to his combination of realms to use the bonus on his base spells. Such an item will work on spells from either of his realms and for any spell user of his profession. (If a multiplying item from one of the two realms involved is being used by the hybrid, only the power points he naturally had available could be used outside that realm).

Example: Suppose a 10th level mystic (hybrid, essence and mentalism) had an empathy (intelligence) of 91 (or 15 on 3-18) and a presence (charisma) of 97 (or 16). He would average the 91 and 97 to get a 94 (if 3-18 stats are being used, it is suggested that they be converted to the appropriate percentage stats and averaged in that form to yield a "pseudo stat" for the determination of power points available). His 94 average indicates he has 1 power point per level for a total of 10 power points, which he might use to cast any spell he knew and could normally cast. This same mystic could use a +3 spell adder for essence to cast an additional 3 essence spells. He could not use this spell device to cast his base spells or any mentalist spells he knew, although he could use his inherent power points in those areas. If he had a "x2" multiplier for mentalism, he could use his inherent 10 points for any of his spells, but the extra 10 power points from the multiplier could only be used for mentalist spells. (If he wanted to use this spell device, he could not at the same time use the one described above or any other, of course). A +2 spell adder for mysticism (essence & mentalism) would allow him to cast any 2 spells he knows.

6.14 Miscellaneous

Various factors may be introduced to affect power points in a given situation or game. For example, proximity to a cleric's deity might result in increased power points, or areas of rich or poor essence might exist on a world which would affect a magician's power points. This is a factor which is decided by the Gamemaster.

6.2 TIME REQUIRED TO CAST A SPELL

The time required to cast a spell will be described in terms of rounds (we suggest 10 second rounds, but this may vary from game system to game system). The time required to cast a spell is based on the level of the spell caster and the spell he is trying to throw. (Most spells become easier to throw as the caster becomes more familiar with them, a factor that is reflected in game terms by comparing his level to that of the spell being cast.)

During spell preparation, a spell caster must concentrate and be relatively inactive (10% of normal activity or movement allowed). On the round of spell effect (when it is actually "cast" or "thrown") a spell caster may operate at 25% effectiveness (which means he may not cast another spell). If a caster is dropped, stunned or killed during preparation, the spell is canceled but no power points are expended. Note that certain spells are instantaneous in effect and do not require preparation. Treat these as Class I spells regardless of the level of the caster. Instantaneous spells are marked as such on the spell lists and in the descriptions.

6.21 Class III Spells

Class III spells require 3 rounds to cast; two rounds of preparation and one round for effect. Class III spells have a level equal to the caster, one level less, or two levels less (a spell user of level 7 would have all of his 5th, 6th and 7th level spells as class III spells).

6.22 Class II Spells

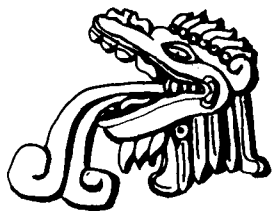
Class II spells require two rounds to cast; one round of preparation and one round for effect. Class II spells have a level of three less than the caster, four less than the caster, or five less than the caster (a spell user of level 7 would have all of his 2nd, 3rd, and 4th level spells as class II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

6.23 Class I Spells

Class I spells require one round to cast; zero rounds to prepare and one round for effect. Class I spells have a level of at least 6 less than the caster (our hypothetical level 7 spell user would have all his 1st level spells as class one spells, when he advanced to 8th level himself, his 2nd level spells would become class I spells too, etc.). All instantaneous spells are considered to be class I spells regardless of the level of the caster.

6.3 CASTING SPELLS FROM ITEMS

When an imbedded spell is cast from an item, three things must be considered. First, the character using the item must be able to use such an item (which depends on the game system in use). Second, the level of the spell cast is the level of the spell itself (on whatever list it might appear) and not the level of the character using the item. Third, the number of rounds required to prepare and cast the spell depends upon the level of the character as detailed above. If the spell would normally be a class II spell for him (if he knew it), he would require one round for preparation and one round for effect (exactly as if he were casting a class II spell normally). If the character using the item is of a lower level than the spell being cast from the item, the spell is treated as class III for preparation and effect timing.



7.0 TACTICAL CONSIDERATIONS FOR SPELL CASTING

This tactical combat sequence is based on a time frame of 10 second battle rounds and one minute turns (6 rounds equal one turn; the time allotted to each round may vary with the game system and the preference of the Gamemaster, but the sequence of action to follow is recommended with rounds or turn segments of from 6 to 10 seconds). For the purposes of this spell system, the most important occurrence is spell casting. However, this must be integrated with missile firing, movement and melee combat in a combat situation (in less time-dependent situations, this is not necessary). This is the same sequence detailed in a companion package for this system, *Arms Law*.

7.1 BATTLE ROUND SEQUENCE

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

7.11 Spell Phase

All combatants who will cast spells or prepare spells during the round must specify any pertinent information (e.g. spell type, target area, any opportunity fire, etc.).

7.12 Spell Results Phase

All Spells specified in the previous phase are resolved simultaneously, unless an exception is indicated by the Gamemaster. Results are applied immediately, except for opportunity spells (see 7.2). Movement for all spell casters is reduced to a maximum of 10% if they are preparing a spell, and 25% if they are actually casting it.

7.13 Spell Orientation Phase

All combatants who performed unusual activities during the previous phase (for example, magical transportation) must make an orientation roll to determine how well they have adapted themselves to their new surroundings. An exceptionally low roll (05 or less) might incapacitate them for the remainder of the round and prejudice their chance for successful action in the next round, while an exceptionally high roll (96 +) would indicate the best possible result (intermediate values should be adjudicated by the Gamemaster if necessary). *The Gamemaster must determine what constitutes unusual activity within the context of the situation.*

7.14 Missile Phase

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

7.15 Missile Result Phase

All missile attacks specified in the previous phase are resolved simultaneously (unless an exception is indicated by the Gamemaster). All results are applied immediately, except opportunity missile attacks. Activity for all combatants performing missile fire or attempting opportunity attacks is reduced to 25% of normal.

7.16 Movement-Maneuver Phase

All combatants in play may move up to the maximum of their movement allowance (depending on the movement system being used, and modified by actions taken previously in the round such as spell casting or missile fire). Any conflicts in movement (such as two characters who are headed for the same space) should be resolved by a comparison of maneuver rolls (higher roll having choice of position) and by common sense (a combination of the two is possible, where one of the characters, due to position, might have an add to his maneuver roll, but phenomenal luck could still beat him). An extraordinary maneuver may be resolved in much the same way, with a high roll indicating a degree of success and a low roll a failure of some type (and possibly injury).

7.17 Melee Phase

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

- 1) *Cast a spell in the current round (or prepared one);*
- 2) *Fired or thrown a missile in the current round;*
- 3) *Moved more than 50% of their normal movement this round;*
- 4) *Failed an orientation roll or maneuver roll this round;*
- 5) *Announced opportunity action that has not been executed;*
- 6) *Been previously incapacitated.*

7.18 Melee Result Phase

Within each group of combatants attempting to melee attack each other, attacks are conducted according to the following sequence:

- 1) *Determine order in which involved combatants will swing.*
- 2) *First combatant attacks and results take effect immediately.*
- 3) *Second combatant attacks and results take effect.*
- 4) *Third combatant attacks, fourth, etc.*
- 5) *First combatant attacks again with any additional weapon.*
- 6) *Second combatant, third, etc., attack with second weapons.*

7.19 Final Orientation Phase

In the judgement of the Gamemaster, any combatant who has been under significant pressure (e.g. surprise), or has made an unusual maneuver may be required to make an orientation roll, which may affect his ability to act in the next round.

7.2 OPPORTUNITY ACTION

Combatants may plot opportunity action if they wish to perform a combat activity in a following phase of the current round or a following round. For example, a combatant may wish to withhold his spell until he sees who is going to attempt to fire a bow (maybe at him), and then cast the spell at the bowman. Opportunity action is announced during the correct phase for the desired action (e.g. instead of performing missile fire, you declare that you wish to *wait* for opportunity fire). Movement restrictions apply as if the combatant had actually performed the action during the correct phase (see 7.11 and 7.15). A combatant who has planned opportunity action can take no other action (except reduced movement) until the action is performed or canceled. Opportunity fire occurs first in a phase, unless otherwise indicated by the Gamemaster.

Example: During the spell phase, a combatant with a prepared spell announces opportunity spell fire. He may then cast the spell in any of the following phases of this and the following rounds. Until he fires, however, he may neither melee attack, actively defend in melee (parry), nor make extraordinary maneuvers. He is also reduced to 25% of his normal movement until the round after he casts the spell or cancels his opportunity action. During the missile phase of some following round, a bowman attempts to fire his bow. The spell caster who has planned opportunity fire now casts his spell, resolving it before the bow may be fired. If the bowman is killed or incapacitated, the bow attack will not take place at all.

7.3 ARMOR CLASSIFICATIONS

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

7.31 Cloth-Skin Base

Normal cloth attire, robes, and normal animal hides.

7.311 Skin (Column 1):

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

7.312 Robes (Column 2):

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

7.313 Light Hide (Column 3):

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

7.314 Heavy Hide (Column 4):

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

7.32 Pliable Leather Base

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

7.321 Leather Jerkin (Column 5):

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

7.322 Leather Coat (Column 6):

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

7.323 Reinforced Leather Coat (Column 7):

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

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

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

7.33 Rigid-Leather Base

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

7.331 Leather Breastplate (Column 9):

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

7.332 Leather Breastplate and Greaves (Column 10):

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

7.333 Half-Hide Plate (Column 11):

Rigid-leather armor which covers the body completely, and the hide of certain creatures that contain at least a few rigid plates (e.g., rhinoceros, alligator).

7.334 Full-Hide Plate (Column 12):

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

7.34 Chain Mail Base

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

7.341 Chain Shirt (Column 13):

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

7.342 Chain Shirt and Greaves (Column 14):

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

7.343 Full Chain (Column 15):

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

7.344 Chain Hauberk (Column 16):

A full-length chain mail coat split from the waist in the front and back to facilitate movement; certain dragons may be of this armor type.

7.35 Plate Base:

Rigid armor of metal plates and the heaviest animal hides.

7.351 Metal Breastplate (Column 17):

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

7.352 Metal Breastplate and Greaves (Column 18):

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

7.353 Half Plate (Column 19):

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

7.354 Full Plate (Column 20):

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

7.36 Armor Bonuses

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

7.37 Armor Penalties

Due to its weight and constrictive nature, there are penalties associated with wearing armor while attempting to maneuver, attack, defend, and throw/fire missiles. These penalties are summarized in Armor Table 10.92.

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

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

Mithril Chain Shirt (normally AT 13):

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

Mithril Full Plate (normally AT 20):

Protects As Armor Type 20 with a defensive bonus of -30. Armor Penalties would be those normally associated with AT 11.

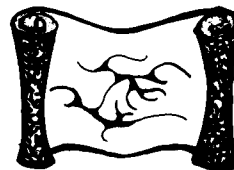
7.4 UNUSUAL SEQUENCE MODIFICATIONS

Certain spells will modify the normal turn sequence to some degree. The most common of these modifications will be Haste or Speed. A person who is hasted will basically have 200% normal activity, but will still have to abide by the sequence restrictions. That is, whatever activity the person takes will have to occur in the proper phase (thus, a hasted person could not move, fight and then move again, denying his adversary the chance to swing back). A hasted person could fire a bow, move and then melee, or attack twice in a melee phase (once at the beginning and once at the end). Spells take a hasted caster $\frac{1}{2}$ the normal time to prepare and throw, but throwing more than one spell/round is still prohibited.

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

In the case of a class III spell prepared by a hasted caster, it should be treated as a class I spell next turn (when it takes effect, and for the purposes of determining the movement allowed to the caster afterwards) whether the caster is hasted that round or not.

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



8.0 RESOLVING SPELL EFFECT

Once a spell is cast, the effect of the spell must be resolved. In many cases the results are automatic, but when the target is a living creature or unusual object, various results can occur. These results range from the spell failing to operate correctly to the spell being overwhelmingly successful.

8.1 SPECIAL DICE ROLL RESULTS

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

8.11 Low Open-ended Roll

A roll of 01-05 on a low open-ended roll indicates a particularly unfortunate occurrence for the roller. The dice are rolled again and the result is subtracted from the first roll. If the second roll is 96-00, then a third roll is made and also subtracted and so on until a non 96-00 roll is made. The total difference of these rolls is the low open-ended roll.

8.12 High Open-ended Roll

A roll of 96-00 on a high open-ended roll indicates a particularly fortunate occurrence for the roller. The dice are rolled again and the result is added to the first roll. If the second roll is 96-00, then a third roll is made and added, and so on until a non 96-00 roll is made. The total sum of these rolls is the high open-ended roll.

8.13 Open-ended Roll

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

8.14 Unmodified Rolls (UM)

Certain results on some rolls indicate an immediate effect and no modifications are considered. These rolls are marked on the appropriate charts with a UM. For example, all spell attack rolls of 01-02 indicate immediate spell failure, regardless of target, caster, or any other considerations.

8.2 NON-ATTACK SPELLS

Non-attack spells include all spells which cannot adversely effect an opponent. These spells are indicated in the spell descriptions and include all spells marked: informational, defensive, etc. When a non-attack spell is cast, the caster makes a roll. If the roll is 03-00, the spell succeeds, but if the roll is 01-02 the spell fails. In the case of a failure, another high open-ended roll is made, the roll is applied to the non-attack section of the spell failure table (10.72), and the result is immediately applied to the spell or caster (whichever is indicated by the table).

8.3 BASE ATTACK SPELLS

Base attack spells include all spells which are not non-attack spells and not elemental attack spells (see 8.4). Base attack spells are resolved by the caster making an attack roll (NOT open-ended) and then applying the results to a resistance roll (open-ended) made by the target (or Gamemaster). This net resistance roll will indicate if the spell has affected the target.

8.31 Base Attack Roll (BAR)

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

8.311 Unmodified Rolls

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

8.312 Modifications to the Base Attack Roll

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

8.3121 Level of Caster

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

8.3122 Range

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

8.3123 Race or Unusual Material

Certain creatures and races are especially hard to enchant (i.e. demons or dwarves). These creatures should be given a modification by the Gamemaster based upon his world system. Similar modifications should be given to certain unusual materials (i.e. mithril) and magic items (see 8.5).

8.3124 Cover and Situation

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

Example: Suppose a 12th level magician wants to cast a sleep spell on a 9th level fighter, who is 55' away. The magician gets to add +12 for his level and suffers a -10 for range, giving a total modification of +2 to the base attack roll. If the fighter was behind a tree, the Gamemaster might give him -10 for partial cover, changing the net modification total to -8. The magician rolls a 72, which is modified to a net base attack roll of 64.

8.313 Base Attack Table

The base attack table has seven columns based upon the effect certain armor has on the three realms of power. To find the appropriate column, first find the heading for the realm of power of the spell being cast (essence, channeling, or mentalism). Then choose one of the two columns UNDER THAT REALM which applies to the target. If neither column applies the general column is used.

8.314 Effects of the Base Attack Roll

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

8.3141 Spell Failure

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

8.3142 Resistance Roll Modification

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

Example: Suppose the situation in the example above, but without the partial cover (net modification is +12 for level, -10 for range or +2 total). Assume the fighter is wearing leather armor. If the magician rolls 01-02, the spell fails automatically. If the magician rolls a 03-10, the roll is modified to a net total in the 05-12 range which still indicates a spell failure. If the roll is a 11-46, the modified roll would be between 13 and 48, resulting in a modification to the resistance roll favorable to the fighter. If the roll was 55-95, the modified roll would be between 57 and 95 (the effects of 96+ results can only be gained by unmodified rolls in those ranges) and would result in a modification to the resistance roll unfavorable to the fighter (the spell was particularly well cast). Of course, an unmodified roll of 96-100 would result in a very large modification to the resistance roll, unfavorable to the fighter.

8.32 Resistance Roll (RR)

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

8.321 Modifications to the Resistance Roll

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

8.3211 Base Attack Roll Modifications

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

8.3212 Statistic Bonus

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

8.3213 Items and Spells

Certain items or spells may give a target a modification to his RR. These modifications depend upon the item or specific spell.

8.3214 Race

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

8.3215 Willing Targets

Certain targets may submit themselves as willing participants in a spell, in such a case, the RR should be modified by -50 , and the level of the target should be 1 for the purposes of the RR.

8.3216 Powerful Attack Spells

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

8.322 Resistance Table

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

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

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

8.4 ELEMENTAL ATTACK SPELLS

An elemental attack spell concentrates one of the raw forms of essence (earth, water, air, heat, cold or light) into a physical attack on the target. Since the spell concentrates essence to attack the target physically, the target is NOT entitled to a resistance roll. Each spell of this type has a separate attack table (10.4) differentiating its varying effects based upon the armor or clothing protecting the target and the mobility of the target.

8.41 Elemental Attack Roll (EAR)

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

8.411 Unmodified Rolls

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

8.412 Caster Modifications to the EAR

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

8.4121 Caster Level

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

8.4122 Caster Agility

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

8.4123 Spell Expertise

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

8.4124 Range

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

8.4125 Position

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

8.4126 Items and Spells

Some spells and magic items may modify the EAR. These are variable and usually depend upon the specific spell and the properties of the magic item.

8.413 Target Modifications to the EAR.

These modifications are summarized in table 10.3

8.4131 Target Quickness

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

8.4132 Shields

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

8.4133 Cover and Position

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

8.4134 Items and Spells

See 8.4126.

8.414 Area Spells

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

8.415 Result Determination

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

8.4151 Spell Failures

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

8.4152 Concussion Hits

A number result indicates the number of concussion hits taken by the target. Each target is limited in the number of concussion hits that he can take. When this limit is passed, the target is unconscious (if living) and can take no further action until he is once again under the limit. Death may be caused if this limit is exceeded by a certain amount. The point at which death occurs is proportional to the combatant's physical constitution, and depends on the system used in the game for deriving physical characteristics. The Gamemaster will have to decide on the point at which death results (e.g., 2 times the number of concussion hits causing unconsciousness could result in the victim's death, or, alternatively, the number of concussion hits causing unconsciousness added to the victim's constitution).

8.4153 Critical Strikes

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

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

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

A normal critical strike of severity A (least severe), B, C, D, or E (most severe) is resolved by using the critical strike table indicated by the spell cast (Impact, Heat, Cold or Electricity). A second roll is then made and the result is cross-indexed with the severity of the critical (A, B, C, D, or E). The result is applied immediately to the target. Certain critical strikes fall in the range of F, G, H, I, or J; these results indicate two or three normal critical strikes to be applied to the target (roll separately for each critical strike, all results cumulative). The number of critical strikes and their severity is given by the following table:

This chart and the primary, secondary, and tertiary types of the criticals are printed on the individual elemental attack tables.

	Primary	Secondary	Tertiary
F	E	A	-
G	E	B	-
H	E	C	A
I	E	D	B
J	E	D	C

Example: Suppose a 12th level magician wants to cast a "Lightning Bolt" spell at a 9th level fighter. Assume the fighter is 55' (- 25) away from the magician and has normal quickness (+ 0), a normal shield facing the magician (- 15), and a normal helmet (+ 0); for a total of - 40. The magician adds his level (+ 12) and his assumed expertise of + 10 (Lightning Bolt is a 10th level spell and he has been able to throw it for 2 levels, at each of which he gained the normal + 5 expertise with the spell), for a total add of + 22. The net modification to the die roll is - 18 (22 - 40). Assuming the fighter is wearing a leather breastplate and greaves (column 9) and the magician rolls a 90 on his E.A.R. (modified to a 90-18 = 72), the result (cross-index the 72 result with the 9 column is 7A: 7 concussion hits are taken by the fighter and

the mage has also given him an "A" critical strike from the electricity table, which will now be rolled separately. Had the mage gotten a little closer to the fighter, he would have eliminated the unfavorable range modification (- 25 at 55' goes to + 0 at 50') and the net E.A.R. would have been 97 (90 + 22 - 15) for a 17 D result.

8.43 Unusual Creatures

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

8.431 Large Creatures Critical Strikes

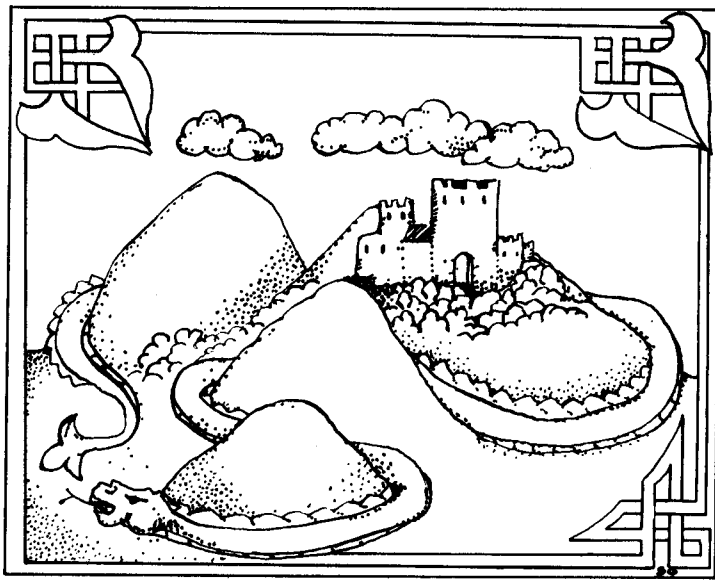
Only critical strikes of severity B, C, D, or E affect large creatures, A severity strikes being ignored. An open-ended roll is made and cross-indexed with the proper column on the large creature critical strike table, to obtain a result that is applied immediately. Note that the severity of the critical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

8.432 Super-Large Creatures Critical Strikes

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

8.433 Immune Creatures

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



8.44 Critical Strike Interpretations

Most of the critical strike results are self-explanatory. However, certain results may have to be modified due to circumstances (e.g., a target behind a low stone wall hit by an "Ice Bolt" receiving a critical strike calling for damage to his ankle should, instead, be hit in the wrist (note that he already receives a defensive bonus for being behind the stone wall and was hit in spite of it). Similarly, if a critical strike calling for an unspecified limb to be broken is rolled, the limb affected should be determined randomly. A stunned combatant still gets his quickness bonus and may still parry to his front at 50% of normal (unless NO PARRY is indicated), but may not move or attack or change facing.

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

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

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

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



8.5 SPELL ATTACKS AGAINST ITEMS

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



9.0 OPTIONAL RULES

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

9.1 VARIABILITY IN SPELL ATTACK LEVEL

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

9.11 Definition of Attack Level

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

9.12 Restrictions on Points Used

The caster may not put more power points into a spell than the number of his level. Nor can he put more power points into any spell than the level to which he has learned the list containing that spell.

Example: Suppose a 16th level magician who has learned the Spirit Mastery list to 10th level wishes to cast a sleep spell. He may vary the attack level of that spell from 1 to 10 by putting that number of power points into the spell. If he used 7 power points, the attack level of the spell would be 7. If the same magician knew the Spirit Mastery list to 20th level he could vary the attack level of the same sleep spell from 1 to 16 (not 20, because he can only put a maximum of 16 power points - his level - behind the spell). If he cast the sleep spell using his (hypothetical) +2 spell adder, it would have an attack level of 16; if he cast the same spell from a wand of sleep spells he possessed, its attack level would be 1, the level of the sleep spell on the Spirit Mastery list.

9.2 VARIABILITY IN ELEMENTAL ATTACK SPELLS

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

Example: A 22nd level magician who knows the Fire list to 20th level wishes to cast a firebolt. He has a choice of how many power points he wants to put into the spell, from 6 (minimum to cast the spell) to 20 (maximum because that is the level to which he knows the Fire list and he is of sufficient level to use that many power points on the spell). If he used just 6 power points, he would inflict normal concussion damage on the target. If he used at least 12 power points to throw the spell, he would inflict double damage [a 12C result would be treated as a 24C result (note that the critical strike is not modified in any way, nor is any damage resulting from it)]. If he used at least 18 power points, he would inflict three times the normal damage (a 36C instead of a 12C). If he used a "+" bonus from his additive item to power the spell, it would generate a bolt having 20 power points (the highest number he could give it); note that in this case, the damage would be the same as the bolt with 18 power points in it. If the magician threw the firebolt from a wand of firebolts he happened to possess, the spell would have 6 power points (the minimum necessary to cast the spell) and this could not be supplemented by the caster.

9.3 VARIABILITY IN SPELL FAILURE RESULTS

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

9.4 AVAILABILITY OF SPELL LISTS

A Gamemaster may wish to make certain spell lists harder to learn than others for a variety of reasons. This can be done by making certain lists unavailable in certain cultures, or very difficult or expensive to obtain access to (e.g. Desert nomad Mentalists might have some trouble attempting to learn the Liquid Alteration list - not particularly common in their culture). Another approach could be to make access to certain lists tied to guilds or craft associations, who might jealously guard their trade secrets from all but initiates. Some arts of magic (lists) might well be found only in rare, ancient tomes. There a variety of approaches to limiting the flow of magical knowledge, and the one used by any particular Gamemaster will be dependent upon his world system. There should always be certain lists, however, that are more or less "common knowledge" for members of each profession, and usually these will be the Base Lists of each profession.

9.5 CRITICAL STRIKE TABLE IN GENERAL USE

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

9.6 HEALING SYSTEMS

A Gamemaster should develop a comprehensive healing system for his world. This is a factor that controls how many and how often characters die permanently and how long they are out of commission healing. The spells provided in this package provide a basis for this, but consideration should be given to a few other factors and options.

One of the prime ingredients of a healing system is herbs (drugs). Herbs may be used to simulate the effects of certain spells in performing miraculous cures, are portable, and are usually much more available than high level healers. The Gamemaster can experiment with the numbers, prices and effects of whatever herbs he feels are necessary in his game. Below we present and example some herbs found in one area of a fantasy world; other drugs might be available in other areas (the chart reproduced below is from THE IRON WIND by ICE).

HERBS OF THE MUR FOSTISYR

NAME	HOME	FORM	PREPARE/APPLY	EFFECT
Abaas	Coastal Beaches	Green Leaf	Crush/Eat	Cure (2-12)
Fiis	High Altitude Lakes	Tree Resin	Dilute/Drink	Cure (1-5)
Thurl	Forests (common)	Brown Clove	Brew/Drink	Cure (1-4)
Mireenna	Vales Above 10,000' (Rare)	Silvery Berry	--/Chew	Cure (10)
Harfy	Hilly Regions	Scrub Resin	Dry on Wound	Stops Bleeding
Ucason	River Banks (Rare)	Yellow Grass	Burn/Inhale	Cures Blindness
Jojojopo	Base of Glaciers	Grey Leaves	Dry/On Wound	Cures Frostbite
Naza	Plains (Rare)	Red Leaf	--/Chew	Neutralize Poison
Olvar	Bay of Glass Spires (Rare)	White Flower	--/Chew	Lifekeeping (12 days)
Kathkusa	Northern Icy Plains (Rare)	Green Leaves	--/Chew	2X Strength (2-5 rnds)
Nelisse	Volcano of the Udahir	White Leaves	Brew/Drink	Euphoria and Nutrition
Agaath	Mountains Above 20,000'	Blue Berry	--/Eat	Breathe at High Altitudes
Ukur	Yon Kusir Valley	Nut	--/Eat	One Day's Nutrition
Fukavar	Salt-Water Islands	Blue Leaves	Crush/Burn	Mental Summons (20 miles)

Another key factor in a healing system is the effect of the wound after being cured (by spells or herbs); some considerations in this area are: how long does it take to recover? should there be any permanent damage (often reflected in a lowering of stats)? what effect would the wound have on the character while he is recovering? Most of these questions are very subjective and must be decided on a case to case basis. For example, having an arm cut off and then reattached might cause a loss of agility (temporary or permanent) and maybe a scar. Death and being raised from the dead might cause a general loss of abilities, partial loss of experience and scars. Due to the variety of character systems which exist, these elements will not be detailed, however, the following chart gives some suggested recovery time for certain injuries:

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

AREA/TYPE of DAMAGE

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

9.7 SPELL EXPERTISE ATTENUATION

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

9.71 Learning Expertise

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

9.72 EAR Bonus

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

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

9.73 Practice and Research

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

9.8 EVIL SPELL LISTS

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

These lists reflect the dark sides of Essence, Channeling and Mentalism. A Gamemaster should realize that this is a highly subjective and flexible concept and should reflect this in his world system. (This could range from an evil spell user being perverted and manipulated by evil gods and power sources to minimal effects like the disapproval of superstitious peasants).



9.9 MAGICAL RESEARCH

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

9.91 Spell Research

Spell research is the development of new spells to go on existing spell lists or new spells that do not fit on any existing list. Potentially, an entire new spell list might be researched by some powerful character, and the knowledge of it passed on to his friends and followers.

9.911 Limitations on Spell Research

The Gamemaster should first determine if the proposed spell is acceptable for his world system. He is the final authority on the inclusion of a researched spell into his game and should examine each prospective spell closely. He may wish to introduce his own spell lists or spells to be available for the characters and non-player characters in his game. After first accepting the principle that the spell could exist in his world, the Gamemaster should proceed with the mechanics of research.

9.9111 Eligibility to Research

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

9.9112 Definition of Realm

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

9.9113 Definition of List

Each spell should, potentially, be grouped with similar spells, according to their nature. After determining that the spell is acceptable and which realm it fits into, the Gamemaster (with help from the researcher) should determine if the spell fits into an existing list. If it does, then this concept is relatively easy to research, provided the researcher already knows that spell list. If the spell concept does not fit into an existing spell list, it indicates that research material in this area is going to be less easy to find and more time will have to be spent in learning the new spell.

9.9114 Determination of Spell Level

The Gamemaster must assign a level to the spell, based upon its power and the level of other spells of similar power that the spell user already knows or has available. Note that spells with exactly the same effect often have different levels for different character classes and particularly for different realms. Of course, a character cannot research a spell that is of higher level than he is, nor may any character research a spell that he would not be able to learn if it were on a list (specifically, if a spell fits into a spell list above 10th level and a hybrid wishes to learn it, he could not do so because he is not permitted to learn spells on that list above 10th level — assuming that the spell did not fit into his base lists).

9.912 Cost of Spell Research

After satisfying himself that the researcher can learn the spell desired, the Gamemaster must establish that the character has access to the research material necessary (which may well involve payment) and subsistence. Other activity should be severely curtailed. The researcher may then proceed to do his studying, which will take him an amount of time to be determined in accordance with the next rules section.

9.9121 Researching Spells on Known Lists

If the spell is on an existing spell list, and the researcher knows that spell list to the level the Gamemaster determines the spell to be, the amount of time shown by the following chart must be spent in research.

Level of Spell	Time to Research		
	Years	Months	Weeks
1	-	-	1
2	-	-	2
3	-	-	3
4	-	1	0
5	-	1	1
6	-	3	0
7	-	3	2
8	-	4	0
9	-	4	2
10	-	5	0
11	-	8	1
12	-	9	0
13	-	9	3
14	-	10	2
15	-	11	1
16	1	4	0
17	1	5	0
18	1	6	0
19	1	7	0
20	1	8	0
25	2	7	0
30	3	9	0
50	7	3	2

9.9122 Researching Spells Not on Known Lists

If the spell to be researched is not on a known list, or the researcher does not know that list to a sufficient level, the time costs involved (derived from the above table) are **TRIPLED**.

9.913 Successful Research

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

9.92 Alchemical Research

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

9.921 Creating the Base Item

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

9.9211 Wands, Rods and Staves

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

9.9212 Rune Paper

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

9.9213 Potions

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

9.9214 Objects

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

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

9.922 Enchanting an Item

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

9.9221 Intelligence

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

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



9.9222 Bonuses

Bonuses fall into three categories: weapons, armor and general. A weapon bonus gives a specific add to the combat attack of the character using that weapon; each +1 gives an add of +1 to the combat roll under a 1-20 system, and +5 under a 1-100 system. Similarly, each +1 for an armor bonus (or shields) gives a subtraction to the attack roll of persons attacking the character who is wearing the armor. The +1 general category is meant for the miscellaneous items which exist in various world systems (e.g. +1 rings, or cloaks). In Spell Law, this general category handles spell multipliers and adders (see 6.12). A “+N General” spell will enchant either a +N adder or a x(N-1) multiplier.

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

9.9223 Special Enchantment

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

Example, an alchemist wishes to enchant a sword to be an orc-slaying weapon. If the Gamemaster decides that the ability is a known alchemist enchantment, he might assign it a level of 15. If not, he could still assign it a level of 15, but the alchemist would be required to research the spell for 11 months and 1 week as required by 9.91. It might even be longer if the Gamemaster decides the ability is really obscure and requires the research time for a spell not on a normal list (2 years, 9 months and 3 weeks).

ITEM CHARACTERISTICS

ITEM	MAXIMUM SPELL LEVEL	SIZE	MATERIAL	MAXIMUM # CHARGES	SPELL REQUIRED	RESTRICTIONS ON USE
Wand	2	1 foot	Organic	10 / (10%)	“Charge Wand”	Must be Held in Hand
Rod	5	2.5 feet	Organic	30 / (4%)	“Charge Rod”	Must be Held in Hand
Staff	10	5 feet	Organic	100 / (1%)	“Charge Staff”	Must be Held in Hand
Other	10	var.	any	1	----	Touch & Look At
Other	10	var.	any	1 / Day	“Daily”	Touch & Look At
Ring	10	Ring	Ring	Constant	“Constant”	None

9.923 Imbedding Spells

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

9.9231 Normal Imbedding

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

9.9232 Charging Wands, Rods and Staves

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

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

9.9233 Daily Items

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

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

9.93 Lord Research

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

First, the assumption is made that jewels have a very, very high concentration of essence locked within them. Lord researchers, with the proper equipment and care, can break down jewels and release their essence into other materials at hand, although they have little control over the end result of the process. Thus Lord researchers of essence can slowly feed jewels into a forge over the course of several weeks (or more) while casting their "Lord Research" spell at least three times a day. Lord researchers of channeling are required to "sacrifice" their jewels to their god (the jewels are destroyed) while casting their "Lord Research" spells at least three times each day. In both cases, the essence locked in the jewels will be released and begin to concentrate in some nearby item.

What form this essence will take is impossible to determine until some time after the process is entirely completed. At that time, the Gamemaster should determine RANDOMLY what the newly created magic item actually does, keeping in mind that it should be proportional in power and capabilities to the number of weeks spent in casting "Lord Research" spells and the number (and value) of the jewels destroyed in supplying it with essence (note that the more essence a jewel has, the more valuable it would normally be). It is suggested that the Gamemaster draw up tables of magic items appropriate to his world and use them to determine what powers an item created in this way might have. We suggest that these tables be based roughly on the alchemical lists, although it is not our intention that other character classes be given the same item making capacity as an alchemist (an alchemist can choose what he is making).

9.94 Special Research

Of course, special research rules may be instituted by the Gamemaster as he sees fit. We present a few which might be appropriate.

9.941 Limiting Alchemist Research

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

9.942 Research by Non-spell Users

In certain mythologies, certain races (such as dwarves) were excellent forgers but NOT spell users. To simulate this, a Gamemaster can allow certain trained individuals in these races to use the materials list (but NOT the imbedding list).

9.9234 Constant Items

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

9.9235 Researching Imbed Spells

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

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

9.9236 Time Required to Cast an Imbedded Spell (Optional)

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

9.924 Cost of Making Magic Items

Making magic items costs the alchemist the required spell casting, TIME, sometimes research, and possibly money (depends upon world system). These costs have been designed to make magic item creation difficult but not outrageous. Note that the price of such items, when and if ever sold, should reflect these costs, including the (perhaps) years the alchemist worked on the item.

9.9241 Time Cost

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

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

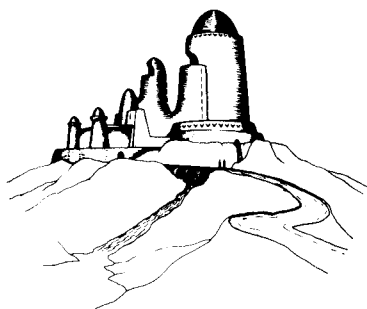
This time cost can be distributed over several alchemists if they are ALL capable of casting ALL of the alchemist spells involved in the creation process, (e.g., the hammer above, taking one alchemist 64 weeks would take 8 alchemists working together 8 weeks - provided all of them could work mithril,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

9.9242 Required Spell Casting Costs

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

9.9243 Material and Money

This factor is dependent upon the world system used, but usually making metal items requires a forge and the appropriate metal (some metals may be rare, expensive or unobtainable). Cloth items might require a loom, leather items might require the appropriate leather and tools, and potions might require special lab equipment. Money is only required as it is needed to obtain these materials and perhaps for the support of the alchemist while he is working.



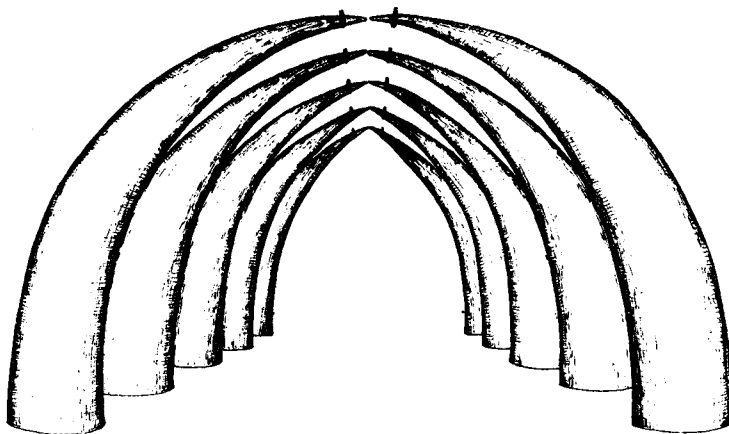
ASSUMPTIONS AND SPECIAL NOTES

The following points should always be kept in mind:

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

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

Remember, that the spells described here do not comprise the entirety of a world's legacy. There may be an infinite variety yet to be discovered. SPELL LAW provides a world with those spells found in common usage and/or knowledge (from a relative standpoint). These spells provide a framework based on the normal needs of an environment, and may act as standards by which Gamemasters can judge other creations or discoveries.



12.0 ADDITIONAL OPTIONAL RULES

These are designed to remove some of the artificial restrictions on the learning and casting of spells, while still maintaining practical restrictions to maintain play balance. These spells increase the flexibility of spell casters if they are willing to expend more effort in learning certain spells or they are willing to take more of a chance when casting certain spells. A gamesmaster should examine these rules carefully before incorporating them into his game, they may introduce factors that he may find inappropriate or unbalancing for his world system.

12.1 EXTRAORDINARY SPELL LISTS PICKS

A character can normally only learn certain lists and sections of lists as specified in section 5.3 of Spell Law. The costs for learning spell lists are given in table 15.21 (e.g. pure and hybrid spell-users, 1/*; semi spell-users, 4/*; non spell-users, 8, 10 or 20). The chart below gives the costs for learning spell lists or sections of spell lists normally denied to a spell-user.

If optional rule 12.2 is used, an extraordinary spell failure roll with a 20 modification is required to cast a spell off of a list (or section of a list) which the caster could not normally learn as allowed in the standard Spell Law rules (see SL 5.3).

TYPE OF LIST	PICK TYPE	SPELL USER TYPE			
		PURE	HYBRID	SEMI	NON-
OPEN (same realm)	A	-	-	4/*	1x
	B	1/*	1/*	-	-
	C	-	-	4/*	2x
	D	1/*	3/*	10	-
	E	2/*	10	20	-
CLOSED (same realm)	A	-	1/*	8/*	2x
	B	1/*	-	-	-
	C	-	1/*	15	4x
	D	1/*	4/*	30	-
	E	3/*	20	-	-
BASE (not own) (same realm)	A	3/*	4/*	20	-
	B	-	-	-	-
	C	4/*	5/*	-	-
	D	10	20	-	-
	E	20	-	-	-
OPEN (diff. realm)	A	4/*	5/*	10	3x
	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	-	-	-	-

12.2 EXTRAORDINARY SPELL FAILURE

The basic Spell Law and Character Law (CL 5.84) rules have certain restrictions on spell casting: armor limitations (SL 3.0), preparation time (SL 6.2), spell caster level (SL 5.1), and limitations on learning certain spells (SL 5.3).

The chances of failure built into the attack tables assume the following:

- 1) The spell is prepared for the number of rounds specified in section SL 6.2.
- 2) The spell cast may not be of higher level than the caster (section SL 5.1).
- 3) For essence spells; the caster is assumed to have one hand free, no armor, no helmet, = 20 lb. of organic material his person, and = 5 lb. of metal on his person.
- 4) For channeling spells; the caster is assumed to have one hand free, no metal armor, no metal head covering, and = 10 lb. of metal material on his person.
- 5) For mentalism spells; the caster is assumed to wear no head covering and have one hand free.
- 6) For weight purposes, 1 gold piece is ½ or ¼ oz.(32-64 to the lb.).

This optional rule relaxes some of these restrictions by introducing a extraordinary spell failure (ESF) roll. This roll may precede the normal spell resolution process. All of the modifications (given below) that are applicable to the spell caster are added together (if the sum is 0 no roll is made). An open-ended roll is made and if the roll is higher than the total sum of the modifications, the spell is resolved normally. If the roll is less than or equal to the sum the spell fails. Then a spell failure roll is made, the total sum of modifications is tripled and added to the roll. Finally the results from the appropriate spell failure table corresponding to the modified spell failure roll are applied.

MODIFICATIONS:

SPELL'S LVL - CASTER'S LVL	MOD.
1	20
2	25
3	30
4	35
5	40
6	55
7	60
8	65
9	70
10	75
11	90
12	95
13	100
14	105
15	110
16	150
17	155
18	160
19	165
20	170
+20	200

1 less preparation round than normally required 25
2 less preparation rounds than normally required 50
NO FREE HAND 30 (ess. and chan.) 10 (ment.)

If the spell to be cast is from a list (or a section of 20
a list) which the caster could not normally learn as allowed in the standard
Spell Law rules (see SL 5.3). This could be achieved by using extraordinary
spell list picks as detailed in optional rule 16.1.

ARMOR TYPE	ESS. MOD.	CHAN. MOD.
1	0	0
2	0	0
3	0	0
4	0	0
5	10	0
6	15	0
7	20	0
8	25	0
9	15	0
10	30	0
11	40	0
12	50	0
13	35	25
14	45	35
15	70	60
16	70	60
17	40	30
18	50	40
19	75	60
20	90	75

HELMET	ESS. MOD.	CHAN. MOD.	MENT. MOD.
all leather	20	0	30
leather/metal	30	10	45
metal	40	20	60

EQUIPMENT**ESS.MOD.****CHAN. MOD.**

(other than helm, armor and boots)

Organic material (living)	+ 1/5 lb. over 50	
Organic material (non-living)	+ 1/lb. over 3	
Inorganic material	+ 2/lb. over 5	+ 1/lb. over 10
8(round up to nearest lb. or 5 lb.)		

EXAMPLE: assume that a 5th level spell-user of essence wishes to cast a 7th level spell on a list that he has learned (MOD. = 25). He is wearing a leather breastplate (AT 9, MOD. = 15), and wishes to cast with only 1 round of preparation instead of 2 (MOD. = 25). None of the other modifications given above apply. These modifications are added together to obtain a total sum of 65. If the spell-user decides to cast the spell, he must first make a ESF roll. If this roll (open-ended) is 66 or higher, the spell is resolved normally; otherwise it fails. If the spell fails, the spell failure roll is made and 195 is added to it (triple the total sum of 65). As you can see this process can be dangerous if the total sum of modifications becomes too large.

12.3 FATAL CHANNELING PROJECTIONS

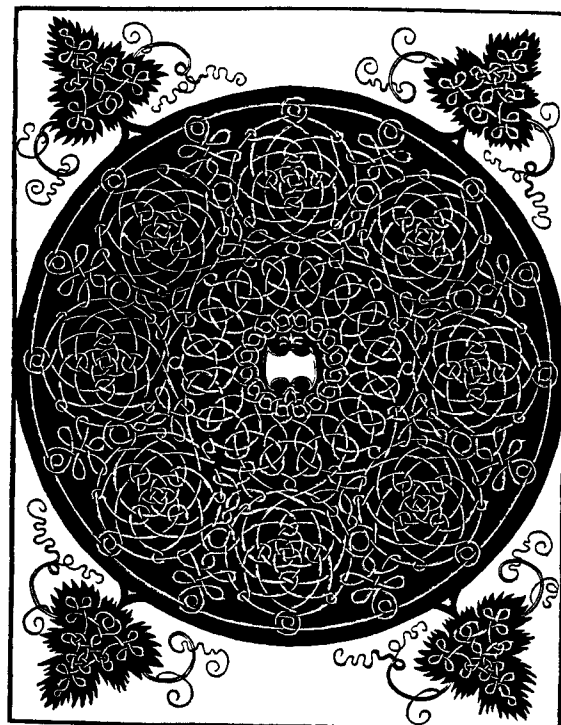
Some who seek the divine aid of deities call for the death of their enemies. And, when efficiency and speed are paramount, they may turn to the use of fatal channeling projections.

Fatal channeling projections fall into 2 categories; they may (1) destroy the soul or life's essence of the target or (2) they may destroy all or part of the target's body. The former group consists of those projections known as "absolutions," spells normally found in the higher reaches of power. The latter category embraces what are commonly called "black channels."

While absolutions refer to specific spells of power, black channels tend to vary with culture. The niceties of ritual and form mark the only great cultural distinctions between the sources of absolution. Black channels, however, produce widely differing results, many based on the preferences of ancestral prejudice.

The detailed effects of absolutions are found in the spell descriptions. Specific aspects of black channels are also found on the lists; nonetheless, most of the actual results of usage are dictated by cultural choice and spell variation. Thus, the chart below has been provided. Certain users of black channels may have a choice with regard to which type they use in a specific situation. Others will be bound by cultural/religious restrictions, and may use only one variation.

NAME	EFFECT	RANGE	RR MODIFICATION
Black Channel I			
1) Thrayn's Touch	Disrupts Body Cells; Foe operates at -50.	Touch	-50
2) Eye of Nur	Knocks foe out; 25 hits.	25'	-30
3) Uonic Curse	Any one limb useless for 1-10 days.	50'	-25
4) Tauric Finger	Blinds foe for 1-10 days; + 10 hits.	50'	-10
5) Londarin's Hand	Nerve disruption; foe is sent into coma.	100'	None
Black Channel II			
1) Womaw Finger	Destroys muscles and tendons in legs.	25'	-30
2) Urulic Eye	Removes foe's hands.	50'	-25
3) Finger of Sart	Paralyzes foe entirely.	75'	-15
4) Channels of Chey	Severe brain disorder; convulsive spasms; foe operates at -75.	100'	-10
5) Umli Breeze	Sends foe into permanent coma; + 10 hits.	50'	None
Black Channel III			
1) Black Finger	Erases facial area.	25'	-50
2) Desert Curse	Blood boils.	50'	-30
3) Death's Wave	Liquifies skeleton.	100'	None



13.0 CLARIFICATIONS AND STILL MORE OPTIONAL RULES

This section includes optional rules and clarifications to the rules based upon questions and comments from people who have been utilizing *Spell Law* in their fantasy role playing games.

13.1 USING SPELL LAW WITH ROLEMASTER

Rolemaster is I.C.E.'s complete fantasy role playing system, combining *Arms Law* (AL), *Claw Law* (CL), *Spell Law* (SL), and *Character Law* (ChL). *Campaign Law* (CaL) is an optional *Rolemaster* product intended to aid a Gamemaster in designing and running a campaign game. The rules in *Character Law* are intended to coordinate and combine all of the individual *Rolemaster* systems systems. Thus the rules in *Character Law* should take precedence over the rules in the other systems when the complete *Rolemaster* system is used.

For example, *Spell Law* gives suggestions concerning how many spell lists per level the various types of spell users can learn (SL 5.3). *Character Law* gives specific rules for learning spell lists by expending development points on the "Spell Lists" skill. Similarly, *Spell Law* suggests that the spell expertise bonus for elemental spells be + 5 per level and limited to + 50. However when using *Character Law*, a spell user must develop his "Directed Spells" skill for a given elemental spell in order to receive an expertise bonus. This bonus would be unlimited: + 5 for each of the first 10 skill ranks, + 2 for each of the next 10 skill ranks, + 1 for each of the next 10 skill ranks, and + ½ for every skill rank thereafter.

13.2 CRITICAL RESULTS

Spell Law states that "stunned" characters may not "move, or attack, or change facing". This is modified as follows when the complete *Rolemaster* system is used. As stated in *Character Law*, "stunned" characters may not attack but they may still parry with half of their offensive bonuses. In addition, they may attempt to move and maneuver by making maneuver rolls modified by at least -50 (ChL Table 15.32).

If a target takes a critical result that lasts for a certain number of rounds and he has not yet performed his action for the current round, the current round counts as one of the rounds affected by the result. Otherwise, the effects begin the round after the critical is received.

Below we provide some further clarifications and modifications of some of the other critical/fumble results:

+ # **hits** — This many hits (#) are taken in addition to the normal hit result derived from the attack table used (e.g. + 5 hits).

hits per round — Each round after the critical is taken, the target takes this many (#) additional hits due to pain and bleeding (e.g. 3 hits per round).

- # % — All of the target's bonuses (except defensive bonus and resistance rolls) are lowered by this number (#); that is, subtract the (#) itself from each applicable bonus. These penalties are cumulative. Certain of these penalties apply only to specific skills (e.g. fighting, running, etc.). Alternatively, the Gamemaster may elect to treat these penalties as a percentage modification of the target's bonuses (i.e. reduce each bonus by (#) %).

Must parry # rounds — For this number (#) of rounds, the target may not attack; though he may parry with all of his offensive bonus, and in order to take any other action, a maneuver modified by -25 must be made.

Stunned # rounds — For this number (#) of rounds, the target may not attack, he may only parry with half of his offensive bonus, and the only other actions allowed are movement and maneuvers, both modified by at least -50.

Stunned and unable to parry # rounds (Stunned-No Parry) — For this number (#) of rounds, the target may not attack, he may not parry (his normal Defensive Bonus due to Quickness, shield, etc. is not affected), and the only other actions allowed are movement and maneuvers, both modified by at least -70.

Down (or out) for # rounds — For this number (#) of rounds, the target may not perform any actions.

13.3 CANCELING ACTION

During a round an action may be canceled before it would otherwise be resolved. A character who has canceled his action may perform one of the following alternative actions: melee with half of his normal offensive bonus, move half his normal (not running) movement, or make a maneuver modified by -30. The alternative action chosen **must** be performed when the other actions of that type are normally resolved.

13.4 EXTRA BASE LISTS

In addition to their normal base lists, pure spell users are allowed to select 4 spell lists to be base lists. We strongly suggest that these lists only be chosen from the open and closed lists from the spell user's realm, and **not** from the base lists of other professions.

13.5 USING SPELLS THAT ARE AFFECTED BY TWO REALMS

The statistic bonus (SL 8.3212) for a RR against one of a hybrid spell user's base spells is obtained by averaging the stat bonuses for the two realms involved.

13.6 MAKING MAGIC ITEMS

Certain magic items which could not be made using the rules included in *Spell Law* can be classified as "Artifacts". Requirements for artifacts could be special ceremonies, special groups of individuals, special sites, special equipment, special material, sacrifices, etc.

13.7 THE USE OF ITEMS AND RUNES

A spell user may automatically use any rune or item which he creates (i.e. he need not make an "item use" roll or a "read runes" roll).

Once a character "learns to use" a reusable item (e.g. wand, rod, staff, daily item, etc.), he may freely use the item without having to make further "use items" rolls.

If a spell cast from an item "fails", the failure is handled just like any other spell failure.

13.8 STUN RELIEF AND AWAKENING SPELLS

A "Stun Relief" spell may be cast normally while stunned (or stunned non-parry) with no penalty. Similarly, an "Awake" spell may be cast while unconscious or asleep if circumstances alert the caster's senses. In both cases it is assumed that the spell is triggered subconsciously.

13.9 MISCELLANEOUS OPTIONAL RULES

13.91 INVISIBILITY

Attacks against invisible targets are modified by at least -50, unless the attacker can "See Invisible". However, the invisible target must be detected in some way before an attack can even be attempted ("Detect Invisible", some disturbance, mental detection, etc.).

Invisibility is a very useful and powerful type of spell. This type of spell normally lasts 24 hours or until the target attacks or until the target is struck by a violent blow. Often an invisible character (or creature) attempting a moving maneuver has a chance of bumping into something or taking a jarring blow due to stumbling or landing. In such a case after the maneuver roll, we suggest that a roll be made and that the character becomes visible if the result is less than or equal to a certain value based upon the difficulty of the maneuver. The suggested values are as follow: Routine (no roll), Easy (02), Light (05), Medium (10), Hard (15), Very Hard (20), Extremely Hard (25), Sheer Folly (40), Absurd (50). Of course if the character "falls" or "falls down" due to the result of the moving maneuver, he becomes visible. If the result is "fail to act" or "freeze", no visibility roll is required.

13.92 ENCUMBRANCE LIMITS FOR SPELLS

When dealing with movement spells ("Fly", "Levitation", "Leaving", "Long Door", etc.), we suggest that such spells normally handle up to 1.5 times the caster's mass (weight). There is a 5% chance of "extraordinary spell failure" (SL 12.2) for every 40 lb. (or use 20% of the caster's mass) over this limit. For example, a 200 lb. Magician normally could levitate up to 300 lb. However the extraordinary failure chance would be 5% for 301-340 lb., 10% for 341-380 lb., 15% for 381-420 lb.

13.93 ADDITIONAL BONUSES FOR CASTING SPELLS

If a spell user casts a spell with both hands (and arms) free, active, and outstretched, 5 may be added to a base attack roll and 10 to an elemental attack roll.

For every extra round spent preparing a spell, a spell user may add 5 to a base spell attack and 10 to an elemental spell attack. Base spells may receive a maximum modification of + 20 through this technique; elemental spells may receive a maximum modification of + 30.

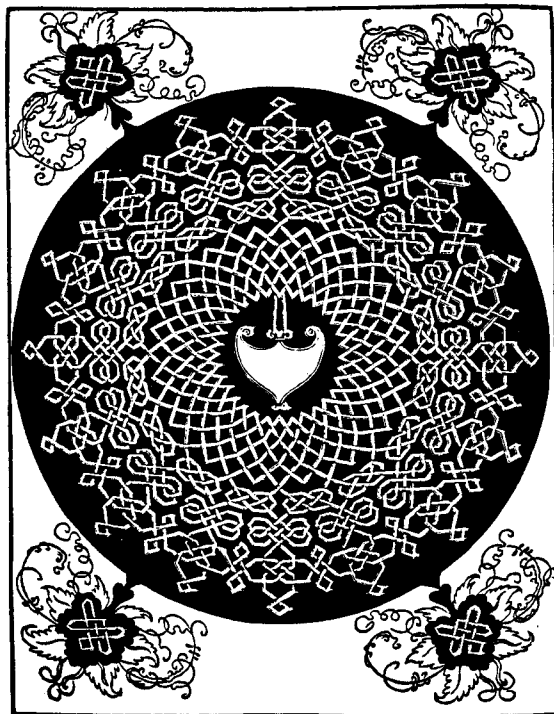
13.94 CASTING SPELLS FROM A "DIFFERENT REALM"

The power point total available to a spell user is based only upon his primary realm (or realms, in the case of a hybrid spell user). Thus even if the "extraordinary spell lists picks" (SL 12.1) have been used to learn a spell list in a "different" realm, all spells are still cast using the single power point total.

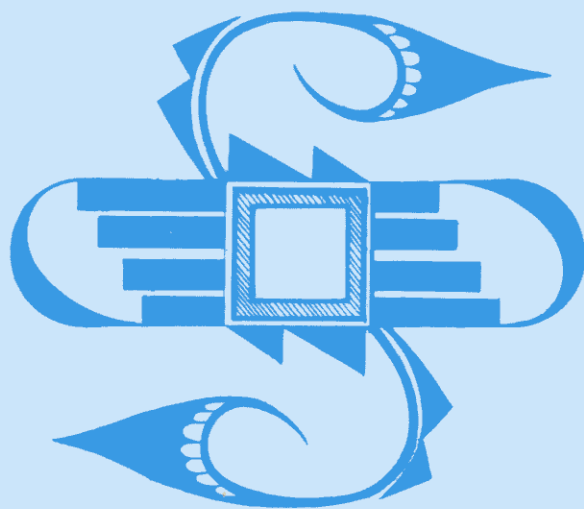
13.95 LIMITS ON OVERCASTING SPELLS

If a Gamemaster feels that the effects of failure due to overcasting spells are not severe enough, he can require all extraordinary spell failures (SL 12.0) to be resolved on the **Attack Section** of the Spell Failure Table.

To further limit overcasting of spells a Gamemaster may limit spell adders (SL 6.122) so that they may only allow the user to cast extra spells of his level or lower. Thus spell overcasting requires inherent power points and not just the use of a spell adder.



Of Channeling



Book I

OPEN CHANNELING SPELL LISTS

SPELL DEFENSE	BARRIER LAW	DETECTION MASTERY	LOFTY MOVEMENTS	WEATHER WAYS	
1) PROTECTION I c		DETECT CHANNELING c		LIVING GAUGE c	(1)
2) PROTECTION I (10'R)c	AIRWALL c	DETECT ESSENCE c		RAIN PREDICTION	(2)
3)		DETECT MENTALISM c			(3)
4)	WATERWALL c	DETECT LIFE c	LIMBWALKING	STORM PREDICTION	(4)
5) PROTECTION II c	WOODWALL	DETECT CURSE c	STONWALKING	WEATHER PREDICTION	(5)
6)		DETECT UNDEAD c	WATERWALKING		(6)
7) PROTECTION II (10'R)c	EARTHWALL	DETECT TRAPS c	MERGING ORGANIC	BREEZE CALL	(7)
8)	ICEWALL	LIFE TYPING c		FOG CALL	(8)
9) CHANNELING SHIELD c		DETECT INVISIBLE c	LIMBRUNNING		(9)
10) PROTECTION III c	BARRIER PIT	PERCEIVE POWER c	STONERUNNING	WEATHER PRED. (3days)	(10)
11) ESSENCE SHIELD c	AIRWALL TRUE	POISON ANALYSIS c	WATERRUNNING	PRECIPITATION CALL	(11)
12)	STONEWALL		WINDWALKING		(12)
13) MIND SHIELD c	WATERWALL TRUE	POWER TYPING c		WEATHER PRED. (5days)	(13)
14) PROTECTION IV c					(14)
15) SPELL SHIELD II c	WOODWALL TRUE	DETECT SPELL c	GREAT MERGING ORGANIC	WIND MASTERY c	(15)
16)					(16)
17) PROTECTION V c	EARTHWALL TRUE	PERC. POWER (500') c			(17)
18)	ICEWALL (20'x20')	LOCATION	WINDRUNNING	CLEAR SKIES c	(18)
19) SPELL SHIELD TRUE c				WEATHER PRED. (30days)	(19)
20) CHANNELING RES. c	STONEWALL TRUE	CURSE ANALYSIS c	MERGING TRUE ORGANIC	RAIN CALL c	(20)
25) ESSENCE RESISTANCE c	MELD WALLS	LIFE ANALYSIS c	WINDRUNNING TRUE	SKY CALL c	(25)
30) MENTALISM RES. c	CURVED WALL	DETECT TRUE c	WORD OF RETURN *	STORM CALL c	(30)
50) RESISTANCE TRUE c	WALL OF FORCE c	LOCATION TRUE	REReturning *	WEATHER MASTERY c	(50)

SPELL DEFENSE

- 1- **PROTECTION I** (D) DURATION: C RANGE: 10' Subtracts 5 from all elemental attack rolls against the protected being, and adds 5 to RR's vs. spells.
- 2- **PROTECTION I** (D) As above, except all beings within 10' R of target get the benefits.
- 5- **PROTECTION II** (D) As Protection I, except bonuses are 10 and only 1 target is affected.
- 7- **PROTECTION II** (D) As above, except has a radius of effect of 10'.
- 9- **CHANNELING SHIELD** (D) DURATION: C RANGE: S Creates a shimmering shield in front of the caster: it subtracts 10 from all frontal channeling attack rolls on the caster (base and elemental). If the caster performs no other actions during a round, he can "parry" one spell attack. Parry consists of subtracting all adds that the caster would normally have for his base attack roll from the attack roll made on him.
- 10- **PROTECTION III** (D) As Protection I (1 target), except bonuses are 15.
- 11- **ESSENCE SHIELD** (D) As Channeling Shield, except is effective only against essence spells.
- 13- **MIND SHIELD** (D) As Channeling Shield, except is effective only against mental spells.
- 14- **PROTECTION IV** (D) As Protection I (1 target), except bonuses are 20.
- 15- **SPELL SHIELD II** (D) As Channeling Shield, except it is effective against any two of the three realms.

- 17- **PROTECTION V** (D) As Protection I (1 target), except bonuses are 25.
- 19- **SPELL SHIELD TRUE** (D) As Channeling Shield, except all three realms are affected.
- 20- **CHANNELING RESISTANCE** (D) DURATION: C RANGE: 100' Target gets +50 to all RR's against channeling spells.
- 25- **ESSENCE RESISTANCE** (D) As Channeling Resistance, except is only effective against essence spells.
- 30- **MENTALISM RESISTANCE** (D) As Channeling Resistance, except is only effective against mentalism spells.
- 50- **RESISTANCE TRUE** (D) As Channeling Resistance, except is effective against all three realms.



BARRIER LAW

- 2- **AIRWALL** (E) DURATION: C RANGE: 50' Creates a 10'x10'x3' wall of dense churning air: cuts all movement and attacks through it by 50%.
- 4- **WATERWALL** (E) DURATION: C RANGE: 50' Creates a 10'x10'x1' wall of water: cuts all movement and attacks through it by 80%.
- 5- **WOODWALL** (E) DURATION: 1 min/1vl RANGE: 50' Creates a wall of wood up to 10'x20'x2'; it must rest on a solid surface. It can be burned through (50 hits for a 2' R hole), chopped through (20 man-rounds) or toppled if one end is not against a wall.

- 7- **EARTHWALL** (E) As Woodwall, except wall is up to 10'x10'x3' at base, 1' at top) of packed earth: and it can be dug through only (10 man-rounds at top).
- 8- **ICEWALL** (E) DURATION: P RANGE: 50' As Woodwall, except wall is up to 10'x10'x2' at base, 1' at top): it can be melted through (100 hits), chipped through (50 man-rounds) or toppled if not against a wall.
- 10- **BARRIER PIT** (E) DURATION: P RANGE: 50' Opens a Pit (500 cu' in stone, 1000 cu' in earth or ice): entire pit must be within 50' of caster.
- 11- **AIRWALL TRUE** (E) As Airwall, except caster need not concentrate and the duration is 1 min/1vl.
- 12- **STONEWALL** (E) As Woodwall, except wall is up to 10'x10'x1' of stone and it can be chipped through in 200 man-rounds (1' R hole).
- 13- **WATERWALL TRUE** (E) As Waterwall, except caster need not concentrate and the duration is 1 min/1vl.
- 15- **WOODWALL TRUE** (E) As Woodwall, except duration is permanent.
- 17- **EARTHWALL TRUE** (E) As Earthwall, except duration is permanent.
- 18- **ICEWALL** (E) As above, except size is up to 20'x20'x4' at base, 2' at top).
- 20- **STONEWALL TRUE** (E) As Stonewall, except duration is permanent.
- 25- **MELD WALLS** (F) DURATION: P RANGE: T Fuses two touching walls together (seam can be up to 20' long) OR fuses a section of stone blocks (up to 100 cu').

30-CURVED WALL (E) As any one of the lower level "Wall" spells on this list, except the wall can be curved up to a semicircle.

50-WALL OF FORCE (E) DURATION: 1 rnd/lvl (C) RANGE: 100' By directly channeling the power of his deity, the caster creates a transparent wall of "force" that is absolutely impassable by anyone or anything. It is up to 10'x20'x1".

NOTE: All "Wall" spells require that at least 1 cu' of the material of which the wall consists be within 50' of the caster.



DETECTION MASTERY

- 1- DETECT CHANNELING (P)** DURATION: 1 min/lvl (C) RANGE: 50' Detects any active spell or item from the channeling realm; he can concentrate on a 5' R area each round.
- 2- DETECT ESSENCE (P)** As Detect Channeling, except realm is essence.
- 3- DETECT MENTALISM (P)** As Detect Channeling, except realm is mentalism.
- 4- DETECT LIFE (P)** As Detect Channeling, except it detects life.
- 5- DETECT CURSE (P)** As Detect Channeling, except detects curses on people or things.
- 6- DETECT UNDEAD (P)** As Detect Channeling, except detects the presence of undead.
- 7- DETECT TRAPS (P)** As Detect Channeling, except it gives a 75% chance of detecting a trap (may be modified by certain traps).
- 8- LIFE TYPING (P)** As Detect Channeling, except it analyses one living being; giving race, age, and current state of health.
- 9- DETECT INVISIBLE (P)** As Detect Channeling, except detects invisible things; all attacks against something so detected are at -50.
- 10-PERCEIVE POWER (P)** As Detect Channeling, except it gives an estimate of the power of the person (level) or item or spell examined.
- 11-POISON ANALYSIS (P)** As Detect Channeling, except it gives an analysis of any poisons on a single object or in a single being.
- 13-POWER TYPING (P)** As Detect Channeling, except it analyses general spell type (in item or cost) and what profession cast or created it; or in case of a person it gives his exact profession.
- 15-DETECT SPELL (P)** As Detect Channeling, except detects any spell that has ever been cast in the area examined.
- 17-PERCEIVE POWER (P)** As above, except range is 500' and area is 50' R.
- 18-LOCATION (P)** DURATION: 1 min/lvl RANGE: 300' Gives the direction and distance to any specific object or place that the caster is familiar with OR has had described in detail.
- 20-CURSE ANALYSIS (P)** As Detect Channeling, except a curse may be analysed for approximate level, effect and required cure.
- 25-LIFE ANALYSIS (P)** As Life Typing, except also gives exact profession, alignment, and other pertinent details.
- 30-DETECT TRUE (P)** As Detect Channeling, except any of the lower level spells on this list can be used one/rnd.
- 50-LOCATION TRUE (P)** As Location, except range is 1 mile/lvl.

LOFTY MOVEMENTS

- 4- LIMBWALKING (F)** DURATION: 1 min/lvl RANGE: 10' Target can walk along nearly horizontal tree limbs (that can support the weight) as if he were on level ground.
- 5- STONEWALKING (F)** DURATION: 1 min/lvl RANGE: 10' Target can walk on stone surfaces of up to 60° as if he were on level ground.
- 6- WATERWALKING (F)** DURATION: 1 min/lvl RANGE: 10' Target can walk on water as if he were on level ground; may not be used on rough water.
- 7- MERGING ORGANIC (F)** DURATION: 1 min/lvl RANGE: 10' Target can merge (body + 1' depth) into organic material (live or dead); target cannot move while merged.
- 9- LIMBRUNNING (F)** As Limbwalking, except target can run along limbs.
- 10-STONERUNNING (F)** As Stonewalking, except target can run on stone surfaces.
- 11-WATERRUNNING (F)** As Waterwalking, except target can run on calm waters.
- 12-WINDWALKING (F)** duration: 1 min/lvl RANGE: 10' Target can walk on calm air; movement must be at a constant height.
- 15-GREAT MERGING ORGANIC (F)** As Merging Organic, except target may turn within the material and see outside if within 6" of the surface.
- 18-WINDRUNNING (F)** As Windwalking, except target can run on calm air.
- 20-MERGING TRUE ORGANIC (F)** As Great Merging Organic, except target may use spells on himself while merged.
- 25-WINDRUNNING TRUE (F)** As Windrunning, except target can run up to twice normal speed on calm air without expending energy.
- 30-WORD OF RETURN (F*)** DURATION:-- RANGE: S Caster may return to any point previously designated and within a range of 10 miles x his level (e.g. a 30th lvl could return to a point up to 300 miles away); caster can only have 1 point of return at a given time.
- 50-REReturning (F*)** DURATION:-- RANGE: S Caster may go to his point of return (as per Word of Returning), stay up to 1 rd x his lvl, and then return to the point where he cast his spell (making it a round trip).



WEATHER WAYS

- 1- LIVING GAUGE (F)** DURATION: C RANGE: S Caster can ascertain the exact temperature of the surrounding atmosphere.
- 2- RAIN PREDICTION (I)** DURATION:-- RANGE:-- Gives caster a 95% chance of predicting rain, ± 15 min over the next 24 hr period.
- 4- STORM PREDICTION (I)** As Rain Prediction, except it allows a 95% chance of predicting the time and type of a storm, ± 15 min over the next 24 hr period.
- 5- WEATHER PREDICTION (I)** As Rain Prediction, except it allows 95% chance of predicting time, type, and severity of weather over the next 24 hr period.

7- BREEZE CALL (F) DURATION: 1 rd/lvl RANGE: 10' R Caster causes breeze to come forth which will drive out any gaseous matter (clouds, etc.) and subtracts 30 from all missile attacks. Once set, the direction of the breeze will not change.

8- FOG CALL (F) DURATION: 1 min/lvl RANGE: 10'/lvl R Caster causes fog to arise that obscures nearly all vision INTO the R subtracting up to 50% from all missile attacks.

10-WEATHER PREDICTION (I) As above, except that caster has a 95% chance of predicting weather over a 3 day period.

11-PRECIPITATION CALL (F) DURATION: 1 min/lvl RANGE: 10'/lvl R Caster causes rain or snow to fall (depending on temp.). The precipitation obscures vision INTO the R by 25% and subtracts 25 from all INCOMING missile attacks.

13-WEATHER PREDICTION (I) As above, except that caster has a 95% chance of predicting weather over a 5 day period.

15-WIND MASTERY (F) DURATION: 1 min/lvl (C) RANGE: 50'/lvl R Caster can control the velocity and direction of the wind. Caster can increase or decrease wind speed by an amount equal to 1 mph x his level (e.g. if the wind speed is normally 20 mph, a 15th lvl caster could reset the wind speed to between 5 and 35 mph). By directing the wind against incoming missile attacks he can subtract 1 for each mph of wind speed (e.g. he can create a brutal and changing cross-wind). Note that caster can also control the direction of the flow of gases and/or clouds.

18-CLEAR SKIES (F) DURATION: 1 min/lvl (C) RANGE: 1 mi R Caster can make the skies clear of haze, precipitation, clouds, etc. This spell will not affect the wind.

19-WEATHER PREDICTION (I) As above, except that caster has a 95% chance of predicting weather over a 30 day period.

20-RAIN CALL (F) DURATION: 1 min/lvl (C) RANGE: 1 mi R Caster can summon rain of moderate intensity; the rain will obscure short range vision by up to 25% and long range vision by up to 75%.

25-SKY CALL (F) DURATION: 1 min/lvl (C) RANGE: 1 mi R Caster may use any of the lower level spells on this list, but at a range of a 1 mi R.

30-STORM CALL (F) DURATION: 1 min/lvl (C) RANGE: 1 mi R Caster may call forth a storm of any type with maximum wind speeds equal to twice his level, and an intensity according to his desires; effects will vary according to circumstance (and the gamemaster's discretion). **EXAMPLE:** a 30th lvl caster could summon a lightning storm with intense rain and constant wind speeds of up to 60 mph; the gamemaster may wish to have random rolls to determine possible lightning strikes vs. exposed targets.

50-WEATHER MASTERY (F) DURATION: 1 min/lvl (C) RANGE: 1 mi/lvl Caster may dictate the weather conditions in the area, modifying wind speeds by ± 1 mph x his level, and setting the level of intensity, fog, cloud cover etc. Caster may call for shifts in the patterns as he concentrates, but the change will take at least 1 minute.



OPEN CHANNELING SPELL LISTS

SOUND'S WAY	LIGHT'S WAY	PURIFICATION	CONCUSSION'S WAYS	NATURE'S LAW	
1) SPEECH I c	PROJECTED LIGHT	DISEASE PURIFICATION	HEALING (1-10)		(1)
2)	LIGHT I		FROSTBITE RELIEF	PLANT LORE	(2)
3) QUIET I	AURA	POISON PURIFICATION	FROST/BURN RELIEF I	HERB LORE	(3)
4)	LIGHT II	DISEASE RESISTANCE I	HEALING (3-30)		(4)
5) SOUNDWALL I	SUDDEN LIGHT	POISON RESISTANCE I	STUN RELIEF *S	STONE LORE	(5)
6) SPEECH II c	TRUE AURA		FROST/BURN RELIEF II	SPEED GROWTH	(6)
7) SILENCE	SHOCK BOLT		REGENERATE I *c	ANIMAL TONGUES	(7)
8) QUIET III	LIGHT III	DISEASE RESISTANCE II	HEALING (5-50)		(8)
9)	UTTERLIGHT I	POISON RESISTANCE II	FROST/BURN RELIEF III	ANIMAL MASTERY I c	(9)
10) SOUNDWALL V	WAITING LIGHT	MIND DISEASE CURES	AWAKENING	NATURE'S AWARENESS c	(10)
11) QUIET V	FLARE	DISEASE RES. III	HEALING (7-70)	PLANT TONGUES	(11)
12)		POISON RES. III	REGENERATION II *c	ANIMAL MASTERY III c	(12)
13) SILENCE (50'R)	LIGHT V		FROST/BURN RELIEF IV	ANIMAL EMPATHY c	(13)
14)		UNDISEASE		PLANT CONTROL I	(14)
15) SPEECH III c	LIGHT X	UNPOISON	HEALING (10-100)	STONESPEECH	(15)
16)				HERB PRODUCTION	(16)
17) SOUNDING	UTTERLIGHT V		STUN RELIEF (100') *S		(17)
18)	MASS LIGHT	MASS UNDISEASE	REGENERATION III *c	ANIMAL MASTERY V c	(18)
19)		MASS UNPOISON		PLANT CONTROL III	(19)
20) SILENCE (100'R)	MASS AURA	MIND DIS. CURES TRUE	HEALING (15-150)	NATURE'S AWARENESS (500') c	(20)
25) MASS SOUNDWALLS	LIGHTNING CALL	GREATER DISEASE PUR.	REGENERATION V c	EARTH EMPATHY c	(25)
30) MASS QUIET	ALKAR	GREATER POISON PUR.	TRUE HEALING	MASTERY c	(30)
50) SPEECH TRUE	MASS UTTERLIGHT	PURIFICATION TRUE	MASS TRUE HEALING	ANIMAL MASTERY TRUE	(50)

SOUND'S WAY

- 1- SPEECH I (P)** DURATION: C RANGE: 10' Target is able to communicate basic ideas in a specific language (hungry, thirsty, bathroom, peace, etc.).
- 3- QUIET I (F)** DURATION: 1 min/lvl RANGE: 100' Creates a 1' R area around the target, into and out of which sound cannot travel. The area is centered on the target and will move if he does.
- 5- SOUNDWALL I (F)** DURATION: 10 min/lvl RANGE: 50' Creates a plane (up to 20'x20'), through which sound will not pass.
- 6- SPEECH II (P)** As Speech I, except caster can communicate in more complex concepts, although there is a good chance of misinterpretations.
- 7- SILENCE (F)** As Quiet I, except radius is 10'.
- 8- QUIET III (F)** As Quiet I, except 3 targets can be affected.
- 10- SOUNDWALL V (F)** As Soundwall I, except 5 such walls are created; each wall must be connected to at least one other wall.
- 11- QUIET V (F)** As Quiet I, except 5 targets may be affected.
- 13- SILENCE (F)** As above, except radius is 50'.
- 15- SPEECH III (P)** As Speech II, except caster is reasonably fluent in the language. Caster's accent is imperfect, but there is only a slight chance of misinterpretation.

17- SOUNDING (F) DURATION: 1 min/lvl RANGE: 10' Target can speak at 5x his normal loudness.

20- SILENCE (F) As above, except radius is 100'.

25- MASS SOUNDWALLS (F) As Soundwall V, except as many soundwalls as the caster's level can be created.

30- MASS QUIET (F) As Quiet I, except as many targets as the caster's level can be affected.

50- SPEECH TRUE (P) As Speech III, except caster speaks the specified language as if he were a native, and he doesn't need to concentrate (duration is 1 min/lvl).

LIGHT'S WAY

1- PROJECTED LIGHT (F) DURATION: 10 min/lvl RANGE: 20' Beam of light (like a flashlight) springs from the caster's palm; 40' effective range.

2- LIGHT I (F) DURATION: 10 min/lvl RANGE: T Lights a 10' R area about the point touched. If the point is a moving being or object, the area will move.

3- AURA (F) DURATION: 10 min/lvl RANGE: 10' Causes a bright aura about the target, making him appear more powerful and subtracting 10 from all attacks.

4- LIGHT II (F) As Light I, except 2 areas (10' R each) can be created; their centers can be anywhere within 50' of the caster (initially). Alternatively, one area of a 20' radius can be created.

5- SUDDEN LIGHT (F) DURATION: -- RANGE: 100' Causes a 10' R sphere of intense light, all within it must make a RR or they are stunned for 1 rnd/10% failure.

6- TRUE AURA (F) As Aura, except it makes him appear very powerful and subtracting 15 from all attacks.

7- SHOCK BOLT (E) DURATION: -- RANGE: 100' A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Shock Bolt Table.

8- LIGHT III (F) As Light II, except 3 10' R areas can be created OR one 30' R area OR one 10' R area and one 20' R area. That is the total of the radii is 30'.

9- UTTERLIGHT I (F) DURATION: 1 min/lvl RANGE: T As Light I, except it is the equivalent of full daylight; it also cancels all magically created darkness.

10- WAITING LIGHT (F) As Light I, except it can delay the action of the spell until up to 24 hr./lvl passes OR a being passes OR a certain word is said OR etc.

11- FLARE (E) DURATION: 1 rnd/lvl RANGE: 20'/lvl A 6" R ball of light is shot from the palm of the caster; it will travel to the limit of the range, explode (as a flare), burn with a bright light (as a flare), drift slowly to earth, and go out. An area equal to the range is lit if the flare can raise to its full range. It can be fired at a target as a Shock Bolt, but any criticals are heat criticals.

13- LIGHT V (F) As Light III, except total radii is 50'.

15-LIGHT X (F) As Light III, except total radii is 100'.

17-UTTERLIGHT V (F) As Utterlight I, except total radii restriction is 50'.

18-MASS LIGHT (F) As Light III, except total radii restriction is 10'/lvl.

20-MASS AURA (F) As Aura, except as many targets as the caster's lvl can be affected.

25-LIGHTNING CALL (E) DURATION:-- RANGE: 100' Caster can cause a lightning bolt to strike a target within his range, results are determined on the Lightning Bolt Table. There must be a storm within 1 mile, that is severe enough to cause precipitation or lightning or very heavy winds.

30-ALKAR (F) As Aura, except target seems like a minor god and the subtraction is 25%.

50-MASS UTTERLIGHT (F) As Utterlight I, except total radii restriction is 10' x caster's level.

NOTE: None of the "Aura" spells are cumulative with each other or Blur.

PURIFICATIONS

1-DISEASE PURIFICATION (H) DURATION: P RANGE: 10' Stops infection and/or spread of a disease in 1 target after he has acquired the disease; thus, no further damage will occur in uninfected areas of the body.

3-POISON PURIFICATION (H) DURATION: P RANGE: 10' Neutralizes any 1 poison in the system of 1 target. **(NOTE:** Damage already sustained is not cured).

4-DISEASE RESISTANCE I (H) DURATION: 1 min/lvl RANGE: 10' Target gets an additional RR vs. any disease(s).

5-POISON RESISTANCE I (H) DURATION: 1 min/lvl RANGE: 10' Target gets an additional RR vs. any poison(s).

8-DISEASE RESISTANCE II (H) As Disease Resistance I, except target gets an additional 2 RR's vs. any disease(s), for a total of 3.

9-POISON RESISTANCE II (H) As Poison Resistance I, except target gets an additional 2 RR's vs. any poison(s), for a total of 3.

10-MIND DISEASE CURES (H) DURATION: P RANGE: 10' Target is cured of any 1 mind disease, recovery 1-50 days.

11-DISEASE RESISTANCE III (H) As Disease Resistance I, except target gets an additional 3 RR's vs. any disease(s), for a total of 4.

12-POISON RESISTANCE III (H) As Poison Resistance I, except target gets an additional 3 RR's vs. any disease(s), for a total of 4.

14-UNDISEASE (H) DURATION: P RANGE: 10' Caster can remove any 1 disease from a target.

15-UNPOISON (H) DURATION: P RANGE: 10' Caster can remove any 1 poison from a target.

18-MASS UNDISEASE (H) DURATION: P RANGE: 100' R Caster can remove any 1 disease from a number of targets equal to his level (e.g. an 18th level caster could remove lycanthropy from 18 targets).

19-MASS UNPOISON (H) DURATION: P RANGE: 100' R Caster can remove any 1 poison from the systems of a number of targets equal to his level.

20-MIND DISEASE CURES TRUE (H) As Mind Disease Cures, except recovery is instantaneous.

25-GREATER DISEASE PURIFICATION (H) DURATION: P RANGE: 100' R Any disease in the area is eliminated.

30-GREATER POISON PURIFICATION (H) DURATION: P RANGE: 100' R Any poison in the area is neutralized.

50-PURIFICATION TRUE (H) DURATION: P RANGE: 100'/lvl R Eliminates all poisons and/or diseases in the area.



CONCUSSION'S WAYS

1-HEALING (H) DURATION: P RANGE: T Target is healed of 1-10 concussion hits.

2-FROSTBITE RELIEF (H) DURATION: P RANGE: T Will heal one area of mild frostbite or 1st degree burn.

3-FROST/BURN RELIEF I (H) DURATION: P RANGE: T Will heal one area of mild frostbite or 1st degree burn.

4-HEALING (H) As above, except that target is healed of 3-30 concussion hits.

5-STUN RELIEF (HS*) DURATION: P RANGE: T Target is relieved of 1 rd worth of accumulated stun effects.

6-FROST/BURN RELIEF II (H) As Frost/Burn Relief I, except caster can heal 2 areas of mild damage or 1 area of moderate damage (e.g. 2nd degree burn).

7-REGENERATE I (H*) DURATION: C RANGE: T Will reduce damage target has by 1 hit/rd as long as caster concentrates.

8-HEALING 5-50 (H) As above, except that target is healed of 5-50 concussion hits.

9-FROST/BURN RELIEF III (H) As Frost/Burn Relief I, except caster can heal 3 areas of mild damage, 1 area of severe damage (e.g. 3rd degree burn), or a combination of 1 mild and 1 moderate area of damage.

10-AWAKENING (H) DURATION:-- RANGE: 100' Target is instantly awake.

11-HEALING 7-70 (H) As above, except that target is healed of 7-70 concussion hits.

12-REGENERATION II (H) As Regeneration I, except target's damage is reduced by 2 hits/rd.

13-FROST/BURN RELIEF IV (H) As Frost/Burn Relief I, except 4 mild OR 2 moderate OR 1 mild and 1 severe OR 2 mild and 1 moderate area(s) of damage healed.

15-HEALING 10-100 (H) As above, except that target is healed of 10-100 concussion hits.

17-STUN RELIEF (HS*) As above, except that the caster's range is 100'.

18-REGENERATION III (H*) As Regeneration I, except target's damage is reduced by 3 hits/rd.

20-HEALING 15-150 (H) As above, except that target is healed of 15-150 concussion hits.

25-REGENERATION V (H) As Regeneration I, except target's damage is reduced by 5 hits/rd.

30-TRUE HEALING (H) As above, except that target is healed of all concussion hits.

50-MASS TRUE HEALING (H) DURATION: P RANGE: 100' Allows caster to heal all concussion hits in a number of targets equal to lvl of caster.

NATURE'S LAW

2-PLANT LORE (I) DURATION:-- RANGE: 10' Caster learns nature and history of any 1 plant.

3-HERB LORE (I) DURATION:-- RANGE: 10' Caster can understand the nature, origin, and value of any 1 herb (a plant used in medicine); if the plant is not an herb (i.e. is inedible or lacks use), no information will be related.

5-STONE LORE (I) DURATION:-- RANGE: 10' Caster learns the nature and history of any 1 stone.

6-SPEED GROWTH (I) DURATION: 1 day RANGE: 10' R Caster can increase speed of growth for any 1 species of plant by x10.

7-ANIMAL TONGUES (I) DURATION: 1 min/lvl RANGE: S Caster gains knowledge of any 1 animal language.

9-ANIMAL MASTERY I (M) DURATION: C RANGE: 100' Caster can control the actions of any 1 animal.

10-NATURE'S AWARENESS (I) DURATION: C RANGE: 100' R Caster can monitor animate activity in the area (e.g. he will be aware of subtle movements); caster cannot move.

11-PLANT TONGUES (I) DURATION: 1 min/lvl RANGE: S Caster gains knowledge of the language of any 1 plant species.

12-ANIMAL MASTERY III (M) As Animal Mastery I, except caster can control 3 animals.

13-ANIMAL EMPATHY (I) DURATION: C RANGE: 100' Caster can understand and/or visualize the thoughts and emotions of any 1 animal.

14-PLANT CONTROL I (M) DURATION: 1 min/lvl RANGE: 100' Caster can control the automatic and/or mental processes of any 1 plant; caster can also control the plant's movements, but the spell does not allow movement beyond normal allowances.

15-STONESPEECH (I) DURATION: 1 min/lvl RANGE: S Caster can communicate with any 1 stone—if it possesses any required animate qualities (e.g. caster could speak to a holy stone which possessed some sort of intelligence, etc.).

16-HERB PRODUCTION (F) DURATION: P RANGE: T Caster can grow an herb by planting the proper seed; the herb is sterile and takes 1-10 rds.

18-ANIMAL MASTERY V (M) As Animal Mastery I, except caster can control 5 animals.

19-PLANT CONTROL III (M) As Plant Control I, except caster can control any 3 plants.

20-NATURE'S AWARENESS (I) As above, except that the radius is 500'.

25-EARTH EMPATHY (I) DURATION: C RANGE: 100' Caster can understand and/or visualize the thoughts and emotions of any 1 animal, plant, stone, or dead organic object.

30-MASTERY (M) As Animal Mastery I, except caster can control all of the animals of a given species within a range equal to 10' x his level (e.g. a 30th lvl could control all of the mink within 300').

50-ANIMAL MASTERY TRUE (M) As Animal Mastery I, except duration is permanent and concentration is not required. There may be but 1 animal controlled by caster through use of this spell at a given time.

CLOSED CHANNELING SPELL LISTS

<u>BLOOD LAW</u>	<u>BONE LAW</u>	<u>ORGAN LAW</u>	<u>MUSCLE LAW</u>	<u>NERVE LAW</u>	
1) FLOWSTOP I	BONE LORE	ORGAN LORE	MUSCLE LORE	NERVE LORE	(1)
2) FLOWSTOP III			TENDON LORE		(2)
3) CLOTting I	MINOR FRACTURE REPAIR	NASAL REPAIR	SPRAIN REPAIR		(3)
4) FLOWSTOP V	CARTILAGE REPAIR I		MUSCLE REPAIR I	MINOR NERVE REPAIR	(4)
5) LIMB PRESERVATION *	LIMB PRESERVATION *	MINOR EAR REPAIR	LIMB PRESERVATION *	LIMB PRESERVATION *	(5)
6) CUT REPAIR I	MAJOR FRACTURE REPAIR	MINOR EYE REPAIR	TENDON REPAIR I		(6)
7) CLOTting III					(7)
8) MINOR VESSEL REPAIR	SKULL REPAIR				(8)
9) CUT REPAIR III		MAJOR EAR REPAIR	MUSCLE REPAIR III		(9)
10) MAJOR VESSEL REPAIR	JOINT REPAIR		TENDON REPAIR III	UNPARALYSIS	(10)
11)	MINOR FRAC. REP. TRUE	MAJOR EYE REPAIR			(11)
12) JOINING *	JOINING *		JOINING *	JOINING *	(12)
13) FLOW STOPPAGE TRUE	CARTILAGE REP. TRUE		MUSCLE REPAIR TRUE c		(13)
14) CLOTting TRUE	MAJOR FRAC. REP. TRUE	HEART REPAIR		NERVE REPAIR TRUE	(14)
15)	SKULL REPAIR TRUE	LUNG REPAIR	TENDON REPAIR TRUE c	MINOR BRAIN REPAIR	(15)
16) UNCLOTting	JOINT REPAIR TRUE	ORGAN REPAIR			(16)
17)	SHATTER REPAIR	NOSE REGENERATION	MASS MUSCLE REPAIR		(17)
18) CUT REPAIR TRUE	MASS MINOR FRAC. REP.	ORGAN TRANSPLANT		PARALYSIS CURES	(18)
19)			MASS TENDON REPAIR		(19)
20) MASS FLOW STOPPAGE	MASS CARTILAGE REP.	EYE & EAR REGEN.	MUSCLE REGENERATION	MASS NERVE REPAIR TRUE	(20)
25) JOINING TRUE *	JOINING TRUE *	ORGAN REPAIR TRUE	JOINING TRUE *	JOINING TRUE *	(25)
30) MASS CLOTting	MASS MAJOR FRAC. REP.	HEART REGENERATION	TENDON REGENERATION	NERVE REGENERATION	(30)
50) MASS BLOOD REPAIR	MASS SHATTER REPAIR	ORGAN REGENERATION	MASS MUSCLE REP. TR.	BRAIN REGENERATION	(50)

25th-50th level spells are on pg. 23.

BLOOD LAW

- 1- FLOWSTOP I (H)** DURATION:-- RANGE: T Allows caster to stop bleeding at rate of 1 hit/rd on 1 target; target may not be moved, or bleeding will resume at prior rate.
- 2- FLOWSTOP III (H)** As Flowstop I, except that caster can stop bleeding at rate of 3 hits/rd (total), spread over 1-3 targets.
- 3- CLOTting I (H)** DURATION:-- RANGE: T Allows caster to stop bleeding at rate of 1 hit/rd on 1 target; for 1 hr target can move at no more than a walking pace, or bleeding will resume at prior rate.
- 4- FLOWSTOP V (H)** As flowstop I, except that caster can stop bleeding at rate of 5 hits/rd (total), spread over 1-5 targets.
- 5- LIMB PRESERVATION (H*)^s** DURATION: 1 day/lvl RANGE: T Allows caster to prevent the deterioration of 1 limb (even while severed); requires use of Muscle Law, Bone Law, and Nerve Law Limb Preservation spells as well.
- 6- CUT REPAIR I (H)** DURATION: P RANGE: T Allows caster to heal 1 wound that bleeds at rate of 1 hit/rd.
- 7- CLOTting III (H)** As clotting I, except that caster can stop bleeding at rate of 3 hits/rd (total), spread over 1-3 targets.
- 8- MINOR VESSEL REPAIR (H)** DURATION: P RANGE: T Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds at up to 2 hits/rd).
- 9- CUT REPAIR III (H)** As Cut Repair I, except that caster can repair wound(s) that bleed(s) for up to 3 hits/rd (total); either three 1 hit/rd wounds, one 3 hit/rd wound, or one 2 hit/rd and one 1 hit/rd wound can be healed; may be spread over 1-3 targets.

- 10-MAJOR VESSEL REPAIR (H)** DURATION: P RANGE: T Allows caster to repair 1 damaged blood vessel of any size, including severed veins and arteries; recovery time 1-10 days, depending on size of vessel and severity of damage.
- 12-JOINING (H*)^s** DURATION: P RANGE: T Allows caster to reattach severed limb, but requires use of Bone Law, Muscle Law, and Blood Law Joining spells in order to restore functional status; limb is fully functional in 10-100 days.
- 13-FLOW STOPPAGE TRUE (H)** As Flow Stoppage, except that blood loss is completely halted (1 wound/spell); target may not be moved without reopening the wound(s).
- 14-CLOTting TRUE (H)** As Clotting, except that blood loss is completely halted of (1 wound/spell); target may not move any faster than walking pace or wound will reopen.
- 16-UNCLOTting (H)** DURATION: P RANGE: T Allows caster to remove any one blood clot; will counter "Clotting Curse."
- 18-CUT REPAIR TRUE (H)** As Cut Repair, except that it will stop bleeding and close any one wound.
- 20-MASS FLOW STOPPAGE (H)** As Flow Stoppage, except that caster may stop bleeding from a number of wounds equal to his level (e.g. a 20th lvl caster can stop bleeding from 20 wounds); wounds repaired may be spread out over a number of targets; target(s) may only move at a walking pace or slower without reopening wound(s).

BONE LAW

- 1- BONE LORE (H)** DURATION:-- RANGE: T Caster acquires complete understanding of any bone damage, including the tools and methods required for healing; caster does not receive the skill or power to perform the cure.
- 3- MINOR FRACTURE REPAIR (H)** DURATION: P RANGE: T Allows caster to mend simple fractures (not compound fractures, shatters, joint damage, etc.); 1 fracture/spell cast; requires 1 day recovery period.
- 4- CARTILAGE REPAIR I (H)** DURATION: P RANGE: T Allows caster to repair all cartilage around 1 joint; requires 1 day recovery period.
- 5- LIMB PRESERVATION (H*)^s** DURATION: 1 day/lvl RANGE: T Allows caster to prevent the deterioration of 1 limb (even while severed); requires use of Muscle Law, Blood Law, and Nerve Law Limb Preservation spells as well.
- 6- MAJOR FRACTURE REPAIR (H)** As Minor Fracture Repair, except that caster can also repair compound fractures; 1 fracture/spell cast; requires 1 day recovery period.
- 8- SKULL REPAIR (H)** DURATION: P RANGE: T Allows caster to mend 1 fracture in skull (but not a shattered area); recovery time 1-10 days, depending on the damage.
- 10-JOINT REPAIR (H)** DURATION: P RANGE: T Allows caster to repair 1 broken (but not shattered) joint; recovery time 1-10 days.

11-MINOR FRACTURE REPAIR TRUE

(H) As Minor Fracture Repair, except that the fracture is repaired as soon as the spell takes effect.

12-JOINING (H*)^s

DURATION: P RANGE: T Allows caster to reattach limb, but requires use of Muscle Law, Blood Law, and Nerve Law Joining Spells in order to restore functional status; limb is fully functional in 10-100 days.

13-CARTILAGE REPAIR TRUE

(H) As Cartilage Repair, except that cartilage is repaired as soon as the spell takes effect, without need of recovery period.

14-MAJOR FRACTURE REPAIR TRUE

(H) As Major Fracture Repair, except that fracture is repaired as soon as the spell takes effect, without need of a recovery period.

15-SKULL REPAIR TRUE

(H) As Skull Repair, except that skull fracture is repaired as soon as the spell takes effect, without need of a recovery period.

16-JOINT REPAIR TRUE

(H) As Joint Repair, except that joint is repaired as soon as the spell takes effect, without need of a recovery period.

17-SHATTER REPAIR

(H) DURATION: P RANGE: T Allows caster to repair any broken or shattered bone; requires 10 minute operation and 1-10 days recovery time.

18-MASS MINOR FRACTURE REPAIR

(H) As Minor Fracture Repair, except that each spell cast repairs 1 minor fracture/lvl of the caster; spell operates as long as caster concentrates; requires 1 day recovery period for each fracture mended.

20-MASS CARTILAGE REPAIR

(H) As Cartilage Repair, except that each spell cast repairs 1 section of cartilage damage/lvl of caster; spell operates as long as caster concentrates; requires 1 day recovery period for each section repaired.

**ORGAN LAW****1- ORGAN LORE**

(H) DURATION:-- RANGE: T Caster acquires complete understanding of any organ damage, including the tools and methods required for healing; caster does not receive the skill or power to perform the cure.

3- NASAL REPAIR

(H) DURATION: P RANGE: T Allows caster to repair any nose damage short of complete nose loss; requires 1-60 min. depending on damage.

5- MINOR EAR REPAIR

(H) DURATION: P RANGE: T Caster can repair any external ear damage, including ear loss (regeneration takes 1-10 hrs).

6- MINOR EYE REPAIR

(H) DURATION: P RANGE: T Allows caster to repair any minor eye damage (e.g. corneal scratch or removal of foreign object).

9- MAJOR EAR REPAIR

(H) As Minor Ear Repair, except that caster can repair any interior or exterior damage; hearing is restored in 1-10 days; note that complete replacement of the inner ear is an exception.

11- MAJOR EYE REPAIR

(H) As Minor Eye Repair, except that caster can repair any eye damage short of total eye loss (i.e. eye's destruction precludes repair); recovery time 1-10 days.

14-HEART REPAIR

(H) DURATION: P RANGE: T Allows caster to repair any heart damage short of total loss or destruction (i.e. replacement); requires 1-10 hour operation and 1-100 day recovery time.

15-LUNG REPAIR

(H) DURATION: P RANGE: T Allows caster to repair any lung damage short of total loss or destruction (i.e. replacement); requires 1-10 hour operation and 1-10 day recovery time.

16-ORGAN REPAIR

(H) DURATION: P RANGE: T Allows caster to repair any internal or external organ damage (not including the brain or nervous system); requires 1-10 hour operation and 1-10 day recovery time.

17-NOSE REGENERATION

(H) DURATION: P RANGE: T Allows target to regenerate 1 lost nose; regrowth takes 1-10 days.

18-ORGAN TRANSPLANT

(H) DURATION: P RANGE: T Allows caster to transplant 1 healthy organ; operation takes 1 hour; recovery time 1-10 days; chance of rejection - 10% if same race, 50% if other humanoid.

20-EYE & EAR REGENERATION

(H) DURATION: P RANGE: T Allows target to regenerate 1 lost eye or ear; regrowth takes 1-10 days, depending on loss.

MUSCLE LAW**1- MUSCLE LORE**

(H) DURATION:-- RANGE: T Caster acquires a complete understanding of any muscle damage, including the tools and methods required for healing; caster does not receive the skill or power to perform the cure.

2- TENDON LORE

(H) DURATION:-- RANGE: T As Muscle Lore, except that knowledge obtained concerns the healing of tendon damage.

3- SPRAIN REPAIR

(H) DURATION: P RANGE: T Allows caster to repair (not replace) 1 sprain; requires 1 hour recovery time.

4- MUSCLE REPAIR I

(H) DURATION: P RANGE: T Allows caster to repair (not replace) one damaged muscle; requires 1 hour recovery time.

5- LIMB PRESERVATION (H*)^s

DURATION: 1 day/lvl RANGE: T Allows caster to prevent the deterioration of 1 limb (even while severed); requires the use of Bone Law, Nerve Law, and Blood Law Limb Preservation spells as well.

6- TENDON REPAIR I

(H) DURATION: P RANGE: T Allows caster to repair one damaged tendon; requires 1 hour recovery time.

9- MUSCLE REPAIR III

(H) As Muscle Repair I, except that caster can repair 3 damaged muscles.

10-TENDON REPAIR III

(H) As Tendon Repair I, except that caster can repair 3 damaged tendons.

12-JOINING (H*)^s

DURATION: P RANGE: T Allows caster to reattach limb, but requires use of Bone Law, Blood Law, and Nerve Law Joining spells in order to restore functional status; limb is fully functional in 1-10 days.

13-MUSCLE REPAIR TRUE

(H) As Muscle Repair, except that caster can repair (not replace) 1 muscle in target's body; requires 1 minute operation (concentration by caster).

15-TENDON REPAIR TRUE

(H) As Tendon Repair, except that caster can repair (not replace) 1 tendon in target's body; requires 1 minute operation (concentration by caster).

17-MASS MUSCLE REPAIR

(H) DURATION: P RANGE: T Allows repair of 1 muscle/lvl of the caster (e.g. a 17th lvl caster can repair 17 muscles); spell can be used as long as caster concentrates; requires 1 hour recovery time.

19-MASS TENDON REPAIR

(H) DURATION: P RANGE: T Allows repair of 1 tendon/lvl of the caster (e.g. a 19th lvl caster can repair 19 muscles); a spell can be used as long as caster concentrates.

20-MUSCLE REGENERATION

(H) DURATION: P RANGE: T Allows caster to regenerate 1 muscle; regrowth takes 1-10 hrs, depending on extent of loss.

**NERVE LAW****1- NERVE LORE**

(H) DURATION:-- RANGE: T Caster acquires complete understanding of any nerve damage, including the tools and methods required for healing; caster does not receive the skill or power to perform the cure.

4- MINOR NERVE REPAIR

(H) DURATION: P RANGE: T Allows caster to repair damage to 1 nerve; requires 1 day recovery period.

5- LIMB PRESERVATION (H*)^s

DURATION: 1 day/lvl RANGE: T Allows caster to prevent the deterioration of 1 limb (even while severed); requires use of Muscle Law, Bone Law, and Blood Law Limb Preservation spells as well.

10-UNPARALYSIS

(H) DURATION: min/lvl Caster can cure any 1 paralysis problem.

12-JOINING (H*)^s

DURATION: P RANGE: T Allows caster to reattach limb, but requires use of Bone Law, Muscle Law, and Blood Law Joining spells in order to restore functional status; limb is fully functional in 10-100 days.

14-NERVE REPAIR TRUE

(H) As Major Nerve Repair, except that there is no recovery period required.

15-MINOR BRAIN REPAIR

(H) DURATION: P RANGE: T Allows caster to repair minor brain damage (including recovery from coma); note that experience lost is not resored (% lost permanently dependent on severity of damage); requires 1 hr operation and 1-10 days recovery time.

18-PARALYSIS CURES

(H) DURATION: P RANGE: T Allows caster to cure paralysis in 1 target; paralysis must have resulted from a spell or disease.

20-MASS NERVE REPAIR TRUE

(H) As Nerve Repair True, except that each spell cast affects 1 nerve/lvl of caster.

CLOSED CHANNELING SPELL LISTS

LOCATING WAYS	CALM SPIRITS	CREATIONS	SYMBOLIC WAYS	LORE	
1)				AFTER THOUGHTS	(1
2) GUESS	CALM I	SUSTAIN SELF		DETECT EVIL c	(2
3) PATHFINDING		WATER PRODUCTION I	UNSYMBOL I	DETECT CURSE c	(3
4)	CALM II	FOOD PRODUCTION I		DETECT HATE c	(4
5) LOCATION c	HOLD KIND c	FIRE STARTING	SYMBOL I	LIGHT LORE I	(5
6) PATHFINDING (300')	CALM III	NUTRIENT CONJURES I		POISON LORE	(6
7)		WATER PRODUCTION III	SYMBOL II		(7
8) LOCATION (300') c	CALM IV	FOOD PRODUCTION III	UNSYMBOL II	LIFE LORE	(8
9) PATHFINDING (500')	CALM V	HERB ENHANCEMENT	SYMBOL III		(9
10) LOCATION (500') c	MASS ANIMAL CALMING	WATER PRODUCTION V		CURSE TALES	(10
11) MEMORY'S PATH	TRUE HOLD c	FOOD PRODUCTION V	SYMBOL V	DARK LORE I	(11
12) PATHFINDING (1mi)	CALM X	NUTRIENT CONJURES III	UNSYMBOL III	LIGHT LORE II	(12
13)		HERB MASTERY	SYMBOL VI		(13
14)					(14
15) FINDING	SHOUT OF CALM *	LESSER PLANT PROD.	SYMBOL VII	HATE ANALYSIS	(15
16) LOCATION (1mi) c		MASS WATER PRODUCTION	UNSYMBOL V		(16
17) PATHFINDING (10mi)		FOOD PRODUCTION TRUE	SYMBOL VIII	LIGHT LORE III	(17
18) FINDING (300')	MASS AN. CALM. (10'/L)		UNSYMBOL X	DARK LORE II	(18
19)			SYMBOL IX	WHITE LORE	(19
20) LORD LOCATION (20mi) c	LORD CALM	LESSER ANIMAL PROD.	SYMBOL X	DARK LORE III	(20
25) PATHS TRUE	LONG CALM	NUTRIENT CONJURES TR.	LORD RESEARCH	LIFE LORE TRUE	(25
30) LOCATION TRUE c	MASS CALM	GREATER PLANT PROD.	LORD SYMBOL	BLACK LORE	(30
50) FINDING TRUE	CALM TRUE	GREATER ANIMAL PROD.	UNSYMBOL TRUE	WHITE LORE MASTERY	(50

LOCATING WAYS

- 2- GUESS** (I) DURATION:-- RANGE: S
When faced with a choice about which he has little or no information (i.e. which corridor leads outside the quickest) the caster may throw this spell and the gamemaster will determine which way he goes, biasing the choice favorably by 25%.
- 3- PATHFINDING** (P) DURATION:-- RANGE: 100' Caster learns the location(s) of any path(s) within 100'; gives the nearest point on path, but not the path's course.
- 5- LOCATION** (P) DURATION: 1 min/lvl (C) RANGE: 100' Gives the direction and distance to any specific object or place that the caster is familiar with OR has had described in detail.
- 6- PATHFINDING** (P) As above, except range is 300'.
- 8- LOCATION** (P) As above, except range is 300'.
- 9- PATHFINDING** (P) As above, except range is 500'.
- 10- LOCATION** (P) As above, except range is 500'.
- 11- MEMORY'S PATH** (P) DURATION: 1 hr/lvl RANGE: S Caster can remember the exact route he traveled, regardless of whether or not he was without 1 or more of his sensory outlets when he made his original journey (e.g. a 12th lvl caster could remember the course of a 12 hr trip even if he had been blindfolded); memorization starts immediately after spell is cast.

- 12- PATHFINDING** (P) As above, except range is 1 mile.
- 15- FINDING** (P) DURATION:-- RANGE: 100' Caster can locate any 1 object he describes, if indeed it exists and is in range (e.g. caster could describe a type of mace he had never seen or heard of).
- 16- LOCATION** (P) As above, except range is 1 mile.
- 17- PATHFINDING** (P) As above, except range is 10 miles.
- 18- FINDING** (P) As above, except range is 300'.
- 20- LORD LOCATION** (P) DURATION: C RANGE: 20 mi. Gives the direction and distance to any specific object or place that the caster is familiar with OR has described in detail.
- 25- PATHS TRUE** (P) DURATION:-- RANGE: 1 mi/lvl Caster learns the location(s) and exact route(s) of any path(s) within range; route(s), etc., outside of range are not ascertained.
- 30- LOCATION TRUE** (P) As Location, except range is 1 mi/lvl.
- 50- FINDING TRUE** (P) As Finding, except range is 100'/lvl.

CALM SPIRITS

- 2- CALM I** (M) DURATION: 1 min/lvl RANGE: 100' Target will take no aggressive/offensive action, and will fight only if attacked.
- 4- CALM II** (M) As Calm I, except 2 targets may be affected.

- 5- HOLD KIND** (M) DURATION: C RANGE: 100' Any 1 being (not an animal) is held to 25% of normal activity.
- 6- CALM III** (M) As Calm I, except 3 targets may be affected.
- 8- CALM IV** (M) As Calm I, except 4 targets may be affected.
- 9- CALM V** (M) As Calm I, except 5 targets may be affected.
- 10- MASS ANIMAL CALMING** (M) DURATION: 1 min/lvl RANGE: 100' R Caster can calm a number of animals equal to his level.
- 11- TRUE HOLD** (M) As Hold Kind, except it will affect any target.
- 12- CALM X** (M) As Calm I, except that 10 targets may be affected.
- 15- SHOUT OF CALMING** (M*) DURATION: 1 min/lvl RANGE: 50' R All targets in radius must resist or they are calmed.
- 18- MASS ANIMAL CALMING** (M) DURATION: 1 min/lvl RANGE: 10'/lvl RR MOD: -20 Allows caster to calm a number of animals equal to his level.
- 20- LORD CALM** (M) DURATION: 1 min/lvl RANGE: 10'/lvl RR MOD: -20 Allows caster to calm up to 20 targets.
- 25- LONG CALM** (M) DURATION: 1 day/lvl RANGE: 300' RR MOD: -20 Caster can calm any 1 target.
- 30- MASS CALM** (M) DURATION: 1 min/lvl RANGE: 100' R Caster can calm a number of targets equal to his level.
- 50- CALM TRUE** (M) DURATION: P RANGE: 100' Caster can calm any 1 target.

CREATIONS

- 2-SUSTAIN SELF (F)** DURATION: 1 day
RANGE: S Allows caster to go without food or water and not suffer damage.
- 3-WATER PRODUCTION I (F)** DURATION: P RANGE: 10' Caster can produce sufficient water in any available receptacle to supply any person for one day.
- 4-FOOD PRODUCTION I (I)** DURATION: P RANGE: 10' Caster can produce sufficient food from the surrounding area to feed 1 hearty appetite for 1 day.
- 5-FIRE STARTING (F)** DURATION:--
RANGE: 1' Allows caster to set a fire of 1' R: fire will then last as long as there is fuel.
- 6-NUTRIENT CONJURES I (F)** DURATION: P RANGE: 10' Caster can produce 1 loaf of way bread that weighs ½ pound and will support 1 being for 1 day; the loaf will lose potency in 1 month.
- 7-WATER PRODUCTION III (F)** As Water Production I, except caster can produce 3 days of water.
- 8-FOOD PRODUCTION III (F)** As Food Production I, except caster can produce sufficient food to feed 3 beings for 1 day.
- 9-HERB ENHANCEMENT (F)** DURATION: P RANGE: T Allows caster to enhance the potency of any 1 growing herb by 100% (i.e. x2); spell may be employed but once/herb.
- 10-WATER PRODUCTION V (F)** As Water Production I, except caster can produce 5 days of water.
- 11-FOOD PRODUCTION V (F)** As Food Production I, except caster can produce sufficient food to feed 5 beings for 1 day.
- 12-NUTRIENT CONJURES III (F)** As Nutrient Conjures I, except caster can produce 3 loaves of way bread.
- 13-HERB MASTERY (F)** DURATION: P RANGE: T Caster can double the potency of any 1 herb (growing or dead); spell may be employed but once/herb. May not be combined with herb enhancement.
- 15-LESSER PLANT PRODUCTION (F)** DURATION: P RANGE: 10' Caster can produce a plant up to 10' in height and/or width; plant must be representative of the region.
- 16-MASS WATER PRODUCTION (F)** DURATION: P RANGE: 10' Caster can create 1 days water ration per level (e.g. a 17th level cleric could create 17 water rations).
- 17-FOOD PRODUCTION TRUE (F)** DURATION: P RANGE: 10' Caster can produce sufficient food to feed a number of beings equal to his level.
- 25-LESSER ANIMAL PRODUCTION (F)** DURATION: P RANGE: 10' Caster can create an animal representative of the surrounding region and weighing no more than 10 lbs; animal will be friendly to caster.
- 25-NUTRIENT CONJURES TRUE (F)** DURATION: P RANGE: 10' Caster can produce a number of ½ lb loaves of way bread equal to his level.
- 30-GREATER PLANT PRODUCTION (F)** As Lesser Plant Production, except that caster can create 1 plant with a height and/or width = 1 ft/lvl (e.g. a 30th level could produce a 30' high tree with a 30' maximum width); plant must be representative of the local area.
- 50-GREATER ANIMAL PRODUCTION (F)** As Lesser Animal Production, except that caster can produce an animal with a maximum weight = 1 lb/lvl; the animal must be a native of the area.

SYMBOLIC WAYS

NOTE: A Symbol is a spell that is permanently emplaced in a non-mobile stone. The Roman numerals on this list are equivalent to the spell level of the Symbol.

- 3- UNSYMBOL I (F)** DURATION: P RANGE: 10' Caster can remove one Symbol I (an emplaced 1st level spell). The Symbol's RR is based on the level of the spell in the symbol and the attack level of the unsymbol spell.
- 5- SYMBOL I (F)** DURATION: P RANGE: 10' Caster can emplace one 1st level spell in any 1 given non-mobile stone; the stone may not be moved appreciably without destroying the Symbol's power.
- 7- SYMBOL II (F)** As above, except a 2nd level spell may be emplaced.
- 8- UNSYMBOL II (F)** As above, except a 2nd level spell may be removed.
- 9- SYMBOL III (F)** As above, except a 3rd level spell may be emplaced.
- 11- SYMBOL V (F)** As above, except a 5th level spell may be emplaced.
- 12- UNSYMBOL III (F)** As above, except a 3rd level spell may be removed.
- 13- SYMBOL VI (F)** As above, except a 6th level spell may be emplaced.
- 15- SYMBOL VII (F)** As above, except a 7th level spell may be emplaced.
- 16- UNSYMBOL V (F)** As above, except a 5th level spell may be removed.
- 17- SYMBOL VIII (F)** As above, except a 8th level spell may be emplaced.
- 18- UNSYMBOL X (F)** As above, except a 10th level spell may be removed.
- 19- SYMBOL IX (F)** As above, except a 9th level spell may be emplaced.
- 20- SYMBOL X (F)** As above, except a 10th level spell may be emplaced.
- 25- LORD RESEARCH (I)** See OP Rule 9.9.3.
- 30- LORD SYMBOL (F)** As above, except a 20th level spell may be emplaced.
- 50- UNSYMBOL TRUE (F)** As above, except caster can remove any spell of a level less than his own (e.g. a 50th level could remove a 49th level spell, but not a 50th level spell).

LORE

- 1- AFTERTHOUGHTS (I)** DURATION:--
RANGE: S Allows caster virtual total recall of any conversation or writing he encountered within a period of days equal to his level.
- 2- DETECT EVIL (I)** DURATION: 1 min/lvl
RANGE: 100' Caster can detect true evil in an animate or inanimate target within a 5' R of chosen spell center; detection radius may be moved so long as caster concentrates.
- 3- DETECT CURSE (I)** As Detect Evil, except caster can detect curses.
- 4- DETECT HATE (I)** As Detect Evil, except caster can detect the emotion of hatred, either in the living mind, or in an object forged with great malice.
- 5- LIGHT LORE I (I)** DURATION:--
RANGE: 10' Caster can ascertain the origin point and nature of any 1 "holy item" that is not of darkness/evil; will not give specific capabilities.
- 6- POISON LORE (I)** DURATION:--
RANGE: 10' Caster can ascertain exact nature and type of poison; he can determine what cure may be used, but does not receive the required tools or skills.

- 8- LIFE LORE (I)** DURATION:-- RANGE: 100' Caster can determine the nature and type of any 1 target; he will not be able to ascertain the target's personal traits or capabilities, but will know the normal abilities associated with the given species.

- 10- CURSE TALES (I)** DURATION:--
RANGE: 10' Caster can determine nature and origin of any 1 curse, including the name of the one who bequeathed it.

- 11- DARK LORE I (I)** As Light Lore I, except caster can ascertain the origin point and nature of any 1 item of "darkness" or evil.

- 12- LIGHT LORE II (I)** As Light Lore I, except that caster can ascertain the origin point and nature of any 2 "holy items." OR caster can determine the nature, origin point, and the exact significance of any 1 "holy item."

- 15- HATE ANALYSIS (I)** DURATION:--
RANGE: 10' Caster can determine the nature and origin of active hatred found within any 1 target (inanimate or animate); the degree and other details of such hatred can also be acquired.

- 17- LIGHT LORE III (I)** As Light Lore I, except that caster can ascertain the origin point and nature of any 3 "holy items." OR caster can determine the age, origin point, name of the creator, and nature of any 1 "holy item"; caster also learns item's specific capabilities.

- 18- DARK LORE II (I)** As Light Lore II, except that it can only be used on items of evil or "darkness."

- 19- WHITE LORE (I)** DURATION:--
RANGE: 100' Caster can ascertain exact nature, origin, purpose, and history of any 1 "holy item"; it allows caster to visualize all who have possessed the item.

- 20- DARK LORE III (I)** As Light Lore III, except that it can be used only on items of evil or "darkness."

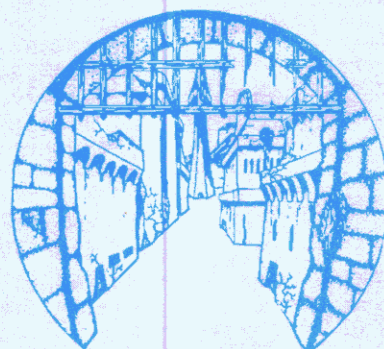
- 25- LIFE LORE TRUE (I)** As Life Lore, except caster can determine specific traits and capabilities of any 1 target.

- 30- BLACK LORE (I)** As White Lore, except it can only be used on an item of evil or "darkness."

- 50- WHITE LORE MASTERY (I)** As White Lore, except caster can acquire the information on all "holy items" within 100'.

SYMBOLIC WAYS

NOTE: A Symbol is a spell that is permanently emplaced in a non-mobile stone. If the spell affects a being or thing (e.g. healing, attacks, etc.), the symbol is usable only once per day. The symbol must be placed on a slab of stone (block, piece, etc.) weighing at least 2000 lb. Only one symbol may be placed on each continuous slab.



CHANNELS

- 3- CHANNELS I (F★)** As Channels I on the Dark Channels (evil cleric base list).
- 5- STUNNING (F★)** DURATION: 1 rnd/10% failure RANGE: 50' Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity); target is stunned.
- 6- CHANNELS III (F★)** As Channels I. except a 1st-3rd lvl spell may be transmitted.
- 8- GOLDEN SLUMBERS (F★)** As Stunning, except target falls into a deep sleep.
- 10-CHANNELS V (F★)** As Channels I. except a 1st-5th lvl spell may be transmitted.
- 11-BLINDING (F★)** As Stunning, except target is blinded for 10 min/10% failure.
- 13-CHANNELS VIII (F★)** As Channels I. except a 1st-8th lvl spell may be transmitted.
- 14-ABSOLUTION (F★)** DURATION: V RANGE: 50' RR MOD: -20 Target's "soul" is torn from the target's body; it remains in whatever place "souls" go, for 1 week/10% failure. The soul can be returned early only through Lifegiving. The target is at -75% for subconscious activity; target is unconscious until soul is restored.
- 15-HOLY SHOUT (F★)** DURATION:-- RANGE: 20' R All beings not of the caster's own alignment (religious persuasion) are affected: all failing to resist by (1-40) are stunned 1 rnd/10% failure, and those failing by more are unconscious.

SUMMONS

- 1- SUMMONS I (FM)** DURATION: V(C) RANGE: 100' Caster can summon a first level non-intelligent creature who will obey him for one minute and then disappear. The general type of creature can be specified by the caster but exactly what the creature is should be determined randomly (e.g. the caster could specify four-legged hooved, and could get a zebra, horse, camel, etc.).
- 3- SUMMONS III (FM)** As Summons I, except caster can summon a 3rd lvl creature for 1 minute OR a 1st lvl for 3 minutes OR three 1st lvl's for 1 minute OR etc. In other words, the total of the (lvl) x (minutes) of all creatures cannot exceed 3.
- 5- SUMMONS V (FM)** As Summons III, except the total cannot exceed 5.
- 7- SUMMONS VII (FM)** As Summons III, except total cannot exceed 7.
- 9- SUMMONS X (FM)** As Summons III, except total cannot exceed 10.
- 10-DEMONIC GATE I (FM)** DURATION: C RANGE: 10' Caster summons a type I demon that appears over the course of 2 rounds; the demon will obey the caster as long as the caster concentrates. After the caster stops concentrating, the demon will fade out over the course of 2 rounds (attacking the closest being until gone).
- 11-SUMMONS XV (FM)** As Summons III, except total cannot exceed 15.
- 13-LORD SUMMONS (FM)** As Summons III, except total cannot exceed 20.
- 15-DEMONIC GATE II (FM)** As Demonic Gate I, except a type II demon is summoned.

NOTE: See Dark Summons spell, on evil magician base list in the essence realm, for a description of the demon types.

CLERIC BASE SPELL LISTS

CHANNELS	SUMMONS	COMMUNAL WAYS
1)	SUMMONS I c	GUESS
2)		
3) CHANNELS I *	SUMMONS III c	INTUITIONS I
4)		DREAM I
5) STUNNING *	SUMMONS V c	INTUITIONS III
6) CHANNELS III *		DEATH'S TALE
7)	SUMMONS VII c	CHANNEL OPENING
8) GOLDEN SLUMBERS *		INTUITIONS V
9)	SUMMONS X c	
10) CHANNELS V *	DEMONIC GATE I c	DREAMS III
11) BLINDING *	SUMMONS XV c	INTUITIONS X
12)		COMMUNE I c
13) CHANNELS VIII *	LORD SUMMONS c	
14) ABSOLUTION *		
15) HOLY SHOUT *	DEMONIC GATE II c	CHANNEL OPENING (10mi/L)
16)		
17) CHANNELS X *	WAITING SUMMONS	
18) RETURNING *		
19)		DEATH'S TALE TRUE
20) ABSOLUTION PURE *	DEMONIC GATE III c	COMMUNE TRUE c
25) REReturning *	MASS SUMMONS c	INTUITIONS TRUE
30) LORD CHANNELS *	SUMMONS TRUE c	CHANNEL OPENING TRUE
50) HOLY BRIDGE	GATE	HIGH PRAYER c

COMMUNAL WAYS

- 1- GUESS (I)** DURATION:-- RANGE: S When faced with a choice about which he has little or no information (i.e. which corridor leads to the wine cellar), the caster may throw this spell and the gamemaster will determine which way he goes, favorably biasing the choice by 25%.
- 3- INTUITIONS I (I)** DURATION:-- RANGE: S Caster gains a vision of what will happen in the next minute if he takes a specified action.
- 4- DREAM I (P)** DURATION: sleep RANGE: S Caster has a dream relating to a topic decided upon just before retiring.
- 5- INTUITIONS III (I)** As Intuitions I, except caster gets to gaze 3 minutes into the future.
- 6- DEATH'S TALE (I)** DURATION:-- RANGE: S Caster gets a vision of the events surrounding the death of any I dead being through the eyes of the deceased; he also gets a view of the killer, if any. Caster must be within 10' of the corpse. Corpse must have died within a number of years equal to caster's level.
- 7- CHANNEL OPENING (F)** DURATION: C RANGE: 1 mi/lvl Caster can make contact with any I known being he is acquainted with; this spell will enable the caster to learn the specific location of the other being, making it possible for the caster to use a Channels spell (see Channels or Dark Channels lists).
- 8- INTUITIONS V (I)** As Intuitions I, except caster gets to gaze 5 minutes into the future.
- 10-DREAMS III (I)** As Dream I, except limit is 3 dreams/night on different topics.

11-INTUITIONS X (I) As Intuitions I, except caster gets to gaze 10 minutes into the future.

12-COMMUNE I (I) DURATION: C RANGE: S Caster receives (usually from his patron deity) a "yes" or a "no" to a question on a single topic; usable but once a day.

15-CHANNEL OPENING (F) As above, except range is 10 mi/lvl

LIFE MASTERY

- 1- PRESERVATION (H)** DURATION: 1 min/lvl RANGE: 10' Caster can preserve the body of the "dead," preventing any further deterioration or damage; target, however, must remain in a coma; spell will not prevent the target's soul from leaving the body (causing death).
- 3- PRESERVATION (H)** As above, except the duration is 1 hr/lvl.
- 5- LIFEKEEPING (H)** DURATION: 1 hr/lvl RANGE: 10' Caster can prevent the soul of a "dead" body from leaving, thus preventing actual death and enabling the fallen being to be restored via simple bodily repairs. Lifekeeping must be cast upon the target within 2 minutes of death, or Lifegiving will be necessary for recovery.
- 7- PRESERVATION (H)** As above, except the duration is 1 day/lvl.
- 10-PRESERVATION (H)** As above, except the duration is 1 week/lvl.
- 11-LIFEKEEPING (H)** As above, except that the duration is 1 day/lvl.
- 12-LIFEGIVING (H)** DURATION: P RANGE: 10' Caster can raise 1 dead being by restoring the lost soul. Target's soul must still exist and he must have died

CLERIC BASE SPELL LISTS

LIFE MASTERY

PRESERVATION

PRESERVATION (1hr/L)

LIFEKEEPING

PRESERVATION (1day/L)

PRESERVATION (1week/L)

LIFEKEEPING (1day/L)

LIFEGIVING (100x)

LIFEGIVING (50x)

LIFEKEEPING (1week/L)

LIFEGIVING (20x)

RESTORATION

LIFEGIVING (1x)

LIFEGIVING

RESTORATION TRUE

LIFEGIVING TRUE

PROTECTIONS

PRAYER I c

BLESS I c

RESISTANCE I c

HEAT RESISTANCE *c

COLD RESISTANCE *c

TEMPERATURE SPHERE c

PROTECTIONS SPHERE I c

PRAYER III c

BLESS III c

RESISTANCE III c

TEMPERATURE SPHERE c

PROTECTIONS SPHERE IIIc

PRAYER V c

BLESS V c

RESISTANCE V c

PROTECTIONS SPHERE V c

PROTECTIONS TRUE

REPULSIONS

REPEL UNDEAD V

ANTI-CHANNELS I

NEUTRALIZE CURSE

ANTI-CHANNELS III

REPEL UNDEAD IX

REMOVE CURSE

NEUTRALIZE CURSE (1hr/L)

ANTI-CHANNELS V

REPEL UNDEAD XII

ANTI-CHANNELS VIII

ANTI-CHANNELS X

REPEL UNDEAD XV

NEUTRALIZE CURSE (1day/L)

REPEL UNDEAD TRUE

UNCURSE TRUE

ANTI-CHANNELS TRUE

RECHANNELING

16th-50th level spells are on pg. 22.

within the last year. In order to be successful, the target must roll below his Constitution stat; but, 10% (2 on 3-18 or 1-20 scales) should be added to the result for every day the target has been dead (e.g. if the target has been dead for 3 days, 30% will be added to the roll; thus, a roll of 54 would become an 84, and any target having a Const. of 84 or less would not be raised). Target will be incapacitated for a period = 100 x the time dead (e.g. if the target was dead for 2 days, the recovery period would be 200 days).

15-LIFEGIVING (H) As above, except 5% x days dead will be added to the dice roll when target attempts to roll below his Const. Recovery period = 50 x the time dead.

PROTECTIONS

1- PRAYER I (D) DURATION: C RANGE: 100' Target gets a +5 bonus to his RR and maneuver rolls.

2- BLESS I (D) DURATION: C RANGE: 100' Target gets a +5 bonus to his armor subtraction and maneuver rolls.

3- RESISTANCE I (D) DURATION: C RANGE: 100' Target gets a +5 bonus to his RR and armor subtraction.

4- HEAT RESISTANCE (D*) DURATION: C RANGE: 100' Target is protected from natural heat up to 200°F, and adds +20 to his RR vs. heat and -20 vs. elemental fire attacks.

5- COLD RESISTANCE (D*) DURATION: C RANGE: 100' Target is protected from natural cold to -20°F and adds +20 to his RR vs. heat attacks; he subtracts 20 from elemental cold attacks.

8- TEMPERATURE SPHERE DURATION: C RANGE: 10' R All who are within the sphere are allowed benefits of either a Heat Resistance OR a Cold Resistance spell; the sphere is not mobile.

10-PROTECTIONS SPHERE I (D) DURATION: C RANGE: 10' R All who are within the sphere are allowed the benefits of the Prayer I, Bless I, OR a Resistance I spells; the sphere is not mobile.

11-PRAYER III (D) As Prayer I, except bonus total is +15, and spell may be spread over 1-3 targets (e.g. 1 target would get a +15 bonus, 3 targets would each get +5 bonuses).

12-BLESS III (D) As Bless I, except bonus total is +15, and spell may be spread over 1-3 targets.

13-RESISTANCE III (D) As Resistance I, except bonus total is +15, and spell may be spread over 1-3 targets.

15-TEMPERATURE SPHERE (D) As Temperature Sphere, except radius is 20'.

NOTE: If a spell on this list is cast on the caster alone, he need not concentrate and the duration is 1 min/lvl. This does not include the "sphere" spells.

REPULSIONS

1- REPEL UNDEAD V (F) DURATION: 1 min/lvl RANGE 100' Causes up to 5 undead or animated dead to flee or disintegrate. Each targeted undead is entitled to a RR; if it fails by (1-50) it will flee, if it fails by more than 50 it disintegrates (If the undead cannot flee they will remain motionless).

One BAR is applied to all targets. The number of undead affected is determined by their class. Repel Undead V allows 5 pts of undead to be affected: a class I undead counts as 1 pt, a class II undead counts as 2 pts, a class III undead counts as 3 pts, etc.

The RR of any undead creature can be modified by concentrating the effects of the spell on that target; for each additional point of the spell allocated to a target (beyond those needed to affect it) THAT TARGET'S RR is modified by -5. Thus Repel Undead V could affect 5 Class I undead with no modification, OR affect 1 Class I undead with a modification of -20 (allocating all 5 pts of effect - 4 more than needed), OR affect 1 Class II undead with a modification of -5 (3 pts allocated) AND 2 Class I undead with no modification (1 pt each: 3 + 1 + 1 = 5), or any other combination of targets providing no more than 5 pts were allocated. Undead for the purposes of RR's are given levels as follows: (Class I = lvl 1-2), (Class II = lvl 3-5), (Class III = lvl 6-8), (Class IV = lvl 9-12), (Class V = lvl 13-15), (Class VI = lvl 16-up). Animated dead are always treated as class I undead and are not entitled to a RR (automatically disintegrate if the spell does not fail).

3- ANTI-CHANNELS I (F) DURATION:-- RANGE: 100' Cancels a Channels I spell being transmitted or received within range. No RR for the canceled spell.

4- NEUTRALIZE CURSE (F) DURATION: 1 min/lvl RANGE: T RR MOD: -20 Nullifies a curse for the duration of this spell. The curse is not dispelled and takes effect again afterwards.

5- ANTI-CHANNELS III (F) As Anti-Channels I, except affects a 1-3rd level spell being channeled.

6- REPEL UNDEAD IX (F) As Repel Undead V, except 9 pts of undead may be affected.

7- REMOVE CURSE (F) DURATION: P RANGE: T Cancels a curse if the curse fails a RR: the curse's target level is the level of the original curse caster (optionally the number of power points put in the curse when cast) and the attack level is that of this spell. If the curse is not canceled, the cleric cannot try again until he has gone up another level of experience. (However another cleric may try).

9- NEUTRALIZE CURSE (F) As above, except curse is nullified for 1 hr/lvl.

10-ANTI-CHANNELS V (F) As Anti-Channels I, except affects a 1-5th lvl spell being channeled.

11-REPEL UNDEAD XII (F) As Repel Undead V, except 12 pts of undead may be affected.

12-ANTI-CHANNELS VIII (F) As Anti-Channels I, except affects a 1st-8th lvl spell being channeled.

15-ANTI-CHANNELS X (F) As Anti-Channels I, except affects a 1st-10th level spell being channeled.

NOTE: See Necromancy list (evil cleric base list) for a description of undead classes creation and control. For the above spells, modifications can be given to certain very powerful undead.



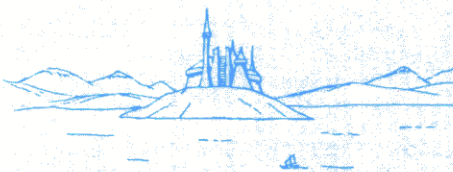
<u>SURFACE WAYS</u>	<u>BONE WAYS</u>	<u>MUSCLE WAYS</u>	<u>ORGAN WAYS</u>	<u>BLOOD WAYS</u>	
1) HEAL (1-10)	MINOR FRACTURE REPAIR	SPRAIN REPAIR	NASAL REPAIR	CLOTTING I	(1)
2) FROST/BURN RELIEF I	CARTILAGE REPAIR	MUSCLE REPAIR	MINOR NERVE REPAIR	CUT REPAIR I	(2)
3) STUN RELIEF I *	MAJOR FRACTURE REPAIR	TENDON REPAIR	MINOR EAR REPAIR	MINOR VESSEL REPAIR III	(3)
4) REGENERATION *c	SKULL REPAIR	MUSCLE REPAIR III	MINOR EYE REPAIR	CLOTTING V	(4)
5) FROST/BURN RELIEF II	JOINT REPAIR	TENDON REPAIR III	MAJOR NERVE REPAIR	CUT REPAIR III	(5)
6) AWAKENING	MINOR FRAC. REP. TRUE		MAJOR EAR REPAIR	MAJOR VESSEL REPAIR I	(6)
7) HEAL (5-50)	JOINING *	JOINING *	JOINING *	JOINING *	(7)
8) FROST/BURN RELIEF III	CARTILAGE REP. TRUE	MUSCLE REPAIR TRUE	MAJOR EYE REPAIR		(8)
9) STUN RELIEF III *	MAJOR FRAC. REP. TRUE	TENDON REPAIR TRUE	NERVE REPAIR TRUE	MASS CLOTTING	(9)
10) REGENERATION II *c	SKULL REPAIR TRUE		ORGAN REPAIR	MASS CUT REPAIR	(10)
11) FROST/BURN RELIEF V	JOINT REPAIR TRUE	MASS MUSCLE REPAIR		UNCLOTTING	(11)
12) HEAL (10-100)	SHATTER REPAIR	MUSCLE REGENERATION	PARALYSIS CURES		(12)
13) STUN RELIEF V *	CARTILAGE REGEN.	TENDON REGENERATION	MASS NERVE REGEN.	MAJOR VESSEL REPAIR III	(13)
14)	BONE REGENERATION				(14)
15) REGENERATION III *c	JOINING TRUE *	JOINING TRUE *	JOINING TRUE *	JOINING TRUE *	(15)
20) HEAL (20-200)	SHATTER REPAIR TRUE	REGENERATION TRUE	BRAIN REPAIR	REGULATIONS	(20)
25) HEAL TRUE	TOTAL CARTILAGE REGEN.	TOTAL MUSCLE REGEN.	ORGAN REGENERATION	NEW BLOOD	(25)
30) FROST/BURN RELIEF TR.	TOTAL BONE REGEN.	TOTAL TENDON REGEN.	PARALYSIS CURES TRUE	BLOOD DISEASE CURES	(30)
50) STUN RELIEF TRUE *	SKELETAL REGEN. TRUE	MASS REPAIRS TRUE	REUNITING	BLOOD REPAIRS TRUE	(50)

25th-50th level spells are on pg. 22.

SURFACE WAYS

- 1- HEAL (HS)** DURATION: P RANGE: S Caster is healed of 1-10 concussion hits.
- 2- FROST/BURN RELIEF I (HS)** DURATION: P RANGE: S Will heal one area of mild frostbite or a first degree burn.
- 3- STUN RELIEF I (HS*)** DURATION: P RANGE: S Caster is relieved of 1 rd's worth of accumulated stun effects.
- 4- REGENERATION I (HS*)** DURATION: C RANGE: S Reduces damage by 1 hit/rd as long as caster concentrates.
- 5- FROST/BURN RELIEF II (HS)** As Frost/Burn Relief I, except 2 areas of mild damage or 1 area of moderate damage (e.g. 2nd degree burn) are healed.
- 6- AWAKENING (US)** DURATION: -- RANGE: S Caster is instantly awake.
- 7- HEAL (HS)** As above, except caster can heal 5-50 concussion hits.
- 8- FROST/BURN RELIEF III (HS)** As Frost/Burn Relief I, except 3 areas of mild damage, or 1 area of severe damage (e.g. 3rd degree burn), or a combination of 1 mild and 1 moderate area can be healed.
- 9- STUN RELIEF III (HS*)** As Stun Relief I, except caster is relieved of 3 rds accumulated stun effects.
- 10- REGENERATION II (HS*)** As Regeneration I, except per rd damage reduction is 2 hits.
- 11- FROST/BURN RELIEF V (HS)** As Frost/Burn Relief I, except 5 mild, 2 mild and 1 severe, 1 mild and 2 moderate, or 1 moderate and 1 severe, etc. area(s) of damage can be healed.
- 12- HEAL (HS)** As above, except caster can heal 10-100 concussion hits.
- 13- STUN RELIEF V (HS*)** As Stun Relief I, except caster is relieved of 5 rds accumulated stun effects.

- 15- REGENERATION III (HS*)** As Regeneration I, except per rd damage reduction is 3 hits.
- 20- HEAL (HS)** As above, except caster can heal 20-200 concussion hits.



BONE WAYS

- 1- MINOR FRACTURE REPAIR (HS)** DURATION: P RANGE: S Caster can mend 1 simple fracture (not compound fractures, shatters, joint damage, or skull damage); recovery time 1-10 hrs.
- 2- CARTILAGE REPAIR (HS)** DURATION: P RANGE: S Caster can repair all cartilage centered around 1 joint.
- 3- MAJOR FRACTURE REPAIR (HS)** DURATION: P RANGE: S Caster can repair any 1 simple or compound fracture (not shatters, joint damage, or skull damage); recovery time 1-10 hrs.
- 4- SKULL REPAIR (HS)** DURATION: P RANGE: S Caster can mend any 1 skull fracture; he cannot mend shattered areas; recovery time 1-10 hrs.
- 5- JOINT REPAIR (HS)** DURATION: P RANGE: S Caster can repair one damaged (but not shattered) joint; recovery time 1-10 days.
- 6- MINOR FRACTURE REPAIR TRUE (HS)** As Minor Fracture Repair, except recovery is instantaneous.
- 7- JOINING (HS*)** DURATION: P RANGE: S Caster can reattach 1 severed limb; requires use of all Healer Joining spells in order to make limb fully functional; recovery time 1-10 days.

- 8- CARTILAGE REPAIR TRUE (HS)** As Cartilage Repair, except recovery is instantaneous.
- 9- MAJOR FRACTURE REPAIR TRUE (HS)** As Major Fracture Repair, except recovery is instantaneous.
- 10- SKULL REPAIR TRUE (HS)** As Skull Repair, except recovery is instantaneous.
- 11- JOINT REPAIR TRUE (HS)** As Joint Repair, except recovery is instantaneous.
- 12- SHATTER REPAIR (HS)** DURATION: P RANGE: S Caster can repair any 1 shattered or broken bone or joint; recovery time 1-10 days.
- 13- CARTILAGE REGENERATION (HS)** DURATION: P RANGE: S Caster can regenerate any 1 area of cartilage; recovery time 1-10 hrs.
- 14- BONE REGENERATION (HS)** DURATION: P RANGE: S Caster can regenerate any 1 bone; recovery time 1-10 hrs; skull cannot be regenerated.
- 15- JOINING TRUE (HS*)** As Joining, except that caster must throw the respective Healer Joining True spells; recovery is instantaneous.
- 20- SHATTER REPAIR TRUE (HS)** As Shatter Repair, except recovery is instantaneous.

MUSCLE WAYS

- 1- SPRAIN REPAIR (HS)** DURATION: P RANGE: S Caster can repair 1 sprain.
- 2- MUSCLE REPAIR (HS)** DURATION: P RANGE: S Caster can repair 1 damaged muscle; recovery time 1-10 hrs.
- 3- TENDON REPAIR (HS)** DURATION: P RANGE: S Caster can repair 1 damaged tendon; recovery time 1-10 hrs.
- 4- MUSCLE REPAIR III (HS)** As Muscle Repair, except caster can repair 3 damaged muscles.

- 5- TENDON REPAIR III (HS)** As Tendon Repair, except caster can repair 3 damaged tendons.
- 7- JOINING (HS*)^S** DURATION: P RANGE: S Caster can reattach 1 severed limb; requires use of all Healer Joining spells in order to make limb fully functional; recovery time 1-10 days.
- 8- MUSCLE REPAIR TRUE (HS)** As Muscle Repair, except that recovery is instantaneous.
- 9- TENDON REPAIR TRUE (HS)** As Tendon Repair, except that recovery is instantaneous.
- 11- MASS MUSCLE REPAIR (HS)** DURATION: P RANGE: S Caster can repair a number of damaged muscles equal to his level (e.g. a 12th lvl could absorb damage to a total of 12 muscles); recovery time 1-10 hrs.
- 12- MUSCLE REGENERATION (HS)** DURATION: P RANGE: S Caster can regenerate any 1 muscle; recovery time 1-10 hrs.
- 13- TENDON REGENERATION (HS)** DURATION: P RANGE: S Caster can regenerate any 1 tendon; recovery time 1-10 hrs.
- 15- JOINING TRUE (HS*)^S** As Joining, except caster must throw the respective Healer Joining True spells; recovery is instantaneous.
- 20- REGENERATION TRUE (HS)** DURATION: P RANGE: S Caster can regenerate any 1 muscle or tendon; recovery is instantaneous.

ORGAN WAYS

- 1- NASAL REPAIR (HS)** DURATION: P RANGE: S Caster can repair any nose damage short of complete nose loss.
- 2- MINOR NERVE REPAIR (HS)** DURATION: P RANGE: S Caster can repair any minor nerve damage in 1 area; recovery time 1-10 hrs.
- 3- MINOR EAR REPAIR (HS)** DURATION: P RANGE: S Caster can repair any external ear damage, including ear loss (regeneration takes 1-10 hrs).
- 4- MINOR EYE REPAIR (HS)** DURATION: P RANGE: S Caster can repair any minor eye damage (e.g. corneal scratch or removal of foreign object).
- 5- MAJOR NERVE REPAIR (HS)** As Minor Nerve Repair, except caster can repair any 1 area of major nerve damage; recovery time 1-10 hrs.
- 6- MAJOR EAR REPAIR (HS)** As Minor Ear Repair, except caster can also repair any internal ear damage (e.g. restore hearing).
- 7- JOINING (HS*)^S** DURATION: P RANGE: S Caster can reattach 1 severed limb; requires use of all Healer Joining spells in order to make limb fully functional; recovery time 1-10 days.
- 8- MAJOR EYE REPAIR (HS)** As Minor Eye Repair, except caster can repair any eye damage short of complete eye loss.
- 9- NERVE REPAIR TRUE (HS)** As Major Nerve Repair, except that recovery is instantaneous.
- 10- ORGAN REPAIR (HS)** DURATION: P RANGE: S Caster can repair any damage to 1 organ that has not been completely destroyed; recovery time 1-10 hrs; does not affect brain.

- 12- PARALYSIS CURES (HS)** DURATION: P RANGE: S Caster can cure any paralysis problem; recovery time 1-10 days.
- 13- MASS NERVE REGENERATION (HS)** DURATION: P RANGE: S Caster can regenerate all the nerves in his body (outside brain area); recovery time 1-10 hrs.
- 15- JOINING TRUE (HS*)^S** As Joining, except that caster must throw the respective Healer Joining True spells; recovery is instantaneous.
- 20- BRAIN REPAIR (HS)** DURATION: P RANGE: S Caster can repair brain damage (such as that caused by a skull fracture, etc., at the discretion of the gamemaster). Experience lost by brain damage to the wounded being (the one from whom the damage is absorbed) is not restored. Should the Healer have brain damage inflicted directly upon him (i.e. he is stuck in the head), he may suffer memory and/or experience loss; this may result in the Healer's inability to throw this spell. Recovery time 1-10 hrs.

BLOOD WAYS

- 1- CLOTTING I (HS)** DURATION: P RANGE: S Caster can reduce his blood loss by 1 hit/rd; for 1 hour he may not move faster than a walking pace without reopening wound.
- 2- CUT REPAIR I (HS)** DURATION: P RANGE: S Caster can fully repair 1 wound that bleeds at a rate of 1 hit/rd.
- 3- MINOR VESSEL REPAIR III (HS)** DURATION: P RANGE: S Caster can repair damage to minor blood vessels (not major arteries or veins) that bleed at up to 3 hits/rd (total); thus, he could repair 3 vessels that each bleed at 1 hit/rd; will not prevent scars.
- 4- CLOTTING V (HS)** As Clotting I, except caster can reduce his blood loss rate by 5 hits/rd; caster may not move faster than a walking pace without reopening wound.
- 5- CUT REPAIR III (HS)** As Cut Repair I, except caster can fully repair 1-3 wounds that total 3 hits/rd in bleeding.
- 6- MAJOR VESSEL REPAIR I (HS)** DURATION: P RANGE: S Caster can repair damage to any 1 artery or vein; a major vessel is one that bleeds at 5 hit/rd or more when severed.
- 7- JOINING (HS*)^S** DURATION: P RANGE: S Caster can reattach 1 severed limb; requires use of all Healer Joining spells in order to make limb fully functional; recovery time 1-10 days.
- 9- MASS CLOTTING (HS)** As Clotting I, except caster can reduce his blood loss rate/rd by a number of hits equal to his level (e.g. a 9th lvl could reduce his blood loss rate by 9 hits/rd); he may not move faster than a walking pace without reopening wound.
- 10- MASS CUT REPAIR (HS)** As Cut Repair I, except that caster can fully repair a number of wounds (not major vessels) that have a total bleeding rate/rd equal to his level (e.g. a 10th lvl caster could repair one 2 hit/rd wound, one 3 hit/rd wound, and five 1 hit/rd wounds).
- 11- UNCLOTTING (HS)** DURATION: P RANGE: S Caster can remove any 1 blood clot; spell will counter "Clotting Curse."
- 13- MAJOR VESSEL REPAIR III** As Major Vessel Repair I, except caster can repair up to 3 veins and/or arteries.

- 15- JOINING TRUE (HS*)^S** As Joining, except caster must throw the respective Healer Joining True spells; recovery is instantaneous.
- 20- REGULATIONS (HS)** DURATION: P RANGE: S Caster can regulate his own blood flow and completely eliminate any blood loss without fear of harm; caster may not move.



TRANSFERRING WAYS

This entire list is devoted to the transfer to the Healer of wounds inflicted on another (with the remaining five Base Lists devoted to healing wounds on the Healer's own body). This list has no specific spells, rather it takes its definition from the other five lists. To transfer even a large number of wounds (from a single target) the Healer ascertains the single most serious wound (measured by highest level spell needed) then he casts one Transferral spell of level corresponding to that highest level healing spell. All other wounds are also transferred to the Healer (at his discretion—he may not necessarily wish to absorb all of the targets wounds at once and perhaps incapacitate himself). Note that the Healer is able to transfer wounds up to his level in severity even if he does not possess the necessary spell list to heal himself. If the Healer has insufficient power points to heal major (incapacitating) wounds, he slips into a coma and regenerates his full power points every eight hours until all wounds are healed. Note that all base spell lists except this one are subconscious, and the Healer's body will automatically expend points to heal his wounds as long as he is still alive.

EXAMPLE: Lan the Healer is tenth level, and because of a superior statistic and a x2 power multiplier, has 40 power points. Ringlin the fighter has just suffered a severed hand, a damaged arm (two severed muscles and a fracture) 80 concussion hits, is bleeding at 5 hits/rd, and has a serious skull fracture. Lan places the severed hand at Ringlin's wrist, and, while holding it in place, and putting his hand on Ringlin's head (the highest level spell of an urgent nature Lan can cast is Skull Repair True) and casts a single 10th level Transferral. At the rate of one round per wound, each of Ringlin's wounds is transferred to Lan. Ringlin is subsequently in perfect health. Lan's body immediately casts a 10th level Skull Repair True, and 2 Cut Repair III spells to stop the bleeding. (2x 3rd level = 6 points.) Lan now has 14 power points left; insufficient to completely repair the severed wrist. He casts two of the necessary four Joining spells: Blood and Muscle: now the hand is attached and will be kept alive, as Lan lapses into a regenerative coma. The Joining spells (2 at 7 points each = 14) leave Lan with no power points, and he remains in a coma until he regenerates his points, after eight hours. After this period, Lan's body casts the necessary two Joinings, and the fracture and muscle repairs necessary, as well as the concussion relief. He then awakens, and is healed, but is still subject to the recovery time (if any) incurred by the spells.

ANIMIST BASE SPELL LISTS

NATURE'S MOVEMENT

- 1- **LIMBWALKING** (F) DURATION: 1 min/
lvl RANGE: S Allows caster to walk along
nearly horizontal tree limbs (that can
support the weight) as if he were on level
ground.
- 2- **WATERWALKING** (F) DURATION: 1 min/
lvl RANGE: S Allows caster to walk on
water as if he were on level dry ground;
may not be used on rough water.
- 3- **SWIMMING** (F) DURATION: 1 min/lvl
RANGE: 100' Enables target to swim
without expending energy.
- 4- **MERGING ORGANIC** (F) DURATION: 1
min/lvl RANGE: S Allows caster to merge
(body + 1' depth) into organic material
(live or dead); caster cannot move while
merged.
- 5- **LIMBRUNNING** (F) As Limbwalking, ex-
cept caster can run along limbs.
- 6- **STONERUNNING** (F) As Limbwalking,
except caster can run on stone surfaces.
- 7- **SANDRUNNING** (F) As Limbwalking,
except caster can run on sandy surfaces.
- 8- **WATERRUNNING** (F) As Waterwalking,
except caster can run on calm waters.
- 9- **WINDWALKING** (F) DURATION: 1 min/
lvl RANGE: S Allows caster to walk on
calm air; movement must be at constant
height.
- 10- **SWIMMING TRUE** (F) As Swimming,
except target can swim as fast as he could
run.
- 11- **GREAT MERGING ORGANIC** (F) As
Merging Organic, except caster may turn
within material and see outside if within
6" of surface.
- 13- **WINDRUNNING** (F) As Windwalking,
except caster can run on calm air.
- 15- **MERGING TRUE ORGANIC** (F) As
Great Merging Organic, except caster
may use spells on himself while merged.
- 20- **TREE DOOR** (F) DURATION:-- RANGE: S
Allows caster to enter one tree and exit
from another tree up to 100'/lvl feet away.

PLANT MASTERY

- 1- **PLANT LORE** (I) DURATION:-- RANGE: T
Caster learns nature and history of any 1
plant.
- 2- **SPEED GROWTH** (F) DURATION: 1 day
RANGE: 10' R Allows caster to increase
speed of growth for any 1 species of plant
by x10.
- 3- **PLANT TONGUES** (I) DURATION: 1 min/
lvl RANGE: T Allows caster to unders-
tand the language of any 1 plant species.
- 5- **SPEED GROWTH** (F) As above, except
that caster can increase rate of growth by
x100.
- 6- **PLANT LOCATION** (I) DURATION:--
RANGE: 1 mi Caster can locate members
of any 1 species of plant, or he can find out
what species are in the area.
- 7- **PLANT GROWTH** (F) DURATION: P
RANGE: T Allows caster to double the
size of any 1 plant; requires 1 days
growth; when fully mature the plant will
achieve twice its normal size.
- 8- **PLANT CONTROL I** (M) DURATION: 1
min/lvl RANGE: 100' Caster can control
the automatic and/or mental processes of
any 1 plant; caster can also control the
plant's movements; doesn't allow move-
ment beyond normal allowances.
- 9- **SPEED GROWTH** (F) As above, except
caster can increase speed of growth by
x10 within a 100' R.

NATURE'S MOVEMENT

- 1) LIMBWALKING
- 2) WATERWALKING
- 3) SWIMMING
- 4) MERGING ORGANIC
- 5) LIMBRUNNING
- 6) STONERUNNING
- 7) SANDRUNNING
- 8) WATERRUNNING
- 9) WINDWALKING
- 10) SWIMMING TRUE
- 11) GREAT MERGING ORGANIC
- 12)
- 13) WINDRUNNING
- 14)
- 15) MERGING TRUE ORGANIC
- 20) TREE DOOR
- 25) PASSING ORGANIC
- 30) TREE DOOR
- 50) TREE RETURNING

PLANT MASTERY

- PLANT LORE
- SPEED GROWTH
- PLANT TONGUES
-
- SPEED GROWTH (x100)
- PLANT LOCATION
- PLANT GROWTH
- PLANT CONTROL I
- SP. GROWTH (x10,100'R)
- PLANT GROWTH (3x)
- PLANT CONTROL III
-
- PLANT GROWTH (x5)
- SP. GROWTH (x100,100'R)
- PLANT CONTROL V
-
- PLANT GROWTH (x10)
- PLANT GROWTH TRUE
- PLANT CONTROL TRUE
- PLANT ANIMATION

ANIMAL MASTERY

- ANIMAL SLEEP I
- LESSER CLOAKING
- ANIMAL TONGUES
- ANIMAL SLEEP III
- ANIMAL MASTERY I c
- ANIMAL LOCATION
- BEFRIENDING c
- ANIMAL EMPATHY c
- ANIMAL SUMMONS I c
- ANIMAL MASTERY III c
- ANIMAL SUMMONS III c
- ANIMAL CALL
- ANIMAL MASTERY V c
- ANIMAL SUMMONS V c
- MASTERY c
- ANIMAL SUMMONS X c
- MASTERY (10'/L) c
- ABSOLUTION *
- ANIMAL SUMMONS TRUE c

10- **PLANT GROWTH** (F) As above, except
caster can triple the size of any 1 plant.

11- **PLANT CONTROL III** (M) As above, ex-
cept caster can control any 3 plants.

13- **PLANT GROWTH** (F) As above, except,
caster can increase a plant's size by x5.

14- **SPEED GROWTH** (F) As above, except
caster can increase speed of growth by
x100 within a 100' R.

15- **PLANT CONTROL V** (M) As Plant Con-
trol I, except caster can control any 5
plants.

20- **PLANT GROWTH** (F) As above, except
caster can increase the size of any 1
plant by x10.



ANIMAL MASTERY

- 1- **ANIMAL SLEEP I** (M) DURATION: 1 min/
lvl RANGE: 100' Puts any non-humanoid
animal to sleep; will not affect enchanted
creatures or "intelligent" animals.
- 2- **LESSER CLOAKING** (U) DURATION: 1
min/lvl RANGE: S Allows caster to blend
into surrounding terrain and become un-
discoverable by animals of low intelli-
gence.
- 3- **ANIMAL TONGUES** (I) DURATION: 1
min/lvl RANGE: S Caster gains know-
ledge of any one animal language.
- 4- **ANIMAL SLEEP III** (M) As Animal Sleep
I, except it affects 3 targets.
- 5- **ANIMAL MASTERY I** (M) DURATION: C
RANGE: 100' Allows caster to control the
actions of any 1 animal.
- 6- **ANIMAL LOCATION** (I) DURATION:--
RANGE: 1 mi Caster can locate members
of any 1 species of animal, or he can find
out what species are in the area.
- 7- **BEFRIENDING** (M) DURATION: C
RANGE: 10' All animals within 10' will
act friendly toward caster; does not allow
animal control.

8- **ANIMAL EMPATHY** (I) DURATION: C
RANGE: 100' Caster can understand
and/or visualize the thoughts and emo-
tions of any 1 animal.

9- **ANIMAL SUMMONS I** (FM) DURA-
TION: 1 min/lvl (C) RANGE: 1 mi/lvl
Caster can summon any 1 animal within
range; as long as concentration is applied,
caster controls the animal; animal is ran-
dom representative of specified species.

10- **ANIMAL MASTERY III** (M) As Animal
Mastery I, except caster can control 3
animals.

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

12- **ANIMAL CALL** (M) DURATION:--
RANGE: 1 mi/lvl Caster can call any 1
known, specific animal.

13- **ANIMAL MASTERY V** (M) As Animal
mastery I, except caster can control 5
animals.

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

15- **MASTERY** (M) As Animal Mastery I, ex-
cept caster can control all animals of a
given species within 100'.

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

HERB MASTERY

- 1- **HERB LORE** (I) DURATION:-- RANGE: T
Allows caster to understand the nature,
origin, and value of any 1 herb (a plant
used in medicine or seasoning); if the
plant is not an herb (i.e. is inedible or
lacks use), no information will be related.
- 2- **ENHANCEMENT** (U) DURATION: P
RANGE: T Allows caster to enhance the
potency of any 1 growing herb by 100%
(i.e. x2); spell may be employed but
once/herb.

ANIMIST BASE SPELL LISTS

HERB MASTERY

HERB LORE

ENHANCEMENT

HERB FINDING

INSTANT HERBAL CURES

HERB MASTERY II

HERB FINDING (300')

HERB PRODUCTION

HERB MASTERY III

HERB FINDING (500')

HERB CLEANSING

HERB MASTERY V

HERB FINDING (1mi)

HERB MASTERY X

LORD HERB FINDING

ENHANCEMENT TRUE

HERB MASTERY TRUE

HERB FINDING TRUE

NATURE'S LORE

OUTDOOR TRAP DETECTION

NATURE'S AWARENESS c

RAIN PREDICTION

STORM PREDICTION

WEATHER PREDICTION

N. AWARENESS (300') c

WAITING AWARENESS c

WEATHER PREDICTION

N. AWARENESS (500') c

WEATHER PREDICTION

W. AWARENESS (100') c

WEATHER PREDICTION

NATURE'S EYE

NATURE'S EYE (10mi)

WEATHER PREDICTION TRUE

NATURE'S EYE (100mi)

ANIMIST'S EYE

NATURE'S PROTECTION

HUES

RESIST ELEMENTS

PLANT FACADE

UNDERWATER BREATHING

ANIMAL FACADE

SHADOW

DEFLECTIONS ORGANIC *

BLADETURNING ORGANIC

PLANT FORM

PROTECTION FROM ELEMENTS

AIM UNTRUE ORGANIC *

ANIMAL FORM

PLANT FORM TRUE

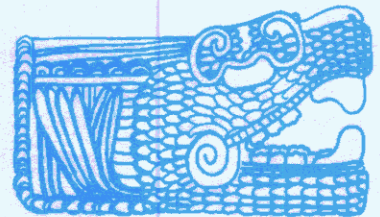
ANIMAL FORM TRUE

NATURE'S FORM TRUE

WEAPON TURNING ORG. TRUE *

15-NATURE'S EYE (I) DURATION: C
RANGE: 1 mi Allows caster to visualize
and sense activity in a known fixed area
(100' R).

20-NATURE'S EYE (I) As above, except the
range is 10 miles and caster can monitor
an area of 500' R.



NATURE'S PROTECTION

1- HUES (F) DURATION: 1 min/lvl RANGE: S
Allows caster to take on the physical col-
oration of any 1 organic object; caster
must be in contact with object.

2- RESIST ELEMENTS (D) DURATION: 1
min/lvl RANGE: S Protects caster from
natural heat up to 200°F. natural cold
down to -20°F; gives +10 to RR vs. heat
or cold spells.

3- PLANT FACADE (F) DURATION: 1 min/
lvl RANGE: S Allows caster to appear as
any 1 type of plant; caster retains his size
and will not smell or feel like the plant; it
is a purely visual illusion.

5- UNDERWATER BREATHING (F) DU-
RATION: 1 min/lvl RANGE: S Caster is
able to breathe under normal water.

6- ANIMAL FACADE (F) As plant facade,
except caster will appear as any 1 type of
animal.

7- SHADOW (F) DURATION: 1 hr/lvl
RANGE: S Caster appears as a shadow;
provides near invisibility in dark areas.

8- DEFLECTIONS ORGANIC (F*) DURA-
TION:-- RANGE: S Deflects 1 missile fired
at the caster; missile must be in caster's
field of vision; subtract 100 from missile's
attack roll; missile must be at least par-
tially of organic composition.

9- BLADETURNING ORGANIC (F*) As
Deflections Organic, except that the ef-
fect is against 1 melee attack from an
organic weapon.

10- PLANT FORM (F) DURATION: 1 min/lvl
RANGE: S Allows caster to take the form
of any 1 plant; caster will look and feel like
the plant, but will not change in size.

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

13- AIM UNTRUE ORGANIC (F*) DURA-
TION:-- RANGE: S Caster can make any 1
missile within his field of vision and
directed at him automatically miss.

15- ANIMAL FORM (F) As Plant Form, ex-
cept caster will look and feel like any 1
type of animal; it will not bestow animals'
physical abilities.

20- PLANT FORM TRUE (F) As Plant Form,
except caster can also take on smell and
physical character of any 1 plant; caster
can halve or double his size.

25th-50th level spells are on pg. 22.

NATURE'S LORE

1- OUTDOOR TRAP DETECTION (I)
DURATION: 1 min/lvl (C) RANGE: 5' R
Caster has a 75% chance of detecting
each individual trap.

2- NATURE'S AWARENESS (I) DURA-
TION: C RANGE: 100' R Allows caster to
monitor animate activity in the area (e.g.
he will be aware of subtle movements);
caster cannot move.

3- RAIN PREDICTION (I) DURATION:--
RANGE: 1 mi/lvl Gives caster 95%
chance of predicting rain. ± 15 min over
next 24 hr period.

4- STORM PREDICTION (I) As Rain
Prediction, except it allows 95% chance
of predicting time and type of storm, ± 15
min over next 24 hr period.

5- WEATHER PREDICTION (I) As Rain
Prediction, except it allows 95% chance
of predicting time, type, and severity of
weather over next 24 hr period.

6- NATURE'S AWARENESS (I) As above,
except that the radius is 300'.

7- WAITING AWARENESS (I) DURA-
TION: 1 hr/lvl RANGE: 10' R Allows
caster to set up a natural "alarm system";
any disturbing activity will cause caster
to be alerted.

8- WEATHER PREDICTION (I) As above,
except that caster has 95% chance of
predicting weather over a 3 day period.

10- NATURE'S AWARENESS (I) As above,
except that radius is 500'.

11- WEATHER PREDICTION (I) As above,
except that caster has a 95% chance of
predicting weather over a 5 day period.

12- WAITING AWARENESS (I) As above,
except that the radius is 100'.

14- WEATHER PREDICTION (I) As above,
except that caster has a 95% chance of
predicting weather over a 10 day period.

3- HERB FINDING (I) DURATION: 1 rd/lvl
RANGE: 100' Allows caster to locate any
1 variety of herb that is sought, regardless
of physical obstacles; gives exact location
and quantity.

4- INSTANT HERBAL CURES (U) DURA-
TION: P RANGE: T Allows caster to make
any 1 herb capable of being instantly ef-
fective; when the herb is subsequently
used, its benefits/dangers will be im-
mediately felt.

5- HERB MASTERY II (U) DURATION: P
RANGE: T Allows caster to double the
potency of any 1 herb (growing or dead);
spell may be employed but once/herb.
Not cumulative with enhancement.

6- HERB FINDING (I) As above, except that
the range is 300'.

7- HERB PRODUCTION (U) DURATION: P
RANGE: T Allows caster to grow an herb
by planting the proper seed; herb takes
1-10 rds to grow, and is sterile.

8- HERB MASTERY III (U) As Herb
Mastery II, except that caster can triple
the potency of any 1 herb.

9- HERB FINDING (I) As above, except
range is 500'.

10- HERB CLEANSING (U) DURATION: P
RANGE: 10' Allows caster to remove any
harmful poisons, by-products, or side ef-
fects from all herbs within range (10').

11- HERB MASTERY V (U) As Herb
Mastery II, except caster can quintuple
(x5) the potency of any 1 herb.

13- HERB FINDING (I) As above, except
range is 1 mile; location is known within
10'.

15- HERB MASTERY X (U) As Herb
Mastery II, except that caster can in-
crease the potency of any 1 herb by ten-
fold (x10).

20- LORD HERB FINDING (I) As above, ex-
cept range is 20 miles; location is known
within 100'.

RANGER BASE SPELL LISTS

PATH MASTERY	MOVING WAYS	NATURE'S GUISES	INNER WALLS	NATURE'S WAYS
1) PATHLORE	STONERUNNING	HUES	HEAT RESISTANCE *c	OUTDOOR TRAP DETECTION c (1
2) NIGHT VISION	LIMBWALKING	SHADE	COLD RESISTANCE *c	WATER FINDING (2
3) TRACKING c	SWIMMING	FREEZE c	RESISTANCE I	FIRE STARTING (3
4) PATH TALE	WATERWALKING	SILENT MOVES	BLESS I	STORM & RAIN PREDICTION (4
5) PATHFINDING c	SANDRUNNING	SELF CLOAKING c	PRAYER I	FOOD FINDING (5
6) TRACKS LORE	LIMBRUNNING	LIGHT		WATER PURIFICATION (6
7) DETECT AMBUSH	TRACELESS PASSING c	DARKNESS	STERILIZATION	SHELTER FINDING (7
8) PASSING LORE	HIDE TRACKS I c	SHADOW	RESISTANCE II	LESSER TRAPS (8
9) PATHFINDING (5mi) c	WATERRUNNING		BLESS II	WEATHER PREDICTION (9
10) ANIMAL TONGUES	HIDE TRACKS II c	PLANT FACADE	PRAYER II	NATURE'S AWARENESS c (10
11) TRACKS ANALYSIS c	SWIMMING TRUE	BLANK THOUGHTS c	PROTECTION/ELEMENTS	WATER FINDING (10mi) (11
12) PLANT TONGUES	HIDE TRACKS V c			WAITING AWARENESS (12
13) PATHFINDING (20mi) c		ANIMAL FACADE	RESISTANCE III	FOOD FINDING (10mi) (13
14) DETECT AMBUSH (100'R)	RUNNING TRUE		BLESS III	MAJOR TRAPS (14
15) STONESPEECH	HIDE TRACKS X c	ANIMAL THOUGHTS	PRAYER III	SHELTER FINDING (10mi) (15
20) DETECT AMBUSH TRUE	MERGING ORGANIC	PLANT FORM	UNDISEASE	NATURE'S AWARENESS(500')c (20
25) PATH TRUE	HIDE TRACKS XX c	ANIMAL FORM	UNCURSE	WEATHER PREDICTION (5d) (25
30) TRACKING TRUE c	GREAT MERGING ORGANIC	PLANT FORM TRUE	UNPOISON	WAITING AWARENESS (100') (30
50) TRACKS AHEAD c	HIDE TRACKS TRUE	ANIMAL FORM TRUE	INNER WALL	NATURE'S AWARENESS(1mi)c (50

PATH MASTERY

- 1- PATHLORE** (I) DURATION:-- RANGE: S Caster learns origin and nearest destination of any path within 10' R.
- 2- NIGHT VISION** (U) DURATION: 10 min/lvl RANGE: S Caster's vision at night is as it is during daylight; may only be used outside.
- 3- TRACKING** (I) DURATION: C RANGE: S Caster can track any animal or being at +50.
- 4- PATH TALE** (I) DURATION:-- RANGE: S Caster acquires visual image of any user(s) of a given path within period = 1 hr/lvl.
- 5- PATHFINDING** (I) DURATION: C RANGE: 1 mi Caster learns the location(s) of any path(s) within 1 mi; must be used in outdoors.
- 6- TRACKS LORE** (I) DURATION:-- RANGE: T Caster learns origin of tracks, and acquires a visual image of the one who left them; provides +25 bonus for tracking particular being or animal.
- 7- DETECT AMBUSH** (I) DURATION: 10 min/lvl RANGE: 50' R Allows caster to detect any hostile, thinking force within 50'; provides direction, but not distance of danger; must be used in outdoors.
- 8- PASSING LORE** (I) DURATION:-- RANGE: T Caster acquires visual and aural (sound) image of any being or animal which has passed within a 50' R of the object he touches restricted to period = 1hr/lvl.
- 9- PATHFINDING** (I) As above, except range is 5 miles.
- 10-ANIMAL TONGUES** (I) DURATION: 1 min/lvl RANGE: S Allows caster to understand and communicate in any 1 animal tongue.

- 11-TRACKS ANALYSIS** (I) DURATION: C RANGE: 100' R Caster acquires a visual image of all beings or animals who left tracks in the area; provides +50 bonus for tracking a particular being or animal.
- 12-PLANT TONGUES** (I) DURATION: 1 min/lvl RANGE: S Caster is able to communicate in the language of any 1 plant species.
- 13-PATHFINDING** (I) As above, except range is 20 miles.
- 14-DETECT AMBUSH** (I) As above, except range is 100' R.
- 15-STONESPEECH** (I) DURATION: 1 min/lvl RANGE: S Enables caster to communicate with any 1 stone.
- 20-DETECT AMBUSH TRUE** (I) As Detect Ambush, except range = 10'/lvl R.
- 25-PATH TRUE** (I) DURATION: C RANGE: S Allows caster to ascertain the proper path, and course along that path, that he seeks (e.g. he will always know the best way to Syclax).
- 30-TRACKING TRUE** (I) As Tracking, except that it will negate any Hide Tracks spell (except for Hide Tracks True), and will always give tracker a +100 bonus.
- 50-TRACKS AHEAD** (I) DURATION: C RANGE: 100' R Allows caster to know entire course of the tracks in question; will not negate Hide Tracks True.

MOVING WAYS

- 1- STONERUNNING** (F) DURATION: 1 min/lvl RANGE: S Caster can run on nearly horizontal stone surfaces as if he was on level ground.
- 2- LIMBWALKING** (F) DURATION: 1 min/lvl RANGE: S Allows caster to walk along nearly horizontal tree limbs (that can support the weight) as if he were on level ground.

- 3- SWIMMING** (F) DURATION: 1 min/lvl RANGE: 100' Enables target to swim without expending energy.
- 4- WATERWALKING** (F) DURATION: 1 min/lvl RANGE: S Caster can walk on calm waters as if he was on level ground.
- 5- SANDRUNNING** (F) As Stonerunning, except caster can run on sandy surfaces.
- 6- LIMBRUNNING** (F) As Limbwalking, except caster can run along limbs.
- 7- TRACELESS PASSING** (F) DURATION: C RANGE: S Caster can walk without leaving tracks or other visible signs of his passing.
- 8- HIDE TRACKS I** DURATION: C RANGE: 50' Caster can hide tracks of any 1 being.
- 9- WATERRUNNING** (F) As Waterwalking, except caster can run on calm waters.
- 10-HIDE TRACKS II** As Hide Tracks I, except caster can hide tracks of any 2 beings.
- 11-SWIMMING TRUE** (F) As Swimming, except target can swim as fast as he could run.
- 12-HIDE TRACKS V** (F) As Hide Tracks I, except caster can hide tracks of any 5 beings.
- 14-RUNNING TRUE** (F) As the "running" spells below, except any one of the spells can be used each round (e.g. the caster could run on sand, then on water, then on limbs, etc).
- 15-HIDE TRACKS X** (F) As Hide Tracks I, except caster can hide tracks of any 10 beings.
- 20-MERGING ORGANIC** (F) DURATION: 1 min/lvl RANGE: S Allows caster to merge (body + 1' depth) into organic material; caster cannot move while merged.
- 25-HIDE TRACKS XX** (F) As Hide Tracks I, except caster can hide tracks of any 20 beings.

30-GREAT MERGING ORGANIC (F) As Merging Organic, except caster may use spells on himself while merged.

50-HIDE TRACKS TRUE (F) As Hide Tracks, except caster can either absolutely hide his own tracks (preventing discovery via any spell, etc.), or he can hide the tracks of a number of beings = 1 being/lvl.

NATURE'S GUISES

1-HUES (F) DURATION: 1 min/lvl RANGE: S Caster can take on the physical coloration of any 1 organic object he is in contact with.

2-SHADE (F) DURATION: 10 min/lvl RANGE: 100' R All shadows and darkness within radius deepen, aiding hiding by ± 25 .

3-FREEZE (F) DURATION: C RANGE: 10' 1 cu' of liquid/lvl is cooled to freezing point at rate of 1 cu'/rd (will not lower temp. below -20°F).

4-SILENT MOVES (F) DURATION: 1 min/lvl RANGE: S Caster can move silently, so long as he does not create a sound originating more than 1' from his body.

5-SELF CLOAKING (F) DURATION: C RANGE: S Caster blends into surrounding terrain, and has +75 hiding bonus; caster may not move (appreciably) without destroying effect.

6-LIGHT (F) DURATION: 10 min/lvl RANGE: T Lights a 10' R area surrounding point touched.

7-DARKNESS (F) DURATION: 10 min/lvl RANGE: T Throws a 10' R area surrounding point touched into normal darkness.

8-SHADOW (F) DURATION: 1 hr/lvl RANGE: S Caster appears as a shadow; provides near invisibility in dark areas.

10-PLANT FACADE (F) DURATION: 1 min/lvl RANGE: S Caster can appear as any 1 type of plant, but effect is purely visual; caster will not change size, and will not smell or feel like the plant.

11-BLANK THOUGHTS (P) DURATION: C RANGE: S As long as caster does not move, his mental patterns will appear to be those of any local animal; whether he moves or not, caster's specific thoughts cannot be read.

13-ANIMAL FACADE (F) As Plant Facade, except caster will appear as any 1 animal.

15-ANIMAL THOUGHTS (P) As Blank Thoughts, except caster can move, and his thoughts will appear to be those of any 1 type of animal.

20-PLANT FORM (F) DURATION: 1 min/lvl RANGE: S Caster can take the form of any 1 plant; caster will look and feel like the plant, but cannot change size.

25-ANIMAL FORM (F) As Plant Form, except caster will look and feel like any 1 type of animal; it will not bestow animal's physical capabilities.

30-PLANT FORM TRUE (F) As Plant Form, except caster can take on the smell and physical character of the plant; caster can halve or double his size.

50-ANIMAL FORM TRUE (F) As Animal Form, except caster can also take on the smell and basic physical character of any 1 animal (e.g. movement and physical attack capabilities); caster may halve or double his size; it will not bestow any of animal's special abilities (e.g. fiery breath or anti-magic qualities).

INNER WALLS

1-HEAT RESISTANCE (D*) DURATION: C RANGE: S Protects caster from natural heat up to 200°F , and adds +20 to RR vs. heat or -20 vs. elemental fire attacks.

2-COLD RESISTANCE (D*) As Heat Resistance, except protects to -20° and adds +20 to RR vs. cold.

3-RESISTANCE I (D) DURATION: 1 min/lvl RANGE: S Caster gets 5 bonus to his RR and armor subtraction.

4-BLESS I (D) DURATION: 1 min/lvl RANGE: S Caster gets a 5 bonus to his armor subtraction and maneuver rolls.

5-PRAYER I (D) DURATION: 1 min/lvl RANGE: S Caster gets a +5 bonus added to his RR and maneuver rolls.

7-STERILIZATION (F) DURATION:-- RANGE: T Caster can sterilize any solid or liquid of volume = 1 cu'/lvl; will not affect inert poisons or harm creatures larger than $\frac{1}{4}$ " in length.

8-RESISTANCE II (D) As Resistance I, except bonus is +10.

9-BLESS II (D) As Bless I, except bonus is +10.

10-PRAYER II (D) As Prayer I, except bonus is +10.

11-PROTECTION/ELEMENTS (D) DURATION: 1 min/lvl RANGE: S Protects caster from any natural temp. ; adds +20 to RR vs. heat or cold spells; -20 vs. elemental fire attacks.

13-RESISTANCE III (D) As Resistance I, except bonus is +15.

14-BLESS III (D) As Bless I, except bonus is +15.

15-PRAYER III (D) As Prayer II, except bonus is +15.

20-UNDISEASE (F) DURATION: P RANGE: T Allows target to attempt to throw off any 1 disease by making another RR and adding +50.

25-UNCURSE (D) DURATION: P RANGE: T Caster can throw this spell on a given target but once/lvl; a RR is made for the curse, with the caster's attack lvl being compared to the original attack level of the curse (acting as defender); if RR fails, the curse is removed.

30-UNPOISON (F) DURATION: P RANGE: T Allows target to attempt to throw off effects of any 1 poison by making another RR and adding +50.

50-INNER WALL (D) DURATION: 1 min/lvl RANGE: S Caster gets a 25 bonus to his armor subtraction, RR, and maneuver rolls.

NATURE'S WAY

1-OUTDOOR TRAP DETECTION (I) DURATION: 1 min/lvl (C) RANGE: 100' Caster has a 75% chance of detecting each individual trap; he can concentrate on a 5' R area each round.

2-WATER FINDING (I) DURATION:-- RANGE: 1 mi Caster can locate any natural source of running water, exposed groundwater, etc. exceeding 1 gallon; caster learns approximate size and quality of source.

3-FIRE STARTING (F) DURATION:-- RANGE: 1' Allows caster to set one fire of 1' R; fire will then last as long as there is fuel.

4-STORM & RAIN PREDICTION (I) DURATION:-- RANGE: 1 mi/lvl Gives caster 95% chance of predicting rain or a storm, ± 15 min over the next 24 hr period; type and severity of storm can be ascertained.

5-FOOD FINDING (I) DURATION:-- RANGE: 1 mi Caster learns location, type, and approximate quantity of edible food — either dead animal matter, or any plant(s); food source must exceed 1 lb.

6-WATER PURIFICATION (F) DURATION: P RANGE: T Allows caster to purify a volume of water = 1 gallon/lvl.

7-SHELTER FINDING (I) DURATION:-- RANGE: 1 mi Caster learns location, type, and approximate size of any waterproof, covered space exceeding 125 cu'; shelter must have an entry exceeding 2' R bordering on open air.

8-LESSER TRAPS (F) DURATION: P RANGE: T Caster can construct a minor outdoor trap within 1 rd; trap can deliver up to a "B" critical hit to any one person (e.g. a shallow spiked pit, a snare that throws victim into tree trunk, etc.); size = 10' R or less.

9-WEATHER PREDICTION (I) DURATION:-- RANGE: 1 mi Allows 95% chance of predicting time, type, and severity of weather over next 24 hr period.

10-NATURE'S AWARENESS (I) DURATION: C RANGE: 100' Caster can monitor animate activity in the area (e.g. he will be aware of subtle movements); caster cannot move.

11-WATER FINDING (I) As above, except range is 10 miles.

12-WAITING AWARENESS (I) DURATION: 1 hr/lvl RANGE: 10' R Allows caster to set up a natural "alarm system;" any disturbing activity will cause caster to be alerted.

13-FOOD FINDING (I) As above, except range is 10 miles.

14-MAJOR TRAPS (F) As Lesser Traps, except trap can deliver an "E" critical hit.

15-SHELTER FINDING (I) As above, except range is 10 miles.

20-NATURE'S AWARENESS (I) As above, except radius is 500'.

25-WEATHER PREDICTION (I) As above, except caster has 95% chance of predicting weather over a 5 day period.

30-WAITING AWARENESS (I) As above, except that the radius is 100'.

50-NATURE'S AWARENESS (I) As above, except range is 1 mile radius.



EVIL CLERIC BASE SPELL LISTS

DISEASE	DARK CHANNELS	DARK LORE	CURSES	NECROMANCY	
1) CHILLS		AFTERTHOUGHTS	DETECT CURSE	ANIMATE DEAD I c	(1)
2) GREY VISION	DARK STUNNING *	DETECT GOOD c	NIGHTVISION CURSE	CONTROL UNDEAD I *c	(2)
3) SMELLING LOSS	CHANNELS I *	DETECT BLESSING c			(3)
4) HEARING LOSS		DETECT HATE c	ULCER CURSE	ANIMATE DEAD II c	(4)
5) TONGUE ROT	DARK SLEEP *	DARK LORE I	CURSE OF DAKE	CREATE UNDEAD I	(5)
6) ASTHMA	CHANNELS III *	DETECTIONS HOLY	GREEN TONGUE	CONTROL UNDEAD II *c	(6)
7) LEPROSY			SEA CURSE	ANIMATE DEAD III c	(7)
8) MINOR ALLERGY	DARK BLINDING *	DREAM I		CREATE UNDEAD II	(8)
9)			EXCOMMUNICATION	CONTROL UNDEAD III *c	(9)
10) HEMOPHTILIA	BLACK CHANNEL I *	BLESS TALES	LEARNING OF MINS	ANIMATE DEAD IV c	(10)
11) MALARIA	CHANNELS V *	DARK LORE II	CURSE OF SHAR BU	CREATE UNDEAD III	(11)
12)		DREAMS II		ANIMATE DEAD V c	(12)
13) EPILEPSY	ABSOLUTION *	HATE ANALYSIS	BEAUTY OF ARRAER	CONTROL UNDEAD IV *c	(13)
14) PNEUMONIA		DARK LORE III	CLOTTING CURSE	ANIMATE DEAD VI c	(14)
15) MAJOR ALLERGY	BLACK CHANNEL II *	DREAMS III	UGLINESS OF ORN	CREATE UNDEAD IV	(15)
20) ELEPHANTIASIS	ABSOLUTION PURE *	BLACK LORE	RUNNING DEATH	CONTROL UNDEAD V *c	(20)
25) LEUKEMIA	BLACK CHANNEL III *	BLESSING ANALYSIS	FRIENDSLAYER	CREATE UNDEAD V	(25)
30) RABIES	DARK ABSOLUTION *	DREAMS TRUE	EXCOMMUNICATION TRUE	CONTROL UNDEAD TRUE *	(30)
50) PLAGUE	UNHOLY GATE	BLACK LORE MASTERY	DARK THOUGHTS	CREATE UNDEAD TRUE	(50)

25th-50th level spells are on pg. 23.

DISEASE

NOTE: Diseases cannot be Dispelled once caught, but they can be cured.

- 1- CHILLS (F)** DURATION: P RANGE: 100' Target gets a cold; roll for severity (high is bad for target).
- 2- GREY VISION (F)** As Chills, except target is colorblind.
- 3- SMELLING LOSS (F)** As Chills, except target has no sense of smell.
- 4- HEARING LOSS (F)** As Chills, except target has no sense of hearing.
- 5- TONGUE ROT (R)** As Chills, except over the course of 1 week the target's tongue will rot away and he will not be able to speak.
- 6- ASTHMA (F)** As Chills, except target gets severe asthma: for every rnd of physical exertion (melee, running, firing a bow, rowing, etc.) the target will have a -5 modification to any activity involving physical exertion. When this reaches -100 the target lapses into unconsciousness. Each -5 modification requires 3 rounds of rest to eradicate.
- 7- LEPROSY (F)** As Chills, except target gets leprosy, which causes a gradual loss of feeling in the extremities (and blood flow); this doubles the effectiveness of wounds in these areas.
- 8- MINOR ALLERGY (F)** As Chills, except the target becomes slightly allergic to a substance (not himself) of the caster's choosing; when in the presence of this substance the target will be at -30% on all activity.
- 10-HEMOPHTILIA (F)** As Chills, except the target becomes a hemophiliac; any "hits/rnd" and concussion hits are doubled, and healing hits require double the normal expenditure.
- 11-MALARIA (F)** As Chills, except the target contracts malaria; after the initial

bout of high fever, delirium, coma and incapacitation (lasting 3 days - 2 weeks) the target will be subject to relapses similar to the initial bout.

- 13-EPILEPSY (F)** As Chills, except target becomes an epileptic; in a tension situation there is a 5% chance they will go into an epileptic fit. If someone treats them (holds them down and places object in mouth), they have only a 1% chance of dying; if not they have a 10% chance.
- 14-PNEUMONIA (F)** As Chills, except target gets pneumonia; if the target is kept warm and completely immobile for 2 weeks, he will have only a 25% chance of dying (much higher if not treated). The chance of dying is lowered 5% for every 10 points the caster's constitution exceeds 50.
- 15-MAJOR ALLERGY (F)** As Minor Allergy, except penalty is -60%.
- 20-ELEPHANTIASIS (F)** As Chills, except target gets elephantiasis; one of his extremities swells and grows up to 5x normal size.



DARK CHANNELS

- 2- DARK STUNNING (F*)** DURATION: 1 rnd/5% failure RANGE: 100' RR MOD: -10 Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity); target is stunned.
- 3- CHANNELS I (F*)** DURATION: -- RANGE: V When this spell is cast, the 1st lvl spell that the caster begins to throw the next round will be "channeled" to another spell user of the channeling realm. The "channeled" spell is transmitted to the other spell user when it would normally take effect, and must be used by him immediately. All normal re-

strictions on the transmitted spell apply. The caster of the transmitter must be able to see the receiver OR know exactly where he is (direction and distance, or specific place). The receiver must know exactly when the spell is coming. For example, if a cleric was at a certain altar at a certain time (midnight of full moon) ready to receive a spell; then another spell user (or deity) could use Channels to send him a spell (if he knew where the altar was and the correct time).

- 5- DARK SLEEP (F*)** As Dark Stunning, except target falls into a very deep sleep.
- 6- CHANNELS III (F*)** As Channels I, except a 1st-3rd lvl spell may be transmitted.
- 8- DARK BLINDING (F*)** As Dark Stunning, except blinds for 1 hr/10% failure.
- 10-BLACK CHANNEL I (F*)** DURATION: P RANGE: V Caster may cast one of the Black Channel I spells, listed in FATAL CHANNELING PROJECTIONS in the rule book. Which one he may cast must be determined by the gamemaster based upon: culture, background, deity served, etc. (the caster might be allowed to pick and choose).
- 11-CHANNELS V (F*)** As Channels I, except a 1st-5th lvl spell may be transmitted.
- 13-ABSOLUTION (F*)** DURATION: V RANGE: 50' RR MOD: -20 Target's "soul" is torn from the target's body; it remains in whatever place "souls" go, for 1 week/10% failure. The soul can be returned early only through Lifegiving. The target is at -75% for subconscious activity; target is unconscious until soul is restored.
- 15-BLACK CHANNEL II (F*)** As Black Channel I, except a Black Channel II spell can be cast.
- 20-ABSOLUTION PURE (F*)** As Absolution, except "soul" can only be brought back through Lifegiving.

DARK LORE

- 1- **AFTERTHOUGHTS** (I) DURATION:-- RANGE: S Allows caster virtual total recall of any conversation or writing he's encountered within a period = 1 day/lvl.
- 2- **DETECT GOOD** (I) DURATION: 1 min/lvl RANGE: 100' Caster can detect true "good" in an animate or inanimate target within a 5' R of the chosen spell center; detection radius may be moved so long as caster concentrates.
- 3- **DETECT BLESSING** (I) As Detect Good, except caster can detect any blessings.
- 4- **DETECT HATE** (I) As Detect Good, except caster can detect the emotion of hatred, either in the living mind, or in an object forged with great malice.
- 5- **DARK LORE I** (I) DURATION:-- RANGE: 10' Caster can ascertain the origin point and nature of any 1 item of "darkness" or evil; he will not learn specific capabilities.
- 6- **DETECTIONS HOLY** (I) DURATION: 1 min/lvl RANGE: 100' Caster can detect a "holy" item within a 10' R of the chosen spell center; detection radius may be moved at will.
- 8- **DREAM I** (P) DURATION: sleep RANGE: S Caster has a dream relating to a topic decided upon just before retiring.
- 10- **BLESS TALES** (I) DURATION:-- RANGE: S Caster can determine the author, origin, and complete history of a given blessing; he also learns the nature and specific powers.
- 11- **DARK LORE II** (I) As Dark Lore I, except caster can ascertain the origin point and nature of any 2 items of darkness or evil, OR caster can determine the nature, origin point, and the exact significance of any 1 item of darkness or evil.
- 12- **DREAMS II** (P) As Dream I, except limit is 2 dreams/night on different topics.
- 13- **HATE ANALYSIS** (I) DURATION:-- RANGE: 10' Caster can determine the nature and origin of active hatred found within any 1 target (inanimate or animate); the degree and other details of such hatred can also be acquired.
- 14- **DARK LORE III** (I) As Dark Lore I, except caster can ascertain the origin point and nature of any 3 items of evil or darkness, OR caster can determine the age, origin point, nature, specific capabilities, and the name of the creator of any 1 item of evil or darkness.
- 15- **DREAMS III** (P) As Dream I, except limit is 3 dreams/night on different topics.
- 20- **BLACK LORE** (I) DURATION:-- RANGE: 100' Caster can ascertain the exact nature, origin, purpose, and history of any 1 item of evil or darkness; it allows caster to visualize all who have possessed the item.

CURSES

- 1- **DETECT CURSE** (I) DURATION: 1 min/lvl RANGE: 10' Detects a curse on an item or person.
- 2- **NIGHTVISION CURSE** (F) DURATION: until removed RANGE: 100' Target can see at night as if it were day, but he can only see in the day as if it were the darkest night.
- 4- **ULCER CURSE** (F) As Nightvision Curse, except target can only eat bread or dairy products; anything else will aggravate his ulcer (unless he makes a RR) and he will be incapacitated for 1-8 hrs.

- 5- **CURSE OF DAKE** (F) As Nightvision Curse, except target cannot move faster than a walking pace on his own (he may be carried or ride at a faster pace).
- 6- **GREEN TONGUE** (F) As Nightvision Curse, except target can only eat green leaves; eating other food will incapacitate him (unless he makes a RR) for 1-8 hrs.
- 7- **SEA CURSE** (F) As Nightvision Curse, except can never swim, voluntarily enter any water (even a bath) or voluntarily get in a boat.
- 9- **EXCOMMUNICATION** (F) DURATION: 1 day/10% failure RANGE: 100' Target loses all channeling power points; thus he cannot cast any channeling spells (even through bonus items). A Sorcerer or Astrologer would lose half their power points.
- 10- **J EARNING OF MINS** (F) As Nightvision Curse, except target can only speak and write his native language.
- 11- **CURSE OF SHAR BU F** (F) As Nightvision Curse, except target is sterile and impotent.
- 13- **BEAUTY OF ARRAER** (F) As Nightvision Curse, except target's appearance is raised to the maximum possible (and then some). If anyone sees the uncovered face of the target or gets within 3' (and is of the opposite sexual persuasion and fails a RR), they will attempt to possess and carry off the target (they will fight if necessary). Certain persons will get modifications to their RR's (eunuchs, amthors, nerdlings, hedonists, etc.).
- 14- **CLOTTING CURSE** (F) As Nightvision Curse, except target's blood will coagulate and create a blood clot around the area of any cut or wound. The clot will cut off circulation to the area fed by the given vessel and target will lose the affected body section after 2-20 min. due to system damage (e.g. a thigh wound might ultimately mean loss of leg; a neck wound would be fatal).
- 15- **UGLINESS OF ORN** (F) As Nightvision Curse, except target's appearance is lowered to 1 (in any system); if a person sees the uncovered face of the target (or gets within 3'), he must make a RR: failure by (51 or more) = flees, (11-30) = moves away, (1-10) = attacks the target. Even if the viewer is successful in his RR he will experience extreme distaste for the target. For example, if the target went home after failing against this curse; his mother might resist (gets a modification) but she would still make him sleep in the barn and eat on the porch.
- 20- **RUNNING DEATH** (F) As Nightvision Curse, except target will run until he dies of exhaustion; he may be restrained, but whenever freed he will begin to run again.

NECROMANCY

- 1- **ANIMATE DEAD I** (F) DURATION: 1 min/lvl RANGE: 100' Caster can cause any dead body (within 50% of his own mass), to rise up and move. The caster must concentrate for the body to perform action; and if he stops concentration, the body will stand motionless until he concentrates again or the duration runs out. The body can be maneuvered at -25, and can melee at -20. Body cannot have been dead more than 1 day.

- 2- **CONTROL UNDEAD I** (F★) DURATION: C RANGE: 100' Caster can control one class I undead, the undead's capabilities must be defined by the system used (see note below).
- 4- **ANIMATE DEAD II** (F) As Animate Dead I, except caster can control 2 bodies (within the restrictions above) OR one body at -15 on maneuvers and -10 in melee.
- 5- **CREATE UNDEAD I** (F) DURATION: P RANGE: 10' Given a body that has been dead less than 1 week, the caster can turn the body into a class I undead. The undead will attempt to attack the closest living being (if uncontrolled), but can take no other activity other than moving to the being and attacking. If controlled the undead will do anything (within its capabilities) that the caster wills. The undead can be "dispelled", "repelled" or just smashed into little pieces.
- 6- **CONTROL UNDEAD II** (F★) As Control Undead I, except a class II undead OR 2 class I's can be controlled.
- 7- **ANIMATE DEAD III** (F) As Animate Dead I, except 3 bodies can be controlled at the basic penalties OR one body at -5 on maneuvers and -0 in melee.
- 8- **CREATE UNDEAD II** (F) As Create Undead I, except 1 class II undead OR 2 class I's can be created.
- 9- **CONTROL UNDEAD III** (F★) As Control Undead I, except 1 class III undead OR 3 class I's OR 1 class II and 1 class I can be controlled.
- 10- **ANIMATE DEAD IV** (F) As Animate Dead I, except 4 bodies can be controlled at the basic penalties OR 1 body at +5 on maneuvers and +10 in melee.
- 11- **CREATE UNDEAD III** (F) As Create Undead I, except caster can create 1 class III undead OR 3 class I's OR 1 class II and 1 class I.
- 12- **ANIMATE DEAD V** (F) As Animate Dead I, except 5 bodies can be controlled at the basic penalties OR 1 body at +10 on maneuvers and +20 in melee.
- 13- **CONTROL UNDEAD IV** (F★) As Control Undead I, except caster can control 1 class IV undead OR 4 class I's OR 2 class II's OR 1 class III and 1 class I OR 1 class II and 2 class I's.
- 14- **ANIMATE DEAD VI** (F) As Animate Dead I, except 6 bodies can be controlled at the basic penalties OR 1 body at +15 on maneuvers and +30 in melee.
- 15- **CREATE UNDEAD IV** (F) As Create Undead I, except caster can create 1 class IV undead OR 4 class I's OR 2 class II's OR 1 class III and 1 class I or 1 class II and 2 class I's.
- 20- **CONTROL UNDEAD V** (F★) As Control Undead I, except caster can control 1 class V undead OR 5 class I's OR 1 class IV and 1 class I OR etc.

NOTE: In the above spells the undead are divided into 6 classes: I, II, III, IV, V, and above V. A gamemaster must place each of the undead types in his world systems into one of these classes for the purposes of these spells. For example, skeletons would obviously be class I undead, mummies might be class IV or V, vampires would be above Class V, etc. Also note that undead do not get RR's vs. spell users employing the "Necromancy" list.

TIME'S BRIDGE

- 1- **GUESS** (I) DURATION:-- RANGE: S
When faced with a choice about which he has little or no information, the caster may throw this spell and the gamemaster will determine which choice he makes biasing his choice by 25%.
- 2- **INTUITION I** (I) DURATION:-- RANGE: S
Gains vision of what will happen if he takes a specified action, within the next minute.
- 4- **INTUITION III** (I) As Intuition I, except time limit extends three minutes into the future.
- 5- **VISION GUIDE** (I) DURATION: V
RANGE: T When cast just before a Vision Behind spell, it gives the caster the ability to scan the past by "feeling the temporal location of significant events."
- 6- **VISION BEHIND** (I) DURATION: C
RANGE: T Caster gets a vision of the past up to 1 hour/lvl in the past (includes sight and sound). Vision must be associated with a place or item, available at the time the spell is thrown. Caster is in a trance as long as he concentrates.
- 7- **ANTICIPATION** (I*) DURATION:--
RANGE: 100' Predicts most probable action of a being in the next round (i.e. attack in melee; cast a spell, but no detail on attack target, or what spell).
- 8- **INTUITION V** (I) As Intuition I, except time limit extends five minutes into the future.
- 10- **VISION BEHIND** (I) As above, except caster can view the past up to 1 day per level distant.
- 11- **SPELL ANTICIPATION** (I*) As Anticipation, except spell to be cast, and/or target are known.
- 12- **ANTICIPATION III** (I*) As Anticipation, except caster can either predict the actions of three beings for the next round, or the actions of one being for the next three rounds.
- 13- **INTUITION X** (I) As Intuition I, except time limit extends ten minutes into the future.
- 15- **INTUITION TRUE** (I) As Intuition I, except caster can predict what will happen up to one minute/lvl into the future.
- 20- **VISION BEHIND** (I) As above, except caster can view the past up to one year per level distant.
- 25- **ANTICIPATION TRUE** (I*) As Anticipation, except caster can predict actions of all beings within 100' of him.
- 30- **VISION BEHIND** (I) As above, except caster can view the past up to one hundred years per level distant.
- 50- **TIME RETURNING** (F) DURATION: 1 min/lvl. RANGE: S Caster is able to travel physically into the past for the duration of the spell, up to 10 years/lvl distant. Caster's actions in the past may alter the present, at the gamemaster's discretion.

WAY OF THE VOICE

- 1- **SPEECH I** (P) DURATION: C RANGE: S
Caster is able to communicate basic ideas in a specific language (hungry, thirsty, bathroom, etc.)
- 2- **QUESTION** (M) DURATION:-- RANGE: 10'
Target must answer one single concept question.
- 5- **SPEECH II** (P) As Speech, except caster can communicate in more complex concepts, although there is a good chance of misinterpretation.

ASTROLOGER BASE SPELL LISTS

	TIME'S BRIDGE	WAY OF THE VOICE	HOLY VISION
1)	GUESS	SPEECH I c	STARPATHS c
2)	INTUITION I	QUESTION	DREAM I
3)			ORIGINS
4)	INTUITION III		TEXT ANALYSIS
5)	VISION GUIDE	SPEECH II c	ITEM VISION
6)	VISION BEHIND c		DREAMS II
7)	ANTICIPATION *	MIND SPEECH *c	
8)	INTUITION V	SUGGESTION	
9)		SPEECH III c	DREAMS III
10)	VISION BEHIND (1day/L)	VOICE OF COMMAND c	COMMUNE I c
11)	SPELL ANTICIPATION *	MIND SPEECH (100') *c	
12)	ANTICIPATION III *		ORIGINS TRUE
13)	INTUITION X		
14)		MIND SPEECH (300') *c	
15)	INTUITION TRUE	WORD OF COMMAND *	COMMUNE III c
20)	VISION BEHIND (1yr/L)	SPEECH TRUE c	LORD DREAMS
25)	ANTICIPATION TRUE *	MIND SHOUT *	COMMUNE TRUE c
30)	VISION BEHIND (10yr/L)	MIND SPEECH TRUE *c	DREAM MASTERY
50)	TIME RETURNING	GREAT CONTROL	HIGH PRAYER c

7- **MIND SPEECH** (I*) DURATION: C
RANGE: 10' R Caster can broadcast thoughts to minds of all within range.

8- **SUGGESTION** (M) DURATION: V
RANGE: 10' Target will follow a single suggested act that is not completely alien to him (i.e. suicide, murdering his best friend, etc.)

9- **SPEECH III** (P) As Speech, except caster is reasonably fluent in the language. Caster's accent is imperfect, but there is only a slight chance of misinterpretation.

10- **VOICE OF COMMAND** (M) DURATION: C
RANGE: 50' Target is forced to obey caster as in Suggestion, as long as caster concentrates (speaks to target).

11- **MIND SPEECH** (I*) As above, except range is 100'.

14- **MIND SPEECH** (I*) As above, except range is 300'.

15- **WORD OF COMMAND** (M*) DURATION:--
RANGE: 50' Target, when caster commands 'hold', is forced into complete inaction for that round.

20- **SPEECH TRUE** (P) As Speech, except caster is absolutely fluent, has an accent as a native, and has complete idiomatic knowledge of language.

25- **MIND SHOUT** (M*) DURATION:--
RANGE: 10' R Everyone within the radius is a target, all failing to resist are stunned for 1rnd/10% failure.

30- **MIND SPEECH TRUE** (I*) DURATION: C
RANGE: 50' R As Mind Speech, except caster can limit broadcast to desired beings.

50- **GREAT CONTROL** (M) DURATION: 1 min/lvl. RANGE: 100' Target is forced to obey caster in all things, including suicide, etc.

HOLY VISION

1- **STARPATHS** (I) DURATION: C RANGE: S
Caster (on a clear night, when stars are visible) gains perfect directional and distance sense; he cannot be lost.

2- **DREAM I** (I) DURATION: sleep RANGE: S
Caster has a dream relating to a topic decided upon just before retiring.

3- **ORIGINS** (I) DURATION:-- RANGE: T
Gives a general idea of the place of origin of an item.

4- **TEXT ANALYSIS** (I) DURATION:--
RANGE: T Caster knows whether text is cursed, what language it is in, and other general information.

5- **ITEM VISION** (I) DURATION: V RANGE: T
Gives a vision of a significant event in the item's past.

6- **DREAMS II** As Dreams I, except limit is 2 dreams/night on different topics.

9- **DREAMS III** (II) As Dreams I, except limit is 3 dreams/night on different topics.

10- **COMMUNE I** (I) DURATION: C RANGE: S
Caster receives (usually directly from his patron deity) a yes or no to a question on a single topic. Useable but once per day.

12- **ORIGINS TRUE** (I) As Origins, but caster gets clear vision of location of origin of an item, including creator and approximate date.

15- **COMMUNE III** (I) As Commune I, except caster receives answers to three questions. One Communing spell can be used per day only.

20- **LORD DREAMS** (I) As Dream I, except limit is 5 dreams/night on any combination of topics the caster chooses.

25- **COMMUNE TRUE** (I) As Commune I, except caster can receive more detailed answer to a single concept question (such as a name, or a short phrase).

ASTROLOGER BASE SPELL LISTS

FAR VOICE

STAR VOICE *c

MIND VOICE *c

MIND VOICE (300') *c

STAR VOICE TRUE *c

MIND VOICE (500') *c

MIND VOICE (1000') *c

STAR MERGE *c

WAITING VOICE

MIND VOICE (1mi) *c

READY MERGE *c

LORD VOICE

MIND VOICE (1mi/L) *c

MIND VOICE TRUE *c

TRUE VOICE

STARLIGHTS

PROJECTED LIGHT

SELF AURA

LIGHT

LIGHT ERUPTION

SHOCK BOLT

FLARE

BEACON c

LIGHT III

LORD AURA

BLINDING

AURA BLAZE

STARFIRES c

STARHAND c

STARFIRES TRUE c

STARSENSE

PRESENCE **c

LOCATION *c

MIND STORE *

FINDING c

MIND TYPING *

DIRECTION

AWARENESS *c

STARFINDING c

LORD LOCATION

DIRECTION TRUE

FINDING TRUE c

TRACKING c

10-BEACON (F) DURATION: C RANGE: T

Ray of light (any color) springs from caster's palm; can be up to 5 miles long.

11-LIGHT III (F) As Light, except caster may generate a single source up to 60' R, or three 20' R sources, up to 100' from caster.

14-LORD AURA (F) As Aura, except spell subtracts 15% from all attacks (non-cumulative with other spells).

15-BLINDING (F) DURATION:-- RANGE: 100' Brilliant flash blinds target for 1 rdn/10% failure of RR.

20-AURA BLAZE (F) DURATION: 1 rdn/lvl RANGE: S Caster is illuminated in a blinding light. All within 10' suffer as Blinding. Subtract 25% from all attacks (non-cumulative).

25-STARFIRES (E) DURATION: C RANGE: 500' Focuses star or moonlight as a lens, must be focused initially on a fixed point. After 1 rdn it can be moved at the rate of 1'/rdn. It will burn through 6" wood/rdn, 1" stone/rdn, or 1/2" metal/rdn in a 1' diameter.

30-STARHAND (E) As Starfires, except focus is 6' from open palm of caster (caster is immune) and it can be moved 10'/rdn. It can be used in combat: it strikes on the Firebolt table with a +30 add.

50-STARFIRES TRUE (E) As Starfires, but star/moonlight not required.

STARSENSE

1-PRESENCE (P*★) DURATION: C RANGE: 10'/lvl Caster is aware of the presence of all sentient/thinking beings within his range.

3-LOCATION (P) DURATION: 1 min/lvl (C) RANGE: 100' Gives the direction and distance to any specific object or place that the caster is familiar with OR has had described in detail.

5-MIND STORE (I★) DURATION:-- RANGE: 10'/lvl Caster stores mental pattern of target; can be used later to locate specific person through Finding.

6-FINDING (I) DURATION: C RANGE: 100'/lvl Caster gets direction and distance to any one unshielded mind stored mind within range.

9-MIND TYPING (I★) DURATION:-- RANGE: 10'/lvl Caster gets race, profession, and level of target.

10-DIRECTION (I) DURATION:-- RANGE: 1000'/lvl Caster gets direction to any unshielded Mind Stored mind he desires.

13-AWARENESS (I★) DURATION: C RANGE: 10'/lvl As Presence, plus a general knowledge of the actions of each being (i.e. being is casting a spell, but not what spell is being cast).

15-STARFINDING (I) DURATION: C RANGE: unlimited As Finding, but both Caster and target must be outdoors while stars are visible.

20-LORD LOCATION (P) DURATION: C RANGE: 20 mi. Gives the direction and distance to any specific object or place that the caster is familiar with OR has described in detail.

25-DIRECTION TRUE (I) As Direction, except no range limitations.

30-FINDING TRUE (I) As Finding, except no range limitations.

50-TRACKING (I) As Finding True, except Caster can 'track' target at will for the next 24 hours without further power expenditure. He simply needs to concentrate again momentarily.

30-DREAM MASTERY (I) As Dream I, except caster is able to manipulate his dream in a limited way to gain more information on a specific topic (i.e., he is in the dream and can ask a question, but there is no guarantee it will be answered.)

50-HIGH PRAYER (I) DURATION: C RANGE: S Caster receives detailed information from his deity on a single topic question.

FAR VOICE

1-STAR VOICE (I★) DURATION: C RANGE: 100' Caster may mentally speak to another Astrologer.

2-MIND VOICE (I★) DURATION: C RANGE: 100' Caster may mentally speak to any thinking being.

4-MIND VOICE (I★) As above, except range is 300'.

5-STAR VOICE TRUE (I★) As Star Voice, except caster may speak to another Astrologer as far as the horizon if it is clear and night (500' any other time).

6-MIND VOICE (I★) As Above, except range is 500'.

8-MIND VOICE (I★) As above, except range is 1000'.

10-STAR MERGE (I★) DURATION: C RANGE: T On a clear night outdoors caster may interchange thoughts with willing target, and if both are Astrologers, may interchange power points.

12-WAITING VOICE (F) DURATION: 24 hours RANGE: 10' As Mind Voice, except caster leaves a message of 25 words or less, set to be triggered by a specific mental pattern, known through Mind Store; or a time limit.

14-MIND VOICE (I★) As above, except range is one mile. (Target located by Finding or other means.)

15-READY MERGE (I★) DURATION: C RANGE: Up to Horizon, outdoors on a clear night, otherwise 100'. As Star Merge, except caster and target must have merged before.

20-LORD VOICE (F) Caster can cause his voice to be heard up to 100'/lvl away, in amplified tones. (If location out of sight, caster must have been there.)

25-MIND VOICE (I) As above, but range is 1 mile/lvl.

30-MIND VOICE TRUE (I) As Mind Voice, except range is unlimited.

50-TRUE VOICE (F) As Lord Voice, except range is unlimited.

STARLIGHTS

1-PROJECTED LIGHT (F) DURATION: 10 min/lvl RANGE: 10' Beam of light (like flashlight) springs from the caster's palm; 20' effective range.

2-SELF AURA (F) DURATION: 10 min/lvl RANGE: S Generates a bright aura about the caster, making him appear more powerful and subtracting 5 from all attacks.

3-LIGHT (F) DURATION: 10 min/lvl RANGE: T Lights a 20' R area about point touched.

4-LIGHT ERUPTION (F) DURATION:-- RANGE: 100' Causes a 10' R sphere of intense light, all within it must make a RR at -10 or are stunned for 1 rdn/10% failure.

5-SHOCK BOLT (F) DURATION:-- RANGE: 100' A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Shock Bolt Table.

8-FLARE (F) Caster fires a missile up to 500' into the air. Missile explodes into an intense ball of light (100' R as daylight, diminishing thereafter) and floats slowly to the ground. Drops 10'/rdn.

GREATER SPELLS

CLERIC

SUMMONS

- 17-WAITING SUMMONS (FM)** As Summons X, except it can be delayed up to 1 day/lvl OR until a movement sets it off. The creature can be left a simple task to perform.
- 20-DEMONIC GATE III (FM)** As Demonic Gate I, except a type III demon can be summoned.
- 25-MASS SUMMONS (FM)** As Summons III, except total cannot exceed caster's level.
- 30-SUMMONS TRUE (FM)** As Summons I, except caster can summon a specific type of creature for as long as he concentrates. The level of the creature is random.
- 50-GATE (FM)** DURATION: RANGE: V Caster can pull any being through a "gate" to the caster's location; if the being is intelligent, he must be willing to come. An intelligent being will get a feeling of the alignment of the gating person and a vague idea of the reason and significance for the "gate".

CHANNELS

- 17-CHANNELS X (F*)** As Channels I, except a 1st-10th lvl spell may be transmitted.
- 18-RETURNING (F*)** DURATION:-- RANGE: S Caster is returned to a predefined place (similar to teleportation); caster must live in the place in the place for 30 days (meditating 16 hr each day) to define it as his "place of returning". Only one place may be defined at any one time; to change it, the new place must be defined as above.
- 20-ABSOLUTION PURE (F*)** As Absolution, except "soul" can only be brought back through Lifegiving.
- 25-RERETURNING (F*)** For up to 1 rnd/lvl after a spell user has used Returning, he may cast this spell and be returned to within 20' of the point he came from.
- 30-LORD CHANNELS (F*)** As Channels I, except 1st-20th lvl spells may be transmitted.
- 50-HOLY BRIDGE (F)** DURATION: 1 rnd RANGE: V Opens a direct channel to the cleric's deity; results depend on the deity's personality, motives, and powers. Any spell the deity can cast can be transmitted through the gate.

COMMUNAL WAYS

- 19-DEATH'S TALE TRUE (I)** DURATION:-- RANGE: S Caster gets a vision of the events surrounding the death of any 1 dead being within 10 feet. 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.
- 20-COMMUNE TRUE (I)** As Commune I, except caster can receive a more detailed answer to a question involving but 1 concept (e.g. a name or short phrase may constitute the answer).
- 25-INTUITIONS TRUE (I)** As Intuitions I, except caster gets a gaze into the future equal to 1 minute x his level (e.g. a 30th level caster would get a look 30 minutes into the future).
- 30-CHANNEL OPENING TRUE (I)** As Channel Opening, except caster can open a channel to anyone he chooses, regardless of whether he is acquainted with the being; caster must specify the type of being he seeks; range is 1 mi/lvl.
- 50-HIGH PRAYER (I)** DURATION: C RANGE: S Caster receives detailed information from his deity on a single topic question.

PROTECTIONS

- 17-PROTECTIONS SPHERE III (D)** As Protections Sphere I, except all who are within the sphere will get benefits of a Prayer III, Bless III, OR a Resistance III spell.
- 18-PRAYER V (D)** As Prayer I, except bonus total is +25, and spell may be spread over 1-5 targets.
- 20-BLESS V (D)** As Bless I, except bonus total is +25, and spell may be spread over 1-5 targets.
- 25-RESISTANCE V (D)** As Resistance I, except bonus total is +25, and spell may be spread over 1-5 targets.
- 30-PROTECTIONS SPHERE V (D)** As Protections Sphere I, except all who are within the sphere will get benefits of a Prayer V, Bless V, OR a Resistance V spell.
- 50-PROTECTIONS TRUE (D)** DURATION: 1 min/lvl RANGE: 100' Target gets a +30 bonus to his RR, maneuver rolls, armor subtraction; target subtracts 30 from all elemental fire OR cold attacks.

REPULSIONS

- 16-REPEL UNDEAD XV (F)** As Repel Undead V, except 15 pts of undead may be affected.
- 18-NEUTRALIZE CURSE (F)** As above, except curse is nullified for 1 day/lvl.
- 20-REPEL UNDEAD TRUE (F)** As Repel Undead V, except this spell disintegrates any one undead of class V or lower automatically; and sends a class VI fleeing.
- 25-UNCURSE TRUE (F)** As Remove Curse, except there is a RR MOD of -50. Note that some curses may have their own RR modification, being especially difficult to remove.
- 30-ANTI-CHANNELS TRUE (F)** As Anti-Channels, except any Channeled spell can be canceled. Spells channeled with the aid of a "Holy Bridge" are not affected.
- 50-RECHANNELING (F)** DURATION: 1 rnd/lvl (C) RANGE: 300' Caster can intercept one channeled spell that is being transmitted or received within his range and cast that spell himself. The person sending the channeled spell gets a RR (the attack level of this spell versus his level - not the level of the spell being intercepted).

LIFE MASTERY

- 16-LIFEKEEPING (H)** As above, except the duration is 1 week/lvl.
- 17-LIFEGIVING (H)** As above, except 2% x days dead will be added to the dice roll when the target attempts to roll below his Const. Recovery period = 20 x the time dead.
- 19-RESTORATION (H)** DURATION: P RANGE: 10' Caster can restore any 1 target's mental capabilities (including experience); % lost, and unable to be restored = 1% x # days mind was destroyed.
- 20-LIFEGIVING (H)** As above, except 1% x days dead will be added to the dice roll when target attempts to roll below his Const. Recovery period = the time dead.
- 25-LIFEGIVING (H)** As above, except 1% x days dead will be added to the dice roll when target attempts to roll below his Const. and there is no recovery period.
- 30-RESTORATION TRUE (H)** As Restoration, except that target's mind is fully restored (including experience).
- 50-LIFEGIVING TRUE (H)** As Lifegiving, except the target is automatically raised from the dead, and there is no recovery period.

HEALER

SURFACE WAYS

- 25-HEAL TRUE (HS)** As above, except caster is healed of all concussion hits.
- 30-FROST/BURN RELIEF TRUE (HS)** DURATION: P RANGE: S Caster is relieved of all burns and/or frostbite.
- 50-STUNRELIEF TRUE (HS)** DURATION:-- RANGE: S Caster is relieved of all accumulated stun effects.

BONE WAYS

- 25-TOTAL CARTILAGE REGENERATION (HS)** As Cartilage Regeneration, except that caster can regenerate all of the lost cartilage in his body; recovery time 1-10 hrs.
- 30-TOTAL BONE REGENERATION (HS)** As Bone Regeneration, except that caster can regenerate all of the lost bone in his body; recovery time 1-10 hrs.
- 50-SKELETAL REGENERATION TRUE (HS)** DURATION: P RANGE: S Caster can regenerate all of the lost bone and/or cartilage in his body; recovery is instantaneous.

MUSCLE WAYS

- 25-TOTAL MUSCLE REGENERATION (HS)** DURATION: P RANGE: S Caster can regenerate all of the muscles in his body; recovery time 1-10 hrs.
- 30-TOTAL TENDON REGENERATION (HS)** DURATION: P RANGE: S Caster can regenerate all of the tendons in his body; recovery time 1-10 hrs.
- 50-MASS REPAIRS TRUE (HS)** DURATION: P RANGE: S Caster can repair a number of damaged muscles and/or tendons equal to his level; recovery is instantaneous.

ORGAN WAYS

- 25-ORGAN REGENERATION (HS)** DURATION: P RANGE: S Caster can regenerate any 1 organ (external or internal), but not the brain; recovery time 1-10 hrs.
- 30-PARALYSIS CURES TRUE (HS)** As Paralysis Cures, except recovery is instantaneous.
- 50-REUNITING (HS)** DURATION: P RANGE: S Caster may reunite his soul with his body, provided the latter is functional. Note that this spell will not "raise the dead" like the Clerical Lifegiving spell, for dead Healers cannot cast spells. To restore a dead target to life, a Healer would first have to heal all of the latter's wounds (without killing himself), and then restore the target's soul by giving up his own (this process operates like the 20th level Lifegiving spell on the Life Mastery list). While technically alive, but without his soul, the Healer would be affected as if he had been absolved (per "Absolution"); thus, he would be at 75% for all subconscious actions (he could take no conscious actions) until he succeeded in regaining his own soul through the use of this spell (remember the -75 when rolling for possible spell failure).

BLOOD WAYS

- 25-NEW BLOOD (HS)** DURATION: P RANGE: S Caster can restore all of the blood lost from his body; recovery time 1-10 hrs.
- 30-BLOOD DISEASE CURES (HS)** DURATION: P RANGE: S Caster can eliminate any blood disease from his body; recovery time 1-10 hrs.
- 50-BLOOD REPAIRS TRUE (HS)** DURATION: 1 rd/lvl RANGE: S Caster can use any 1 of the lower spells on this list in a given round at will.

ANIMIST

NATURE'S MOVEMENT

- 25-PASSING ORGANIC (F)** DURATION: 1 min/lvl RANGE: S Allows caster to pass through any organic material of thickness up to 1' /vl.
- 30-TREE DOOR (F)** As above, except caster can move between trees up to 300' /vl apart.
- 50-TREE RETURNING (F)** DURATION:-- RANGE: S Allows caster to return to any tree within range of 1 mile x lvl; requires piece of tree.

PLANT MASTERY

- 25-PLANT GROWTH TRUE (F)** As Plant Growth, except caster can increase size of all plants of 1 species within a 100' radius by x5.
- 30-PLANT CONTROL TRUE (M)** As Plant Control I, except caster can control all plants within range (100').
- 50-PLANT ANIMATION (F)** DURATION: 1 min/lvl RANGE: 100' Caster can animate any 1 plant; the plant can then move slowly, carrying any root system it may possess along.

ANIMAL MASTERY

- 25-MASTERY (M)** As above, except caster can control all animals of a given species within a range of 10' /vl.
- 30-ABSOLUTION (F*)** DURATION: V RANGE: 100' RR MOD: -20 Target's "soul" is torn from the target's body; it remains in whatever place "souls" go, for 30 days/10% failure. The soul can be returned early only through Lifegiving. The target is at -75% for subconscious activity; target is unconscious until soul is restored.
- 50-ANIMAL SUMMONS TRUE (FM)** As Animal Summons I, except caster can summon and control a number of animals = 1/lvl (e.g. a 50th lvl could summon 50 sheep).

HERB MASTERY

- 25-ENHANCEMENT TRUE (U)** As Enhancement, except that potency of 1 growing herb is increased 100% x lvl of caster (e.g. a 30th lvl caster could increase potency of growing herb by 30x).
- 30-HERB MASTERY TRUE (U)** As Herb Mastery II, except that the potency of 1 herb can be increased by 100% x lvl of caster (e.g. a 30th lvl caster could increase any 1 herb's potency by x30).
- 50-HERB FINDING TRUE (I)** As Herb Finding, except that caster can locate any 1 herb variety within a range of 1 mile/lvl of caster (e.g. 50 miles for a 50th level caster); location is known within 100'.

NATURE LORE

- 25-WEATHER PREDICTION TRUE (I)** As Weather Prediction, except that it allows caster a 95% chance of predicting weather over a period = 1 day/lvl.
- 30-NATURE'S EYE (I)** As above, except range is 100 miles and caster can monitor an area of 500' R.
- 50-ANIMIST'S EYE (I)** DURATION: C RANGE: V Allows caster to monitor an area of 100' R that he has both been to and become acquainted with (i.e. spent at least 1 day meditating in or 30 days living in).

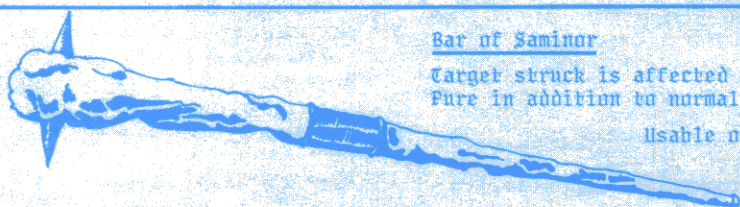
NATURE'S PROTECTION

- 25-ANIMAL FORM TRUE (F)** As Animal Form, except caster can also take on the smell of any 1 animal; it will not bestow any of the animal's special abilities (e.g. fiery breath or anti-magic qualities); it will confer basic physical character (e.g. movement and physical attack capabilities); caster may halve or double his size.
- 30-NATURE'S FORM TRUE (F)** As Plant Form and Animal Form, except caster can change his form from rnd to rnd, taking on any new plant or animal form desired (within size limits).
- 50-WEAPON TURNING ORGANIC TRUE (F*)** DURATION: 1 rd/lvl RANGE: S Allows caster to completely foil one at least partially organic missile or melee attack directed at him, and within his field of vision, per round.

Bar of Samnor

Target struck is affected as per Absolution Pure in addition to normal damage.

Usable once per day.



EVIL CLERIC

CLOSED(HEALING)

DISEASE

25-LEUKEMIA (F) As Chills, except target gets leukemia; target will weaken at a rate of 2%/day (1-2/day, cumulative, to all activity); when the total reaches 100%, the target is dead.

30-RABIES (F) As Chills, except target gets rabies; after 21 days with no visible effect, the disease sets in. The target's organs contract; he foams at the mouth, becomes very thirsty and violent; and anyone he bites or scratches must resist or catch the disease. The target dies 5-7 days after disease onset.

50-PLAGUE (F) As Chills, except target gets a "plague"; if he fails a RR, he will die 95% of the time (within 10 min). The other 5% of the time; he believes that he resisted, but becomes a carrier instead. Anyone coming within 5' of the carrier must resist or face the same chances as the original target.

DARK CHANNELS

25-BLACK CHANNEL III (F*) As Black Channel I, except a Black Channel III spell can be cast.

30-DARK ABSOLUTION (F*) As Absolution Pure, except destroys the "soul" utterly.

50-UNHOLY GATE (F) DURATION: 1 rnd
RANGE: V Opens a direct channel to the evil cleric's deity; results depend on the deity's personality, motives and powers. Any spell the deity can cast can be transmitted through the gate.

DARK LORE

25-BLESSING ANALYSIS (I) As Hate Analysis, except caster is able to analyze any 1 blessing.

30-DREAMS TRUE (I) As Dreams I, except caster can have a number of dreams/night equal to his level.

50-BLACK LORE MASTERY (I) As Black Lore, except caster can acquire the information on all items of evil or darkness within 100'.

CURSES

25-FRIENDSLAYER (F) As Nightvision Curse, except every time the target is in a combat situation near a friend there is a 10% chance each round that he will attack his friend and attempt to kill him. For these purposes a "friend" is any companion or associate.

30-EXCOMMUNICATION TRUE (F) As Excommunication, except effect is permanent until removed.

50-DARK THOUGHTS (F) As Nightvision Curse, except target may not attack any evil creature and the target learns ALL evil languages and the target will obey the commands of any evil person who is 10 levels higher than himself.

NECROMANCY

25-CREATE UNDEAD V (F) As Create Undead I, except caster can create 1 class V undead OR 5 class I's OR 1 class IV and 1 class I OR etc.

30-CONTROL UNDEAD TRUE (F*) As Control Undead I, except caster can control any one undead OR any one undead (class V or lower) without concentration OR all class III or lower undead within a 100'R. Range for a single undead is extended to 300'.

50-CREATE UNDEAD TRUE (F) As Create Undead I, except caster can create any undead that exists in the world system in use (e.g. ring wraiths, vampires, etc.).

BLOOD LAW

25-JOINING TRUE (H*) As Joining, except that limb is fully functional in 10 minutes (provided caster also uses respective Joining True spells).

30-MASS CLOTTING (H) As Clotting, except that caster can stop bleeding in any one wound in a number of targets equal to his level.

60-MASS BLOOD REPAIR (H) DURATION: P RANGE: 100' Allows caster to stop bleeding in, and fully repair, 1 wound/lvl per spell cast (e.g. a 50th lvl caster can fully repair a total of 50 wounds/spell cast); wounds repaired may be spread out over multiple targets.

BONE LAW

25-JOINING TRUE (H*) As Joining, except that limb is fully functional in 10 minutes (provided caster also uses respective Joining True spells).

30-MASS MAJOR FRACTURE REPAIR (H) As Major Fracture Repair, except that each spell cast repairs 1 fracture/lvl of caster; spell operates as long as caster concentrates; requires 1 day recovery per fracture repaired; spell has 100' range.

50-MASS SHATTER REPAIR (H) As Shatter Repair, except that each spell cast repairs 1 fracture or shattered area/lvl of caster; spell operates as long as caster concentrates; requires 1 day recovery/shatter or fracture repaired; spell has a 100' range.

ORGAN LAW

25-ORGAN REPAIR TRUE (H) As Organ Repair, except recovery time is 10 minutes, and no operation is required.

30-HEART REGENERATION (H) DURATION: P RANGE: T Allows caster to regenerate heart; regrowth takes 1-10 days.

50-ORGAN REGENERATION (H) DURATION: P RANGE: 100' Allows caster to regenerate any internal or external organ (not including the brain or nervous system); regrowth takes 1-10 days.

MUSCLE LAW

25-JOINING TRUE (H*) As Joining, except limb is fully functional in 10 minutes (provided caster also uses respective Joining True Spells).

30-TENDON REGENERATION (H) DURATION: P RANGE: T Allows caster to regenerate 1 tendon; regrowth takes 1-10 hrs, depending on extent of loss.

50-MASS MUSCLE REPAIR TRUE (H) As Mass Muscle Repair, except that there is no recovery period, and there is a 100' range (i.e. target(s) need not be touched).

NERVE LAW

25-JOINING TRUE (H*) As Joining, except that limb is fully functional in 10 minutes (provided caster also uses respective Joining True spells).

30-NERVE REGENERATION (H) DURATION: P RANGE: T Allows caster to regenerate lost nerve; regrowth takes 1-10 days, depending on extent of loss.

50-BRAIN REGENERATION (H) DURATION: P RANGE: T Allows caster to regenerate lost brain; regrowth takes 10-100 days, depending on extent; target is in coma during recovery; note that experience is not restored (% lost permanently dependent on severity of damage).

(11.13) DEFINITIONS AND NOTATIONS

SPELL CLASSES:

- D = Defensive spell; allows caster to resist or withstand the effects of a spell, the elements, etc.
- E = Elemental Attack spell; a spell which calls, creates, or uses one of the physical elements to attack a target; the elemental material is real.
- F = Force spell; involves the manipulation of matter, energy, the elements, etc. through the use of a spell force.
- H = Healing spell; involves healing.
- I = Informational spell; a spell which gathers information.
- M = Mental Attack spell; an attack spell affecting the target's mind.
- P = Passive spell; a general use spell that usually involves another person or thing, but not actively.
- S = Subconscious spell; a spell that is triggered by the subconscious; the caster must (normally) be concentrating or in a trance or unconscious before the spell will work. Some do not require the conscious casting of the caster.
- U = Utility spell; a general use spell that doesn't physically affect anyone or thing but the caster.

RANGE:

- S = Self; spell can only be cast on the caster himself.
- T = Touch; caster must touch target in order to create effect.
- distance R = Effect is felt in an area (radius defined).
- distance/lvl = Spell can take effect anywhere within (distance) x (level) of the caster. Area spells have a center, and the center must lie within the range.

DURATION:

- C = Concentration required; caster can perform only 50% of normal activity (e.g. movement halved, maneuvers and combat at -50). Caster cannot cast any other spells while concentrating.
- (C) = Concentration required, except duration cannot exceed the limit given.
- P = Permanent; spell has permanent effect in the sense of creating a physical or mental condition. After the caster no longer concentrates or after the casting procedure is complete, the effect may be altered by outside forces; i.e. the spell may be cured, disturbed via another spell or physical forces (e.g. Freeze Water will freeze water, but the ice will melt, if conditions so dictate, at the normal rate).
- V = Variable; depends on the nature of the spell cast.
- time/lvl = Duration is the time multiplied by the level of the caster.
- time/x% = Duration of effect is (the amount that the target's RR is below the minimum needed to resist the spell) divided by a number (x) multiplied by the (time).
- = Instantaneous; spell's effect is instantaneously applied.

TERMS

ABBREVIATED:

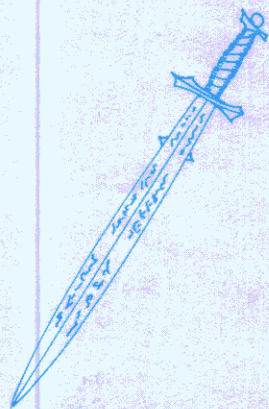
- rnd or rd = round (battle round)
- lvl = level (normally of caster)
- min = minute(s)
- hr = hour
- RR = resistance roll
- R or rad = radius
- mi = mile(s)
- yd = yard(s)
- mph = miles per hour
- cu' = cubic feet
- * = Free; spell doesn't require spell points
- * * = Instantaneous; spell doesn't require preparation
- s = Part of a set of spells that must be thrown continuously in order to be effective (or fully effective)
- pt = point
- mod = modification or modifier

DEFINITIONS:

- Organic = Of or deriving from living organisms.
- Inorganic = Involving neither organic life or products of organic life.
- Inanimate = Not having qualities associated with active, living, organisms; not animate.
- Embed = To fix or become fixed firmly in a surrounding mass.
- Slaying item or weapon = An item or weapon specifically designed to combat and/or destroy a being or type of being (e.g. a dragonslaying sword or staff).
- Organ = A differentiated part of an organism, adapted for a specific function (e.g. the liver).
- Wound = An injury in which the skin is torn, pierced, or cut.
- Being = Any intelligent creature, including all humanoid types, enchanted creatures, etc. Intelligence should be characterized by system and/or Gamemaster.
- Animal = A living creature capable of feeling and voluntary motion, but excluding those characterized as beings.
- Herbs = A plant or plant part valued for medicinal qualities.

Darklaen Sword

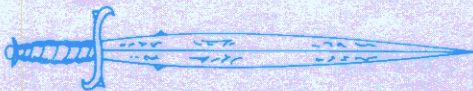
+25% to melee attack
gives off an aura of cold which gives a 'cold' critical when weapon delivers a serious blow.
fires a jet of intense cold, as a 'firebolt', substituting cold for heat criticals, x5 hits up to 5x a day, with the utterance: "I summon the absence of heat"
provides immunity to all cold
highly intelligent



forged of a smoky, glassy substance (dark laen), with hilts of dull silver

Lightlaen Sword

+25% to melee attack
flames on command to give a 'heat' critical when weapon delivers a serious blow.
fires a jet of flame as a 'firebolt' x5 hits, up to 5x a day, with the utterance: "I summon the absence of cold"



forged of an indestructible glasslike substance (laen) with hilts of gold.

DEATH AND LIFEGIVING

NOTE: When the body can no longer sustain life (due to system shock, organ failure or other causes), the soul will leave the host as death occurs (Absolution spells can cause the soul to be removed from the body without causing actual death). To restore life it is necessary to first repair the damage that caused the body to become uninhabitable and then restore the soul (if the physical damage were not repaired, the soul would immediately leave the host again). Failure to restore the soul prevents the target from returning to life even after all physical damage is repaired (the body can sustain life at a minimal level without the soul, but once the life process is interrupted it cannot be restored without the soul). Lifegiving spells reunite the soul and the body, restoring the life process if the body is capable of sustaining it. Reuniting spells restore the soul to a still living body (only). Neither can restore a soul that is destroyed by Dark Absolution.

(Table 10.91) BATTLE ROUND SEQUENCE

1. Spell Phase
2. Spell Results Phase
3. Spell Orientation Phase
4. Missile Phase
5. Missile Results Phase
6. Movement and Maneuver Phase
7. Melee Phase
8. Melee Results Phase
9. Final Orientation Phase

(Table 10.92) ARMOR TABLE

Armor Type	Minimum ¹ Maneuver Penalty	Maximum ² Maneuver Penalty	Missile ³ Attack Penalty	Quickness ⁴ Penalty
1	0	0	0	0
2	0	0	0	0
3	0	0	0	0
4	0	0	0	0
5	0	0	0	0
6	0	-20	-5	0
7	-10	-40	-15	10
8	-15	-50	-15	15
9	-5	-50	0	0
10	-10	-70	-10	5
11	-15	-90	-20	15
12	-15	-110	-30	15
13	-10	-70	0	5
14	-15	-90	-10	10
15	-25	-120	-20	20
16	-25	-130	-20	20
17	-15	-90	0	10
18	-20	-110	-10	20
19	-35	-150	-30	30
20	-45	-165	-40	40

¹Minimum maneuver penalties apply to persons fully trained in maneuvering while wearing the given armor type.

²Maximum maneuver penalties apply to persons completely untrained in maneuvering while wearing the given armor type.

³Missile attack penalties act as subtractions from the offensive bonus used for missile attacks. This is meant to reflect the disadvantageous effect of armor worn on the arms of a given combatant.

⁴Quickness penalties act to reduce or cancel the given defensive bonus of a combatant (i.e., those points based on the defender's quickness). Unlike those above, this penalty can only apply against the armor-user's quickness, and will not reduce a combatant's defensive bonus below the level it would be had there been no quickness bonus whatsoever.

(Table 10.93) BONUSES FOR UNUSUAL STATISTICS

Unusual personal characteristics, such as a high Agility or Strength seriously affect the capabilities of a character. The following table gives a series of "stat" ranges on the 1-100 scale and the bonus (or penalty) according to actions heavily influenced by that statistic.

Additionally, columns are present to indicate the number of development points the character gets from his particular statistic and the number of spell points/level provided by that "stat," if it is the prime requisite for his type of spell casting. Note that Character Development Statistics do not give spell points; thus, each spell realm has one characteristic from which spell points may be derived:

Empathy (Intelligence) for Essence
Intuition (Wisdom) for Channeling
Presence (Charisma) for Mentalism

Hybrid spell users average the statistics pertaining to their two spell using realms, and derive their spell points from this average.

Columns are provided for 3-18 and 2-12 statistics for comparison and/or conversion if other portions of the game system mandate use of non-percentile "stats."

1-100 Stat.	Bonus on D100	Bonus on D20	Development* Points	Spell** Points	3-18 Stat.	2-12 Stat.
100+	+35	+7	11	4	20+	17+
101	+30	+6	10	3	19	15-16
100	+25	+5	10	3	18	13-14
98-99	+20	+4	9	2	17	12
95-97	+15	+3	9	2	16	11
90-94	+10	+2	8	1	15	10
85-89	+5	+1	8	1	14	9
75-84	+5	+1	7	1	13	8
60-74	0	0	6	0	12	7
40-59	0	0	5	0	10-11	6
25-39	0	0	4	0	9	5
15-24	-5	-1	3	0	8	4
10-14	-5	-1	2	0	7	3
5-9	-10	-2	2	0	6	3
3-4	-15	-3	1	0	5	2
2	-20	-4	1	0	4	2
1	-25	-5	0	0	3	2

*Development Points and their uses are explained in the Character Development Guidelines of the Rolemaster System. They may, however, be adapted to other game systems if it is so desired.

**Spell Points are explained in sections 6-11 and 6-12. Optional uses involving spell points are outlined in sections 9.1 and 9.2.

SHOCK BOLT ATTACK TABLE (15.4.1)

UM	01-02	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	UM
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	03-10
	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	11-20
	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	21-30
	1	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-35
03-10	2	1	1	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	36-40
	2	2	1	0	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	41-45
	3	2	2	1	2	2	1	0	0	0	0	0	0	1	0	0	0	0	0	1	0	46-50
	3	3	3	3	3	3	3	2	1	0	0	0	0	1	1	0	0	0	0	2	0	51-55
	4	3	4	5	3	3	3	3	2	0	0	0	0	1	1	0	0	0	0	2	0	56-60
61-65	4A	4	5	6	4	4	4	4	3	0	0	0	0	2	2	1	0	0	1	3	1	61-65
	5A	4A	6	6	4A	4	5	4	4	1	0	0	0	2	3	2	0	1	2	4A	2	66-70
	5A	5A	7A	7	5A	5A	6	5	5	1	1	1	0	3	3	3	1	2	3	5A	3A	71-75
	6A	5A	7A	7A	5A	5A	7A	6	6	2	1	2	1	3	4	4	2	3	4	6A	4A	76-80
	6A	6A	8A	8A	6A	6A	8A	7A	7A	2	2	3	2	4	4	5	3A	4	5A	7A	5A	81-85
86-90	6A	6A	8A	8A	6A	6A	8A	8A	8A	2	2	4	3A	4	5	5A	4A	5	6A	8A	6A	86-90
	7A	7A	9A	9A	7A	7A	9A	9A	9A	3	3	5A	4A	5A	5A	6A	5A	6A	7A	8A	7A	91-95
	7A	7A	9A	9A	7A	7A	9A	10A	10A	3A	3A	5A	5A	5A	6A	6A	6A	6A	7A	9A	8A	96-100
	7A	7A	10A	10A	8A	8A	10A	10A	10A	3A	4A	6A	6A	6A	6A	7A	7A	7A	8A	9A	9A	101-105
	8A	8A	10A	10A	8A	8A	10A	11B	11B	4A	4A	6A	7A	6A	7A	7A	8A	7A	8A	10A	9B	106-110
111-115	8A	8A	11A	11B	9A	9A	11B	11B	11B	4A	5A	7A	8A	7A	7A	8A	8A	8A	9A	10B	10B	111-115
	8A	8B	11B	11B	9B	9B	11B	12B	12B	4A	5A	7A	8A	7A	8A	8A	9A	8A	9A	11B	10B	116-120
	9B	9B	12B	12B	10B	10B	12B	12B	12B	5A	6A	8A	9A	8A	8A	9A	10A	9A	10A	11B	11B	121-125
	9B	9B	12B	12B	10B	10B	12B	13B	13B	5A	6A	8A	9B	8A	9A	9A	10B	9A	10B	12B	11B	126-130
	131-135	9B	9B	13B	13B	11B	11B	13B	13B	5A	7A	9B	10B	9A	9A	10A	11B	10B	11B	12B	12B	131-135
136-140	10B	10B	13B	13B	11B	11B	13B	14B	14B	5A	7A	9B	10B	9B	10A	10B	11B	10B	11B	13B	12B	136-140
	10B	10B	14B	14B	12B	12B	14B	14B	14B	6A	8B	10B	11B	10B	10B	11B	12B	11B	12B	14B	13B	141-145
	10B	10B	14B	14B	12B	12B	14B	14B	14B	6A	8B	10B	11B	10B	10B	11B	12B	12B	12B	14B	14B	146-150
	10B	10B	14B	14B	12B	12B	14B	14B	14B	6A	8B	10B	11B	10B	10B	11B	12B	12B	12B	14B	14B	146-150
	UM	100	16D	16D	18D	18D	17D	17D	18D	18D	12C	14C	16C	16C	14C	14C	16C	17C	17C	18C	18C	100

(Use Electricity Criticals)

Range Mod

0' - 10' +35
 11' - 50' 0
 51' - 100' -25
 101' - 200' -40
 201' - 300' -55
 301' - up -75

Caster's OB = caster's level + caster's Ag Bonus
 + caster's Directed Spell Skill Rank Bonus + special

Subtraction due to Target and Situation = Range Mod
 + Cover Mod + Shield Mod + Helmet Mod - target's Qu Bonus

Cover Mods — Full(-60); Partial(-30); Static(+30).

Shield Mods — Wall(-30); Full(-20); Normal(-15); Target(-5).

Helmet Mods — None(+5); Full(-5).

UM = Unmodified Roll

WATER BOLT ATTACK TABLE (15.4.2)

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1			
UM	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02	UM	
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	0	0	0	0	03-10		
11-20	F	F	F	F	F	F	F	F	0	0	0	0	0	0	0	0	0	0	0	0	11-20		
21-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	21-30		
31-35	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-35		
36-40	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	36-40		
41-45	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	41-45		
46-50	1	1	0	0	1	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	46-50		
51-55	1	1	1	0	2	1	0	0	0	0	0	0	2	1	0	0	0	0	0	0	51-55		
56-60	2	2	2	1	2	2	1	0	0	0	0	0	2	2	1	0	0	0	1	0	56-60		
61-65	2	2	3	2	3	2	2	1	1	0	0	0	3	3	2	0	0	0	2	1	61-65		
66-70	2	3	4	3	3	3	3	2	1	1	1	0	3	4	3	1	0	0	4A	2	66-70		
71-75	3	3	5	4	4	3	4	3	2	2	2	1	4	5	4	2	0	1	5A	4	71-75		
76-80	3	4	6	5	4	4	5	4	2	3	4	3	5A	6	6	4	1	3	6A	6A	76-80		
81-85	3A	4	7	6	5A	4A	6	5	3	4	6	5	6A	7A	8A	6	3	5	8B	8A	81-85		
86-90	4A	5A	7A	7	5A	5A	7A	6	3A	4	8	7A	7A	8A	9A	8A	5	7A	10B	10A	86-90		
91-95	4A	6A	8A	8A	6A	5A	8A	7A	4A	5A	10A	9A	8A	9A	10B	10A	7A	9A	12B	12B	91-95		
96-100	4A	6A	8A	9A	6A	6A	9A	8A	4A	5A	10A	11A	9A	10B	11B	12B	9A	11A	14B	14B	96-100		
101-105	5A	6A	9A	10A	7A	6A	10A	9A	5A	6A	11A	12B	10B	11B	12B	14B	11A	13A	15C	16B	101-105		
106-110	5A	7A	9A	10A	7A	7A	11A	10B	5A	6A	11B	13B	11B	12B	13B	16B	12A	14B	16C	18C	106-110		
111-115	5A	7A	10A	11B	8A	7A	12B	11B	6A	7B	12B	13B	12B	13B	14B	17C	13B	15B	17C	19C	111-115		
116-120	6A	7A	10A	11B	8A	8A	12B	12B	6A	7B	12B	14B	13B	14B	15C	18C	14B	16B	18C	20C	116-120		
121-125	6A	8A	11B	12B	9A	8A	13B	13B	7A	8B	13B	14C	14B	15C	16C	19C	15B	17C	19C	21C	121-125		
126-130	6A	8A	11B	12B	9B	9B	13B	14B	7B	8B	13B	15C	15C	16C	17C	20C	16B	18C	20C	22C	126-130		
131-135	7A	8B	12B	13C	10B	9B	14B	15C	7B	9B	14C	15C	16C	16C	17C	21C	17C	19C	21C	23C	131-135		
136-140	7A	9B	12B	13C	10B	10B	14C	15C	8B	9B	14C	16C	16C	17C	18C	22C	18C	20C	22C	24C	136-140		
141-145	7B	9B	13C	14C	11C	11C	15C	16C	8B	10C	15C	15C	17C	18C	19C	23C	19C	21C	23C	25C	141-145		
146-150	7B	9C	13C	14C	11C	11C	15C	16C	8B	10C	15C	16C	18C	18C	20C	24C	20C	22C	24C	26C	146-150		
UM	100	10E	12E	16E	17E	14E	14E	18E	20E	11E	13E	18E	20E	22E	22E	24E	28E	24E	26E	28E	30E	100	UM

(Use Impact Criticals)

Range Mod

0' - 10' +35
 11' - 50' 0
 51' - 100' -25
 101' - 200' -40
 201' - 300' -55
 301' - up -75

Caster's OB = caster's level + caster's Ag Bonus
 + caster's Directed Spell Skill Rank Bonus + special

Subtraction due to Target and Situation = Range Mod
 + Cover Mod + Shield Mod + Helmet Mod - target's Qu Bonus
 Cover Mods — Full(-60); Parital(-30); Static(+30).

Shield Mods — Wall(-30); Full(-20); Normal(-15); Target(-5).
 Helmet Mods — None(+5); Full(-5).

UM = Unmodified Roll

ICE BOLT ATTACK TABLE (15.4.3)

UM	01-02	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	01-02	UM
		F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F		
		F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F		
		F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F		
		1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		1	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		2	2	1	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		2	3	2	1	2	2	1	0	0	0	0	0	1	0	0	0	0	0	0	0		
		3	4	3	2	2	3	1	1	1	0	0	0	2	1	0	0	0	0	0	0		
		3A	4	4	3	2	4	2	2	1	1	0	0	3	2	1	0	0	0	0	0		
		4A	5A	5	4	3	5	2	3	2	2	1	1	4A	3	2	0	0	0	8A	0		
		4A	5A	6	5	4A	6A	3	4	2	3	4	3	5A	4A	3A	2	0	0	9B	0		
		5A	6A	7A	6	4A	7A	4	5	3A	4	5	5A	6A	5A	4B	3A	6	8A	10B	10A		
		5A	6A	7A	7A	5A	8A	5A	6	4A	5A	6A	7A	7A	6B	5B	4B	7A	9B	11C	11B		
		5A	7A	8A	8A	6A	9A	6A	7A	5A	6A	7A	8B	8B	7B	6B	6B	8A	10B	12C	12C		
		6A	7A	8A	9A	6A	9A	7A	8A	6A	7A	8B	9B	9B	8C	7C	7C	9B	11C	13D	13C		
		6A	8A	9A	10B	7A	10A	8B	9B	6B	8B	9B	10C	10C	9C	8C	8C	10B	12C	14D	14D		
		6A	8B	9B	11B	8A	10A	9B	10B	7B	9B	10C	11C	11C	10C	10C	12D	11C	13D	15D	15D		
		7B	9B	10B	12C	8B	11B	10B	11C	7B	10C	11C	12D	12C	11D	12D	14D	12C	14D	16D	16D		
		7B	9B	10B	13C	9B	11B	11C	12C	8C	11C	12C	13C	13D	12D	14D	16D	13D	15D	17E	18D		
		7B	10B	11C	14C	10C	12C	12C	13C	8C	12C	13D	14D	14D	13D	16D	18E	14D	16E	18E	20E		
		8B	10C	12C	14C	10C	12C	13C	14D	9C	13D	14D	15D	15D	14E	18E	20E	16D	18E	20E	22E		
		8C	11C	12C	15D	11C	13C	14C	15D	9C	13D	15D	16E	16E	16E	20E	22E	18E	20E	22E	24E		
		9C	12C	13C	16D	12C	13C	15D	16D	10D	14D	16E	17E	17E	18E	22E	24E	20E	22E	24E	26E		
		9C	12C	14D	16D	12D	14D	16D	18E	10D	14E	17E	18E	18E	20E	24E	26E	22E	24E	26E	28E		
		9C	13D	15D	17E	13D	14D	17E	19E	11E	15E	18E	19E	20E	22E	26E	28E	24E	26E	28E	30E		
		10D	13D	16E	17E	14D	15D	18E	20E	11E	15E	19E	20E	22E	24E	28E	30E	26E	28E	30E	32E		
		10D	14E	17E	18E	15E	16E	20E	21E	12E	16E	20E	21E	24E	26E	30E	32E	28E	30E	32F	34F		
		10E	14F	18F	18F	16F	16F	22F	22F	12F	16F	22F	22F	26F	28F	31F	34F	30F	32F	34F	36G		
UM	100	14F	18F	22G	22G	20G	20G	26G	26G	16F	20F	26G	26G	30F	32F	35G	38G	36G	38G	40G	42G	100	UM

Caster's OB = caster's level + caster's Ag Bonus + caster's Directed Spell Skill Rank Bonus + special Subtraction due to Target and Situation = Range Mod + Cover Mod + Shield Mod + Helmet Mod - target's Qu Bonus Cover Mods — Full(-60); Partial(-30); Static(+30). Shield Mods — Wall(-30); Full(-20); Normal(-15); Target(-5). Helmet Mods — None(+5); Full(-5).

(For A, B, C, D, and E results, use Impact Criticals)

Critical Result	Use Impact	Use Cold
F	E	A
G	E	C

UM = Unmodified Roll

FIRE BOLT ATTACK TABLE (15.4.4)

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1			
UM	01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02	UM	
	03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	0	0	0	0	03-10		
	11-20	F	F	F	F	F	F	F	0	0	0	0	0	0	0	0	0	0	0	0	11-20		
	21-30	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	21-30		
	31-35	1	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	1	0	31-35		
	36-40	2	2	1	0	1	1	0	0	0	0	0	0	0	0	0	0	0	2	0	36-40		
	41-45	2	3	2	1	2	2	1	0	1	0	0	1	1	0	0	1	1	4A	0	41-45		
	46-50	3	4	3	3A	2	3	3	1	1	1	0	2	2	1	0	2	3	6A	3A	46-50		
	51-55	3	4	4	4A	2	4	4	3A	2	2	3	1	3	3	2	1A	3	5A	7A	5A	51-55	
	56-60	4	5	5A	6A	3	5	6	5A	2	3	5	3A	4	4	3	3A	4A	6A	8A	7A	56-60	
	61-65	4	5	6A	7A	4	6	7A	7A	3	4	6	5A	5	5	4	5B	5A	7A	9A	9B	61-65	
	66-70	5	6	7A	9A	4	7	8A	9A	3	4	7A	7B	6	6	5A	7B	6A	8A	10B	10B	66-70	
	71-75	5	6A	8A	10B	5A	8	9A	10B	4	5	8A	9B	7A	7	6A	9C	7A	9A	11B	11C	71-75	
	76-80	5	7A	9A	11B	6A	9A	10B	11B	4	5A	9B	11C	8A	8A	7A	11C	8A	10B	12C	12C	76-80	
	81-85	6A	7A	10B	12B	6A	9A	11B	13C	5	6A	10B	13C	9A	9A	8B	13C	9B	11B	13C	13D	81-85	
	86-90	6A	8A	11B	14C	6A	10A	12B	14C	6A	7A	12C	15C	10A	10B	9B	15D	10B	12B	14D	14D	86-90	
	91-95	6A	8B	12B	15C	8A	10A	13C	16C	6A	8B	14C	17D	11B	11B	10C	16D	11B	13C	15D	16D	91-95	
	96-100	7A	9B	13C	16C	8B	11A	14C	17C	7B	9B	15C	18D	12B	12C	11C	17D	12C	14C	16D	18D	96-100	
	101-105	7A	9B	14C	17C	9B	11B	15C	18D	7B	10B	16D	19D	13C	13C	12D	18E	13C	15C	17D	20E	101-105	
	106-110	7B	10B	15C	18D	10B	12B	16C	19D	8B	11B	17D	20E	14C	14D	13D	19E	14C	16D	18E	22E	106-110	
	111-115	8B	10B	16C	19D	10B	12B	17D	20D	8B	11C	18D	21E	15D	15D	15D	20E	16D	18D	20E	24E	111-115	
	116-120	8B	11C	17D	20D	11C	13C	19D	22E	9C	12C	19E	22E	16D	16D	16E	22E	18D	20D	22E	26E	116-120	
	121-125	9C	12C	18D	21E	12C	14C	20E	23E	10C	13C	20E	23E	17D	17E	18E	24E	20D	22E	24E	28E	121-125	
	126-130	9C	12C	19D	22E	12C	14C	20E	23E	10C	13C	21E	24E	18E	18E	20E	26E	22E	24E	26E	30E	126-130	
	131-135	9C	13C	20E	23E	13D	14D	21E	24E	10C	14D	22E	25E	19E	19E	21E	28E	24E	26E	28E	32E	131-135	
	136-140	10C	13D	21E	24E	14D	15D	22E	25E	11D	14D	23E	26E	20E	20E	22E	30E	26E	28E	30E	34E	136-140	
	141-145	10D	14D	22E	25E	15D	16D	23E	26E	11D	15E	24E	27E	21E	21E	24E	32E	28E	30E	32E	36E	141-145	
	146-150	10D	14E	23E	26E	16E	16E	24E	27E	11D	15E	25E	28E	22E	22E	26E	34E	30E	32E	34E	38E	146-150	
UM	100	14E	18E	28E	32E	20E	20E	28E	32E	15E	19E	29E	33E	25E	27E	30E	38E	36E	38E	40E	45E	100	UM

(Use Heat Criticals)

Range Mod

0' - 10' +35
 11' - 50' 0
 51' - 100' -25
 101' - 200' -40
 201' - 300' -55
 301' - up -75

Caster's OB = caster's level + caster's Ag Bonus
 + caster's Directed Spell Skill Rank Bonus + special
 Subtraction due to Target and Situation = Range Mod
 + Cover Mod + Shield Mod + Helmet Mod - target's Qu Bonus
 Cover Mods — Full(-60); Partial(-30); Static(+30).
 Shield Mods — Wall(-30); Full(-20); Normal(-15); Target(-5).
 Helmet Mods — None(+5); Full(-5).

UM = Unmodified Roll

LIGHTNING BOLT ATTACK TABLE (15.4.5)

UM	01-02	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	UM		
03-10 11-20 21-30	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	0	0	0	0	03-10		
	F	F	F	F	F	F	F	F	F	0	0	0	0	0	0	0	0	0	0	0	0	11-20		
	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	21-30		
	2	3	1	0	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-35		
	3	5	3	2	5	3	1	0	0	0	0	0	0	1	0	0	0	0	0	0	0	36-40		
41-45 46-50	5A	6	5	3	6	5	3	1	0	0	0	0	0	2	1	0	0	0	0	3A	0	41-45		
	6A	7A	7	5	7A	7	5	3	1	0	0	0	0	3	3	1	0	1	1	5A	1	46-50		
	51-55	7A	8A	8A	7	8A	9A	7A	5	2	1	1	0	4A	5A	3	1	2	3	7B	3	51-55		
	56-60	8A	9A	9A	9A	9A	10A	9A	7A	3	3	3	1	5A	6A	5A	3	4	5	9B	5A	56-60		
	61-65	9A	10A	10A	11B	10A	11A	11A	9B	4	5	5	3	6A	7B	7B	5A	6	7A	11C	7B	61-65		
66-70 71-75 76-80 81-85 86-90	66-70	10A	11A	11B	13B	11B	12A	12B	11B	5A	7	7	5A	7B	8B	8B	7B	8A	9A	13D	9C	66-70		
	71-75	11A	12B	12B	14C	12B	13B	13B	13B	6A	8A	9A	7A	8B	9C	9C	9C	10A	11B	15D	11D	71-75		
	76-80	12B	13B	13B	15C	13B	13B	14B	15B	7A	9A	11A	9B	9C	10C	10D	11D	12B	13B	17E	13D	76-80		
	81-85	13B	14B	14C	16C	13B	14B	15B	17C	8A	10B	12B	11B	10C	11D	11D	12E	14B	15C	19E	15E	81-85		
	86-90	14B	14B	15C	17D	14C	14B	16C	18C	8A	11B	13B	13C	11D	12D	12E	14E	16C	17C	21F	17E	86-90		
91-95 96-100 101-105 106-110	91-95	14B	15C	16C	18D	14C	15C	17C	19D	9B	12B	14C	15C	12D	13E	13E	16E	18C	19D	23F	19F	91-95		
	96-100	15C	15C	17D	19D	15C	15C	18D	20D	9B	12C	15C	15C	13E	14E	14E	18F	20D	21D	25F	21F	96-100		
	101-105	15C	16C	18D	20E	15D	15D	19D	21E	10B	13C	16D	18D	14E	15E	15E	15F	22D	23E	27G	23F	101-105		
	106-110	16C	16D	19E	21E	16D	16D	20E	22E	10C	13C	17D	19E	15E	16f	16F	22F	24E	25E	29G	25G	106-110		
	111-115	16D	17D	20E	22F	16E	16E	21E	23F	11C	14D	18E	20E	16F	17F	18F	24G	25E	27F	31G	27G	111-115		
116-120 121-125 126-130	116-120	16D	17E	21F	23F	17E	17E	22F	24F	11D	14D	19E	21F	17F	18F	20G	25G	26F	28F	32H	29G	116-120		
	121-125	17E	18E	22F	24G	17F	18F	23F	25G	12D	15E	20F	22F	18F	19G	22G	28G	27F	29G	33H	31H	121-125		
	126-130	17E	18F	23G	25G	18F	19F	24G	26G	12E	15E	21F	23G	19G	20G	24G	30H	28G	30G	34H	33H	126-130		
	131-135	17F	19F	24G	26G	19G	20G	25G	27H	13E	16F	22G	24G	20G	21G	26H	31H	29G	31H	35I	35H	131-135		
	136-140	18F	19G	25H	26H	20G	21G	26H	27H	13F	16F	23G	24H	21G	22H	28H	33H	30H	32H	36I	37I	136-140		
141-145 146-150	141-145	18F	20G	26H	27H	21H	22H	27H	28H	14F	17G	24H	25H	22H	23H	29H	34I	32H	33I	37I	39I	141-145		
	146-150	18G	20H	27I	27I	22H	22H	28I	28I	14G	18H	25I	25I	23H	24H	30I	35I	32I	34I	38I	40I	146-150		
	UM	100	22H	25I	32J	32J	25I	25I	33J	33J	20H	25I	30J	30J	27I	30I	38J	42J	38J	42J	43I	45J	100	UM

(For A, B, C, D, and E results, use Electricity Criticals)

Range	Mod	Critical Result	Use Electricity	Use Impact	Use Heat
0' - 10'	+35	F	E	A	—
11' - 50'	0	G	E	B	—
51' - 100'	-25	H	E	C	A
101' - 200'	-40	I	E	D	B
201' - 300'	-55	J	E	D	C
301' - up	-75		E	D	C

Caster's OB = caster's level + caster's Ag Bonus
 + caster's Directed Spell Skill Rank Bonus + special
Subtraction due to Target and Situation = Range Mod
 + Cover Mod + Shield Mod + Helmet Mod - target's Qu Bonus
Cover Mods — Full(-60); Partial(-30); Static(+30).
Shield Mods — Wall(-30); Full(-20); Normal(-15); Target(-5).
Helmet Mods — None(+5); Full(-5).

COLD BALL ATTACK TABLE (15.4.6)

UM	01-04	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	01-04	UM
	01-04	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-04	UM
	05-08	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	05-08	
	09-12	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	09-12	
	13-16	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	13-16	
	17-20	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17-20	
	21-24	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	21-24	
	25-28	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25-28	
	29-32	1	2	3	4A	1	1	3	4A	1	2	3	5A	1	2	3	4A	3	4A	6A	7A	29-32	
	33-36	2	3	4A	5A	1	2	4A	5A	2	3	4A	6A	2	3	4	5A	4A	5A	7A	8A	33-36	
	37-40	3	4	5A	6A	2	3	5A	6A	3	4	5A	7A	3	4	5A	6A	5A	6A	8A	9A	37-40	
	41-44	4	5A	6A	7A	3	4A	6A	7A	4	5A	6A	8A	4A	5A	6A	7A	6A	7A	9A	10B	41-44	
	45-48	5	5A	7A	8A	4A	5A	7A	8A	5	6A	7A	9A	5A	6A	7A	8A	7A	8A	10B	11B	45-48	
	49-52	5A	6A	8A	9A	5A	6A	8A	9A	5A	7A	8A	10A	6A	7A	8A	9B	8A	9A	11B	12B	49-52	
	53-56	5A	6A	9A	10A	6A	7A	9A	10B	6A	7A	10A	11B	7A	8A	9A	10B	9A	10B	12B	13B	53-56	
	57-60	6A	7A	10A	11B	7A	8A	10B	11B	6A	8A	11B	12B	7A	9A	10A	11B	10B	11B	13B	14C	57-60	
	61-64	6A	7A	11B	12B	8A	8A	11B	12B	7A	8A	12B	13B	8A	9B	11B	12B	11B	12B	14C	15C	61-64	
	65-68	6A	8A	12B	13B	8A	9A	12B	13B	7A	9B	13B	14B	8B	10B	12B	13B	12B	13B	15C	16C	65-68	
	69-72	7A	8B	12B	13B	9A	9B	13B	14B	7A	9B	14B	15B	9B	10B	13B	14C	13B	14B	16C	17C	69-72	
	73-76	7A	9B	13B	14B	9B	10B	14B	14B	8B	10B	15B	15C	9B	11B	14B	15C	14B	15C	17C	18C	73-76	
	77-80	7B	9B	13B	14B	9B	10B	14B	15C	8B	10B	15C	16C	10B	11B	15B	16C	15C	16C	18C	19C	77-80	
	81-84	8B	10B	14B	15C	10B	11B	15C	15C	8B	11B	16C	16C	10B	12B	15C	17C	16C	17C	19C	20C	81-84	
	85-88	8B	10B	14C	15C	11B	11B	15C	16C	9B	11B	16C	17C	11B	12B	16C	18C	16C	18C	20C	21C	85-88	
	89-92	8B	11B	15C	16C	11B	12B	16C	16C	9B	12B	17C	17C	12B	13B	17C	19C	17C	19C	21C	22C	89-92	
	93-95	8B	11B	15C	16C	12B	12B	16C	17C	9B	12B	17C	18C	13B	13B	18C	19C	17C	19C	21C	22C	93-95	
UM	96-99	9C	12C	16C	17D	13C	13C	17C	18D	10C	13C	18C	19D	14C	14C	19C	20D	18C	20D	22D	24D	96-99	UM
UM	100	13D	16E	20E	21E	17E	17E	21E	22E	14D	17E	22E	23E	18E	18E	23E	24E	22E	24E	26E	28E	100	UM

(Use Cold Criticals)

Range Mod

0' - 10' +35

11' - 50' 0

51' - 100' -25

101' - 200' -40

201' - 300' -55

301' - up -75

UM = Unmodified Roll

Caster's OB = caster's level + special
 Subtraction due to Target and Situation =
 Range Mod + Cover Mod + Helmet Mod
 - target's Qu Bonus + Center Point Mod (+20)
 Cover Mods — Full(-60); Parital(-30); Static(+30).
 Helmet Mods — None(+5); Full(-5).

FIRE BALL ATTACK TABLE (15.4.7)

		20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1		
UM	01-04	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-04	UM
	05-08	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	05-08	
	09-12	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	1	0	0	2	3	09-12	
	13-16	0	0	0	1	0	0	0	1	0	0	1	2	0	0	1	2	0	1	4A	5A	13-16	
	17-20	0	0	1	2	0	0	1	2	0	1	2	3A	0	1	2	4A	1	2	6A	7A	17-20	
	21-24	0	1	2	3A	0	1	2	3A	1	1	3A	4A	1	2	3A	6A	2	3A	7A	9A	21-24	
	25-28	1	2	3A	4A	1	2	3A	4A	1	2	4A	5A	2	3A	4A	7A	3A	4A	9A	11A	25-28	
	29-32	2	3	4A	5A	2	3	4A	5A	2	3A	5A	6A	3A	4A	5A	9A	4A	5A	11A	12A	29-32	
	33-36	3	4A	5A	6A	3A	4A	5A	6A	3A	3A	6A	7A	4A	5A	6A	11B	5A	6A	12A	13B	33-36	
	37-40	3	5A	6A	7A	4A	5A	6A	7A	4A	4A	7A	8B	5A	6A	7A	12B	6A	7A	13B	14B	37-40	
	41-44	4A	6A	7A	8A	5A	6A	7A	8B	5A	4A	8B	9B	6A	7A	8B	13B	7A	8A	14B	15B	41-44	
	45-48	4A	7A	8A	9B	6A	7A	8B	9B	5A	5A	9B	10B	7A	8B	9B	14B	8A	9B	15B	16B	45-48	
	49-52	5A	8A	9A	10B	7A	8A	9B	10B	6A	6B	10B	11B	8B	9B	10B	15B	9B	10B	16B	17C	49-52	
	53-56	5A	8A	10B	11B	8A	9A	10B	11B	6A	7B	11B	12B	9B	10B	11B	16C	10B	11B	17C	18C	53-56	
	57-60	6A	9A	11B	12B	9A	10A	11B	12B	7B	8B	12B	13C	10B	11B	12B	17C	11B	12B	18C	19C	57-60	
	61-64	6A	9B	12B	13B	10A	11B	12B	13B	7B	9B	13C	14C	11B	12B	13C	18C	12B	13B	19C	20C	61-64	
	65-68	7A	10B	13B	14B	11B	11B	13B	14C	8B	10B	14C	15C	12B	13C	14C	19C	13B	14C	20C	21C	65-68	
	69-72	7B	10B	14B	15C	11B	12B	14C	15C	8B	11C	15C	16C	13C	14C	15C	20C	14C	15C	20C	22C	69-72	
	73-76	8B	11B	15C	16C	12B	12B	15C	16C	9B	12C	16C	17C	14C	15C	16C	21C	15C	16C	21C	23D	73-76	
	77-80	8B	11B	15C	16C	12B	13B	16C	17C	10C	13C	17C	18C	15C	16C	17C	22D	16C	17C	22D	24D	77-80	
	81-84	9B	12C	16C	17C	13B	13C	17C	18C	11C	14C	18C	19D	16C	17C	19D	23D	17C	18C	23D	25D	81-84	
	85-88	9B	12C	16C	17C	13C	14C	17C	18C	12C	15C	19D	20D	17C	18D	21D	24D	18C	20C	24D	26D	85-88	
	89-92	10C	13C	17C	18C	14C	14C	18C	19C	13C	16C	20D	21D	18D	19D	23D	25D	20C	22D	25D	27D	89-92	
	93-95	10C	13C	17C	18C	14C	14C	18C	19C	14C	17C	22D	23D	20D	20D	25D	26D	22C	24D	26D	28D	93-95	
UM	96-97	11C	14D	18D	19D	15C	15C	19D	20D	15D	18D	23D	24E	21D	21D	26D	27E	23D	25D	27E	29E	96-97	UM
UM	98-99	13D	16D	20D	21E	17D	17D	21D	22E	17D	20E	25E	26E	23E	23E	28E	29E	25E	27E	29E	31E	98-99	UM
UM	100	15E	18E	22E	23E	19E	19E	23E	24E	19E	22E	27E	28E	25E	25E	30E	31E	27E	29E	31E	33E	100	UM

(Use Heat Criticals)

Caster's OB = caster's level + special
Subtraction due to Target and Situation =
Range Mod + Cover Mod + Helmet Mod
- target's Qu Bonus + Center Point Mod (+20)
Cover Mods — Full(-60); Partial(-30); Static(+30).
Helmet Mods — None(+5); Full(-5).

UM = Unmodified Roll

HEAT CRITICAL STRIKE TABLE — 15.8.1

	A	B	C	D	E
01-05	Hot air. +0 hits.	Hot draft. +0 hits.	+1 hit.	+2 hits.	+3 hits.
06-10	+1 hit.	+2 hits.	+3 hits.	+4 hits.	Foe loses initiative for 1 rnd. +4 hits.
11-15	Foe loses initiative for 1 rnd. Hard, hot breeze. +2 hits.	Foe loses 1 rnd of initiative. +2 hits. Strong heat; little effect.	Foe loses 1 rnd of initiative while he recovers his balance. +3 hits.	Foe loses initiative for 1 round. Not quite singeing. +4 hits.	Foe feels heat, loses 1 rnd initiative; if he has no armor, 2 rnds. +5 hits.
16-20	Foe loses initiative for 1 rnd. The nearby fire gives 3 more hits. Good blast, weak fire.	Blast unbalances foe. Foe loses initiative for 2 rounds.	Foe loses initiative for 2 rounds. +5 hits.	Foe is unbalanced and must parry for 1 round. +6 hits.	Hot, unbalancing blast. Foe must parry for 1 round. +7 hits.
21-35	Blast unbalances foe. He loses initiative for 2 rnds. +4 hits.	Foe loses initiative for 2 rnds. Bothersome smoke. +6 hits.	Light burns. Foe must parry for 1 rnd. 1 hit per rnd. +7 hits.	Minor burns. Foe must parry for 2 rnds. 1 hit per rnd. +8 hits.	Minor burns. Foe must parry for 2 rnds. 2 hits per rnd. +9 hits.
36-45	Foe must parry for 1 round. +6 hits.	Light burns. Foe must parry for 1 round. +7 hits. Foe takes 1 hit per round.	Minor burns force foe to parry for 2 rounds. +8 hits and 1 hit per round.	Blast stuns foe for 1 round. +9 hits. Foe takes 2 hits per round due to pain and suffering.	Blast stuns foe for 1 rnd. +10 hits. Foe takes 3 more hits per round. If he is wearing, a cloak it is destroyed.
46-50	Light burns. Foe must parry for 1 round. +7 hits, and foe takes 1 hit per round.	Minor burns. Foe must parry for 2 rounds. +8 hits. Foe takes 1 hit per round.	Fire stuns foe for one round. +9 hits. Foe takes 2 hits per round. Minor burns.	Fire stuns foe for 1 rnd. +10 hits. 3 hits per round. If foe is using a non-metal bow, it is destroyed.	Fire stuns foe for 2 rounds. +12 hits and 3 hits per round. If foe is using a wooden weapon, it is destroyed.
51-55	Blast unbalances foe. +8 hits. Foe must parry for two rnds and takes 1 hit per rnd.	Blast stuns foe for 1 round. +8 hits. Foe takes 2 hits per round. Wide shot, strong fire.	Blast stuns foe for 2 rnds. +9 hits. If foe has leg armor, he takes 1 hit/rnd. If not, 3 hits/rnd.	Blast stuns foe 2 rnds. If foe has a helmet, he takes 8 hits and 2 per rnd. If not, 11 hits and 4 per rnd.	Foe reels back 3 feet. Stunned and unable to parry for 1 rnd. Takes 3 hits per rnd from hot blast. +13 hits.
56-60	Foe is stunned for 1 round. +9 hits. Foe loses initiative for 2 rounds and takes 2 hits per round.	Foe is stunned for 2 rounds. If foe is in metal armor and has leg armor, +8 hits. If not, +9 hits and 3 hits per round.	Blast stuns foe for 2 rounds. +10 hits. Foe takes 2 hits per round. All other cloth covering on foe's back is destroyed.	Foe's clothing ignites. He is stunned, unable to parry for 1 rnd, takes +9 hits/rnd while aflame (2 rnds to extinguish fire). +12 hits.	Fire stuns foe 2 rounds; +15 hits. Foe cannot parry for 1 rnd. He fights at -10 and burns deliver 3 hits per round.
61-65	Foe is stunned for 2 rnds. If he has leg armor, he takes +7 hits and 1 hit per rnd. If not, he takes +10 hits and 3 per rnd.	Foe is stunned and unable to parry for 1 round. +9 hits, and 2 hits per round. Foe fights at -5 (leg burns).	Foe is stunned and unable to parry for 1 round. +10 hits, foe takes 3 hits per round and fights at -10. Upper leg burns.	Foe is stunned 2 rnds, unable to parry for 1. If foe has leg armor, he takes +10 hits and 4 hits/rnd. If not, +13 hits and 6 hits per rnd.	Searing blast burns foe's legs. Foe is stunned and unable to parry for 2 rounds. He takes 4 hits per round and fights at -10. +15 hits.
66	Blast causes foe to drop what he is holding. Stunned and unable to parry for 2 rnds and is at -15 (chest burns). +9 hits.	Foe is stunned 2 rounds. If foe wears organic armor, it is now useless. +10 hits. Foe takes 4 hits per round from chest blast.	Chest blast knocks foe down. If arm armor, he takes 2 hits/rnd. If not, his weapon arm is useless and he takes 4 hits/rnd. +12 hits.	Neck blast. If foe has neck armor, he takes 3 hits/rnd and fights at -10. If not, foe is unconscious and takes 10 hits per round.	Head strike. If foe has a helmet, he is knocked out and takes 5 hits per rnd. If not, foe is killed instantly, his head fully vaporized. Fine aim.
67-70	Back blast. Foe is stunned for 2 rounds. Foe takes 2 hits per round and fights at -5. +8 hits.	Back blast. Foe is stunned for 2 rnds and unable to parry for 1 rnd. Foe takes 2 hits per rnd and fights at -10. +7 hits.	Back blast. Foe is stunned for 2 rounds and unable to parry for 1 round. Foe takes 2 hits per round and fights at -15.	Back blast. Foe is knocked down. +15 hits. Foe is out of action for 1 rnd. Foe takes 3 hits/rnd. Organic material on his back is destroyed.	Blast to foe's shield arm. If foe has arm armor, he takes 4 hits/round and fights at -15. If no armor, foe takes 5 hits/round and loses use of arm.
71-75	Hot smoke blinds foe. Foe is stunned and unable to parry for 1 round. +12 hits.	Chest blast. Foe is stunned for 2 rounds and unable to parry for 1 rnd. Foe fights at -15. Add +10 to your next swing. +9 hits.	Chest blast. Foe is stunned for 3 rounds. If foe has organic chest armor, it is destroyed. If no chest armor, foe takes 6 hits per round and fights at -25.	Blast to foe's shield arm. If he has a shield, he drops it. If it is an organic shield it is destroyed. If he has no shield, he is stunned 6 rnds, loses use of arm, and fights at -50.	Chest blast. If foe has chest armor, it is destroyed. Foe takes +12 hits and is stunned 3 rounds. Otherwise, foe is knocked down, takes 6 hits/rnd and fights at -60.
76-80	Blast stuns foe for 2 rnds. Foe cannot parry for 1 round. +10 hits. Side wound. Foe takes 2 hits per round.	Arm strike. Burns stuns foe for 2 rnds. foe takes 2 hits per rnd. All cloth on foe's weapon arm is burned off and foe drops whatever he is holding.	Blast to foe's shield arm. If he has a shield, he drops it. If not, he is stunned 6 rnds, loses use of arm, and fights at -50. If the shield is organic, it is destroyed.	Foe loses weapon hand. Severe burns. Any item in hand possibly damaged. Foe is stunned and unable to parry for 3 rounds, and takes 5 hits per round.	Blast to foe's shield arm. If foe has a shield, it is destroyed and foe loses his hand and is stunned for 6 rounds. If not, foe loses arm and is knocked out. +20 hits.
81-85	Back blast. Foe is stunned for 2 rounds and is at -20. Burns deliver 2 hits per round. +8 hits.	Back blast. Foe is knocked down, stunned 1 rnd, and takes 2 hits/rnd. All organic material on foe's back is destroyed.	Leg blast. If foe has leg armor, he takes +2 hits/rnd and is at -20. If not, massive tissue damage: his leg is useless; he is at -80.	Blast burns both of foe's arms and all of upper chest. Foe loses use of arms and is stunned 9 rounds. +15 hits.	Foe inhales flame and gets parched throat and lungs. Foe expires in 12 painful rounds. +20 hits.
86-90	Blast knocks foe down. Fire destroys any of Foe's organic foot and calf covering. +10 hits.	Leg strike. Any organic leg covering catches fire and delivers 6 hits per rnd until extinguished (takes 1 rnd). Foe is stunned for 3 rnds. +10 hits.	Lower leg burns. Foe loses foot, but wound is cauterized. Foe is stunned and unable to parry for 6 rounds, takes +3 hits per round, and fights at -85. +15 hits.	Abdomen strike. If foe has abdominal armor, it is destroyed, foe is knocked out, and takes 2 hits/rnd. If not, foe dies in 12 inactive rnds due to organ damage.	Foe's lower body is engulfed in flames. Foe dies in 9 rounds as a result of organ and tissue loss. +20 hits.
91-95	Fire burns foe in hip area. Foe is stunned and unable to parry for 2 rounds. Foe fights at -30. +12 hits.	Head strike. Foe is blinded and fights at -95 for 6 rnds. If foe has no helm, he takes 8 hits/rnd and loses 50% of head hair. Any organic helm is destroyed.	Upper leg burns. Foe loses use of leg due to tissue loss, is stunned and unable to parry for 6 rounds, takes +4 hits per round and fights at -90. +18 hits.	Head strike. If foe has a full helmet, his eyes are destroyed and he is in a coma for 2 days. If not, foe dies in 6 rounds due to massive shock and brain damage. +20 hits.	Chest strike. All organic material on foe's body is destroyed. Foe dies of shock and nerve damage in 6 rounds. +25 hits.
96-99	Blast to foe's neck area. If foe has neck armor, he is stunned and unable to parry for 3 rounds. If not, foe is down and taking 8 hits per rnd.	Neck strike destroys foe's throat. +20 hits. Foe takes 12 hits per round and is inactive for 9 rounds. Foe then dies. Add 10 to your next roll.	Chest strike. If foe has chest armor, it is destroyed and foe dies of burns in 9 rnds. If not, foe's chest cavity is a hollow cinder and he dies instantly.	Foe's side is engulfed in flames. Foe dies in 6 rounds due to multiple compound fractures, tissue and organ loss, and boiling blood. +20 hits.	Foe is instantly dehydrated into dust. Add +10 to your next roll.
100	Searing blast to foe's head. If he has helm, he is knocked out and takes 7 hits/rnd. If not, he is in a 1 mo. coma and loses 50% of his Presence. +15 hits.	Blast to foe's neck fuses vertebrae and unites skin with clothing. Very unpleasant. Foe is paralyzed permanently. +25 hits.	Foe's head is but a charred stump. Sadly, foe cannot handle the loss and he dies instantly. Add +10 to your next roll.	Heat vaporizes foe's midsection, destroys foe's clothing, armor, and all items he carries. Foe is cut in half and dies. Add +15 to your next roll.	All that remains of foe are charred bits of teeth and bone. Add +20 to your next roll.

COLD CRITICAL STRIKE TABLE — 15.8.2

	A	B	C	D	E
01-05	Cool breeze +0 hits	Cold breeze. +0 hits.	+1 hit	+2 hits	+3 hits
06-10	+1 hit	+2 hit	+3 hits	+4 hits	Foe loses initiative for 1 rnd. +4 hits.
11-15	Foe loses initiative for 1 round. Cold wind. +2 hits.	Foe loses initiative for 1 round. Cold chills. +3 hits.	Foe is slightly unbalanced and loses 1 round of initiative. +4 hits.	Light blast. Foe loses initiative for 1 round. +5 hits.	Cold blast. If foe has a protective cloak or armor, he loses 1 round of initiative. If not, foe takes +6 hits and loses 2 rounds of initiative.
16-20	Foe loses initiative for 1 rnd. Freezing breeze. +3 hits.	Foe loses initiative for 2 rnds. Freezing wing. +4 hits.	Foe loses initiative for 2 rounds. Mild frosting. +5 hits.	Unbalancing blast. Foe must parry for 1 round. +6 hits.	Moderate blast. Foe must parry for 1 round. +7 hits.
21-35	Mild blast. Foe loses initiative for 2 rounds. +4 hits.	Frost laden blast forces foe to lose 2 rounds of initiative. +5 hits.	Moderate blast. Foe must parry for 1 round. +6 hits.	Chilling blast gives foe a frosty "burn". Foe must parry for 1 rnd at -20, takes +1 hit per rnd. +7 hits.	Parched, cold blast. Foe is unbalanced and must parry for 2 rounds at -15. +8 hits.
36-45	Frosty blast. Foe must parry for 1 round. +5 hits.	Freezing blast. Foe must parry for 1 round and loses 3 rounds of vital initiative. +6 hits.	Blisters give foe +1 hit per round. Foe must parry for 2 rounds. +7 hits.	Blast stuns foe for 1 round. Foe takes +2 hits per round and fights at -5 due to facial shock. +8 hits.	Strong, low blast stuns foe for 1 rnd; destroys foe's foot covering. If feet uncovered, foe is at -20 (frostbite).
46-50	Moderate blast. Foe must parry for 2 rounds. +6 hits.	Mild frostbite. +2 hits per rnd. Must parry for 2 rnds. +7 hits.	Blast stuns foe for 1 round. +8 hits.	Mild frostbite. Foe is at -10. +2 hits per rnd. Stunned 1 rnd. +9 hits.	Swirling blast spins foe about. +10 hits. Stunned 1 rnd. Drops weapon.
51-55	Unbalancing blast. Foe is stunned for 1 round. +7 hits.	Strong, but off-center blast stuns foe for 1 rnd. Foe takes +3 hits per rnd due to frostbite on shield wrist. +8 hits.	Blast is strong but low. Foe is stunned for 2 rnds. If foe has no leg armor, he takes +5 hits per round due to shock and pain.	Blistering blast to foe's side knocks foe back 5 feet. Foe takes +3 hits per round and is stunned for 2 rounds. +10 hits.	Strong side strike. Foe is stunned and unable to parry for 1 round, and takes +4 hits per round numbing pain. +11 hits.
56-60	Strong, but diffused, blast. Foe is stunned for 2 rounds. +8 hits.	Foe is stunned for 2 rounds, all wood exposed on foe's back is useless and brittle. Foe takes +2 hits per round. +9 hits.	Back blast freeze dries all organic material exposed on foe's back. Foe is stunned and unable to parry for 1 rnd. +9 hits.	Blast to foe's shield arm. Frostbite. Foe is stunned and unable to parry for 1 round, takes +3 hits per round, and fights at -15.	Blast to foe's weapon arm. Foe is stunned and unable to parry 1 round, takes +4 hits per round, and fights -20.
61-65	Foe is stunned and unable to parry for 1 round. +9 hits.	Leg strike. Frostbite. Foe is stunned and unable to parry for 1 round, fights at -5, and takes +3 hits per round. +10 hits.	Leg strike. Frostbite. If foe has leather boots or greaves, they are destroyed. Foe is stunned for 4 rounds. +11 hits.	Strike to foe's shield arm. If foe has a shield, +20 hits. If not, arm is useless due to nerve and skin damage and foe is stunned 5 rnds.	Blast to foe's weapon arm. Foe drops whatever is in that hand. Foe is stunned and 3 rounds and fights at -30. +13 hits. Frostbite.
66	Blast causes foe to drop whatever he is holding. +10 hits. Foe is stunned and unable to parry for 3 rounds. Chest strike.	Foe is stunned and unable to parry for 4 rounds. If foe wears no armor or protective cloak, he takes +5 hits per round.	Foe is knocked down and stunned for 6 rounds. If foe has wrist armor, he takes +3 hits per round. If not, foe fights at -25 and takes +6 hits per round.	Neck blast. If foe has neck armor, he takes +4 hits per round and is stunned for 6 rounds. If not, foe fights at -50, takes +5 hits per round, is stunned 3 rounds.	Shoulder strike. Foe loses use of shoulder due to nerve and cartilage damage. If foe has not helm he is knocked out for 1 day and takes +6 hits per round. +15 hits.
67-70	Back blast. Foe is stunned and unable to parry for 1 round. Frostbite. Foe fights at -5. +10 hits.	Back blast. Frostbite. Foe is stunned for 2 rounds and cannot parry for 1 round. Foe fights at -10. +11 hits.	Back blast. Foe is stunned for 2 rounds and cannot parry for 1 round. Foe fights at -15. Frostbite. +12 hits.	Back blast. Foe is stunned for 3 rounds and cannot parry for 1 round. Foe fights at -20. Frostbite. +13 hits.	Blast to foe's shield arm. If foe has a shield, he is knocked down and takes +2 hits per rnd. If not, massive frostbite, foe loses use of arm and is stunned 6 rnds.
71-75	Unbalancing blast. Foe is stunned for 2 rounds. Pain and shock cause foe to fight at -10. +11 hits.	Strike to foe's shield side. Pain and shock give foe +3 hits per rnd. Foe is stunned and unable to parry for 2 rounds. +12 hits.	Strike to foe's side. Shock and frostbite. Foe fights at -20, takes +3 hits per round, and is stunned and unable to parry for 2 rounds.	Blast freezes foe's shield shoulder. Arm is useless and foe is stunned for 2 rounds. +14 rounds.	Blast to foe's weapon arm. Frostbite and numbing pain make arm useless and stun foe for 3 rounds. +15 hits.
76-80	Chest strike. Foe is stunned for 2 rounds and cannot parry for 1 round. +12 hits.	Chest strike. Foe takes +3 hits per round, fights at -15, and is stunned for 4 rounds. +13 hits.	Chest strike. Foe takes +4 hits per round. If foe has chest armor, he is stunned for 3 rnds. If not, he is knocked down, fights at -25.	Chest strike. Foe fights at -25 due to frostbite. Foe is stunned and unable to parry for 3 rounds. +15 hits.	Chest strike. Foe is knocked down and drops all he holds. Foe is stunned for 12 rounds. Shock and nerve damage. Foe fights at -30.
81-85	Back blast. Foe is stunned and unable to parry for 2 rounds. +13 hits.	Back strike. Foe is stunned and unable to parry for 3 rounds and takes +4 hits per round. +14 hits.	Thigh strike. Foe has broken bone and frostbite. Foe fights at -40, takes +5 hits per round, and is stunned for 6 rounds.	Blast freezes both of foe's hands and foe loses use of both arms. Foe is stunned for 9 rounds and takes +6 hits per round.	Blast freezes foe's throat and lungs. Foe drops and dies in 12 rounds. +17 hits.
86-90	Leg strike. Foe is knocked down. If foe has leg armor, he is stunned for 2 rounds. If not, foe loses use of left foot, fights at -70 (frostbite).	Leg strike. Foe is knocked down. If foe has leg armor, he is stunned for 3 rounds. If not, foe loses use of foot, and fights at -75 (frostbite).	Lower leg blast destroys foe's foot covering, freezes both foe's feet, and stuns foe for 9 rounds. Foe takes +6 hits per round, fights -80.	Upper chest blast knocks foe down. If foe has chest armor, he is knocked out. If not, foe dies in 12 rounds due to a cold, cold heart.	Back blast freezes and shatters foe's backbone. Foe drops and dies in 9 inactive rounds. Broken neck. Massive shock.
91-95	Head strike. Foe is knocked down. If foe has helm, he is stunned 3 rnds. If not, foe is stunned 6 rnds, fights at -50, and loses both ears.	Hip strike. Foe's hip is shattered. Foe is stunned and unable to parry for 3 rounds and fights at -75. +17 hits.	Abdomen strike. If foe has abdominal armor, he is knocked out and takes +17 hits. If not, foe dies of organ damage in 9 rounds.	Foe's blood is entirely frozen solid. Foe dies in 9 inactive rounds. +18 hits.	Foe's lower body is fully frozen. Foe dies in 6 inactive rounds. +19 hits.
96-99	Neck strike. If foe has neck armor, he is stunned for 9 rounds. If not, foe loses lips, cannot speak for 2 weeks, and is knocked out.	Neck & collar strike. If foe has neck armor, he is knocked out. If not, foe's neck is frozen and shattered, and foe dies in 9 inactive rounds.	Side strike freezes and shatters foe's pelvis. Foe dies in 6 rounds due to shock and nerve damage. +18 hits.	Foe's heart and lungs are suddenly frozen. Foe dies in 6 inactive rounds of shock and suffocation. +19 hits.	Foe is a lifeless, frozen statue - well preserved, but quite dead. Add +10 to your next roll. +20 hits.
100	Foe is sent into a month long coma and loses nose as a result of severe frostbite and shock. +21 hits.	Blast freeze-dries foe's head. Foe dies in 1 round. Foe's skull and brain are brittle and lifeless. Add 5 to next roll.	Head strike. Foe's eyes are destroyed; foe is in a coma for 2 weeks and is permanently paralyzed from the neck down.	Massive strike shatters foe's chest and freezes foe's body fluids. Foe dies in 2 rounds. +20 hits.	Foe freezes solid and then shatters into thousands of pieces after falling down 20 feet behind impact point.

IMPACT CRITICAL STRIKE TABLE — 15.8.3

	A	B	C	D	E
01-05	Nary a whisper. +0 hits.	Great luck escapes you. No additional damage. +0.	+1 hit	+2 hits	+3 hits
06-10	+1 hit	+2 hits	+3 hits	+4 hits	Blast stuns foe for 1 round. +3 hits.
11-15	Foe loses initiative for 1 round. +2 hits.	Foe is spun about. +4 hits. Foe loses initiative 1 round.	Foe is unbalanced. +3 hits and foe must parry 1 round.	Foe is unbalanced. +4 hits and foe must parry 1 round.	Blast stuns foe for 1 round. +4 hits.
16-20	Foe is spun about. +3 hits. Foe loses initiative 1 round.	Blast unbalances foe. +2 hits and foe must parry 1 round.	Foe is unbalanced. +4 hits and foe must parry 1 round.	Foe is unbalanced. +6 hits and foe must parry 1 round.	Blast stuns foe for 1 round. +9 hits.
21-35	Foe is unbalanced. +5 hits. Foe loses 2 rounds of initiative.	Blow unbalances foe. +5 hits and foe must parry 1 round.	Foe is unbalanced. +8 hits and foe must parry 1 round.	Foe is unbalanced. +10 hits and foe must parry 1 round.	Foe reels from blast. +15 hits and foe is stunned for 1 round.
36-45	Foe is unbalanced. +8 hits. Foe loses 2 rounds of initiative.	Blow unbalances foe. +9 hits and foe must parry next round.	Foe is unbalanced. +10 hits and foe is stunned for 1 round.	Foe is unbalanced and must parry for 2 rounds. +12 hits.	Foe is spun about and reels backwards 10 feet. +20 hits. Foe is stunned 2 rounds.
46-50	Blow unbalances foe. +10 hits. Foe loses 3 rounds of initiative. Getting better.	Blow unbalances foe. +10 hits and foe is stunned next round.	Foe is unbalanced and must parry for 2 rounds. +12 hits. Add +5 to your next action.	Foe is spun about. +20 hits. Foe is stunned 2 rounds.	Foe is staggered. +20 hits and foe is stunned and unable to parry 1 round.
51-55	Foe is unbalanced. +10 hits. Foe is stunned for 1 round. Grazing blast.	Blow unbalances foe. +12 hits and foe is stunned next round.	Foe is knocked back 5 feet and must parry for the next 2 rounds. +15 hits.	Foe is knocked back 5 feet and must parry for the next 2 rounds. Add +5 to your next action.	Foe is staggered. +20 hits. Foe is stunned 2 rounds and unable to parry next round.
56-60	Foe is unbalanced. +10 hits. Foe is stunned next round.	Foe is spun about. +10 hits and foe is stunned for 2 rounds.	Foe is spun about +12 hits and foe is stunned for 2 rounds.	Foe is staggered. +10 hits. Foe is stunned and unable to parry for 1 round.	Foe is knocked down, +20 hits. Foe is out of action for 2 rounds.
61-65	Foe is unbalanced. +12 hits. Foe is stunned during next round.	Foe is staggered. Poor fool is stunned and unable to parry next round. +10 hits.	Foe is stunned and unable to parry next round. +10 hits. Add 5 to your next action.	Foe is staggered. +10 hits. Foe is stunned 2 rounds and unable to parry for next round.	Foe is knocked down. +20 hits. Foe is out of action for 3 rounds.
66	Blast break's foe's shield shoulder. Arm is useless. +20 hits. Foe must parry for 1 round. +7 hits.	Blow shatters foe's weapon shoulder. +15 hits. Arm is useless. Foe is stunned 1 round.	Blow breaks both of foe's arms. Foe is knocked down, is at -90, and is stunned for 3 rounds.	Blow to foe's head. If foe has no helm you kill him. If foe has a helm he is out for 3 hours.	Blast shatters skull into thousands of lost particles. Foe dies instantly. Direct hit. Fine punch.
67-70	Blow to foe's back. Foe is stunned and unable to parry for 1 round. +7 hits.	Blow to foe's back. Foe is stunned and unable to parry next round. +12 hits.	Blow to foe's back. Foe is stunned for 2 rounds and unable to parry next round.	Foe is knocked down. +15 hits. Foe is out of action for 2 rounds. Add +5 to your next act.	Blast to foe's shield arm. Foe is stunned 1 round. If foe has a shield, it is broken. Otherwise foe has a shattered shoulder.
71-75	Blow unbalances foe. +10 hits and foe is stunned for 2 rounds. Strong grazing blast.	Blow stuns foe for 2 rounds. +20 hits. Foe is unable to parry next round.	Foe is knocked down. +10 hits. Foe is out of action for 2 rounds. Add 5 to your next act.	Foe now has a broken shield arm. +10 hits. Foe loses use of arm, is stunned 1 round.	Blast to foe's chest breaks ribs and stuns foe for 6 rounds. +20 hits. Foe at -25.
76-80	Blow stuns foe for 2 rounds. +15 hits. Foe is unable to parry for 1 round.	Foe is knocked down. +10 hits. Foe is out of action for 2 rmds. Add +5 to your next act.	Blow breaks foe's collar bone. Foe is at -25. Break is minor. +15 hits. Foe is stunned 1 round.	Blow breaks foe's weapon arm. +10 hits. Arm is useless. Foe is stunned for 1 round.	Blistering blast to foe's shoulder area breaks collar bone and both shoulders. Foe's arms are useless. +25 hits.
81-85	Blow to foe's back +10 hits. Foe has broken ribs and torn cartilage, fights -25.	Blow to foe's back tears cartilage, breaks ribs. +10 hits. Foe is stunned for 2 rounds and fights at -25.	Foe has broken thigh. +15 hits. Foe fights at -40 and is stunned for 3 rounds.	Blow breaks both of foe's arms and knocks foe down. +20 hits. Foe is down for 3 rounds, has 2 useless arms.	Blast to side crushes a variety of organs. Foe dies of internal bleeding after 6 rounds of inactivity. +30 hits.
86-90	Blow knocks foe down. +10 hits. Foe is down for 3 rounds an is unable to parry.	Strike to foe's calf. +20 hits. Foe fights at -50 due to broken bone and torn tendons. Foe is stunned 3 rounds.	Blow breaks foe's hip. +20 hits. Foe fights at -60 and is stunned and unable to parry for 2 rounds.	Strike to foe's abdomen. +20 hits. If area not armored, foe dies in 6 rounds due to organ loss. If armored, foe stunned 12 rounds.	Blast crushes bone in foe's lower body. Foe finds life hard and dies in 3 rounds. +50 hits.
91-95	Blow breaks foe's hip. Foe fights at -50. +20 hits. Foe is stunned and unable to parry for 3 rounds.	Blow to upper head area. If foe has no helm, he is dead. Otherwise, foe is in a coma for 2 weeks. +25 hits.	Blow shatters foe's knee. Foe is hobbled and is at -75. +20 hits. Foe is stunned and unable to parry for 9 rounds.	Blow shatters foe's jaw. Foe's brain is destroyed. +50 hits. Foe dies after 3 rounds of inactivity.	Blast drives bone through foe's lungs. Foe drops and dies after 6 rounds of intense agony. Sad. +30 hits.
96-99	Blast to foe's head. +20 hits. If foe has no helm, he is knocked out and in a coma for 1 month. If foe has helm he is knocked out for 1 day.	Blast to foe's collar area severs windpipe. Foe cannot breath or fight. +25 hits. Foe dies in 12 long rounds.	Blast to foe's chest. Foe dies immediately after sudden brain shock. +50 hits.	Blow to foe's side. +25 hits. Bone is driven into foe's kidneys and foe dies of shock in 1 round.	Blast crushes skull. Foe dies immediately. Add +20 to your next action.
100	Head strike. +25 hits. If foe has helm, it is broken and foe is knocked down an out for 1 day. If no helm, foe dies due to the skull fracture in 3 rounds.	Blow to back of neck paralyzes foe from the shoulders down. +30 hits. Foe is unhappy.	Blast to foe's head crushes skull. Foe dies instantly. Add +10 to your next action.	Chest disruption. Foe's lungs and heart explode. Foe dies instantly. Add +25 to your next action.	Blast annihilates foe's entire skeleton. Foe is reduced to a gelatinous pulp. Try a spatula.

ELECTRICITY CRITICAL STRIKE TABLE — 15.8.4

	A	B	C	D	E
01-05	A lot of static. +0 hits	Foe's hair stands up. +0 hits	+1 hit	+2 hits	+3 hits
06-10	+1 hit	+2 hits	+3 hits	+4 hits	Foe loses initiative for 1 rnd. +4 hits.
11-15	Foe loses initiative for 1 round. +2 hits.	Foe loses initiative for 1 round; the metal he wears begins to buzz. +2 hits.	Foe hears crackling sound and loses 1 round of precious initiative. +3 hits.	Foe loses initiative for 1 round. The smell of danger is in the air. +4 hits.	If foe has metal armor, he loses 2 rounds of initiative. If not, foe is stunned but 1 round. +5 hits.
16-20	Foe is spun about and loses 1 round of initiative. +3 hits.	Explosion of light causes foe to lose 1 rnd of initiative. +4 hits.	Eruption of smoke forces foe to lose 2 rnds of initiative. +3 hits.	Foe is unbalanced, but the strike is weak. Must parry next rnd. +4 hits.	Glancing strike stuns foe for 1 round. +6 hits.
21-35	Blast unbalances foe. He loses 2 rounds of initiative. +4 hits.	Crackling blast forces foe to lose 2 rnds of initiative. +5 hits.	Strong but glancing blast forces foe to parry next round. +6 hits.	Light burns. Foe must parry for 2 rnds; takes 1 hit per rnd. +5 hits.	Foe gets a minor scorching and is stunned for 2 rounds. +10 hits.
36-45	Light distracts foe, and he must parry for 1 rnd. +5 hits.	Minor burns. Must parry for 1 rnd; takes 1 hit per rnd. +2 hits.	Foe feels the heat and must parry for 2 rounds. +7 hits.	Blast stuns for 1 round. Foe fights at -10 for 2 rounds. +7 hits.	Smoke and light stun foe for 2 rnds. Foe fights at -10 for 2 rnds. +12 hits.
46-50	Minor burns. Foe must parry for 1 round and takes 1 hit per round. +2 hits.	Blast forces foe to parry for 2 rounds. +6 hits.	If foe has metal armor, he is stunned 2 rounds. If not, foe is stunned for 1 round. +7 hits.	Explosion of light and fire stuns foe for 2 rounds. Foe fights at -10 for 2 rounds. +7 hits.	If foe has metal armor, he is stunned and unable to parry for 2 rnds. If not, foe is stunned 2 rnds. +13 hits.
51-55	Sizzling but weak blast stuns foe for 1 round. +6 hits.	Foe is spun about and is stunned for 1 round. A minor burn on foe's leg causes 2 hits per round. +7 hits.	Strike to foe's leg. If foe has leg armor, he is stunned 1 rnd. If not, foe is stunned and unable to parry 1 rnd, takes +3 hits per rnd.	Blast stuns foe for 2 rounds and foe is unable to parry for 1 rnd. +10 hits.	Hot smoke and light stuns foe for 4 rounds. Foe loses initiative for 6 rounds. +13 hits.
56-60	Foe is unbalanced and is forced to parry next 3 rounds. +7 hits.	Foe is stunned for 2 rounds. If foe has metal armor, he cannot parry for 1 round. +8 hits.	Blast stuns foe for 2 rounds. Foe cannot parry for 1 round, leg hit. +9 hits.	Strike to foe's shield arm. If foe has metal armor but no shield, he is knocked out for 1 day. +15 hits.	Strike to foe's weapon arm. Foe drops all that is in his weapon hand. Stunned for 2 rnds. 2 hits per rnd.
61-65	Chest strike. If foe has metal armor, he is stunned for 2 rounds. If foe has no armor, he is stunned 3 rounds.	Upper leg strike. Foe is stunned and unable to parry for 1 round. +9 hits.	Foe is stunned and unable to parry for 2 rounds. +10 hits.	If foe has armor over abdomen, he takes 2 hits per rnd and is stunned 2 rounds due to minor burns. If not, burns stun foe 6 rounds and give him 3 hits per round.	Leg strike. Foe is knocked down and stunned for 2 rounds. Foe cannot parry for 1 round. +14 hits.
66	Blast of light and smoke stun all within 5 feet of foe for 1 round. Foe is knocked down and stunned for 3 rounds.	Chest strike. Foe is stunned and unable to parry for 3 rounds, takes 3 hits per round, and fights at -20. +15 hits.	Chest strike. If foe has metal armor on arms and over chest, it becomes fused and he cannot use arms. If not, foe is knocked out for 6 hours and takes +9 hits.	Neck blast knocks foe out. Foe cannot speak for 2 months and takes +4 hits per round. +20 hits.	Head strike. If foe has a leather helmet, it is destroyed and foe is in a coma for 2 months. If not, foe's brain is fried and he dies instantly. Add +10 to your next roll.
67-70	Back strike. Foe is stunned and unable to parry for 1 round. +7 hits.	Back strike. Foe is stunned for 2 rounds and cannot parry for 1 round. +10 hits.	Back strike. Foe is stunned and unable to parry for 2 rnds. Burns force foe to fight at -10. +11 hits.	Back strike. Foe is knocked down and out of action for 1 rnd. Minor shock. Foe fights at -20. +12 hits.	Back strike. Foe is stunned and unable to parry for 4 rounds. Minor shock. Foe fights at -25. +15 hits.
71-75	Blast stuns foe for 3 rounds, foe fights -5 for 6 rounds. +8 hits.	Strike to foe's shield arm. If foe has a shield, he is stunned for 4 rnds. If not, foe's arm is useless and foe is stunned and not able to parry for 2 rnds.	Strike to foe's shield arm. If foe has a metal shield he is stunned for 6 rounds and takes +12 hits. If not, foe is knocked down, the arm is useless, and +13 hits.	Strike to foe's weapon arm. Arm is useless and foe is stunned for 3 rounds. +13 hits.	Shoulder strike shatters bone in foe's weapon arm. Muscle and cartilage damage. Arm is useless, foe is stunned for 6 rounds, and takes +3 hits per round.
76-80	Strike to foe's upper chest stuns foe for 2 rounds. Foe cannot parry for 1 round. +9 hits.	Chest strike. Foe is knocked down and takes 2 hits per round due to bleeding. +11 hits.	Chest strike. If foe has chest armor, he is stunned for 6 rnds, takes 2 hits per rnd, and fights -5. If not, foe is knocked out for 3 days due to shock.	Chest strike. If foe has metal chest armor, he is knocked out and takes +25 hits. If not, foe is stunned and unable to parry for 6 rounds and takes +15 hits.	Chest strike. Foe is knocked out due to shock. Blood loss and nerve damage cost foe +3 hits per round. +18 hits.
81-85	Back blast. Foe is stunned and unable to parry for 2 rounds. +12 hits.	Back blast. Foe is stunned and unable to parry for 3 rounds. Muscle is torn and foe fights at -10. +13 hits.	Thigh strike. Foe takes 2 hits per round. Bones break and torn cartilage. Foe is stunned for 4 rounds and fights -40.	Lower back strike. Nerve damage and shock. Foe is stunned for 30 rounds and takes +3 hits per round. +15 hits.	Foe becomes a conductor and strike rearranges his entire nervous system. Foe drops and lies in shock for 12 rounds before dying.
86-90	Blast knocks foe down. If foe has metal leg armor, he loses use of leg due to nerve damage. If not, +15 hits and foe is stunned and unable to parry for 2 rounds.	Leg strike. If foe has leg armor, he is stunned and unable to parry for 6 rnds. If not, foe's leg is broken, it has damaged nerves, and foe is stunned for 6 rounds and fights at -50.	Blast shatters foe's knee and destroys a variety of nerves. Foe fights at -60 and is stunned and unable to parry for 2 rounds.	Abdomen strike. If foe has armor over abdomen, he is stunned for 9 rounds and takes +6 hits per round. If not, foe dies of shock and bleeding in 12 rounds.	Blast crushes pelvis and shatters lower backbone. Foe's spine is burned into a multitude of small parts. Foe is knocked out and dies in 12 rounds.
91-95	Hip strike. If foe has hip armor, foe is stunned 6 rnds; +10 hits. If not, foe is stunned 3 rnds and acts at -50 due to shock and nerve damage.	Head strike. Foe loses nose, he is temporarily blinded for 2 wks., and is stunned for 9 rnds. Foe is at -95 while blind. If no helmet, he is knocked down.	Strike through foe's lower abdomen. Massive shock and bleeding. If abdomen armored, foe is at -75; takes 5 hits per rnd. If not, foe dies in 6 inactive rnds.	Side strike devastates foe's nervous system. Foe falls into a coma and goes into severe shock. Foe is a living vegetable. +30 hits.	Side strike melts foe's lower skeleton and destroys a variety of organs. Foe dies in 9 inactive rounds. +25 hits.
96-99	Neck & shoulder strike. If foe has neck armor, he is stunned and unable to parry for 6 rnds. If not, he is knocked out; loses ability to speak. +10 hits.	Head strike. Blast cracks skull and causes massive shock and brain damage. Foe drops and dies in 9 rounds. +15 hits.	Chest strike destroys foe's heart and lungs. If foe has metal chest armor, it is a fused lump and foe dies in 6 rounds. If not, foe dies instantly.	Chest strike knocks foe back 10 feet. Massive nerve damage. Foe dies of fatal shock in 3 rounds. +20 hits.	Chest strike destroys both of foe's lungs and cuts foe in half. Blast continues to a point 10 feet beyond foe (subtract 20 if it strikes second target).
100	Head strike. Foe's brain falls victim to massive shock and surface burns. Foe drops into unconsciousness, and dies in 6 rounds. +20 hits.	Blast through foe's neck severs head and kills foe instantly. Add +10 to your next spell attack roll.	Foe's head is no longer available. Smoke and ozone surround the lifeless body. Add 10 to friendly witnesses' rolls for 3 rounds.	Foe's nervous system acts as a superconductor. Foe's sad instant death provides all the witnesses with a fine light show. Add +15 to your next roll.	Foe returns to the dust from which he came. Add +20 to your next roll.

SPELL FAILURE TABLE — 15.7

	NON-ATTACK SPELLS		ATTACK SPELLS
01-20	Momentary lapse in concentration delays casting of spell one rnd.	01-20	The strain causes caster to lose concentration. The spell is lost (but not pts.)
21-30	Subconscious second thoughts cause caster to lose spell (but not the spell points).	21-30	Mild mental lapse causes caster to lose spell (but not spell pts). Caster operates at -50 for 1 rnd.
31-40	Strain causes caster to lose spell (but not the spell points).	31-40	Moderate, but serious, strain causes caster to lose spell (but not spell pts). Stunned for 1 rnd.
41-60	Moderate mental lapse causes caster to cast an ineffectual spell (but not lose spell points).	41-60	Serious mental lapse causes caster to throw an ineffectual spell. Stunned for 1 round.
61-80	Apparently inconvenient distraction causes caster to cast a useless spell (but not lose the spell pts). Stunned for 1 rnd.	61-75	Subconscious fear causes caster to cast an ineffectual spell. Stunned for 1 round.
81-95	Serious strain causes caster to misfire. Caster does not lose the spell pts. Stunned for 2 rnds.	76-90	Severe strain causes caster to misfire. Caster takes 5 hits, and is stunned for 3 rounds.
96-100	Caster internalizes spell, takes 10 hits. Stunned for 12 long rounds.	91-95	Extreme mental pressure causes caster to misfire and collapse to the ground. Caster takes 10 hits, and is stunned for 6 rnds.
101-125	Spell strays and travels to points unknown. It proves useless. Caster is stunned for 3 rounds.	96-100	Caster internalizes spell, takes 20 hits. Knocked out for 12 hrs.
126-150	Spell has no effect. Caster is confused and stunned for 4 rounds.	101-125	Spell strays and travels to a point 20 feet right of target. Roll on appropriate table for effect. Caster is stunned for 1 round and takes 10 hits.
151-175	Severe strain takes toll on caster. Spell misfires; caster takes 5 hits, and is stunned for 6 rounds.	126-150	Spell strays and travels to a point 20 feet left of target. Roll on appropriate table for effect. Caster is stunned for 2 rounds and takes 5 hits.
176-185	Caster internalizes spell, takes 8 hits, is knocked down, and is unable to function for 1 hour.	151-175	Spell is cast in direction opposite to the intended line. Caster suffers mental collapse, takes 25 hits, and is unable to function for 6 hours.
186-191	Caster internalizes spell, takes 10 hits, is knocked down, and is unable to function for 6 hours.	176-185	Caster internalizes spell, takes 30 hits, and suffers nerve damage in brain. Unfortunate fool loses all spell casting ability for 1 wk. must operate at 50% of normal for 3 months (or until nerves are repaired, whichever period is shorter).
192-195	Caster suffers from nervous disorder, takes 25 hits, and is knocked out for 12 hours. Caster loses all spell casting ability for 4 weeks.	186-191	Caster internalizes spell, loses all spell casting ability for 2 weeks, takes 35 hits, and falls into a coma for 1 week.
196-200	Mild stroke. Caster loses spell casting ability for 2 wks, takes 20 hits, must operate at 50% normal for 3 days.	192-195	Caster suffers a massive stroke, takes 50 hits, and lapses into a month long coma. Caster will regain consciousness, but will die 3 hours later.
201-250	Caster internalizes spell, loses all spell casting ability for 3 weeks, takes 20 hits, and is knocked out for 9 hours.	196-200	Caster suffers severe stroke, is paralyzed from the waist down.
251-300	Nervous disorder. Caster is stunned for 12 rounds, and loses all ability to throw the attempted spell (it may be released after 1 yr).	201-250	Caster internalizes spell, loses all spell casting ability for 3 weeks, takes 40 hits, and falls into a coma for 3 weeks.
301+	Caster suffers a severe stroke, and falls into a 3 month coma.	251-300	Severe nervous disorder causes caster to misfire spell, and lost all spell casting ability for 3 months.
		301+	Massive internalization of power. Brain death. Caster dies instantly.

CREATURE CRITICAL STRIKES — 15.8.5

	Large Creatures		Super Large Creatures	
	NORMAL	SLAYING	NORMAL	SLAYING
01-05	+0 hits	+5 hits	+0 hits	+3 hits
06-10	+1 hit	+9 hits	+1 hit	+5 hits
11-20	+3 hits	+12 hits	+2 hits	+9 hits
21-30	+5 hits	+15 hits	+3 hits	+12 hits
31-40	+7 hits	+18 hits	+5 hits	+15 hits
41-50	+10 hits	+20 hits	+7 hits	+18 hits
51-65	+13 hits	+25 hits	+10 hits	+20 hits
66	Blast drives through foe's mouth, knocks foe down, and sends foe into a month long coma. +30 hits.	Well placed strike to head. Blast destroys foe's brain cavity. Foe drops, dies instantly. Add 10 to your next roll.	Blast knocks foe out. Upon recovery, foe fights at -75 due to shattered shoulder. +25 hits.	Blast destroys foe's lungs. Foe drops and dies after 6 long rounds. +30 hits.
67-70	+15 hits	+30 hits.	+12 hits	+25 hits
71-80	+20 hits	Light wound. Foe is stunned for 3 rnds and loses 6 rnds of initiative. +12 hits.	+15 hits	+25 hits
81-90	Strong blast staggers foe. Foe is stunned for 3 rnds and loses 6 rnds of initiative. +15 hits.	Hard blow stuns foe for 3 rounds. Foe cannot parry for 1 round. +25 hits.	+20 hits	+30 hits
91-95	Leg strike. Foe is stunned and unable to parry for 2 rounds. +20 hits.	Leg strike breaks bone. Foe stunned, not able to parry for 2 rnds, fights at -30.	+30 hits	Leg strike. Foe is stunned and unable to parry for 2 round. +25 hits.
96-98	Vicious blast crushes foe's neck and shatters spine. Foe drops and dies in 3 rounds.	Awesome blast drives foe's jaw through brain. Foe dies instantly. Add 15 to your next roll.	Blast crushes foe's skull. Foe drops and dies of brain damage in 6 rounds.	Strike crushes foe's chest cavity and destroys foe's heart. Foe dies instantly.
99-100	Superb strike drives rib through foe's heart. Foe drops and dies in 6 agonizing rounds.	Perfect aim. Foe's carotid artery and jugular vein severed. Foe drops, dies in 3 rounds.	Blast destroys foe's eyes. Foe is permanently blind and fights at -95. Stunned for 12 rounds.	Strike through foe's ear results in massive brain damage. Foe dies after 6 inactive rounds.
101-150	Massive strike. Foe is stunned and unable to parry for 3 rounds. +30 hits.	Awe inspiring blast. Foe is stunned and not able to parry for 5 rounds. +35 hits.	Strong blast. Foe is stunned and unable to parry for 2 rounds. +30 hits.	Side strike. Foe is stunned and unable to parry for 3 rounds. +35 hits.
151-175	Side strike. Foe is stunned and unable to parry for 5 rounds. Foe fights at -20 due to broken ribs.	Side strike shatters bone. Foe is stunned and unable to parry for 6 rnds. Foe fights at -25 due to pain. +40 hits.	Side strike. Foe is stunned and unable to parry for 4 rounds and fights at -20 due to broken bone.	Chest strike. Broken bone causes foe to fight at -20. Wound yields +5 hits per round.
176-200	Foe is knocked down. Severe thigh wound. Foe takes +10 hits per round and fights at -35. +35 hits.	Foe is knocked out. Bone break and wound give foe +10 hits per round. Upon recovery, foe fights -50.	Chest blast. Wound gives foe +5 hits per round. Creature fights -30. +30 hits.	Foe is knocked down. Severe wound. Foe takes +10 hits per round and fights -50. +40 hits.
201-250	Blast sends foe into 3 month long coma. Causes permanent paralysis. +50 hits.	Blast sends foe back 10 feet and crushes its neck. Creature dies in 3 rounds. +50 hits.	Foe is paralyzed from the neck down on a permanent basis. +40 hits.	Blast destroys foe's nervous system. Foe collapses and dies in 9 rounds. +50 hits.
251+	Strike causes foe's bladder to explode, and creature dies without delay.	Strike to foe's head crushes skull and proves instantly fatal.	Strike shatters foe's chest and send bone through the heart. Foe dies instantly.	Strike to foe's head. Poor creature dies instantly. Add 20 to your next roll.

ELEMENTAL ATTACK ROLL MODIFICATIONS — 15.3

A/D	CATEGORY	EFFECT	NOTES
A A A	Level of Spell Caster Caster's Agility (NA) Caster's Spell Expertise	+1 per level -25 to +35 +0 to +50	May be higher.
A,D A,D	Spells Items	+ (variable) + 5 per bonus	Depends on specific spell. + 1 if a 3-18 system is used.
D D D D	Defender's Quickness Full Cover Partial Cover Static Target	-25 to +35 -60 -30 +30	Detected, but not sighted; Quickness bonus not used. Less than half of target sighted; QU bonus not used. Applies only to prone and/or surprised targets without cover being used; Quickness bonus not used.
D D D D	Wall Shield (NA) Full Shield (NA) Normal Shield (NA) Target Shield (NA)	-30 -20 -15 -5	Must be facing caster. Must be facing caster. Must be facing caster. Must be facing caster.
D D	No Helmet Full Helmet (covers face)	+5 -5	
D	Center Point of Area Spell	+20	Only applies to area spells like Fireball.
D	Range	-75 to +35	See specific attack table.

(NA) = Not applicable to area spells. A = Based on Attacker. D = Based on Defender.

KNOWN SPELLS					
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					

BASE SPELL ATTACK TABLE — 15.1

BAR ROLL	General	Essence		Channeling		Mentalism		BAR ROLL
		Metal Armor	Leather Armor	Metal Armor	Metal Shield	Metal Helmet	Leather Helmet	
UM 01-02	F	F	F	F	F	F	F	01-02 UM
03-04	F	F	F	F	F	F	F	03-04
05-08	+70	F	F	F	F	F	F	05-08
09-12	+65	F	F	F	F	F	F	09-12
13-16	+60	F	+45	F	F	F	+45	13-16
17-20	+50	+45	+40	F	+45	F	+40	17-20
21-24	+45	+40	+35	F	+40	F	+35	21-24
25-28	+35	+35	+30	+45	+35	+45	+30	25-28
29-32	+30	+30	+25	+40	+30	+35	+25	29-32
33-36	+20	+25	+20	+35	+25	+30	+20	33-36
37-40	+15	+20	+15	+30	+20	+25	+15	37-40
41-44	+5	+15	+10	+25	+15	+20	+10	41-44
45-48	0	+10	+5	+20	+10	+15	+5	45-48
49-52	0	+5	0	+15	+5	+10	0	49-52
53-56	-5	0	0	+10	0	+5	0	53-56
57-60	-10	0	-5	+5	0	0	-5	57-60
61-64	-15	-5	-5	0	-5	0	-5	61-64
65-68	-20	-5	-10	0	-5	-5	-10	65-68
69-72	-25	-10	-15	-5	-10	-5	-15	69-72
73-76	-30	-25	-20	-10	-15	-10	-20	73-76
77-80	-35	-30	-25	-15	-20	-15	-25	77-80
81-84	-40	-35	-30	-20	-25	-20	-30	81-84
85-88	-45	-40	-35	-25	-30	-25	-35	85-88
89-92	-50	-45	-40	-30	-35	-30	-40	89-92
93-95	-55	-50	-45	-35	-40	-35	-45	93-95
UM 96-97	-75	-60	-65	-55	-60	-55	-65	96-97 UM
UM 98-99	-100	-85	-90	-80	-85	-80	-90	98-99 UM
UM 100	-125	-110	-115	-105	-110	-105	-115	100 UM

Range	Mod
Touching	+30
0' - 10'	+10
11' - 50'	0
51' - 100'	-10
101' - 300'	-20
301' - up	-30

UM = Unmodified Roll

BASE ATTACK ROLL MODIFICATIONS — 15.2

A/D	CATEGORY	EFFECT	NOTES
A	Level of Spell Caster	+1 per level	Pure and hybrid spell users only.
A,D A,D D	Spells Items Race	\pm (variable) ± 5 per bonus \pm (variable)	Depends on specific spell. ± 1 if a 3-18 system is used. E.g., Demons, Dwarves, Dragons, etc.
D D D	Full Cover Partial Cover Static target	-20 -10 +10	Detected, but not sighted. Less than half of target sighted. Applies only if no cover.
A,D	Range	-30 to +30	See Base Attack Table.

RESISTANCE ROLL MODIFICATIONS — 15.6

A/D	CATEGORY	EFFECT	NOTES
A	Base Attack Roll Modifications	-125 to +70	Apply result from <i>SL</i> Base Attack Table.
A,D D D	Spells Items Race	\pm (variable) ± 5 per bonus \pm (variable)	Depends on specific spell. ± 1 if a 3-18 system is used. E.g., Demons, Dwarves, Dragons, etc.
D	Willing Target	-50	Target wants the spell cast at/on him.
D	Same Realm	+15	Target's spell realm is the same as the spell's realm.
D	Target's Stat Bonus	-25 to +35	For Essence use Empathy (intelligence); for Channeling use Intuition (wisdom); for Mentalism use Presence (charisma).

RESISTANCE ROLL TABLE — 15.5

Target Level	Attack Level *																Target Level
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	> 15 *	
1	50	55	60	65	70	73	76	79	82	85	87	89	91	93	95	*	1
2	45	50	55	60	65	68	71	74	77	80	82	84	86	88	90	*	2
3	40	45	50	55	60	63	66	69	72	75	77	79	81	83	85	*	3
4	35	40	45	50	55	58	61	64	67	70	72	74	76	78	80	*	4
5	30	35	40	45	50	53	56	59	62	65	67	69	71	73	75	*	5
6	27	32	37	42	47	50	53	56	59	62	64	66	68	70	72	*	6
7	24	29	34	39	44	47	50	53	56	59	61	63	65	67	69	*	7
8	21	26	31	36	41	44	47	50	53	56	58	60	62	64	66	*	8
9	18	23	28	33	38	41	44	47	50	53	55	57	59	61	63	*	9
10	15	20	25	30	35	38	41	44	47	50	52	54	56	58	60	*	10
11	13	18	23	28	33	36	39	42	45	48	50	52	54	56	58	*	11
12	11	16	21	26	31	34	37	40	43	46	48	50	52	54	56	*	12
13	9	14	19	24	29	32	35	38	41	44	46	48	50	52	54	*	13
14	7	12	17	22	27	30	33	36	39	42	44	46	48	50	52	*	14
15	5	10	15	20	25	28	31	34	37	40	42	44	46	48	50	*	15
> 15 **	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	>15

* The Attack Level is the level of the psion caster.

** For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.

To resist the target's RR must be greater than or equal to the number given above.

Of the Essence



Book II

OPEN ESSENCE SPELL LISTS

	SPELL WALL	ESSENCE'S PERCEPTIONS ^c	RUNE MASTERY	ESSENCE HAND	UNBARRING WAYS	
1)	PROTECTION I		SPELL STORE	VIBRATIONS	LOCK	(1
2)		PRESENCE *		STAYING	MAGIC LOCK	(2
3)	PROTECTION I (10')	LISTEN	RUNE I	TELEKINESIS ^c	LOCKLORE	(3
4)				VIBRATIONS (5#)	OPENING I	(4
5)	PROTECTION II	LONG EAR		STAYING (5#)	TRAPLORE	(5
6)		WATCH	RUNE II	TELEKINESIS (5#) ^c	DISARM I	(6
7)	PROTECTION II (10')	LONG EYE		VIBRATIONS (25#)	JAMMING	(7
8)	ESSENCE SHIELD ^c	LISTEN (100')	RUNE III	STAYING (25#)	WEAKENING	(8
9)				VIBRATIONS (50#)		(9
10)	MIND SHIELD ^c	TELEPATHY	RUNE V	AIMING ^c	OPENING II	(10
11)	PROTECTION III	WATCH (100')	SIGN OF STUNNING	TELEKINESIS (25#) ^c	UNDOOR I	(11
12)	CHANNELING SHIELD ^c	LONG EAR (300')	RUNE VI	STAYING (50#)	DISARM II	(12
13)			SIGN OF FEAR	MASS VIBRATIONS		(13
14)	SPELL SHIELD II ^c	LISTEN (500')	RUNE VII	TELEKINESIS (50#) ^c	TRUE LOCK	(14
15)	PROTECTION IV	LONG EYE (300')	SIGN OF SLEEP	STAYING (100#)	UNDOOR II	(15
16)			RUNE VIII	HURLING I		(16
17)			SIGN OF BLINDING	TELEKINESIS (100#) ^c	UNDOOR III	(17
18)	SPELL SHIELD TRUE ^c	WATCH (500')	RUNE IX			(18
19)	PROTECTION V		SIGN OF PARALYSIS	MASS VIBRATIONS (25#)	UNDOOR TRUE	(19
20)	ESSENCE RESISTANCE ^c	LISTEN (1 mi/L)	RUNE X	LORD AIM ^c	NEW GATE	(20
25)	MENT. RESISTANCE ^c	WATCH (1 mi/L)	LORD RESEARCH	STAYING (10#/L)	LOCK MASTERY	(25
30)	CHANNELING RESIS. ^c	LISTEN TRUE	LORD RUNE	TELEKINESIS (10#/L) ^c	TRAP MASTERY	(30
50)	RESISTANCE TRUE ^c	WATCH TRUE	MASS SIGN	AIM TRUE ^c	GATE CLEAVER	(50

SPELL WALL

- 1-PROTECTION I** (D) DURATION: 1 min/lvl
RANGE: 10' Subtracts 5 from elemental attack rolls against the protected being, and adds 5 to all of the being's RR's vs. spells.
- 3-PROTECTION I** (D) As above, except all beings within 10' R of target get the benefits.
- 5-PROTECTION II** (D) As Protection I, level 1, except bonuses are 10.
- 7-PROTECTION II** (D) As above, except it has a 10' R as in Protection I (lvl 3).
- 8-ESSENCE SHIELD** (D) DURATION: C
RANGE: S Creates a shimmering shield in front of the caster: it subtracts 10 from all frontal essence attack rolls on the caster (base and elemental). If the caster performs no other actions during a round, he can "parry" one spell attack. Parry consists of subtracting all adds that the caster would normally have for his base attack roll from the attack roll made on him.
- 10-MIND SHIELD** (D) As Essence Shield, except is effective only against mentalism spells.
- 11-PROTECTION III** (D) As Protection I, except bonuses are 15.
- 12-CHANNELING SHIELD** (D) As Essence Shield, except it is effective only against channeling spells.
- 14-SPELL SHIELD II** (D) As Essence Shield, except it is effective against any two of the three realms.
- 15-PROTECTION IV** (D) As Protection I, except bonuses are 20.

18-SPELL SHIELD TRUE (D) As Essence Shield, except is effective against all three realms.

19-PROTECTION V (D) As Protection I, except bonuses are 25.

20-ESSENCE RESISTANCE (D) DURATION: C
RANGE: 100' Target gets +50 to all RR's against essence spells.

25-MENTALISM RESISTANCE (D) As Essence Resistance, except is only effective against mentalism spells.

30-CHANNELING RESISTANCE (D) As Essence Resistance, except is only effective against channeling spells.

50-RESISTANCE TRUE (D) As Essence Resistance, except all three realms are affected.

ESSENCE'S PERCEPTIONS

2-PRESENCE (P★) DURATION: 1 rnd/lvl (C)
RANGE: 10' Caster is aware of the presence of all sentient/thinking beings within 10'.

3-LISTEN (U) DURATION: 1 min/lvl (C)
RANGE: 10' Caster can pick a point up to 10' away and he will hear as if he were at that point (there can be intervening objects such as walls).

5-LONG EAR (U) DURATION: 1 min/lvl (C)
RANGE: 100' Caster's point of hearing may be moved independently up to 100' away (moves at 10'/rnd), if he is physically able to go there (i.e. he could not send his point of hearing through walls or closed doors).

6-WATCH (U) As Listen, except the caster sees from the fixed point(it can rotate).

7-LONG EYE (U) As Long Ear, except the caster sees from the moving point(it can rotate).

8-LISTEN (U) As above, except the range is 100'.

10-TELEPATHY (IM) DURATION: 1 rnd/lvl (C)
RANGE: 10' Caster can read the surface thoughts of one target, if the target makes his RR by more than 25 he realizes what is happening.

11-WATCH (U) As above, except the range is 100'.

12-LONG EAR (U) As above, except the range is 300'.

14-LISTEN (U) As above, except the range is 500'.

15-LONG EYE (U) As above, except the range is 300'.

18-WATCH (U) As above, except the range is 500'.

20-LISTEN (U) As above, except the range is 1 mile.

25-WATCH (U) As above, except the range is 1 mile.

30-LISTEN TRUE (U) As Listen, except the range is unlimited (the caster must be able to locate the desired point in terms of direction and distance).

50-WATCH TRUE (U) As Listen True, except the caster sees instead of hearing.

Bracelet of Taalirin

acts as a 'spell shield true' at will, when wearer holds arm with bracelet up in a defensive manner.



of gold, set with rubies

RUNE MASTERY

- 1-SPELL STORE (S)** As Spell Store on the Spell Reins list.
- 3-RUNE I (F)** DURATION: until the rune is cast
RANGE: T This spell inscribes a spell on a specially prepared piece of paper (see section 9.9 of rules); the rune can then be used to cast the inscribed spell once (depends upon the rules being used for casting runes). The caster expends the power points to cast the inscribed spell and the power points to cast the Rune spell. Rune I can only inscribe 1st level spells. The paper can be reused. The rune can be set to affect reader.
- 6-RUNE II (F)** As Rune I, except caster can inscribe 1st-2nd level spells.
- 8-RUNE III (F)** As Rune I, except caster can inscribe 1st-3rd level spells.
- 10-RUNE V (F)** As Rune I, except caster can inscribe 1st-5th level spells.
- 11-SIGN OF STUNNING (F)** DURATION: until triggered
RANGE: T ST MOD: -20 A Sign can be inscribed on any non-mobile surface and affects the triggering being. A Sign can be triggered by one of the following (decided by caster): time period, certain movements, certain sounds, touch, reading, etc. The Sign is cancelled when a being fails a RR against it. Sign of Stunning stuns the target for 10 min/10% failure.
- 12-RUNE VI (F)** As Rune I, except caster can inscribe 1st-6th level spells.
- 13-SIGN OF FEAR (F)** As Sign of Stunning, except target will flee place of sign for 1 min/5% failure.
- 14-RUNE VII (F)** As Rune I, except caster can inscribe 1st-7th level spells.
- 15-SIGN OF SLEEP (F)** As Sign of Stunning, except target falls into a sleep from which he cannot be awakened for 10 min/10% failure.
- 16-RUNE VIII (F)** As Rune I, except caster can inscribe 1st-8th level spells.
- 17-SIGN OF BLINDING (F)** As Sign of Stunning, except target is blind for 1 hr/10% failure.
- 18-RUNE IX (F)** As Rune I, except caster may inscribe 1st-9th level spells.
- 19-SIGN OF PARALYSIS (F)** As Sign of Stunning, except target is paralyzed for 1 hr/10% failure.
- 20-RUNE X (F)** As Rune I, except caster can inscribe 1st-10th level spells.
- 25-LORD RESEARCH (I)** The use of this spell is described in optional rule 9.93.
- 30-LORD RUNE (F)** As Rune I, except caster can inscribe 1st-20th level spells.
- 50-MASS SIGN (F)** As any Sign spell desired, except that it can affect up to the level of the caster in targets before it is canceled.

ESSENCE HAND

- 1-VIBRATIONS (F)** DURATION: 1 rnd/lvl
RANGE: 100' Causes an object of up to 1 lb mass to vibrate rapidly; if fragile it may break (roll a RR). If it is an object held by a being the being must make a RR or fumble it (each round).
- 2-STAYING (F)** DURATION: 1 min/lvl
RANGE: 100' Exerts 1 lb of pressure on a person or object. Object cannot be moved by staying alone, and pressure can only be in one direction.
- 3-TELEKINESIS (F)** DURATION: 1 min/lvl (C)
RANGE: 100' Can move one object, up to 1 lb in mass, 1' /second with no acceleration. Living beings or items in contact with a living being get a normal RR based on the living being. If the caster stops concentration before the duration is up, the object remains stationary as if it had Staying thrown on it.
- 4-VIBRATIONS (F)** As above, except mass limit is 5 lb.
- 5-STAYING (F)** As above, except mass limit is 5 lb.
- 6-TELEKINESIS (F)** As above, except mass limit is 5 lb.
- 7-VIBRATIONS (F)** As above, except mass limit is 25 lb.
- 8-STAYING (F)** As above, except mass limit is 25 lb.
- 9-VIBRATIONS (F)** As above, except mass limit is 50 lb.
- 10-AIMING (FM)** DURATION: 1 rnd (C)
RANGE: T By concentrating on the mind of a missile firer and the flight of the missile, the caster causes +50 to be added to the attack roll of the missile. The caster must concentrate, touch the firer and see the missile for the entire round that the missile is fired.
- 11-TELEKINESIS (F)** As above, except the mass limit is 25 lb.
- 12-STAYING (F)** As above, except the mass limit is 50 lb.
- 13-MASS VIBRATIONS (F)** As Vibrations, except as many 5 lb objects as the caster's level can be vibrated (they must all be within the field of vision of the caster).
- 14-TELEKINESIS (F)** As above, except mass limit is 50 lb.
- 15-STAYING (F)** As above, except mass limit is 100 lb.
- 16-HURLING I (F)** DURATION: —
RANGE: 10' Caster may "hurl" one object (that starts within 10' of him) of 1 lb or less with sufficient force to deliver an attack on the Shock Bolt Table, using the elemental attack rules, impact critical strikes, and the range effects on the Shock Bolt Table.
- 17-TELEKINESIS (F)** As above, except mass limit is 100 lb.
- 19-MASS VIBRATIONS (F)** As above, except objects may be up to 25 lb in mass.
- 20-LORD AIM (F)** As Aiming, except missile attack bonus is +100.
- 25-STAYING (F)** As above, except mass limit is 10 lb/lvl.
- 30-TELEKINESIS (F)** As above, except mass limit is 10 lb/lvl.
- 50-AIM TRUE (F)** As Aiming, except missile attack automatically does maximum damage (using Arms Law, this would result in an "E" critical strike; but the "E" is rolled normally; if the creature is "large" the missile would be treated as slaying).

UNBARRING WAYS

- 1-LOCK (F)** DURATION: — RANGE: 100'
Caster can cause any lock he can see within 100' to be locked (the lock is just normally locked and can be opened normally).
- 2-MAGIC LOCK (F)** DURATION: 1 min/lvl
RANGE: T A door (or container) can be magically "locked"; the door can be broken normally or the spell can be dispelled but otherwise the door cannot be opened.
- 3-LOCKLORE (I)** DURATION: — RANGE: T
Gives the caster +20 on picking the lock analyzed, and +10 to anyone to whom he describes the lock.
- 4-OPENING I (F)** DURATION: — RANGE: T
When cast on a lock there is a 20% chance a normal lock will open, and a 45% chance that a 'Magic Lock' will open (failure means there is a 10% chance of setting off attached traps). Rolls are open-ended, and the quality of the lock may modify the roll.
- 5-TRAPLORE (I)** DURATION: — RANGE: T
As Locklore, except applies to disarming traps.
- 6-DISARM I (F)** As Opening I, except its chances concern disarming traps.
- 7-JAMMING (F)** DURATION: P RANGE: 50'
Causes a door to expand and jam into its frame (roll 1-100 for severity, ranging from slightly stuck to unopenable).
- 8-WEAKENING (F)** DURATION: P
RANGE: 50' Reduces the inherent strength of a door by 50%.
- 10-OPENING II (F)** As Opening I, except chances are 40%/90%.
- 11-UNDOOR I (F)** DURATION: P RANGE: 10'
Will vaporize a nonmagic door up to 6" thick, 10' high and 10' wide (if the door is thicker than 6" it will vaporize the closest 6").
- 12-DISARM II (F)** As Disarm I, except chances are 40%/90%.
- 14-TRUE LOCK (F)** As Magic Lock, except door is unbreakable by normal means (lasts 1 hr/lvl).
- 15-UNDOOR II (F)** As Undoor I, except door can be up to 2' x 20' x 20'.
- 17-UNDOOR III (F)** As Undoor I, except door can be up to 3' x 50' x 50'.
- 19-UNDOOR TRUE (F)** As Undoor I, except any single door is vaporized.
- 20-NEW GATE (F)** DURATION: P RANGE: T
A doorway, 8' x 5' is created in any wall up to 6"/lvl deep.
- 25-LOCK MASTERY (F)** DURATION: —
RANGE: T Gives the caster a 90% chance of opening a lock. The roll is open-ended and the quality of the lock may modify the roll.
- 30-TRAP MASTERY (F)** As Lock Mastery, except its chances concern disarming traps.
- 50-GATE CLEAVER (F)** DURATION: 1 rnd/lvl
RANGE: V Caster can utilize any one of the lower level spells on this list each round.



Lord Rune
of
New Gate

OPEN ESSENCE SPELL LISTS

PHYSICAL ENHANCEMENT	LESSER ILLUSIONS	DETECTING WAYS	ELEMENTAL SHIELDS	DELVING WAYS	
1) MANNISH SCALE *	VENTRILOQUISM c	DETECT ESSENCE c	RESIST LIGHT		(1)
2) SLY EARS	SOUND LIGHT/MIRAGE	DETECT MENTALISM c	RESIST HEAT	TEXT ANALYSIS I c	(2)
3) BALANCE *	TASTE SMELL/MIRAGE	DETECT CHANNELING c	RESIST COLD	STONE ANALYSIS	(3)
4) NIGHT VISION	ILLUSIONS II		RESIST LIGHT (10')	METAL ANALYSIS	(4)
5) SIDEVISION	PHANTASM I c	DETECT INVISIBLE c	RESIST HEAT (10')	GAS ANALYSIS	(5)
6) SOUNDING		DETECT TRAPS c	RESIST COLD (10')		(6)
7) WATERVISION	WAITING ILLUSION I	DETECT EVIL c		TEXT ANALYSIS II c	(7)
8) WATERLUNGS	ILLUSIONS III	LOCATION c	LIGHTARMOR	LIQUID ANALYSIS	(8)
9)	PHANTASM II c		HEATARMOR		(9)
10) GASLUNGS	WAITING PHANTASM I	PERCEIVE POWER c	COLDARMOR	DELVING	(10)
11) RESIST POISON *S	WAITING ILLUSION II	DETECT DEATH c	LIGHTARMOR (10')	SPELL ANALYSIS	(11)
12) DARKVISION	PHANTASM III c	LOCATION (300') c	HEATARMOR (10')		(12)
13)	ILLUSIONS V		COLDARMOR (10')		(13)
14)	WAITING ILLUSION III			DEATH ANALYSIS	(14)
15) CHANGING LUNGS	WAITING PHANTASM II	DETECT SPELL c	LIGHTNING ARMOR	TEXT ANALYSIS III c	(15)
16) MASS BALANCE		LOCATION (500') c		POWER ANALYSIS	(16)
17)	PHANTASM IV c		FIRE ARMOR	CONVEYANCE	(17)
18) MASS NIGHTVISION		PERCEIVE POWER (300') c		DEATH'S DELVING	(18)
19) MASS WATERVISION	ILLUSIONS VII		ICE ARMOR		(19)
20) VISION *	WAITING ILLUSION V	LOCATION (1 mi) c	MASS LIGHTARMOR	ANALYSIS	(20)
25) MASS WATERLUNGS	PHANTASM V c	DETECT DETECTIONS c	MASS HEATARMOR	MASS ANALYSIS	(25)
30) MASS GASLUNGS	ILLUSIONS X	DETECT TRUE	MASS COLDARMOR	POWER ANALYSIS TRUE	(30)
50) MASS VISION	PHANTASM X c	LOCATION TRUE	TRUE ARMOR	CONVEYANCE TRUE	(50)

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PHYSICAL ENHANCEMENT

- 1-MANNISH SCALE (1★) DURATION:—**
RANGE:1' Caster can tell the exact mass and weight of one object.
- 2-SLY EARS (U) DURATION:10 min/lvl**
RANGE:10' Target gains double normal hearing.
- 3-BALANCE (U★) DURATION: V**
RANGE:10' Adds +50 to any rolls for one slow maneuver (e.g. walking a 3" beam).
- 4-NIGHT VISION (U) DURATION:10 min/lvl**
RANGE:10' Target can see 100' on a normal night as if it were daylight.
- 5-SIDEVISION (U) DURATION:10 min/lvl**
RANGE:10' Target has a 300° field of vision.
- 6-SOUNDING (U) DURATION:10 min/lvl**
RANGE:10' Target's voice has its loudness tripled. This has no effect on spell casting capabilities.
- 7-WATER VISION(U) As Nightvision, except**
target can see 100' in even murky water.
- 8-WATERLUNGS (U) DURATION:10 min/lvl**
RANGE:10' Target can breathe water, but not air.
- 10-GASLUNGS (U) As WaterlunGS, except target**
can breathe any gas as normal air.
- 11-RESIST POISON (S★) DURATION:1 hr/lvl**
RANGE: T Delays the effect of a poison on a target.
- 12-DARKVISION (U) As Nightvision, except any**
darkness can be seen through.

- 15-CHANGING LUNGS (U) As WaterlunGS, ex-**
cept target can breathe water, air and any gas at will.
- 16-MASS BALANCE (U) As Balance, except can**
affect 1 target/lvl of caster.
- 18-MASS NIGHTVISION (U) As Nightvision,**
except can affect 1 target/lvl of caster.
- 19-MASS WATERVISION(U) As Watervision,**
except can affect 1 target/lvl of caster.
- 20-VISION (U★) As all vision spells below 15th**
level functioning at the same time.
- 25-MASS WATERLUNGS (U) As WaterlunGS,**
except can affect 1 target/lvl of caster.
- 30-MASS GASLUNGS (U) As GaslunGS, except**
can affect 1 target/lvl of caster.
- 50-MASS VISION (U) As Vision, except can af-**
fect 1 target/lvl of caster.



LESSER ILLUSIONS

- 1-VENTRILOQUISM (E) DURATION: C**
RANGE:100' Caster can speak and his voice will appear to come from any point that he wants within 100' (point must be in his field of vision).

- 2-SOUND/LIGHT MIRAGE (E) As either Light**
Mirage on the Light Molding list OR Sound Mirage on the Sound Molding list.
- 3-TASTE/SMELL MIRAGE (E) As either Taste**
Mirage OR Smell Mirage, both are on the Feel-Taste-Smell list.
- 4-ILLUSIONS II (E) As on the Illusions list.**
- 5-PHANTASM I (E) As on the Illusions list.**
- 7-WAITING ILLUSION I (E) As on the Illusions**
list.
- 8-ILLUSIONS III (E) As on the Illusions list.**
- 9-PHANTASM II (E) As on the Illusions list.**
- 10-WAITING PHANTASM I (E) As on the Illu-**
sions list.
- 11-WAITING ILLUSION II (E) As on the Illu-**
sions list.
- 12-PHANTASM III (E) As on the Illusions list.**
- 13-ILLUSIONS V (E) As on the Illusions list.**
- 14-WAITING ILLUSION III (E) As on the Illu-**
sions list.
- 15-WAITING PHANTASM II (E) As on the Illu-**
sions list.
- 17-PHANTASM IV (E) As on the Illusions list.**
- 19-ILLUSIONS VII (E) As on the Illusions list.**
- 20-WAITING ILLUSION V (E) As on the Illu-**
sions list.
- 25-PHANTASM V (E) As on the Illusions list.**
- 30-ILLUSIONS X (E) As on the Illusions list.**
- 50-PHANTASM X (E) As on the Illusions list.**
- NOTE: All lists referenced above are Illusionist**
Base lists.

Gorlar's Pendant

+3 power point adder, to essence.

Adds 15% to all RR's vs. essence attacks.

Allows use of 'Wind Law' spells as if 10 levels above one's own (must possess the list first).



A huge sapphire with a chain of very strong but crudely forged iron links.

DETECTING WAYS

- 1-DETECT ESSENCE (P) DURATION:1 min/lvl(C) RANGE:100' Detects any active spell or item from the essence realm; he can concentrate on a 5'R area each round.
- 2-DETECT MENTALISM (P) As Detect Essence, except realm is mentalism.
- 3-DETECT CHANNELING (P) As Detect Channeling, except realm is channeling.
- 5-DETECT INVISIBLE (P) As Detect Essence, except detects invisible things; all attacks against something so detected are at -50.
- 6-DETECT TRAPS (P) As Detect Essence, except it gives a 75% chance of detecting a trap (may be modified by certain traps).
- 7-DETECT EVIL (P) As Detect Essence, except detects if a being is evil OR an item created by evil or long used by a very evil person.
- 8-LOCATION (P) DURATION:1 min/lvl(C) RANGE:100' Gives the direction and distance to any specific object or place that the caster is familiar with OR has had described in detail.
- 10-PERCEIVE POWER (P) As Detect Essence, except it will give an estimate of the power of the person or item or spell examined.
- 11-DETECT DEATH (P) As Detect Essence, except detects dead bodies and whether anything has died in the last 24 hr.
- 12-LOCATION (P) As above, except range is 300'.
- 15-DETECT SPELL (P) As Detect Mentalism, except detects any spell that has been cast in the area examined.
- 16-LOCATION (P) As above, except range is 500'.
- 18-PERCEIVE POWER (P) As above, except range is 300'.
- 20-LOCATION (P) As above, except range is 1 mile.
- 25-DETECT DETECTIONS (P) As Detect Essence, except detects any type of detection spell that is operating in the area examined (gives exact spell detected).
- 30-DETECT TRUE (P) DURATION: 1 rnd/lvl RANGE:100' Any of the lower level detect spells can be used, one/round.
- 50-LOCATION TRUE (P) As Location, except range is 1 mile/lvl.

ELEMENTAL SHIELDS

- 1-RESIST LIGHT (D) DURATION:1 min/lvl RANGE:10' Target is totally protected from all natural light (not lightning), and adds +10 to RR's vs. light (electricity) and -10 to elemental electricity attacks.
 - 2-RESIST HEAT (D) As Resist Light, except protects against natural heat to 200°F and modifies spells involving heat by 10.
 - 3-RESIST COLD (D) As Resist Light, except protects against natural cold to -20°F and modifies spells involving cold by 10.
 - 4-RESIST LIGHT (D) As above, except all beings within 10' of target are protected.
 - 5-RESIST HEAT (D) As above, except all beings within 10' of target are protected.
 - 6-RESIST COLD (D) As above, except all beings within 10' of target are protected.
 - 8-LIGHTARMOR (D) As Resist Light, except protects against all natural light and electricity and modifies spells involving light(electricity) by 20.
 - 9-HEATARMOR (D) As Lightarmor, except protects against heat.
 - 10-COLDARMOR (D) As Lightarmor, except protects against cold.
 - 11-LIGHTARMOR (D) As Lightarmor, except protects all beings within 10'R.
 - 12-HEATARMOR (D) As Heatarmor, except protects all beings within 10'R.
 - 13-COLDARMOR (D) As Coldarmor, except protects all beings within 10'R.
 - 15-LIGHTNING ARMOR (D) As Lightarmor, except it also decreases all electrical concussion hits (shock bolt and lightning bolt) by 1/2, and decreases electrical critical strikes by one level(e.g. "A"s are ignored, "B"s become "A"s, "C"s become "B"s, etc.).
 - 17-FIRE ARMOR (D) As Lightning Armor, except fire spells are affected(fire bolt and fire ball).
 - 19-ICE ARMOR (D) As Lightning Armor, except cold and ice spells are affected (ice bolt and cold ball).
 - 20-MASS LIGHTARMOR (D) As Lightarmor, except as many targets as the caster's level can be affected.
 - 25-MASS HEATARMOR (D) As Heatarmor, except as many targets as the caster's level can be affected.
 - 30-MASS COLDARMOR (D) As Coldarmor, except as many targets as the caster's level can be affected.
 - 50-TRUE ARMOR (D) DURATION:24 hr RANGE:10' Acts as Lightning Armor, Fire Armor, and Ice Armor all at the same time.
- NOTE: *Spells on this list are not cumulative.*

Erin's Ring

This unusual ring has a small compartment which, when closed, creates a mirennia berry (heals ten hits when eaten). The ring will produce a berry every time it is closed, as long as the last berry has been consumed.



DELVING WAYS

- 2-TEXT ANALYSIS I (I) DURATION:1 min/lvl(C) RANGE: S Caster can read text written in an unknown language, but only understands basic concepts from it.
- 3-STONE ANALYSIS (I) DURATION:— RANGE:10' Gives nature and origin of natural stone, and when and how worked stone was obtained and worked.
- 4-METAL ANALYSIS (I) As Stone Analysis, except metal may be examined.
- 5-GAS ANALYSIS (I) As Stone Analysis, except gas may be examined.
- 7-TEXT ANALYSIS II (I) As Text Analysis I, except gives a complete technical analysis (vocabulary and syntax) but not an understanding of idioms(jargon), implications or cultural references.
- 8-LIQUID ANALYSIS (I) As Stone Analysis, except liquid may be examined.
- 10-DELVING (I) DURATION:— RANGE: T Gives significant details about an item's construction and purpose (not specific powers).
- 11-SPELL ANALYSIS (I) DURATION:— RANGE:100' Provides analysis of an active spell, giving its duration and the profession of its caster and its type (NOT its level or exactly what spell it is).
- 14-DEATH ANALYSIS (I) DURATION:— RANGE: T Gives information concerning a being's death (weapon, spell, time since, etc.); must be cast in place of death (within 24 hr.) or in the presence of body (no time limit).
- 15-TEXT ANALYSIS III (I) As Text Analysis II, except everything but implications is known (e.g. answers to riddles are not known automatically).
- 16-POWER ANALYSIS (I) DURATION:— RANGE:100' One item, person or place may be examined to see if it has power, which realm the power is from, a general idea of its origin, and its basic configuration.
- 17-CONVEYANCE (U) DURATION:10 min/lvl RANGE: S Caster's awareness leaves his body (which is inactive) and may travel at 1 mile/min; however it can only travel 10'/rnd in solid or when observing the world. If the caster overstays the duration, he must make a RR modified by -50 or die. (Attack level=# of rounds overstayed).
- 18-DEATH'S DELVING (I) As Death Analysis, except gives a visual image of the killer, and a vague reason for death (e.g. revenge, robbery, accident, etc.).
- 20-ANALYSIS (I) DURATION:— RANGE:10' Any of the lower level spells may be used together on one item, person or place (Conveyance is not included).
- 25-MASS ANALYSIS (I) DURATION: 1 rnd/lvl As Analysis, except one item per round may be examined.
- 30-POWER ANALYSIS TRUE (I) As Power Analysis, except exact origin, creator, and a detailed purpose are given.
- 50-CONVEYANCE TRUE (U) As Conveyance, except rate is 10 mile/min (50'/rnd through solid and observing).

CLOSED ESSENCE SPELL LISTS

INVISIBLE WAYS	LIVING CHANGE	SPIRIT MASTERY	SPELL REINS	LOFTY BRIDGE	
1)	SHRINK SELF	SLEEP V	SPELL STORE	LEAPING*	(1
2) UNSEEN I	ENLARGE SELF	CHARM KIND		LANDING*	(2
3)	CHANGE LORE	SLEEP VII		LEAVING (100')	(3
4) INVISIB. I (1')		CONFUSION		LEVITATION	(4
5)	CHANGE TO KIND	SUGGESTION	SPELL HOLD I*	FLY (75'/rnd)	(5
6) INVISIB. I (to 1')		SLEEP X		PORTAL	(6
7)	SHRINK	HOLD KIND c		FLY (150'/rnd)	(7
8) INVISIB. I (10')		MASTER OF KIND	SPELL BENDING I*	LONG DOOR (100')	(8
9)		LORD SLEEP		LEAVING (300')	(9
10) UNSEEN III	ENLARGE	TRUE CHARM	REVERSE SPELLS*	TELEPORT I	(10
11) INVISIB. I (to 10')	CHANGE	QUEST	SPELL HOLD III*	FLY (300'/rnd)	(11
12)		WORD OF STUNNING*		LONG DOOR (300')	(12
13) UNSEEN V	TRUE CHANGE	WORD OF PAIN*		TELEPORT III	(13
14)		HOLD TRUE c	SPELL HOLD V*	PORTAL TRUE	(14
15) INVISIB. II	CHANGING	WORD OF SLEEP*	SPELL BENDING III*	LONG DOOR (500')	(15
16)		WORD OF DISCORD*		TELEPORT V	(16
17) UNSEEN X	MERGING	WORD OF CALLING*	SPELL HOLD X*	FLY (450'/rnd)	(17
18) INVISIB. II (to 10')		WAITING WORD		TELEPORT X	(18
19)		WORD OF DEATH*		MASS LEAVING	(19
20) INVISIB. I (to 20')	PASSING	TRUE QUEST	LORD SPELL HOLD*	LORD TELEPORT	(20
25) MASS UNSEEN	MASS ENLARGE	PHRASE*	SPELL BENDING TRUE*	MASS LONG DOOR	(25
30) MASS INVISIB.	MASS CHANGE	MASS WORD*	SPELL HOLD TRUE*	MASS TELEPORT	(30
50) TRUE INVISIB.	MASS MERGING	SPIRIT MASTERY	REVERSAL TRUE*	TELEPORT TRUE	(50

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INVISIBLE WAYS

2-UNSEEN I (F) DURATION:24 hr or V RANGE:10' A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hrs pass or the object is struck by a violent blow (being hit by a weapon, falling, etc.) or the object makes a violent move(i.e. attack).

4-INVISIBILITY I (F) As Unseen I, except everything within 1' of the target is invisible as long as it is within the 1 R.

6-INVISIBILITY I (F) As above, except the caster can vary the radius up to 1'.

8-INVISIBILITY I (F) As above, except the constant radius is 10'.

10-UNSEEN III (F) As Unseen I, except 3 objects can be affected.

11-INVISIBILITY I (F) As above, except the caster can vary the radius up to 10'.

13-UNSEEN V (F) As Unseen I, except 5 objects can be affected.

15-INVISIBILITY II (F) As Invisibility I, except two targets can be the center of two separate radii of invisibility.

17-UNSEEN X (F) As Unseen I, except 10 objects can be affected.

18-INVISIBILITY II (F) As above, except the two radii can be varied by the caster up to 10'.

20-INVISIBILITY I (F) As above, except radius can be varied by the caster up to 20'.

25-MASS UNSEEN (F) As Unseen I, except as many objects as the caster's level may be affected.

30-MASS INVISIBILITY (F) As Invisibility I, except as many targets as the caster's level may be the centers of constant 1' radii of invisibility.

50-TRUE INVISIBILITY (F) DURATION:24 hr RANGE: S As Invisibility I, except caster can vary it up to 1' and if he attacks he is only visible for the 10 seconds immediately following the attack. Violent blows do not affect this spell.

NOTE: Only objects totally contained in the radius at the time of casting become invisible. Any object in the radius is under the restrictions given in UNSEEN I.

LIVING CHANGE

1-SHRINK SELF (P) DURATION:1 min/lvl RANGE: S Caster may shrink to 1/2 his normal mass (height in normal situations); there is no decrease in his strength.

2-ENLARGE SELF (P) As Shrink Self, except caster may increase by 1/2, and there is no increase in his strength (except for movement purposes).

3-CHANGE LORE (P) DURATION:— RANGE:100' Allows caster to analyze the form of another being for future use with True Change.

5-CHANGE TO KIND (F) DURATION:10 min/lvl RANGE:10' Caster can alter target's form to the form of any desired humanoid race.

7-SHRINK (F) DURATION:10 min/lvl RANGE:10' As Shrink Self, except decrease is 10% of his mass/lvl and it can be cast on any material that is living or was once living.

10-ENLARGE (F) As Enlarge, except it increases up to 10% of his mass/lvl.

11-CHANGE (F) As Change to Kind, except alteration can be to any organic form within 1/2 to 2x his current mass; does not obtain any special abilities.

13-TRUE CHANGE (F) As Change, except altered form can be that of a specific being analyzed by Change Lore.

15-CHANGING (F) DURATION:10 min/lvl RANGE: S As True Change, except caster may assume a different form anytime during the spell, by concentrating for one rnd/change.

17-MERGING (F) DURATION: C or V RANGE:10' Target can merge into any solid inanimate material (up to 1' in depth), is inactive but aware of surrounding activity. The caster can exit at any time up to the duration; everyone else must emerge after a set time (up to 1 hr/lvl).

20-PASSING (F) DURATION:1 min/lvl RANGE:10' Target may pass through any inanimate material up to 1'/lvl.

25-MASS ENLARGE (F) As Enlarge, except it simultaneously enlarges as many objects (can be beings) as the caster's level up to 50%.

30-MASS CHANGE (F) As Change, except affects up to the caster's level in targets (all targets must take the same type of form).

50-MASS MERGING (F) As Merging, except affects up to the caster's level in targets; all targets exit after a set time or with caster.

SPIRIT MASTERY

- 1-SLEEP V (M)** DURATION:— RANGE:100' Causes target(s) to fall into a natural sleep; the total number of levels that can be affected is 5 (e.g. 5 of level 1; 1 of level 4 and 1 of level 1; 2 of level 2 and 1 of level 1; etc.). All target(s) must be in caster's field of vision.
- 2-CHARM KIND (M)** DURATION:1 hr/lvl RANGE:100' Humanoid target believes caster is a good friend.
- 3-SLEEP VII (M)** As Sleep V, except a total of 7 levels can be affected.
- 4-CONFUSION (M)** DURATION:1 rnd/5% failure RANGE:100' Target is incapable of making decisions or initiating action; may continue to fight current foes or in self-defense.
- 5-SUGGESTION (M)** DURATION: V RANGE:10' Target will follow a single suggested act that is not completely alien to him (i.e. suicide, blinding himself, etc.).
- 6-SLEEP X (M)** As Sleep V, except a total of 10 levels may be affected.
- 7-HOLD KIND (M)** DURATION: C RANGE:100' Humanoid target is held to 25% of normal action.
- 8-MASTER OF KIND (M)** DURATION:10 min/lvl RANGE:50' Target must obey caster as in Suggestion.
- 9-LORD SLEEP (M)** As Sleep V, except a total of 20 levels may be affected.
- 10-TRUE CHARM (M)** As Charm Kind, except any sentient creature may be affected.
- 11-QUEST (M)** DURATION: V RANGE:10' Target is given one task, failure results in a penalty determined by the gamesmaster (task must be within capabilities of target).
- 12-WORD OF STUNNING (M★)** DURATION:— RANGE:50' Target is stunned for 1 rnd/10% failure.
- 13-WORD OF PAIN (M★)** As Word of Stunning, except target takes 50% of remaining concussion hits upon failure.
- 14-HOLD TRUE (M)** As Hold Kind, except any sentient being can be affected.
- 15-WORD OF SLEEP (M★)** As Word of Stunning, except target falls into a natural sleep.
- 16-WORD OF DISCORD (M★)** As Word of Stunning, except target will not cooperate or agree with anyone for 1 day/10% failure.
- 17-WORD OF CALLING (M★)** Target is forced to come and face the caster (fighting if necessary) and remain immobile for 1 rnd/10% failure. Caster must concentrate, or control lapses.
- 18-WAITING WORD (M)** DURATION:1 day/lvl RANGE:50' Any of the Words above can be set to go off at a specified time or movement.
- 19-WORD OF DEATH (M★)** DURATION:— RANGE:50' Target suffers the results of a "E" critical strike on the table of the caster's choice.
- 20-TRUE QUEST (M)** As Quest, except failure is punished by the target suffering "E" critical strikes on each of the critical tables.
- 25-PHRASE (M★)** As Word of Stunning, except any three different Words may be used on the same round (a separate RR roll must be made for each one.).
- 30-MASS WORD (M★)** As Word of Stunning, except any Word may be used and it will affect a number of levels equal to the level of the caster (as Sleep).
- 50-SPIRIT MASTERY (M)** DURATION:1 rnd/lvl RANGE:100' Caster can use one spell/rnd on this list (10th level or lower)

Starshield

allows free use of
'projected light' and
'beacons' spells.
+25% full shield
weightless
can be thrown 100' as a
+25% sword



of clear laen(almost
indestructible glass)
with a silver border

SPELL REINS

- 1-SPELL STORE (S)** DURATION: until a spell is cast RANGE: S Caster may cast this spell with any spell he wants to store; then the stored spell may be cast at any time, with no preparation. The Storing spell costs the same number of power points as the spell stored and no other spell may be cast while a spell is stored.
- 5-SPELL HOLD I (F★)** DURATION:1 rnd RANGE:100' Delays another spell for 1 rnd; if the target of the held spell moves more than 20', that spell will affect any one being within 10' (with a modification of -20 for base attack spells and -30 for elemental attack spells). The held spell gets a RR as in Cancel Essence on the Dispelling Ways list.
- 8-SPELL BENDING I (F★)** DURATION:— RANGE:100' Caster can deflect 1 elemental attack spell up to 10' from its target, causing the attack roll to be modified by -10/10% failure.
- 10-REVERSE SPELLS (F★)** DURATION:— RANGE:100' Reverses any one elemental attack spell back on its caster, if the attack fails a RR modified by +20. If the attack spell is reversed it attacks its caster at 0 modifications.
- 11-SPELL HOLD III (F★)** As Spell Hold I, except attack spells can be held 3 rounds.
- 14-SPELL HOLD V (F★)** As Spell Hold I, except attack spell can be held 5 rounds.
- 15-SPELL BENDING III (F★)** As Spell Bending I, except attack roll is modified by -30/10% failure.
- 17-SPELL HOLD X (F★)** As Spell Hold I, except attack spell is held 10 rounds.
- 20-LORD SPELL HOLD (F★)** As Spell Hold I, except attack spell is held 20 rounds.
- 25-SPELL BENDING TRUE (F★)** As Spell Bending I, except spell can be deflected up to 90° in any direction.
- 30-SPELL HOLD TRUE (F★)** As Spell Hold I, except attack spell is held up to 1 rnd/lvl.
- 50-REVERSAL TRUE (F★)** As Reverse Spells, except all spells within 100' of the caster are reversed.

LOFTY BRIDGE

- 1-LEAPING (F★)** DURATION:1 rnd RANGE:100' Allows the target to leap 50' laterally or 20' vertically in the round that the spell was cast.
- 2-LANDING (F★)** DURATION:until lands RANGE:100' Allows the target to land safely in a fall up to 20'/lvl(of caster), and to take that distance off the severity of any longer fall.
- 3-LEAVING (F)** DURATION:— RANGE:10' Caster teleports target to a point up to 100' away, but there can be no intervening barriers in a direct line between the target 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).
- 4-LEVITATION (F)** DURATION:1 min/lvl RANGE:10' Allows target to move up and down vertically 10'/rnd; horizontal movement is possible only through normal means.
- 5-FLY (F)** As Levitation, except target can fly at a rate of 75'/rnd (or 5 MPH).
- 6-PORTAL (F)** DURATION:1 rnd/lvl RANGE: T Opens a portal 3'x6'x3' in any solid surface, through which anyone can pass.
- 7-FLY (F)** As above, except target flies at 150'/rnd.
- 8-LONG DOOR (F)** As Leaving, except caster can pass through barriers by specifying exact distances.
- 9-LEAVING (F)** As above, except target can be moved 300'.
- 10-TELEPORT I (F)** As Long Door, except movement range is 10 mile/lvl. This is very risky. The following chances for failing exist: Never seen place(only described)=50%; Been briefly(1 hr)=25%; Studied(24 hr)=10%; Studied carefully(1 week)=1%; Lived in(1 yr)=.01%. In case of failure: first determine direction of error (randomly), then determine amount of error (make an open-ended roll for number of feet).
- 11-FLY (F)** As above, except movement rate is 300'/rnd.
- 12-LONG DOOR (F)** As above, except movement range is 300'.
- 13-TELEPORT III (F)** As Teleport I, except up to 3 targets may be moved to same place.
- 14-PORTAL TRUE (F)** As Portal, except portal is 3'x6' and up to 5'/lvl deep.
- 15-LONG DOOR (F)** As above, except movement range is 500'.
- 16-TELEPORT V (F)** As Teleport III, except 5 targets may be moved.
- 17-FLY (F)** As above, except movement rate is 450'/rnd.
- 18-TELEPORT X (F)** As Teleport III, except 10 targets may be moved.
- 19-MASS LEAVING (F)** As Leaving, except as many targets as the caster's level may be moved.
- 20-LORD TELEPORT (F)** As Teleport III, except 20 targets may be moved.
- 25-MASS LONG DOOR (F)** As Long Door, except as many targets as the caster's level may be moved up to 300'.
- 30-MASS TELEPORT (F)** As Teleport III, except as many targets as the caster's level may be moved.
- 50-TELEPORT TRUE (F)** As Teleport I, except with no movement range limit.

CLOSED ESSENCE SPELL LISTS

SPELL ENHANCEMENT	DISPELLING WAYS	SHIELD MASTERY	RAPID WAYS	GATE MASTERY	
1)			RUN I*	FAMILIAR	(1
2)	CANCEL ESSENCE* _c	SHIELD*	SPEED I*		(2
3) EXTENSION II	CANCEL MENTALISM* _c	BLUR		SUMMONS I _c	(3
4)	CANCEL CHANNELING* _c		SPEED II*		(4
5) RANGING (+50')	DISPEL ESS. (10'R)* _c	DEFLECTIONS I*	SPRINT I*	SUMMONS II _c	(5
6)	DISPEL MENT. (10'R)* _c		HASTE I*	CONTROL I* _c	(6
7) EXTENSION III (x3)	DISPEL CHAN. (10'R)* _c	BLADETURN I*	SPEED III*	SUMMONS III _c	(7
8)			HASTE II*	LESSER DEMONIC GATE	(8
9)		DEFLECTIONS II*	FAST SPRINT*	SUMMONS V _c	(9
10) RANGING (+100')	DISPEL ESS. (50'R)* _c	AIM UNTRUE I*	SPEED V*	CONTROL II* _c	(10
11) EXTENSION IV (x4)	DISPEL MENT. (50'R)* _c	BLADETURN II*	RUN III*	SUMMONS X _c	(11
12)	DISPEL CHAN. (50'R)* _c		HASTE III*		(12
13) RANGING (+150')		DEFLECTIONS III*		CONTROL III* _c	(13
14)	DISPEL ESS. (100'R)* _c		SPRINT III*		(14
15) RANGING (+200')	DISPEL MENT. (100'R)* _c	AIM UNTRUE II*	HASTE V*	WAITING SUMMONS _c	(15
16)	DISPEL CHAN. (100'R)* _c		RUN V*	LORD SUMMONS _c	(16
17) RANGING (+300')	UNESSENCE	BLADETURN III*	SPEED X*		(17
18)	UNMENTALISM		SPRINT V*	GREATER DEMONIC GATE	(18
19)	UNCHANNELING	AIM UNTRUE III*		CONTROL IV* _c	(19
20) RANGING (+500')	CANCEL TRUE* _c	MASS DEFLECTIONS*	HASTE X*	MASS SUMMONS _c	(20
25) EXTENSION (+12 hrs.)	DISPEL ESS.* _c	MASS BLADETURN*	MASS RUN*	MASTER II*	(25
30) EXTENSION (+24 hrs.)	DISPEL TRUE	MASS AIM UNTRUE*	MASS SPEED*	WAITING GATE* _c	(30
50) PERMANENT	DISPEL TRUE	RE-AIMING*	MASS HASTE*	CONTROL V* _c	(50

SPELL ENHANCEMENT

- 3-EXTENSION II (U)** DURATION: V
RANGE: S Causes the caster's next spell cast within 3 rounds to have 2× normal duration; not cumulative with any other extensions.
- 5-RANGING (U)** As Extension II, except range is increased by 50'.
- 7-EXTENSION III (U)** As Extension II, except duration is 3× normal.
- 10-RANGING (U)** As above, except range is increased by 100'.
- 11-EXTENSION IV (U)** As Extension II, except duration is 4× normal.
- 13-RANGING (U)** As above, except range is increased by 150'.
- 15-RANGING (U)** As above, except range is increased by 200'.
- 17-RANGING (U)** As above, except range is increased by 300'.
- 20-RANGING (U)** As above, except range is increased by 500'.
- 25-EXTENSION (U)** As Extension II, except duration is increased by 12 hr.
- 30-EXTENSION (U)** As Extension II, except duration is increased by 24 hr.
- 50-PERMANENT (U)** DURATION: P RANGE: S As Extension II, except spell duration is permanent. Only one such spell can be in effect at a time for each spell caster.

NOTE: A gamesmaster may deem certain spells non-extendable; i.e. increasing the duration of a Firebolt by 12 hr. is ridiculous.

DISPELLING WAYS

- 2-CANCEL ESSENCE (F★)** DURATION: C
RANGE: S When a spell of the essence realm is thrown on the caster (of Cancel Essence), the attack spell must first make a RR successfully before the caster can make one. The attack level of the RR is the level of the caster of the dispel spell, and the defender level is the level of the caster of the spell. If the first RR is successful then the spell procedure proceeds normally.
- 3-CANCEL MENTALISM (F★)** As Cancel Essence, except only mentalism spells are affected.
- 4-CANCEL CHANNELING (F★)** As Cancel Essence, except only channeling spells are affected.
- 5-DISPEL ESSENCE (F★)** As 2 above, except dispelling effect is in a 10'R about the caster and any already existing spells in the radius must save with a +30 modification or be canceled.
- 6-DISPEL MENTALISM (F★)** As Dispel Essence, except only mentalism spells are affected.
- 7-DISPEL CHANNELING (F★)** As Dispel Essence, except only channeling spells are affected.
- 10-DISPEL ESSENCE (F★)** As Dispel Essence, except radius is 50'.
- 11-DISPEL MENTALISM (F★)** As above, except radius is 50'.
- 12-DISPEL CHANNELING (F★)** As above, except radius is 50'.
- 14-DISPEL ESSENCE (F★)** As above, except radius is 100'.

- 15-DISPEL MENTALISM (F★)** As above, except radius is 100'.
- 16-DISPEL CHANNELING (F★)** As above, except radius is 100'.
- 17-UNESSENCE (F)** DURATION: 1 day
RANGE: 100' Target has no essence power points and thus can throw no essence spells for 1 day (includes spells thrown using spell bonus items). This can also be thrown against items which could normally cast spells.
- 18-UNMENTALISM (F)** As Unessence, except mentalism is affected.
- 19-UNCHANNELING (F)** As Unessence, except channeling is affected.
- 20-CANCEL TRUE (F★)** DURATION: C
RANGE: S As Cancel Essence except all three realms are affected.
- 25-DISPEL ESSENCE (F★)** As Dispel Essence (lvl 5), except radius is 300'.
- 30-DISPEL TRUE (F)** As above, except has a 10'R like Dispel Essence (lvl 5) and affects all 3 realms.
- 50-DISPEL TRUE (F)** As above, except radius is 50'.



SHIELD MASTERY

- 2-SHIELD (F★)** DURATION:1 min/lvl
RANGE:S Creates an invisible force shield in front of the caster; it subtracts 25 from melee and missile attacks and functions as a normal shield.
- 3-BLUR (F)** DURATION:1 min/lvl RANGE:10'
Causes target to appear blurred to attackers, subtracting 10 from all attacks.
- 5-DEFLECTIONS I (F★)** DURATION:—
RANGE:100' Caster can deflect any one missile that passes within 100' of him; this causes 100 to be subtracted from the missile's attack (missile must pass through caster's field of vision).
- 7-BLADETURN I (F★)** As Deflections I, except its effect is against 1 melee attack.
- 9-DEFLECTIONS II (F★)** As Deflections I, except 2 missiles may be affected.
- 10-AIM UNTRUE I (F★)** As Deflections I, except missile automatically misses.
- 11-BLADETURN II (F★)** As Bladeturn I, except 2 melee attacks may be affected.
- 13-DEFLECTIONS III (F★)** As Deflections I, except 3 missiles may be affected.
- 15-AIM UNTRUE II (F★)** As Aim Untrue I, except 2 missiles may be affected.
- 17-BLADETURN III (F★)** As Bladeturn I, except 3 melee attacks may be affected.
- 19-AIM UNTRUE III (F★)** As Aim Untrue I, except 3 missiles may be affected.
- 20-MASS DEFLECTIONS (F★)** As Deflections I, except as many missiles as the caster's lvl may be affected.
- 25-MASS BLADETURN (F★)** As Bladeturn I, except as many melee attacks as the caster's lvl may be affected.
- 30-MASS AIM UNTRUE (F★)** As Mass Deflections, except missiles automatically miss.
- 50-RE-AIMING (F★)** DURATION:—
RANGE:100' All missiles passing within 100' of caster are reversed into their source with a +5 modification.



RAPID WAYS

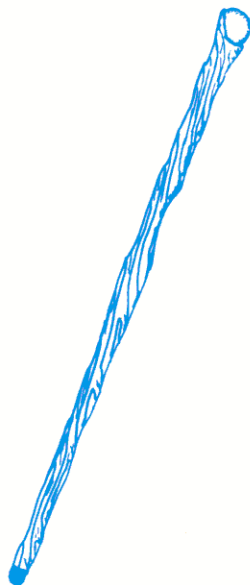
- 1-RUN I (F★)** DURATION:10 min/lvl
RANGE:10' Target may run (2× walking pace) without tiring, but once he stops or performs some other action the spell is canceled.
- 2-SPEED I (F★)** DURATION:1 rnd
RANGE:10' Target may act at twice his normal rate, but immediately afterwards must spend a number of rounds equal to the rounds speeded at half rate. Suggested rules for handling this are in section 7.4 of the rules.
- 4-SPEED II (F★)** As Speed I, except duration is 2 rounds for one target or 1 rnd for each of 2 targets.
- 5-SPRINT I (F★)** As Run I, except target may move at 3× walking pace.
- 6-HASTE I (F★)** As Speed I, except no half rate rounds are required.
- 7-SPEED III (F★)** As Speed I, except duration is 3 rounds for 1 target or 2 rnd for 1 target and 1 rnd for 1 other target or any other combination of targets and rounds that total 3 rounds of speed.
- 8-HASTE II (F★)** As Speed II, except no half rate rounds.

- 9-FAST SPRINT (F★)** As Run I, except target may move at 4× walking pace.
- 10-SPEED V (F★)** As Speed III, except total rounds is 5.
- 11-RUN III (F★)** As Run I, except 3 targets may be affected.
- 12-HASTE III (F★)** As Speed III, except no half rate rounds.
- 14-SPRINT III (F★)** As Sprint I, except 3 targets may be affected.
- 15-HASTE V (F★)** As Haste III, except total rounds is 5.
- 16-RUN V (F★)** As Run I, except 5 targets may be affected.
- 17-SPEED X (F★)** As Speed III, except total rounds is 10.
- 18-SPRINT V (F★)** As Sprint I, except 5 targets may be affected.
- 20-HASTE X (F★)** As Haste III, except total rounds is 10.
- 25-MASS RUN (F★)** As Run I, except as many targets as the caster's lvl may be affected.
- 30-MASS SPEED (F★)** As Speed III, except total rounds is the caster's level.
- 50-MASS HASTE (F★)** As Haste III, except total rounds is the caster's level.

Staff of Agonar

x3 power point multiplier;
Will burst into flame upon command (harmless to the wielder), illuminating a 10' radius;
Provides immunity to heat and cold while ablaze;
Fires up to 3 firebolts a day (at 3x damage).

Fashioned of gnarled black wood with a red crystalline orb set in the top.



GATE MASTERY

- 1-FAMILIAR (M)** DURATION: P Range: T
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 on the animal once/day for 1 week (concentrating for 2 hrs/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 be at -25 on all actions for 2 weeks.
- 3-SUMMONS I (FM)** DURATION: V (C).
RANGE: 100' Caster can summon a first level non-intelligent creature who will obey him, for one minute (if he concentrates), and then disappear. The general type of the creature can be specified by the caster but exactly what the creature is should be determined randomly (e.g. the caster could specify four-legged, hooved, and could get a zebra, horse, camel, etc.).
- 5-SUMMONS II (FM)** As Summons I, except caster can summon one 2nd level creature or two 1st level creatures.
- 6-CONTROL I (M★)** As Control I on the Evil Magician Base List, Dark Summons.
- 7-SUMMONS III (F)** As Summons I, except a 3rd level (for 1 minute) or a 1st level (for 3 minutes) may be summoned.
- 8-LESSER DEMONIC GATE (E)** As Lesser Demonic Gate on Dark Summons List.
- 9-SUMMONS V (FM)** As Summons III, except a total of 5 levels/minute is allowed.
- 10-CONTROL II (M★)** As Control II on Dark Summons List.
- 11-SUMMONS X (FM)** As Summons III, except a total of 10 levels/minutes is allowed.
- 13-CONTROL III (M★)** As Control III on the Dark Summons List.
- 15-WAITING SUMMONS (FM)** As Summons X, except it can be cast at a particular point and the arrival of the summoned creature can be delayed up to 1 day/lvl of caster or until a movement sets it off. The creature can be left a simple task to perform.
- 16-LORD SUMMONS (FM)** As Summons III, except a total of 20 levels/minutes is allowed.
- 18-GREATER DEMONIC GATE (E)** As Greater Demonic Gate on the Dark Summons list.
- 19-CONTROL IV (M★)** As Control IV on the Dark Summons list.
- 20-MASS SUMMONS (FM)** As Summons III, except as many levels, minutes as the level of the caster may be summoned.
- 25-MASTER II (M★)** As Master II on the Dark Summons list.
- 30-WAITING GATE (M★)** As Waiting Summons, except it functions as Greater Demonic Gate.
- 50-CONTROL V (M★)** As Control V on the Dark Summons list.

FIRE LAW

1-BOIL LIQUID (F) DURATION: C
RANGE:10' 1 cu' of liquid/lvl can be heated to boiling at a rate of 1 cu'/rnd.

2-WARM SOLID (F) DURATION:24 hr.
RANGE:10' Any solid inanimate, non-metal material (1 cu'/lvl) can be warmed to 100°F at a rate of 1 cu'/rnd.

3-WOODFIRES (F) DURATION:— RANGE:
1' Causes any wood to ignite and burn. All wood ignited must be within 1' of caster's palm.

4-WALL OF FIRE (E) DURATION:1 rnd/lvl
RANGE:100' Creates an opaque wall of fire (up to 10'×10'×6"). Anyone passing through it takes a "A" heat critical(NO RR).

5-HEAT SOLID (F) As Warm Solid, except material can be heated to 500° at a rate of 100°/rnd.

6-FIRE BOLT (E) DURATION:—
RANGE:100' A bolt of fire is shot from the palm of the caster; results are determined on the Fire Bolt Table.

7-CALL FLAME (E) As Wall of Fire, except it creates a cube of flame (up to 10'×10'×10'); it takes 1 complete rnd for the cube to form and be effective. An "A" critical is dealt for each round passing through (or in). Range is only 10'.

8-FIRE BALL (E) DURATION:—
RANGE:100' A 1' ball of fire is shot from the palm of the caster, it explodes to affect a 10'R area; results are determined on the Fire Ball Table.

10-CIRCLE AFLAME (E) As Wall of Fire, except "wall" is 10' high and forms a 10'R circle (6"thick) with the caster at the center(it is nonmobile).

11-FIRE BOLT (E) As above, except range is 300'.

12-CALL FLAME (E) As above, except cube is up to 20'×20'×20' in size and can be up to 20' away.

13-WAITING FLAME (E) As Call Flame, except size is up to a 10' cube and the effect can be delayed up to 24 hr.; triggered by time, sound, violent action, etc.

14-FIRESTORM (E) As Call Flame, except small balls of flame rain down in a 10' cube causing a "B" critical to all passing through(or in).

15-METAL FIRES (F) DURATION:1 rnd/lvl
RANGE:100' Causes a metal object to burst into flames, the object can be up to 1 lb/lvl in mass. If the object is on a being, it gets a RR and if it fails the being takes a Heat critical of a severity to be determined by its location on the being's body.



ICE LAW

1-FREEZE LIQUID (F) DURATION: C
RANGE:10' 1 cu' of liquid/lvl is cooled to freezing at a rate of 1 cu'/rnd (temp. cannot be lower than -20°F).

2-COOL SOLID (F) DURATION:24 hr.
RANGE:10' Any solid, inanimate, non-metal material can be cooled to -20°F, at a rate of 1 cu'/rnd.

3-WALL OF COLD (E) DURATION:1 rnd/lvl
RANGE:100' Creates a clear wall of intense cold (up to 10'×10'×1'), anyone passing through takes an "A" cold critical(no RR).

MAGICIAN BASE SPELL LISTS

FIRE LAW

- 1) BOIL LIQUID c
- 2) WARM SOLID
- 3) WOODFIRES
- 4) WALL OF FIRE
- 5) HEAT SOLID
- 6) FIRE BOLT
- 7) CALL FLAME
- 8) FIRE BALL
- 9)
- 10) CIRCLE AFLAME
- 11) FIRE BOLT (300')
- 12) CALL FLAME (20')
- 13) WAITING FLAME
- 14) FIRESTORM
- 15) METAL FIRES
- 16) TRIAD OF FLAME
- 17) FIRE BOLT (500')
- 18) WAITING FIRESTORM
- 19) CALL FLAME (50')
- 20) CORNER FIRES
- 25) FOLLOWING FIRES
- 30) STONE FIRES
- 50) FIRE MASTERY

ICE LAW

- FREEZE LIQUID c
- COOL SOLID
- WALL OF COLD
- CHILL SOLID
- ICE BOLT
- COLD BALL (20')
- WALL OF ICE
- CALL COLD
- CIRCLE OF COLD
- ICE BOLT (300')
- WATER-ICE
- CHILL METAL
- CALL COLD (20')
- COLD BOLT (500')
- TRIAD OF ICE
- CALL COLD (50')
- COLD BALL (40')
- RAIN/SNOW
- COLD TRUE
- COLD MASTERY

EARTH LAW

- ENCHANTED ROPE c
- LOOSEN EARTH
- EARTH WALL
- CRACKS CALL
- STONE WALL
- STONE/EARTH
- EARTH WALL TRUE
- EARTH/MUD
- EARTH/STONE
- STONE WALL TRUE
- MUD/EARTH
- UNEARTH
- MELD WALL
- STONE/MUD
- CURVED WALL
- UNSTONE
- UNMETAL
- TREMORS
- EARTH MASTERY

5-CHILL SOLID (F) As Cool Solid, except material can be cooled to -200°F, at a rate of (1cu' and -100°)/rnd.

6-ICE BOLT (E) DURATION:— RANGE:100'
A bolt of ice is shot from the palm of the caster; results are determined on the Ice Bolt Table.

7-COLD BALL (E) DURATION:—
RANGE:100' A 1' ball of cold is shot from the palm of the caster, it explodes to affect a 20'R area; results are determined on the Cold Ball Table.

8-WALL OF ICE (E) DURATION: P
RANGE:100' Summons a wall of ice up to 10'×10' (2' at base, 1' at top); must rest on solid surface. It can be melted(100 hits), chipped through(50 man-rounds) or toppled (if one end is not against a wall).

9-CALL COLD (E) As Call Flame on the Fire Law list, except delivers cold criticals.

10-CIRCLE OF COLD (E) As Circle Aframe on the Fire Law list, except delivers cold criticals and the area is 20'R.

11-ICE BOLT (E) As above, except range is 300'.

12-WATER-ICE (F) DURATION: P
RANGE:100' Changes 10 cu'/lvl of water to ice.

13-CHILL METAL (F) As Chill Solid, except chills metal to the point that it becomes brittle(1 object only).

14-CALL COLD (E) As above, except size is up to a 20' cube and range is 20'.

15-COLD BOLT (E) As above, except range is 500'.

EARTH LAW

1-ENCHANTED ROPE (F) DURATION: C
RANGE:10'/lvl If caster holds one end of a rope he can cause the rope to move up to its length in any direction and to tie itself in knots (it cannot attack or tie up a living being).

2-LOOSEN EARTH (F) DURATION: P
RANGE:100' Loosens 100 cu' of earth to the consistency of plowed ground.

4-EARTH WALL (E) DURATION:1 min/lvl
RANGE:100' Summons a wall of packed earth up to 10'×10'×(3' at base, 1' at top); must rest on solid surface.

5-CRACKS CALL (F) DURATION:—
RANGE:100' Any previous cracks or flaws in material up to 10'×10'×10' section will extend to their limit.

7-STONE WALL (E) As Earth wall, except wall is up to 10'×10'×1' of stone.

9-STONE/EARTH (F) DURATION: P
RANGE:100' Changes 100 cu' of stone to packed earth; change is gradual and takes 3 rnds.

10-EARTH WALL TRUE (E) As Earth wall, except duration is permanent.

11-EARTH/MUD (F) As Stone/Earth, except changes earth to soft mud.

12-EARTH/STONE (F) As Stone/Earth, except changes packed earth to solid stone and loose earth to gravel.

13-STONE WALL TRUE (E) As Stone Wall, except duration is permanent.

14-MUD/EARTH (F) As Stone/Earth, except changes mud to packed earth.

15-UNEARTH (F) DURATION: P
RANGE:100' Disintegrates 100 cu' of earth.

MAGICIAN BASE SPELL LISTS

LIGHT LAW

PROJECTED LIGHT

SHOCK BOLT

LIGHT

SHADE

SUDDEN LIGHT

DARK

LIGHT (50')

SHOCK BOLT (300')

DARK (50')

LIGHTNING BOLT

WAITING LIGHT

SHOCK BOLT (500')

BEACON

LIGHTNING BOLT (300')

UTTERLIGHT

UTTERDARK

BEACON (10 mi)

LIGHTNING BOLT (500')

CORNER LIGHTNING BOLT

FOLLOWING LIGHTNING B.

LIGHT MASTERY

LIGHT LAW

1-PROJECTED LIGHT (F) DURATION:10 min/lvl RANGE:25' Beam of light(like a flashlight) springs from the caster's palm; 50' effective range.

2-SHOCK BOLT (E) DURATION:— RANGE:100' A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Shock Bolt Table.

3-LIGHT (F) DURATION:10 min/lvl RANGE: T Lights a 10'R area about the point touched.

4-SHADE (F) DURATION:10 min/lvl RANGE: 100'R All shadows in radius deepen, aiding hiding by +25.

5-SUDDEN LIGHT (F) DURATION:— RANGE:100' Causes a 10'R burst of intense light; all those inside are stunned 1 rnd/5% failure.

6-DARK (F) As light, except the radius is as a dark night.

7-LIGHT (F) As above, except radius can be up to 50'(can be changed by concentrating 1 round).

8-SHOCK BOLT (E) As above, except range is 300'.

9-DARK (F) As above, except radius is 50'(as in Light, lvl 7).

10-LIGHTNING BOLT (E) As Shock Bolt, except a Lightning Bolt is shot and the results are determined on the Lightning Bolt Table.

11-WAITING LIGHT (F) DURATION: V RANGE:100' In conjunction with any light or dark spell can delay the action of that spell until up to 24 hr passes OR a being passes OR a certain word is said OR etc.

WIND LAW

BREEZES c

AIRWALL c

STUN CLOUD (5')

AIR STOP c

STUN CLOUD (10')

VACUUM (5')

AIRSTOP (20') c

STUN CLOUD (20')

DEATH CLOUD (5')

VACUUM (10')

AIRSTOP (100') c

WHIRLWIND c

DEATH CLOUD (10')

VACUUM (20')

GREAT VACUUM

STUN CLOUD (20')

REVERSE WINDS c

HARD WIND c

STORM CALL

WIND MASTERY

WATER LAW

CONDENSATION

FOG

WATERWALL c

WATER BOLT

UNFOG

CALM WATER c

WATERWALL TRUE

WATER BOLT (300')

CALL RAIN

WATER BOLT (500')

TRIAD OF WATER

CALM WATER TRUE c

WHIRLPOOL c

PART WATER c

SEA STORM

WATER MASTERY

12-SHOCK BOLT (E) As above, except range is 500'.

13-BEACON (F) DURATION:1 min/lvl RANGE: T Ray of light of any color springs from caster's palm; can be up to 5 miles long.

15-LIGHTNING BOLT (E) As above, except range is 300'.

Ruul's Wand

+3 power point adder
will add 20% to
expertise when used
to fire any 'lightning
bolt' spell (wand will
not fire spells itself;
user must possess the
spell.)

will multiply damage of
'lightning bolt' by one
more time (i.e., a
bolt thrown as x3 hits
will strike at x4 hits)



WIND LAW

1-BREEZES (F) DURATION: C RANGE:10'R/lvl Causes a light cooling breeze as long as the caster concentrates.

2-AIRWALL (F) DURATION: C RANGE:100' Creates a 10' x 10' x 3' wall of dense churning air, cuts all movement and attacks through it by 50%.

4-STUN CLOUD (F) DURATION:6 rnds RANGE:twice radius Creates a 5'R cloud of charged gas particles: delivers a "C" electricity critical on 1st and 2nd rounds, a "B" on rounds 3 and 4, and a "A" on rounds 5 and 6. It drifts with the wind and affects all in radius.

5-AIRSTOP (F) DURATION: C RANGE:100' Cuts all generalized air movement(i.e. wind) by 30 MPH in a 10'R.

6-STUN CLOUD (F) As above, except radius is 10'.

7-VACUUM (F) DURATION:— RANGE:100' Creates a 5'R near vacuum, all in radius take a "B" impact critical, as air leaves and rushes back in.

8-AIRSTOP (F) As above, except radius is 20'.

10-STUN CLOUD (F) As above, except radius is 20'.

11-DEATH CLOUD (F) DURATION:10 rounds RANGE:twice radius As Stun Cloud, except radius is 5'R: delivers an "E" on rounds 1 and 2, a "D" on rounds 3 and 4, a "C" on rounds 5 and 6, a "B" on rounds 7 and 8, and a "A" on rounds 9 and 10.

12-VACUUM (F) As above, except radius is 10'.

13-AIRSTOP (F) As above, except radius is 100'.

14-WHIRLWIND (E) DURATION: C RANGE:100' Creates a 10'R whirlwind that delivers an "A" impact critical to every one inside(every round) and reduces movement by 80%. Caster can move it 1'/round.

15-DEATH CLOUD (F) As above, except radius is 10'.

WATER LAW

1-CONDENSATION (F) DURATION: P RANGE: T Condenses 1 cu' of water from the surrounding air.

2-FOG (F) DURATION: P RANGE:100' Creates dense fog within up to 10'R/lvl.

3-WATERWALL (E) DURATION: C RANGE:100' Creates a 10' x 10' x 1' wall of water, cuts all attacks and movement through it by 80%.

4-WATER BOLT (E) DURATION:— RANGE:100' A bolt of water is shot from the palm of the caster; results determined on the Water Bolt Table.

5-UNFOG (F) DURATION: P RANGE:100' Disperses fog in a 10'R/lvl.

8-CALM WATER (F) DURATION: C RANGE:100'R Water within radius is calmed; waves are cut by 20' in center and less towards the perimeter.

10-WATERWALL TRUE (E) As Waterwall, except caster need not concentrate and the duration is 1 min/lvl.

11-WATER BOLT (E) As above, except range is 300'.

13-CALL RAIN (F) DURATION:10 min/lvl RANGE:100'R/lvl If there are clouds in the sky, it rains outdoors for the duration of the spell.

15-WATER BOLT (E) As above, except range is 500'.

ILLUSION MASTERY

1-ILLUSION II (E) DURATION:1 min/lvl
RANGE:100' Creates a simple immobile image or scene up to an area of 10'R. One of the following options may also be chosen: *a)* an extra sense can be added to the illusion(the corresponding "Mirage" spell must be known) OR *b)* the duration can be doubled OR *c)* the range can be doubled OR *d)* the radius of effect can be doubled(limited to 640'R).

2-PHANTASM I (E) DURATION:1 min/lvl
RANGE:100' Creates the image of one object or being, that will move however the caster wants while he concentrates. When the caster stops concentrating the image remains, but stops moving (the caster can resume concentration later and resume moving the phantasm). The image can be any size that would fit in a 10'R sphere.

3-ILLUSION III (E) As Illusion II, except any TWO of the options may be chosen.

4-WAITING ILLUSION II (E) As Illusion II, except it can be delayed up to 24 hr. OR until triggered by a specific sight, sound, smell, taste, or touch (sense must be used in the Illusion).

5-PHANTASM II (E) As Phantasm I, except one of the following options may also be chosen: *a)* an extra sense can be added(the corresponding "Mirage" spell must be known) OR *b)* the duration can be doubled OR *c)* the radius of the sphere limiting the size of the image can be doubled OR *d)* the range can be doubled OR *e)* another image can be created and moved(all separate phantasms that move must be within the caster's field of vision).

6-ILLUSION V (E) As Illusion I, except any FOUR of the options may be chosen.

7-WAITING PHANTASM I (E) As Phantasm I, except it can be delayed as in Waiting Illusion II. The Phantasm will move and act if given a simple command(e.g. attack, run, etc.) or it can deliver a short speech.

8-WAITING ILLUSION III (E) As Waiting Illusion II, except any TWO of the options may be chosen.

9-PHANTASM III (E) As Phantasm II, except any TWO of the options may be chosen.

10-ILLUSION VII (E) As Illusion II, except any SIX of the options may be chosen.

11-WAITING PHANTASM III (E) As Waiting Phantasm I, except any TWO of the options may be chosen.

12-PHANTASM IV (E) As Phantasm I, except any THREE of the options may be chosen.

13-WAITING ILLUSION V (E) As Waiting Illusion II, except any FOUR of the options may be chosen.

14-PHANTASM V (E) As Phantasm II, except any FOUR of the options may be chosen.

15-ILLUSION X (E) As Illusion II, except any NINE of the options may be chosen.

NOTE: If more than one of the above options may be chosen, the same option may be chosen more than once (e.g. if two options were available the range could be doubled to 200' and doubled again to 400').

NOTE: The sense aspects of the illusion(or phantasm) are really created(no RR) and detecting that it is an illusion can only be accomplished through spells or the use of a sense other than the senses used by the spell.

ILLUSIONIST BASE SPELL LISTS

ILLUSION MASTERY	MIND SENSE MOLDING	GUISES
1) ILLUSION II	DETECT ILLUSION	BLUR
2) PHANTASM I c	DETECT INVISIBLE c	SHADOW
3) ILLUSION III	MISFEEL KIND	FACADE I
4) WAITING ILLUSION II	MISFEEL POWER I	SIGNS c
5) PHANTASM II c	PRESENCE MIRAGE	DISPLACEMENT I
6) ILLUSION V	MISFEEL CALLING	FACADE II
7) WAITING PHANTASM I	MISFEEL POWER III	IMPERSONATION FACADE
8) WAITING ILLUS. III		IMPERSONATION VOICE
9) PHANTASM III c	REDUCE POWER EMANATIONS	FACADE III
10) ILLUSION VII	MISFEEL POWER V	DISPLACEMENT II
11) WAITING PHANTASM III	DISILLUSION	FALSE IMAGE
12) PHANTASM IV c		
13) WAITING ILLUSION V	MISFEEL POWER X	MASS BLUR
14) PHANTASM V c	DISILLUSION TRUE	FACADE V
15) ILLUSION X	MISFEEL	DISPLACEMENT III
20) PHANTASM X c	UNPRESENCE	DISPLACEMENT IV
25) WAITING ILLUSION X	MISFEEL TRUE	MASS FACADE I
30) ILLUSION TRUE	LORD UNPRESENCE	DISPLACEMENT V
50) PHANTASM TRUE c	MASS MISFEEL	CHANGING FACADE

NOTE: If one of the senses used in an illusion(or phantasm) is feel, then the objects feel real. Striking an object in the illusion will cause the feel part of the illusion(or phantasm) to be cancelled, but the rest of the illusion will remain for its normal duration. A phantasm with feel as one of senses used can strike a blow against a target; the blow is the equivalent of a bare fist. Use an attack roll and whatever damage a bare fist does under the combat system used(spell expertise does apply). For every time the feel sense is chosen as an option for a Phantasm spell, the phantasm can be struck or strike once; after this point the feel is gone from the phantasm. For every time the size radius option was chosen for a Phantasm spell each bare fist strike's damage is doubled. Even though the damage caused by a phantasm's strike is like a bare fist, the phantasm can seem to be striking with any weapon or attack desired(e.g. sword, dragon claw, hoof, dagger, etc.).

MIND SENSE MOLDING

1-DETECT ILLUSION (P) DURATION:—
RANGE:100' Caster can check one object and tell if it is an illusion or has an illusion on it.

2-DETECT INVISIBLE (P) DURATION:1 min/lvl(C) RANGE:100' Detects any invisible object or being; one 5'R area can be checked each round. All attacks against something so detected are at -25.

3-MISFEEL KIND (P) DURATION:10 min/lvl
RANGE:10' Target appears to be of any race the caster chooses, for the purposes of mental or magical detections.

4-MISFEEL POWER I (P) As Misfeel Kind, except target's level may be misrepresented by 1 level(up or down).

5-PRESENCE MIRAGE (P) As Light Mirage on the Light Molding list, except one "presence" of a being can be created.

6-MISFEEL CALLING (P) As Misfeel Kind, except target's profession may be misrepresented.

7-MISFEEL POWER III (P) As Misfeel Power I, except target's level may be misrepresented by up to 3 levels.

9-REDUCE POWER EMANATIONS (P) As Misfeel Power I, except an object's power emanations may be reduced, so that a minor item's power is undetectable and major items seem like minor items(for spells such as Detect Essence, Detect Power, Detect Channeling, etc.).

10-MISFEEL POWER V (P) As Misfeel Power I, except target's level may be misrepresented by up to 5 levels.

11-DISILLUSION (P) DURATION:1 min/lvl
RANGE:100' As Detect Illusion, except caster can check one object/rnd.

13-MISFEEL POWER X (P) As Misfeel Power I, except target's level can be misrepresented by up to 10 levels.

14-DISILLUSION TRUE (P) As Disillusion, except all illusions within the range cease to exist for the caster.

15-MISFEEL (P) DURATION:10 min/lvl
RANGE:10' Applies all the lower level Misfeels to a target at once.

GUISES

1-BLUR (E) DURATION:1 min/lvl RANGE:10'
Causes target to appear blurred to attackers, subtracting 10 from all attacks.

2-SHADOW (E) DURATION:10 min/lvl
RANGE:10' Target and objects on his person appear to be a shadow; and thus are almost invisible in dark areas.

3-FACADE I (E) DURATION:1 hr/lvl
RANGE:10' Target has a limited illusion on himself that allows him to look like any humanoid race within 20% of his own size. The illusion moves as the target moves.

ILLUSIONIST BASE SPELL LISTS

SOUND MOLDING

SOUND MIRAGE
SILENCE (5')
SOUND CONTROL (10') c
SUDDEN SOUND
SILENCE (10')
SOUND CONTROL (50')c
DEAFEN
SILENCE (50')
MINOR ULTRASONICS
SOUND CONTROL (100') c
SUDDEN SOUND (20'R)
SILENCE (100')
DEAFEN (10'R)
SOUND CONTROL (10'/L)c
MASS DEAFENING
MASS SILENCE
SOUND CONTROL TRUE
MAJOR ULTRASONICS

LIGHT MOLDING

LIGHT MIRAGE
PROJECTED LIGHT
LIGHT CONTROL (10') c
SUDDEN LIGHT
SHOCK BOLT (100')
BLIND
LIGHT CONTROL (50') c
UTTERLIGHT
BEACON
UTTERDARK
LIGHT CONTROL (100')c
LIGHTNING BOLT (100')
LIGHT CONTROL (500') c
LIGHTNING BOLT (300')
LIGHT CONTROL TRUE c

FEEL-TASTE-SMELL

SMELL MIRAGE (1
STRIKE (2
TASTE MIRAGE (3
TEAR CLOUD (4
FEEL MIRAGE I (5
STRIKE (300') (6
TEAR CLOUD (7
FEEL MIRAGE II (8
STRIKE (500') (9
MASS SMELL/TASTE (10
TEAR CLOUD (50') (11
FEEL MIRAGE III (12
FEEL MIRAGE V (13
SMELL MIRAGE TRUE (14
TASTE MIRAGE TRUE (15
FEEL MIRAGE TRUE (20
SMELL MIRAGE TRUE (25
TASTE MIRAGE TRUE (30
FEEL MIRAGE TRUE (50

20th-50th level spells are on pg. 22.

LIGHT MOLDING

1-LIGHT MIRAGE (E) DURATION:10 min/lvl
RANGE:100' Creates any simple immobile image or scene up to an area of 10'R. NOTE: The visual aspects of the scene are really created(no RR) and detecting that it is an illusion can only be accomplished through spells or the use of a sense other than sight.
2-PROJECTED LIGHT (F) As Projected Light on the Light Law list.
3-LIGHT CONTROL (F) DURATION: C
RANGE:10'R Caster can control the intensity of light within the range; the intensity can vary from daylight to darkness(natural), and it can be different in different parts of the radius.
5-SUDDEN LIGHT (F) As Sudden Light on the Light Law list.
6-SHOCK BOLT (E) As Shock Bolt on the Light Law list.
9-BLIND (F) DURATION:1 rnd/5% failure
RANGE:100' Creates an area of darkness about the target's head, that blinds him unless dispelled or cancelled by Utterlight.
10-LIGHT CONTROL (F) As above, except area affected is 50'R.
11-UTTERLIGHT (F) DURATION:1 min/lvl
RANGE: T Nullifies all magically created darkness in a 100'R, and lights that area as full daylight.
13-BEACON (F) As Beacon on the Light Law list, except ray is 1 mile long.
14-UTTERDARK (F) DURATION:1 min/lvl
RANGE: T Darkens a 100'R area, no non-magic light can exist and magic light(except Utterlight) must make a RR.
15-LIGHT CONTROL (F) As above, except area affected is 100'R.

FEEL-TASTE-SMELL

1-SMELL MIRAGE (E) As Light Mirage on the Light Molding list, except a set of immobile smells can be created in a 10'R.
2-STRIKE (E) DURATION:— RANGE:100'
Target is struck with the equivalent of a bare fist. Use an attack roll and whatever damage a bare fist does under the combat system is used (spell expertise does apply).
3-TASTE MIRAGE (E) As Smell Mirage, except a set of tastes can be created in a 10'R.
4-TEAR CLOUD (E) DURATION:1 rnd/lvl
RANGE:100' Creates a 10'R cloud of noxious gas that will stun anyone failing to resist(must make a RR each round in cloud). Cloud drifts with the wind. Targets are stunned 1 rnd/10% failure.
5-FEEL MIRAGE I (E) As Smell Mirage, except all the objects in a 10'R can be made to feel differently than they really are. Striking an object will cancel the spell for that object only.
7-STRIKE (E) As above, except range is 300'.
9-TEAR CLOUD (E) As above, except radius is 20'.
10-FEEL MIRAGE II (E) As Feel Mirage I, except objects with a feel mirage on them must be struck twice before the feeling is cancelled.
11-STRIKE (E) As above, except range is 500'.
13-MASS SMELL/TASTE (E) DURATION:1 min/lvl
RANGE:10' As many objects as the caster's lvl can be given individual smells and tastes.
14-TEAR CLOUD (E) As above, except radius is 50'.
15-FEEL MIRAGE III (E) As Feel Mirage II, except objects must be struck 3 times.

SOUND MOLDING

1-SOUND MIRAGE (E) As Light Mirage on the Light Molding list, except a set of immobile sounds can be created in a 10'R.
2-SILENCE (F) DURATION:1 min/lvl
RANGE:100' Creates a 5'R area into and out of which sound cannot travel. The area can be centered on a moving being.
3-SOUND CONTROL (F) DURATION: C
RANGE:10'R Caster can control the intensity of sounds within the range; the intensity can vary from none to a very loud shout, and it can be different in different parts of the radius.
4-SUDDEN SOUND (F) DURATION:—
RANGE:100' Causes a very loud, sudden sound next to the target's ears; target is stunned 1 rnd/5% failure.
5-SILENCE (F) As above, except radius is 10'.
6-SOUND CONTROL (F) As above, except radius is 50'.
7-DEAFEN (F) DURATION:1 hr/5% failure
RANGE:100' Target cannot hear sounds occurring more than 6" from his ears, and no one can hear him speak from more than 6" away.
8-SILENCE (F) As above, except radius is 50'.
9-MINOR ULTRASONICS (F) DURATION:1 rnd/lvl(C)
RANGE:50'R All beings within range capable of hearing ultrasonic sounds are stunned 1 rnd/10% failure; animals capable of hearing ultrasonics will panic and flee. A RR must be made once/rnd, while in radius.
10-SOUND CONTROL (F) As above, except radius is 100'.
11-SUDDEN SOUND (F) As above, except everyone in a 20'R are affected.
12-SILENCE (F) As above, except radius is 100'.
14-DEAFEN (F) As above, except everyone in a 10'R is affected.
15-SOUND CONTROL (F) As above, except radius is 10'/lvl.

- 4-SIGNS (M)** DURATION: C RANGE:20'
RR MOD: — 50 Caster can communicate simple ideas to the target through sign language(yes, no, hungry, goodbye, etc.); to the target it will seem as if the caster were speaking the target's language.
5-DISPLACEMENT I (E) DURATION:1 min/lvl
RANGE:10' Target appears to be off-set from where he actually is, all attacks have no effect 10% of the time. Each time a foe misses him, the chance of that foe missing again goes down 5%.
6-FACADE II (E) As Facade I, except one of the other senses can be added.
7-IMPERSONATION FACADE (E) As Facade I, except that a specific person can be impersonated with regards to looks. The person must have been observed for at least 1 min. of concentration.
8-IMPERSONATION VOICE (E) As Impersonation Facade, except the person's voice may be impersonated.
9-FACADE III (E) As Facade I, except two of the other senses may be added.
10-DISPLACEMENT II (E) As Displacement I, except chance of missing is 20%.
11-FALSE IMAGE (E) DURATION:1 min/lvl
RANGE: S Creates a duplicate of the caster; which moves as he wills if he concentrates, and otherwise does exactly what he does.
13-MASS BLUR (E) As Blur, except as many targets as the caster's lvl can be affected.
14-FACADE V (E) As Facade I, except all of the other senses may be added.
15-DISPLACEMENT III (E) As Displacement I, except chance of missing is 30%.



ENCHANTING WAYS

- 1-RESEARCH (I)** DURATION:24 hr. RANGE: S Allows the caster to research enchanted abilities to be placed in items.
- 2-EMPATHY (F)** DURATION:24 hr. RANGE: S Allows the caster to enchant an item with empathy.
- 3-LOW INTELLIGENCE (F)** As Empathy, except low intelligence can be enchanted.
- 4-WEAPON I (F)** DURATION:24 hr. RANGE: S Allows the caster to enchant a weapon to +1 (+5%).
- 5-ARMOR I (F)** As Weapon I, except armor and shields can be enchanted.
- 6-GENERAL I (F)** As Weapon I, except general type magic items with bonuses can be enchanted; items like spell adders and spell multipliers are described in rules.
- 7-MEDIUM INTELLIGENCE (F)** As Empathy, except medium intelligence can be enchanted.
- 8-WEAPON II (F)** As Weapon I, except +2 (+10%) bonuses can be enchanted.
- 9-ARMOR II (F)** As Armor I, except +2 (+10%) bonuses can be enchanted.
- 10-GENERAL II (F)** As General I, except +2 bonuses can be enchanted.
- 12-HIGH INTELLIGENCE (F)** As Empathy, except high intelligence can be enchanted.
- 13-WEAPON III (F)** As Weapon I, except +3 (+15%) bonuses can be enchanted.
- 14-ARMOR III (F)** As Armor I, except +3 (+15%) bonuses can be enchanted.
- 15-GENERAL III (F)** As General I, except +3 bonuses can be enchanted.
- 20-WEAPON IV (F)** As Weapon I, except +4 (+20%) bonuses can be enchanted.
- 25-ARMOR IV (F)** As Armor I, except +4 (+20%) bonuses can be enchanted.
- 30-VERY HIGH INTELLIGENCE (F)** As Empathy, except very high intelligence can be enchanted.
- 50-GENERAL IV (F)** As General I, except +4 bonuses can be enchanted.

NOTE: *Special enchanted abilities are left off, since a gamesmaster must decide which abilities he wants items to have in his world system (e.g. slaying weapons, holy weapons, weapons with bonuses vs. certain creatures, etc.).*

ESSENCE IMBEDDING

- 1-RESEARCH (I)** DURATION:24 hr. RANGE: S Allows the caster to research special imbedding spells to be used in creating items.
- 3-IMBED I (F)** DURATION:24 hr. RANGE: S Allows the caster to imbed a 1st level essence spell in an item or potion.
- 4-CHARGE WAND (F)** DURATION:24 hr. RANGE: S Allows the caster to charge a wand.
- 5-IMBED II (F)** As Imbed I, except 1st-2nd lvl spells can be imbedded.
- 6-DAILY I (F)** DURATION:24 hr. RANGE: S Allows the caster to imbed a 1st lvl spell (using an Imbed spell) that can be cast once/day.
- 7-IMBED III (F)** As Imbed I, except 1st-3rd lvl spells can be imbedded.
- 8-CHARGE ROD (F)** As Charge Wand, except rods can be charged.
- 9-IMBED IV (F)** As Imbed I, except 1st-4th lvl spells can be imbedded.
- 10-DAILY III (F)** As Daily I, except 1st-3rd level spells can be imbedded: a 1st lvl spell could be cast 3x/day; a 2nd or 3rd, 1x/day.

ALCHEMIST BASE SPELL LISTS

	ENCHANTING WAYS	ESSENCE IMBEDDING	MENTALISM-CHAN. IMBEDDING
1)	RESEARCH	RESEARCH	RESEARCH
2)	EMPATHY		
3)	LOW INTELLIGENCE	IMBED I	IMBED I
4)	WEAPON I	CHARGE WAND	
5)	ARMOR I	IMBED II	CHARGE WAND
6)	GENERAL I	DAILY I	IMBED II
7)	MEDIUM INTELLIGENCE	IMBED III	DAILY I
8)	WEAPON II	CHARGE ROD	
9)	ARMOR II	IMBED IV	IMBED III
10)	GENERAL II	DAILY III	CHARGE ROD
11)		IMBED V	DAILY III
12)	HIGH INTELLIGENCE	CHARGE STAFF	IMBED IV
13)	WEAPON III	IMBED VI	
14)	ARMOR III	DAILY V	IMBED V
15)	GENERAL III	IMBED VII	DAILY V
20)	WEAPON IV	IMBED X	CHARGE STAFF
25)	ARMOR IV	DAILY TRUE	IMBED X
30)	VERY HIGH INTELLIGENCE	CONSTANT	DAILY X
50)	GENERAL IV	IMBED TRUE	CONSTANT

11-IMBED V (F) As Imbed I, except 1st-5th lvl spells can be imbedded.

12-CHARGE STAFF (F) As Charge Wand, except staves can be charged.

13-IMBED VI (F) As Imbed I, except 1st-6th lvl spells can be imbedded.

14-DAILY V (F) As Daily I, except 1st-5th lvl spells can be imbedded: a 1st lvl spell could be cast 4x/day; a 2nd, 3x/day; a 3rd, 2x/day; a 4th or 5th, 1x/day.

15-IMBED VII (F) As Imbed I, except 1st-7th lvl spells can be imbedded.

20-IMBED X (F) As Imbed I, except 1st-10th lvl spells can be imbedded.

25-DAILY TRUE (F) As Daily I, except 1st-10th lvl spells can be imbedded: a 1st lvl spell could be cast 5x/day; a 2nd or 3rd, 4x/day; a 4th or 5th, 3x/day; a 6th or 7th, 2x/day; a 8th, 9th or 10th, 1x/day.

30-CONSTANT (F) As Daily Tr., except certain spells can be imbedded to operate constantly.

50-IMBED TRUE (F) As Imbed I, except any lvl spell can be imbedded (will only be castable once).

Rakirin's Orb

allows owner to utilize up to 50 power points worth of the 'essence perception' list per day, as well as automatically allowing him/her to see even in complete darkness through the orb.

orb is 9" in diameter, of clear crystal, and weighs nothing.

MENT/CHAN. IMBEDDING

1-RESEARCH (I) DURATION:24 hr. RANGE: S Allows the caster to research special imbedding spells to be used in creating items.

3-IMBED I (F) DURATION:24 hr. RANGE: S Allows the caster to imbed a 1st level mentalism or channeling spell in an item or potion.

5-CHARGE WAND (F) DURATION:24 hr. RANGE: S Allows the caster to charge a wand.

6-IMBED II (F) As Imbed I, except 1st-2nd lvl spells can be imbedded.

7-DAILY I (F) DURATION:24 hr. RANGE: S Allows the caster to imbed a 1st lvl spell that can be cast once/day (requires an Imbed spell).

9-IMBED III (F) As Imbed I, except 1st-3rd lvl spells can be imbedded.

10-CHARGE ROD (F) As Charge Wand, except rods can be charged.

11-DAILY III (F) As Daily I, except 1st-3rd lvl spells can be imbedded: a 1st lvl spell could be cast 3x/day; a 2nd or 3rd, 1x/day.

12-IMBED IV (F) As Imbed I, except 1st-4th lvl spells can be imbedded.

14-IMBED V (F) As Imbed I, except 1st-5th lvl spells can be imbedded.

15-DAILY V (F) As Daily I, except 1st-5th lvl spells can be imbedded: a 1st lvl spell could be cast 4x/day; a 2nd, 3x/day; a 3rd, 2x/day; a 4th or 5th, 1x/day.

20-CHARGE STAFF (F) As Charge Wand, except staves may be charged.

25-IMBED X (F) As Imbed I, except 1st-10th lvl spells can be imbedded.

30-DAILY X (F) As Daily I, except 1st-10th lvl spells can be imbedded: a 1st lvl spell could be cast 5x/day; a 2nd or 3rd, 4x/day; a 4th or 5th, 3x/day; a 6th or 7th, 2x/day; a 8th, 9th or 10th, 1x/day.

50-CONSTANT (F) As Daily X, except certain spells can be imbedded to operate constantly.

ALCHEMIST BASE SPELL LISTS

ORGANIC SKILLS

LIQUID-GAS SKILLS

INORGANIC SKILLS

WORK WOOD	WORK LIQUID
RUNE PAPER I	POTION I
WORK CLOTH	MINOR POISON
RUNE PAPER II	WORK GAS
MAKE WAND	POTION II
WORK ORGANIC	POTION III
RUNE PAPER III	MAJOR POISON
RUNE PAPER V	POTION IV
MAKE ROD	
RUNE PAPER VII	
RUNE PAPER X	
MAKE STAFF	POTION V
WORK ORGANIC TRUE	POTION X
LORD RUNE PAPER	POISONS TRUE
WORK MAGIC WOOD	MULTIPLE DOSES
RUNE PAPER TRUE	LORD POTION

WORK IRON	(1)
WORK STEEL I	(2)
WORK NORMAL METALS	(3)
WORK ALLOY	(4)
MAKE STEEL	(5)
WORK STEEL II	(6)
MAKE ALLOYS	(7)
WORK STONE	(8)
WORK ALLOY	(10)
WORK JEWELS	(11)
	(12)
	(13)
	(14)
WORK MITHRIL	(15)
WORK LAEN	(20)
WORK EOG	(25)
MAKE EOG	(30)
MAKE/WORK	(50)

ORGANIC SKILLS

- 1-WORK WOOD** (F) DURATION:24 hr.
RANGE: S Allows caster to work nonmagic wood.
- 2-RUNE PAPER I** (F) DURATION:24 hr.
RANGE: S Allows caster to make a sheet of paper that will hold one 1st level spell (see Rune mastery list). It takes one week/number of the Rune spell.
- 3-WORK CLOTH** (F) As Work Wood, except cloth may be worked.
- 4-RUNE PAPER II** (F) As Rune Paper I, except paper will hold a 1st-2nd lvl spell.
- 5-MAKE WAND** (F) DURATION:24 hr
RANGE: S Allows the caster to make a wand as described in section 9.9 of the rules.
- 6-WORK ORGANIC** (F) As Work Wood, except allows caster to work ordinary organic material.
- 7-RUNE PAPER III** (F) As Rune Paper I, except paper will hold a 1st-3rd lvl spell.
- 9-RUNE PAPER V** (F) As Rune Paper I, except paper will hold a 1st-5th lvl spell.
- 10-MAKE ROD** (F) As Make Wand, except a rod can be made.
- 12-RUNE PAPER VII** (F) As Rune Paper I, except paper will hold a 1st-7th lvl spell.
- 14-RUNE PAPER X** (F) As Rune Paper I, except paper will hold a 1st-10th lvl spell.
- 15-MAKE STAFF** (F) As Make Wand, except a staff can be made.
- 20-WORK ORGANIC TRUE** (F) As Work Organic, except any organic material may be worked (e.g. this might be required to work the skin of dragons).
- 25-LORD RUNE PAPER** (F) As Rune Paper I, except paper will hold a 1st-20th lvl spell.
- 30-WORK MAGIC WOOD** (F) As Work Wood, except magic wood may be worked.
- 50-RUNE PAPER TRUE** (F) As Rune Paper I, except paper will hold any level spell.

NOTE: *Rune paper may be re-used; each sheet may hold only one spell at a time, and that spell is gone when used, but the same paper may then be re-inscribed with the same or different runes.*

LIQUID/GAS SKILLS

- 1-WORK LIQUID** (F) DURATION:24 hr.
RANGE: S Allows caster to work with non-magic liquids.
- 3-POTION I** (F) DURATION:24 hr. RANGE: S Allows caster to make one dose of a potion that can have a 1st level spell imbedded in it.
- 4-MINOR POISON** (F) DURATION:24 hr.
RANGE: S Allows caster to safely handle, prepare and process minor poisons.
- 5-WORK GAS** (F) As Work Liquid, except allows caster to work with nonmagic gas.
- 6-POTION II** (F) As Potion I, except a 1st-2nd lvl spell can be imbedded.
- 9-POTION III** (F) As Potion I, except a 1st-3rd lvl spell can be imbedded.
- 10-MAJOR POISON** (F) As Minor Poison, except works with all but the most deadly poisons.
- 12-POTION IV** (F) As Potion I, except a 1st-4th lvl spell can be imbedded.
- 15-POTION V** (F) As Potion I, except a 1st-5th lvl spell can be imbedded.
- 20-POTION X** (F) As Potion I, except a 1st-10th lvl spell can be imbedded.
- 25-POISONS TRUE** (F) As Major Poison, except works with all poisons.
- 30-MULTIPLE DOSES** (F) As Potion I, except allows a Potion "n" spell to be used to create multiple doses: for example, a Potion V could be used to create 5 doses of a 1st lvl spell, OR 1 dose of a 3rd lvl spell and 1 dose of a 2nd OR 2 doses of a 2nd lvl spell and 1 dose of a 1st OR etc.
- 50-LORD POTION** (F) As Potion I, except 1st-20th lvl spells can be imbedded.

INORGANIC SKILLS

- 1-WORK IRON** (F) DURATION:24 hr.
RANGE: S Allows caster to work iron.
- 2-WORK STEEL I** (F) As Work Iron, except steel can be worked to make +1 nonmagic weapons (+5%).
- 3-WORK NORMAL METALS** (F) As Work Iron, except any single normal metal other than iron and steel can be worked if the material would make a weapon with no bonuses.
- 4-WORK ALLOY** (F) As Work Iron, except certain alloys can be worked. Weapons made from these alloys have no bonuses.
- 5-MAKE STEEL** (F) DURATION:24 hr.
RANGE: S Allows the caster to make steel from iron, the amount that he can make in a day depends upon his equipment.
- 6-WORK STEEL II** (F) As Work Steel I, except steel can be worked to make +2 (+10%) non-magic weapons.
- 7-MAKE ALLOYS** (F) As Make Steel, except alloys of normal metals may be made if the component metals are available.
- 8-WORK STONE** (F) As Work Iron, except the caster can work stone if, for some reason, he wishes to make a stone item.
- 10-WORK ALLOY** (F) As above, except allows working of alloys that could create up to +3 (+15%) nonmagic weapons.
- 11-WORK JEWELS** (F) As Work Iron, except allows caster to work jewels.
- 15-WORK MITHRIL** (F) As Work Iron, except allows caster to work any inorganic material that would create a weapon with a +4 (+20%) bonus (Mithril is an example of this).
- 20-WORK LAEN** (F) As Work Iron, except caster can work any inorganic material that would make +5 (+25%) weapons (Laen is a super-hard volcanic glass that could be used in a world system to fit this description).
- 25-WORK EOG** (F) As Work Iron, except caster can work any inorganic material that would make +6 (+30%) weapons (Eog is an extremely dense, hard metal that is very difficult to work and find; it could be used to fit this description).
- 30-MAKE EOG** (F) DURATION:24 hr.
RANGE: S Allows caster to make any metal or glass from the appropriate source material(s).
- 50-MAKE/WORK** (F) DURATION:24 hr.
RANGE: S Allows caster to make and work any metal, alloy, or inorganic material (e.g. Kregora is an alloy that has intense anti-essence, anti-channeling and anti-mentalism properties, it could only be worked through the use of this spell).

NOTE: *The spells manipulating material for non-magic weapons with a bonus can also be used to make other nonmagic objects with bonuses where strength and durability are essential (usually armor and shields).*



NOTE: *The above spells allow objects to be created and worked; the time requirements, the relationships between spells, and what spells are required to make certain types of items are given in section 9.9 of the rules. These spells can only be applied when an item is created (or totally reformed).*

MONK BASE SPELL LISTS

MONK'S BRIDGE	EVASIONS	BODY REINS	MONK'S SENSE	BODY RENEWAL	
1) LEAPING I*	SWING I*	BALANCE*	SLYEARS*	FLOW STOPPAGE* c	(1
2) LANDING*	SPEED I*	CONTRACTIONS c	NIGHTVISION*	CLOTTING I* c	(2
3) TRACTION	DODGING I*	CONCENTRATION*	SIDEVISION*	STUN RELIEF I *S	(3
4) EDGERUNNING	SWING III*	UNPAIN* S	SCENT*	PAIN RELIEF I* c	(4
5) LEAPING III*	FLIP I*	FACE SHIFTING	WATERVISION*	CUT REPAIR I c	(5
6) CORNERING I*	HASTE I*	WATERLUNGS	FOGVISION*	FRACTURE REPAIR c	(6
7) LEVITATION*	SPEED III*	CONCENTRATION II*	TOUCH*	MUSCLE/TENDON REP. c	(7
8) LANDING TRUE*	DODGING III*	STRENGTH II *	DARKVISION*	CLOTTING III* c	(8
9) WALLWALKING c	SWING V*	UNPAIN* (50%) S	DETECT INVISIBLE c	STUN RELIEF III* S	(9
10) GREAT LEAP*	SPEED V*	BODY SHIFTING	DETECT ILLUSION	RESIST POISON* c S	(10
11) CORNERING III*	FLIP III*	CONCENTRATION III*	SCENT TRUE	PAIN RELIEF II* c	(11
12) WALL FLIP*	HASTE III*	STRENGTH III*	DISILLUSION	VEIN/ARTERY REP. c	(12
13) WALLRUNNING c	DODGING V*	AWAKE* S	TOUCH TRUE*	CUT REPAIR III c	(13
14) LEAVING			DARKVISION TRUE*	FRACTURE REPAIR TRUE c	(14
15) WINDRUNNING	SPEED X*	UNPAIN* (75%) S	WOODSIGHT c	MUSCLE/TENDON REP.TR. c	(15
20) CEILING WALKING c	HASTE V*	SELF KEEPING* S	MONKSIGHT	NEUTRALIZE POISON* c S	(20
25) CEILING RUNNING c	DODGING TRUE*	CONCENTRATION V*	STONESIGHT c	CLOTTING TRUE* c	(25
30) RUN TRUE	HASTE X*	STRENGTH IV*	IRONSIGHT c	NEUT. POISON TRUE* c S	(30
50) MONK'S BRIDGE	MONK'S MOVE TRUE	UNPAIN TRUE* S	MONKSENSE	RENEWAL TRUE S	(50

MONK'S BRIDGE

- 1-LEAPING I (F★)** DURATION:1 rnd
RANGE: S Allows caster to leap 50' laterally or 20' vertically in the round that the spell was cast.
- 2-LANDING (F★)** DURATION:until landing
RANGE: S Allows the caster to land safely in a fall up to 20'/lvl, and to take that distance off the severity of any longer fall.
- 3-TRACTION (P)** DURATION:10 min/lvl
RANGE: S Caster can run on even, unstable surfaces(sand, ice, etc.) as he would on a hard, stable surface.
- 4-EDGERUNNING (P)** DURATION:1 min/lvl
RANGE: S Caster can run on even, narrow (at least 2" wide) surfaces as if he were on normal ground.
- 5-LEAPING III (F★)** As Leaping I, except the caster can execute 3 "leaps" in succession. Each leap must be within 90° of the first leap's direction.
- 6-CORNERING I (P★)** DURATION:—
RANGE: S Allows caster to execute a turn up to 180° with no deceleration or unbalance(can be used with any "running" spells).
- 7-LEVITATION (F★)** DURATION:1 min/lvl
RANGE: S Allows caster to move up and down vertically 10'/rnd, horizontal movement is possible only through normal means.
- 8-LANDING TRUE (F★)** As Landing, except severity of the fall is cut by 50'/lvl.
- 9-WALLWALKING (F)** DURATION:1 min/lvl(C) RANGE: S Caster can walk on solid surfaces up to 90° as if he were on normal ground.
- 10-GREAT LEAP (F★)** As Leaping I, except limit is 10'/lvl laterally and 5'/lvl vertically.
- 11-CORNERING III (P★)** As Cornering I, except caster may execute 3 such turns in one round.

- 12-WALL FLIP (F★)** DURATION:—
RANGE: S If the caster has a wall within 10'; he can leap to the wall, bounce off and land up to 25' from the wall(facing any direction).
- 13-WALLRUNNING (F)** As Wallwalking, except caster may run.
- 14-LEAVING (F)** DURATION:— RANGE: S
As Leaving on the closed essence list, Lofty Bridge(caster can only move 100').
- 15-WINDRUNNING (F)** DURATION:1 min/lvl(C) RANGE: S Caster can run on air if there is a wind blowing, however he can only run in the direction the wind is blowing.
- 20-CEILING WALKING (F)** DURATION: C
RANGE: S Caster can walk on ANY solid surfaces as he would on normal ground (includes ceilings).
- 25-CEILING RUNNING (F)** As Ceiling Walking, except caster can run.
- 30-RUN TRUE (F)** DURATION:1 rnd/lvl
RANGE: S Caster can use any one of the lower level "running" spells (on this list) each round.
- 50-MONK'S BRIDGE (F)** DURATION:1 rnd/lvl
RANGE: S Caster can use any one of the lower level spells (on this list) each round.

EVASIONS

- 1-SWING I (F★)** DURATION:1 rnd RANGE: S
Allows caster to leap up to 10' vertically or laterally, grasp and swing from a fixed object, and land perfectly. The object could be a tree, branch, rafter, rope, chandelier, etc.
- 2-SPEED I (F★)** DURATION:1 rnd RANGE: S
Caster may act at twice his normal rate, but must spend a number of rounds equal to the rounds speeded at half rate (immediately afterwards). Suggested rules for handling this are in section 7.4 of the rules.

- 3-DODGING I (F★)** DURATION:1 rnd
RANGE: S Allows caster to dodge one nonspell attack (missile or melee); the attack must be frontal and 50 is subtracted from it.
- 4-SWING III (F★)** As Swing I, except 3 "Swing I's" may be executed in rapid succession.
- 5-FLIP I (F★)** DURATION:1 rnd RANGE: S
Allows caster to "flip" in any direction, landing up to 10' away (facing in any direction).
- 6-HASTE I (F★)** As Speed I, except no half rate rounds are required.
- 7-SPEED III (F★)** As Speed I, except duration is 3 rounds.
- 8-DODGING III (F★)** As Dodging I, except 3 attacks can be dodged.
- 9-SWING V (F★)** As Swing I, except 5 "Swing I's" may be executed in rapid succession.
- 10-SPEED V (F★)** As Speed I, except duration is 5 rounds.
- 11-FLIP III (F★)** As Flip I, except 3 "Flip I's" may be executed in rapid succession.
- 12-HASTE III (F★)** As Haste I, except duration is 3 rounds.
- 13-DODGING V (F★)** As Dodging I, except 5 attacks can be dodged.
- 15-SPEED X (F★)** As Speed I, except duration is 10 rounds.
- 20-HASTE V (F★)** As Haste I, except duration is 5 rounds.
- 25-DODGING TRUE (F★)** As Dodging I, except all attack are at -50.
- 30-HASTE X (F★)** As Haste I, except duration is 10 rounds.
- 50-MONK'S MOVE TRUE (F)** DURATION:1 rnd/lvl RANGE: S Caster can use any one of the non-"Speed/Haste" spells (on this list) each round.

BODY REINS

- 1-BALANCE (U★) DURATION:** V **RANGE:** S
Adds 50 to any rolls for one slow maneuver (e.g. walking a 3" beam).
- 2-CONTRACTIONS (U) DURATION:** C
RANGE: S Allows the caster to slightly alter his muscles, limbs and trunk; this facilitates escaping from bonds and small places.
- 3-CONCENTRATION I (U★) DURATION:** V
RANGE: S Adds 10 to any one maneuver (not combat), no other action can be performed the round of this maneuver.
- 4-UNPAIN (S★) DURATION:** 1 min/lvl
RANGE: S Caster is able to sustain an additional 25% of his total concussion hits before passing out, hits are still taken and remain when the spell lapses.
- 5-FACE SHIFTING (P) DURATION:** 1 hr.
RANGE: S Allows caster to alter form of his face to resemble someone else.
- 6-WATERLUNGS (P) DURATION:** 1 min/lvl
RANGE: S Caster can breathe water but not air for the duration.
- 7-CONCENTRATION II (U★) As Concentration I, except bonus is 20.**
- 8-STRENGTH II (P★) DURATION:** 1 min
RANGE: S Doubles the caster's strength; in melee the caster does 2× normal concussion hits and adds 10 to the attack roll.
- 9-UNPAIN (S★) As above, except 50% additional hits may be sustained.**
- 10-BODY SHIFTING (P) As Face Shifting, except the form of the body can be altered slightly to the general shape and size of the desired humanoid race (must be within 25% of the caster's normal mass).**
- 11-CONCENTRATION III (U★) As Concentration I, except bonus is 30.**
- 12-STRENGTH III (P★) As Strength II, except 3× normal damage is given in melee.**
- 13-AWAKE (S★) DURATION:— RANGE:** S
This spell will awaken the caster from sleep the round following casting.
- 15-UNPAIN (S★) As above, except 75% additional hits may be sustained.**
- 20-SELF KEEPING (S★) DURATION:** V
RANGE: S Upon receiving a death blow, the caster goes into a state of suspended animation, until he is cured or his brain is destroyed.
- 25-CONCENTRATION V (U★) As Concentration I, except bonus is 50.**
- 30-STRENGTH IV (P★) As Strength II, except 4× normal damage is given.**
- 50-UNPAIN TRUE (S★) DURATION:** 1 min/lvl
RANGE: S Caster ignores all pain; thus, he can take his normal hits + constitution (on a 1-100 scale), and ignores all subtractions due to wounds. When he exceeds this limit he does not pass out, he dies from system shock.

Boots of Tauruk

These boots, which will fit any humanoid being, will confer upon the wearer the skill of 'limbunning' at all times.

they are invisible.

Bracers of Laurek

wristbands for use by a monk or warrior monk
+15% to all melee attacks
with the hands
x2 power point multiplier
-15% from Armour Type
made of leather, steel
reinforced



MONK'S SENSE

- 1-SLYEARS (U★) DURATION:** 10 min/lvl
RANGE: S Caster gains double normal hearing.
- 2-NIGHTVISION (U★) DURATION:** 10 min/lvl
RANGE: S Caster can see 100' on a normal night as if it were daylight.
- 3-SIDEVISION (U★) DURATION:** 10 min/lvl
RANGE: S Caster has a 300° field of vision.
- 4-SCENT (U★) DURATION:** 10 min/lvl
RANGE: S Caster gains extremely acute sense of smell.
- 5-WATERVISION (U★) As Nightvision, except caster sees 100' even in murky water.**
- 6-FOGVISION (U★) As Nightvision, except caster sees 100' in any precipitation.**
- 7-TOUCH (U★) DURATION:** 10 min/lvl
RANGE: S Caster gains extreme tactile sensitivity (+25 to locks, traps, secret doors, etc.).
- 8-DARKVISION (U★) As Nightvision, except caster can see in most magically created darkness.**
- 9-DETECT INVISIBLE (P) As Detect Invisible on the Detecting Ways open list.**
- 10-DETECT ILLUSION (U) DURATION:— RANGE:** S Caster can detect the slight imperfections that exist in any one illusion.
- 11-SCENT TRUE (U) As Scent, except caster can detect extremely faint scents (e.g. up to 48 hr. old, after rain storms, through snow, etc.).**
- 12-DISILLUSION (U) DURATION:— RANGE:** 100' One illusion within the caster's range ceases to exist for the caster only.
- 13-TOUCH TRUE (U) As Touch, except bonus is 50.**
- 14-DARKVISION TRUE (U) As Nightvision, caster can see in ALL magically created darkness.**
- 15-WOODSIGHT (U) DURATION:** C
RANGE: S Caster can see through 1"/lvl of wood.
- 20-MONKSIGHT (U) DURATION:** 10 min/lvl
RANGE: S As all lower level "vision" spells functioning at the same time.
- 25-STONESIGHT (U) As Woodsight, except stone can be seen through.**
- 30-IRONSIGHT (U) As Woodsight, except iron (or steel) can be seen through.**
- 50-MONKSENSE (U) DURATION:** 1 rnd/lvl
RANGE: S Caster can use any one of the lower level spells (on this list) each round.

BODY RENEWAL

- 1-FLOW STOPPAGE I (H★) DURATION:** C
RANGE: S Reduces the hits/rnd by 1, as long as the caster concentrates or is immobile.
- 2-CLOTING I (H★) As Flow Stoppage I, except after 1 hour of concentration the stoppage is permanent.**
- 3-STUN RELIEF I (H★) DURATION:— RANGE:** S Target is relieved of 1 round's worth of accumulated stun.
- 4-PAIN RELIEF I (H★) DURATION:** C
RANGE: S Takes off 1 concussion hit/min.
- 5-CUT REPAIR I (H) As Clotting I, except it is permanent after 1 round.**
- 6-FRACTURE REPAIR (H) DURATION:** P
RANGE: S Concentrating with this spell 2 hrs per day for 1-10 days (depending upon the severity), will repair a broken bone (not shattered or destroyed).
- 7-MUSCLE/TENDON REPAIR (H) As Fracture Repair, except cut or broken muscles or tendons may be repaired.**
- 8-CLOTING III (H★) As Clotting I, except hits/rnd can be reduced by 3.**
- 9-STUN RELIEF III (H★) As Stun Relief I, except 3 rounds are relieved.**
- 10-RESIST POISON (S★) DURATION:** C
RANGE: S Delays the effect of a poison as long as the caster concentrates.
- 11-PAIN RELIEF II (H★) As Pain Relief I, except takes off 2 hits/rnd.**
- 12-VEIN/ARTERY REPAIR (H) As Fracture Repair, except repairs a vein or artery.**
- 13-CUT REPAIR III (H) As Cut Repair I, except hits/rnd can be reduced by 3.**
- 14-FRACTURE REPAIR TRUE (H) As Fracture Repair, except repair only takes 2 hr. of concentration.**
- 15-MUSCLE/TENDON REPAIR TRUE (H) As Fracture Repair True, except cut or broken muscles can be repaired.**
- 20-NEUTRALIZE POISON (S★) DURATION:** C
RANGE: S Has a 50% chance of neutralizing a poison (modified by potency of the poison) if the caster concentrates for 1 hr. In any case, it delays the poison for as long as the caster can concentrate.
- 25-CLOTING TRUE (H★) As Clotting, except stops all hits/rnd and is permanent after 1 min of concentration per hit/rnd stopped.**
- 30-NEUTRALIZE POISON TRUE (S★) As Neutralize Poison, except chance of neutralization is 100% (modified).**
- 50-RENEWAL TRUE (S) DURATION:** V
RANGE: S While in a trance (from the Self Keeping spell on the Body Reins list), the caster can use the lower level healing spells on this list to repair himself.

Rings of Tasarin

allow wearer to strike
with fists as if they
were maces.



of mithril

EVIL MAGICIAN BASE SPELL LISTS

PHYSICAL EROSION	MATTER DISRUPTION	DARK CONTACTS	DARK SUMMONS	DARKNESS	
1) PAIN	UN-ICE		FAMILIAR	DARKNESS	(1)
2) IMPAIR I	EARTH TO DUST	FORCE ANALYSIS III *	SUMMONS I c	NIGHTVISION	(2)
3) ACHE	CRACKS CALL	LESSER DEMONIC CONTACT	CONTROL DEMON I *c	DARK CONTROL c	(3)
4) FIRE NERVES	POWDER STONE		SUMMONS III c		(4)
5) TRAIT EROSION I	UN-ICE (1000 cu')	FORCE INFORMATION III*	LESSER DEMONIC GATE	DARKNESS (100')	(5)
6) IMPAIR III	DISRUPTION		DEMON MASTERY I *	DARK VISION	(6)
7) PANG	EARTH TO DUST (100 cu')	FORCE SEARCH III *	CONTROL DEMON II *c	DARK CONTROL (50') c	(7)
8)	SHATTER		SUMMONS V c	SHADOW FORMS c	(8)
9) AGONY	POWDER STONE (100 cu')		DEMON MASTERY II *	DARKNESS (300')	(9)
10) TRAIT EROSION II	UN-ICE (100 cu'/L)	GREATER DEMONIC CONT.	CONTROL DEMON III *c	UTTERDARK	(10)
11) IMPAIR V	DISRUPTION (10 cu')	FORCE ANALYSIS IV *	SUMMONS X c	DARK CONTROL (100') c	(11)
12) SPASM	EARTH TO DUST (1000 cu')		GREATER DEMONIC GATE	NIGHTVISION TRUE	(12)
13) MASS PAIN	CAUSE CRACKS	FORCE INFO. IV *	DEMON MASTERY III *	UTTERDARK	(13)
14) TORMENT	POWDER STONE (1000 cu')	FORCE SEARCH IV *	CONTROL DEMON IV *c	DARKNESS (500')	(14)
15) TRAIT EROSION III	DISINTEGRATION	FORCE ANALYSIS V *	DEMON MASTERY IV *	CLOUDS OF DARKNESS	(15)
20) IMPAIR X	MASS EARTH TO DUST	FORCE INFO. V *	CONTROL DEMON V *c	DARKNESS (1000')	(20)
25) MASS FIRE NERVES	MASS POWDER STONE	FORCE SEARCH V *	DEMON MASTERY V *	UTTERDARK (300')	(25)
30) TRAIT EROSION V	MASS DISRUPTION	FORCE ANALYSIS VI *	CONTROL DEMON VI *c	DARKNESS (100'/L)	(30)
50) TRAIT EROSION TRUE	DISINTEGRATION (300')	FORCE INFO. VI *	DEMON MASTERY VI *	CLOUDS OF DARK (1mi/L)	(50)

PHYSICAL EROSION

1-PAIN (F) DURATION:1 min/lvl
RANGE:100' Target feels pain, and he takes 20% of his remaining hits.

2-IMPAIR I (F) DURATION:1 month/5% failure RANGE:100' Target has one of his physical characteristics temporarily lowered(5 in a 1-100 system, 1 in a 3-18 system). If a system of temporary/permanent characteristics is used the temporary characteristic (statistic) is lowered. Physical characteristics include strength, agility, quickness, constitution, appearance, dexterity, etc. .

3-ACHE (F) As Pain, except the ache seems natural and reduces target's hits by 10% until cured (caster must specify nature of ache). The target is unaware that the spell has been cast on him, since it affects him gradually.

4-FIRE NERVES (F) As Pain, except target takes 40% of his remaining hits.

5-TRAIT EROSION I (F) As Impair I, except effect is permanent.

6-IMPAIR III (F) As Impair I, except decrease is 15 (3 for 3-18 system).

7-PANG (F) As Ache, except target's hits are reduced by 20%.

9-AGONY (F) As Pain, except target takes 60% of his remaining hits.

10-TRAIT EROSION II (F) As Trait Erosion I, except decrease is 10 (2 for 3-18 system).

11-IMPAIR V (F) As Impair I, except decrease is 25 (5 for a 3-18 system).

12-SPASM (F) As Ache, except target's hits are reduced by 40%.

13-MASS PAIN (F) As Pain, except as many targets as the caster's lvl can be affected.

14-TORMENT (F) As Pain, except target takes 90% of his remaining hits.

15-TRAIT EROSION III (F) As Trait Erosion I, except decrease is 15 (3 for 3-18 system).

20-IMPAIR X (F) As Impair I, except decrease is 50 (10 for 3-18 system).

25-MASS FIRE NERVES (F) As Fire Nerves, except as many targets as the caster's lvl can be affected.

30-TRAIT EROSION V (F) As Trait Erosion I, except decrease is 25 (5 for 3-18 system).

50-TRAIT EROSION TRUE (F) As Trait Erosion I, except one physical characteristic can be reduced to 1 in any system.

Jefferin's Ring

When worn, the ring will double the range of all 'Lofty Bridge' spells.

The ring is of grey platinum, with three sapphires set evenly around the outside.



MATTER DISRUPTION

1-UN-ICE (F) DURATION: P RANGE:100' Turns 100 cu' of ice into water vapor.

2-EARTH TO DUST (F) DURATION: P RANGE:100' Turns 10 cu' of earth into fine dust.

3-CRACKS CALL (F) DURATION: P RANGE:100' Any previous cracks or flaws within a section of any normal material 1000 cu' (10' x 10' x 10') will extend to their limit.

4-POWDER STONE (F) DURATION: P RANGE:100' Turns 10 cu' of stone into fine powder.

5-UN-ICE (F) As above, except affects up to 1000 cu'.

6-DISRUPTION (F) DURATION: P RANGE:10' Turns 1 cu' of any inorganic material to fine powder(must be one object).

7-EARTH TO DUST (F) As above, except affects up to 100 cu'.

8-SHATTER (F) As Disruption, except the object shatters into small pieces; all within 5' take an "A" impact critical, holder takes a "C."

9-POWDER STONE (F) As above, except affects up to 100 cu'.

10-UN-ICE (F) As above, except affects up to 100 cu'/lvl and range is 300'.

11-DISRUPTION (F) As above, except affects up to 10 cu'.

12-EARTH TO DUST (F) As above, except affects up to 1000 cu' and range is 300'.

13-CAUSE CRACKS (F) DURATION: P RANGE:100' Causes cracks to appear in up to 100 cu' of nonmetal, inorganic material.

14-POWDER STONE (F) As above, except affects 1000 cu' and range is 300'.

15-DISINTEGRATION (F) DURATION: P RANGE:100' Completely disintegrates 1 cu of inorganic material

20-MASS EARTH TO DUST (F) As Earth to Dust, except affects up to 100 cu'/lvl.

25-MASS POWDER STONE (F) As Powder Stone, except affects up to 100 cu'/lvl.

30-MASS DISRUPTION (F) As Disruption, except up to as many objects(up to 1 cu' each) as the caster's level can be affected, and range is 100'.

50-DISINTEGRATION (F) As above, except affects objects up to 100 cu' and range is 300'.

DARK CONTACTS

2-FORCE ANALYSIS III (M★) DURATION:1 item RANGE:10' Forces a type III demon who is present (or contacted) to analyze one item, the chance of a demon successfully analyzing each property of the item is: type I (0%), type II (0%), type III (10%), type IV (30%), type V (60%), type VI (90%) (there is a set percentage chance of failure equal to the type of the demon). This spell will neutralize a type I or II, with same chance of failure.

3-LESSER DEMONIC CONTACT (E) As Lesser Demonic Gate on the Dark Summons list, except demon is only contacted (does not appear), penalties are applied to the caster if the demon is not "Forced" (or neutralized) through a spell. The penalties for the caster are: (01-80) roll on Spell Failure Table. (91-up) depends upon the "Force" spell intended; Force Analysis=lose item, Force Information=coma (# weeks as demon type), Force Search=quest. The same modifications (10%× demon type) are added to the roll.

5-FORCE INFORMATION III (M★) As Force Analysis I, except the demon can be forced to answer one yes or no question, whose answer exists in someone's unshielded mind. There is the same chance of ability to answer but the failure chance is ×3.

7-FORCE SEARCH III (M★) As Force Analysis III, except the demon can be forced to conduct a search for a specific person, place or thing; the demon searches but not on our plane of existence. There is the same chance of receiving a successful answer but the chance of failure is ×5.

10-GREATER DEMONIC CONTACT (E) As Lesser Demonic Contact, except chances for contacting the various types are as on the Greater Demonic Gate on the Dark Summons list.

11-FORCE ANALYSIS IV (M★) As Force Analysis III, except types I-IV can be forced.

13-FORCE INFORMATION IV (M★) As Force Information III, except types I-IV can be forced.

14-FORCE SEARCH IV (M★) As Force Search III, except types I-IV can be forced.

15-FORCE ANALYSIS V (M★) As Force Analysis III, except types I-V can be forced.

20-FORCE INFORMATION V (M★) As Force Information III, except types I-V can be forced.

25-FORCE SEARCH V (M★) As Force Search III, except types I-V can be forced.

30-FORCE ANALYSIS VI (M★) As Force Analysis III, except types I-VI can be forced.

50-FORCE INFORMATION VI (M★) As Force Information III, except types I-VI can be forced.

NOTE: Demons gain information by common knowledge among demons, by contacting other demons or by observing the human plane (mentally and physically).

Shackles of Drel

These evil artifacts appear at first to be beautiful bracelets, but when put on, they sever the owner's hands.



DARK SUMMONS

1-FAMILIAR (M) As Familiar on the Gate Mastery list, except the animal must be a reptile, a bat, an insect, a raven, etc.

2-SUMMONS I (FM) As Summons I on the Gate Mastery list.

3-CONTROL DEMON I (M★) DURATION: C RANGE:10'/lvl Allows the caster to totally control a type I demon (the chance of non-control is [the demon's type ×2] %); the demon leaves when caster stops concentrating. The demon will NOT speak with the summoner.

4-SUMMONS III (FM) As Summons III on the Gate Mastery list.

5-LESSER DEMONIC GATE (E) DURATION:2 rnds RANGE:10' Caster summons a demon who gradually appears over the course of 2 rnds, roll for type: (01-60) type I, (61-90) type II, (91-100) type III. If the demon is uncontrolled by a Control Demon spell at the end of the duration of the spell, another roll is made and the demon's type is multiplied by 10 and added to the roll:

(11-20) roll on Spell Failure Table.
(21-40) caster takes "A" impact critical.
(41-60) caster takes "B" impact critical.
(61-75) caster takes "C" impact critical.
(76-90) caster takes "D" impact critical.
(91-100) caster takes "E" impact critical.
(>100) demon gives caster a quest.

The caster and demon make no RR's. The roll is open-ended. The demon always leaves if uncontrolled.

6-DEMON MASTERY I (M★) As Control Demon I, except the caster need not concentrate to control the demon, the demon will remain and obey the caster until the caster is killed OR the demon is outside the range limit OR the caster releases him. A maximum of two demons can be mastered at one time by one being. Obtaining information must be done using spells off the Dark Contacts list.

NOTE: The automatic chance of noncontrol is: (demon's type ×5) %.

7-CONTROL DEMON II (M★) As Control Demon I, except types I and II can be controlled.

8-SUMMONS V (FM) As Summons V on the Gate Mastery list.

9-DEMON MASTERY II (M★) As Demon Mastery I, except types I and II can be mastered.

10-CONTROL DEMON III (M★) As Control Demon I, except types I-III can be controlled.

11-SUMMONS X (FM) As Summons X on the Gate Mastery list.

12-GREATER DEMONIC GATE (E) As Lesser Demonic Gate, except types III-VI can be summoned: (01-60) type III, (61-85) type IV, (86-95) type V, (96-100) type VI.

13-DEMON MASTERY III (M★) As Demon Mastery I, except types I-III can be mastered.

14-CONTROL DEMON IV (M★) As Control Demon I, except types I-IV can be controlled.

15-DEMON MASTERY IV (M★) As Demon Mastery I, except types I-IV can be mastered.

20-CONTROL DEMON V (M★) As Control Demon I, except types I-V can be controlled.

25-DEMON MASTERY V (M★) As Demon Mastery I, except types I-V can be mastered.

30-CONTROL DEMON VI (M★) As Control Demon I, except types I-VI can be controlled.

50-DEMON MASTERY VI (M★) As Demon Mastery I, except types I-VI can be mastered.

NOTE: A "Control" or "Mastery" spell must be determined before the Demon completely materializes.

NOTE: Demons are assumed to be beings of another plane who are brought into the caster's plane through an elemental force (one not of the demon's plane). Thus, the demon and caster do not make RR's during the initial summons and contact. The demon can only remain in the world (for more than 2 rounds) while "mastered" or "controlled." It is suggested that the 6 types of demons be classified as follows: type I (lvl 1-2), type II (lvl 3-5), type III (lvl 6-10), type IV (lvl 11-15), type V (lvl 16-20), type VI (lvl 21-40), Beyond the Pale 41-100+. However, the gamesmaster may wish to change the % chances of failure, penalties, and other limitations; in order to adopt the types of demons he uses in world system.



DARKNESS

1-DARKNESS (F) DURATION:10 min/lvl RANGE: T Creates an area of up to 20'R about the point touched; darkness is equal to the darkest night.

2-NIGHTVISION (F) DURATION:10 min/lvl RANGE:10' Target can see 100' in normal darkness as if it were day.

3-DARK CONTROL (F) DURATION: C RANGE:20'R Caster can vary the intensity of darkness in the area, but he cannot lighten it past its natural state.

5-DARKNESS (F) As above, except radius is 100'.

6-DARK VISION (F) As Nightvision, except caster can see in all darkness (even magical).

7-DARK CONTROL (F) As above, except radius is 50'.

8-SHADOW FORMS (E) DURATION: C RANGE:100' Caster can create either the visual illusion of shadow figures, or real shadows (as many as the caster's level).

9-DARKNESS (F) As above, except radius is 300'.

10-UTTERDARK (F) DURATION:1 min/lvl RANGE:100' Creates a 20'R area of darkness, no nonmagic light can exist and magic light (except Utterlight) must make a RR.

11-DARK CONTROL (F) As above, except radius is 100'.

12-NIGHTVISION TRUE (F) As Dark Vision, except the target can see as far as he would be allowed in daylight.

13-UTTERDARK (F) As above, except radius is 100'.

14-DARKNESS (F) As above, except radius is 500'.

15-CLOUDS OF DARKNESS (F) DURATION:1 hr/lvl RANGE:100' Creates a "cloud" of darkness that has a 100'R and drifts with the wind. The darkness is as in Darkness.

20-DARKNESS (F) As above, except radius is 1000'.

25-UTTERDARK (F) As above, except radius is 300'.

30-DARKNESS (F) As above, except radius is 100'/lvl.

50-CLOUDS OF DARKNESS (F) As above, except radius is 1 mile/lvl.

SOUL DESTRUCTION

- 1-QUESTION (M)** DURATION:—
RANGE:100' Target must answer a single concept question.
- 2-DEMONIC POSSESSION I (FM)** DURATION: V RANGE:100' Target is possessed by a type I demon(see Dark Summons list); the caster has no control over the target or demon. The demon will force the target to do random(not necessarily destructive) things. The target gets a RR every other rnd. to attempt to get rid of the demon.
- 3-NEUROSIS (M)** DURATION: P RANGE:100' Target has an extreme dislike for any specific thing the caster chooses; target has a 50% chance of overcoming the neurosis when given the choice (e.g. neurosis concerning horses would mean that every time the target tried to get on or near a horse he would only have a 50% chance).
- 4-GUILT (M)** DURATION: P RANGE:100' Target becomes guilty over some action in his past; he will not perform such an action again.
- 5-PARANOIA (M)** DURATION: P RANGE:100' Target believes everyone is out to get him; he will trust no one.
- 6-DEMONIC POSSESSION II (FM)** As Demonic Possession I, except demon is type II and the possessed target only gets a RR once every minute.
- 7-PANIC (M)** DURATION: P RANGE:100' Target will flee in panic in any personally dangerous situation, unless he successfully makes a RR.
- 8-TRANSFERRAL (M)** DURATION: V RANGE:100' Target's "soul" and the caster's "soul" are interchanged; the caster can operate at 50% of his normal activity in the body of the target. The target in the caster's body is inactive. The caster can cancel the spell at any time (takes 1 rnd), the target can only cancel the spell if he makes a successful RR(gets one every 10 minutes). If either body is killed, both "souls" will be destroyed (see Absolution).
- 10-DEMONIC POSSESSION III (M)** As Demonic Possession I, except demon is type III and the possessed target only gets a RR once every 10 minutes.
- 11-SUBJUGATION (M)** DURATION: V RANGE:100' Part of the target's "soul" is taken and placed in an organic object on the caster's person; the body of the target will act as the caster directs whenever he concentrates. The spell is canceled when: the caster cancels it OR the object is destroyed OR the body is more than 100' from the caster OR the object leaves the caster's person. If the caster is not concentrating the target is free to do anything he wants, at -30% activity.
- 12-UNSOUL CURSE (M)** DURATION: V RANGE:100' Part of the target's soul is transferred to a random object somewhere within 100 miles; the target is at -30% until the object is destroyed. The target will always know the direction of his "soul."
- 13-DEMONIC POSSESSION IV (FM)** As Demonic Possession I, except demon is type IV and the possessed target only gets a RR once every hour.
- 14-WORD OF PANIC (M★)** DURATION: 1 rnd/5% failure RANGE:100' Target flees in total panic from the caster.
- 15-SHOUT OF PANIC (M★)** As Word of Panic, except affects all within 20' of caster.

SOUL DESTRUCTION

- 1) QUESTION
- 2) DEMONIC POSSESSION I
- 3) NEUROSIS
- 4) GUILT
- 5) PARANOIA
- 6) DEMONIC POSSESSION II
- 7) PANIC
- 8) TRANSFERRAL
- 9)
- 10) DEMONIC POSSESSION III
- 11) SUBJUGATION
- 12) UNSOUL CURSE
- 13) DEMONIC POSSESSION IV
- 14) WORD OF PANIC *
- 15) SHOUT OF PANIC *
- 20) BANISHMENT
- 25) TRANSFERRAL TRUE
- 30) ABSOLUTION
- 50) ABSOLUTION PURE

GAS DESTRUCTION

- 1) UNFOG
- 2) AIRSTOP c
- 3) VACUUM (5')
- 4) DEOXYGENATION (10') c
- 5) AIRSTOP (20') c
- 6) VACUUM (10')
- 7) DEOXYGENATION (20') c
- 8) GAS TO AIR
- 9) AIRSTOP (100') c
- 10) VACUUM (20')
- 11) GREAT VACUUM (5')
- 12) DEOXYGENATION (5%/Rnd) c
- 13) DEOXYGENATION (50')c
- 14) GREAT VACUUM (10')
- 15) DEOXYGENATION (20'/5%)c
- 20) VACUUM TRUE (5')
- 25) DEOXYGENATION c
- 30) VACUUM TRUE (10')
- 50) IMPLOSION

SOLID DESTRUCTION

- 1) MELT ICE
- 2) LOOSEN EARTH
- 3) EROSIONS
- 4) CRACKS CALL
- 5) UNDOOR
- 6) STONE/EARTH
- 7) EARTH/MUD
- 8) CORRIDOR
- 9) SHATTER
- 10) UNEARTH
- 11) UNSTONE
- 12) UNDOOR TRUE
- 13) UNMETAL
- 20) SOLID DESTRUCTION TRUE
- 25) TREMORS
- 30) GREAT CRACK
- 50) QUAKES

GAS DESTRUCTION

- 1-UNFOG (F)** DURATION: P RANGE:100' Disperses all fog in a 10'/lvl R.
- 2-AIRSTOP (F)** DURATION: C RANGE:100' Cuts all generalized air movement (i.e. wind) by 30 MPH in a 10'R (will not affect breathing).
- 3-VACUUM (F)** DURATION:— RANGE:100' Creates a 5'R near vacuum; all within the radius take a "B" impact critical as the air leaves and rushes back in.
- 4-DEOXYGENATION (F)** DURATION: C RANGE:100' As Airstop except that caster can remove the oxygen in a 10'R at a rate of 1% of the original oxygen/round.
- 5-AIRSTOP (F)** As above, except affects a radius of 20'.
- 6-VACUUM (F)** As above, except affects a radius of 10'.
- 7-DEOXYGENATION (F)** As above, except affects a radius of 20'R.
- 8-GAS TO AIR (F)** DURATION: P RANGE:100' Changes any gas to oxygen at a rate of 1 cu'/rnd as long as the caster concentrates.
- 9-AIRSTOP (F)** As above, except affects a radius of 100'.
- 10-VACUUM (F)** As above, except affects a radius of 20'.
- 11-GREAT VACUUM (F)** As Vacuum, except delivers a "D" impact critical in a 5'R.
- 12-DEOXYGENATION (F)** As above, except affects a radius of 10' and removal rate is 5%/rnd.
- 13-DEOXYGENATION (F)** As above, except affects a radius of 50' and removal rate is 1%/rnd.
- 14-GREAT VACUUM (F)** As above, except affects a radius of 10'.
- 15-DEOXYGENATION (F)** As above, except affects a radius of 20' and removal rate is 5%/rnd.

SOLID DESTRUCTION

- 1-MELT ICE (F)** DURATION: P RANGE:100' Melts up to 10 cu'/lvl of ice.
- 2-LOOSEN EARTH (F)** DURATION: P RANGE:100' Loosens 100 cu' of earth to the consistency of plowed ground.
- 3-EROSIONS (F)** DURATION: P RANGE:10' Causes a 100 cu'/lvl section of inorganic material to erode and deteriorate at 1000× normal rate.
- 4-CRACKS CALL (F)** DURATION: P RANGE:100' Any previous cracks or flaws in material up to 10'×10'×10' (not 1000 cu feet) section will extend to their limit.
- 5-UNDOOR (F)** DURATION: P RANGE:10' Will vaporize a nonmagic door up to 6" thick, 10' high, and 10' wide (if the door is thicker than 6" it will vaporize the closest 6"s).
- 6-STONE/EARTH (F)** DURATION: P RANGE:100' Changes 100 cu' of stone to packed earth; change is gradual and takes 3 rnd.
- 8-EARTH/MUD (F)** As Stone/Earth, except changes earth to soft mud.
- 10-CORRIDOR (F)** DURATION: P RANGE:100' Creates a 3'×6' corridor that is 1'/lvl long; it can be cut through any nonmetal, inorganic material. The corridor can be cut at a rate of 1' (length) per rnd as the caster concentrates.
- 11-SHATTER (F)** DURATION: P RANGE:100' Can shatter an inorganic object, up to 1 cu'. All within a 5'R take an "A" impact critical and holder takes a "C."
- 12-UNEARTH (F)** DURATION: P RANGE:100' Disintegrates 100 cu' of earth.
- 13-UNSTONE (F)** As Unearth, except affects stone.
- 14-UNDOOR TRUE (F)** As Undoor, except any single door is vaporized.
- 15-UNMETAL (F)** As Unearth, except affects 1 cu' of metal.

SORCERER BASE SPELL LISTS

FLUID DESTRUCTION

VAPORIZE WATER	MINOR PAIN
FREEZE WATER	JOLTS I
EVAPORATION	DISORIENTATION
UNWATER	UNBALANCE
CALM WATER c	DISTORTIONS
WATERBOLT	JOLTS III
UNRAIN	MAJOR PAIN
DEHYDRATE	FORGET
EVAPORATION (10,000cu')	WORD OF PAIN *
UNWATER	MIND SHOCK
UNRAIN	MIND DEATH
DEHYDRATE (10 cu')	JOLTS V
EVAPORATION (100,000cu')	UNMINDING
UNWATER	MASS CONFUSION
CALM WATER TRUE c	MIND BREAK
DEHUMIDIFY	LOST EXPERIENCE
EVAPORATION	MASS PAIN
CALM W. TRUE (1000'/L)c	MASS MIND SHOCK
DEHUMIDIFY TRUE	MASS UNMINDING

MIND DESTRUCTION

FLESH DESTRUCTION

SPRAIN LIMB	(1)
LIMB PAIN	(2)
TOUCH OF DISRUPTION	(3)
LOCK JOINT	(4)
BREAK LIMB	(5)
DISRUPTION	(6)
SKIN DEATH	(7)
DISRUPTION (50')	(8)
EAR DISRUPTION	(9)
LIMB DEATH	(10)
EYE DISRUPTION	(11)
COLLAPSE LUNG	(12)
MUSCLE DEATH	(13)
BONE DEATH	(14)
BLACK CHANNEL I	(15)
PETRIFICATION	(20)
BLACK CHANNEL II	(25)
DISRUPTION (100')	(30)
DISRUPTION TRUE	(50)

20th-50th level spells are on pg. 23.

FLUID DESTRUCTION

- VAPORIZE WATER** (F) DURATION: P RANGE:100' Vaporizes 10 cu' of liquid/lvl.
- FREEZE WATER** (F) DURATION: P RANGE:100' Freezes 10 cu' of liquid/lvl.
- EVAPORATION** (F) DURATION: P RANGE:100' Causes 1000 cu' of water to rapidly evaporate over the course of 1 hr.
- UNWATER** (F) DURATION: P RANGE:100' Instantly disintegrates 100 cu' of water.
- CALM WATER** (F) DURATION: C RANGE:100'R Water within radius is calmed; waves are cut by 20' in center and less towards the perimeter.
- WATERBOLT** (E) DURATION:— RANGE:100' A bolt of water is shot from the palm of the caster; results determined on the Water Bolt Table.
- UNRAIN** (F) DURATION:24 hr. RANGE:100' No precipitation will occur in a 100'R for 1 hr/lvl.
- DEHYDRATE** (F) DURATION: P RANGE:100' Removes all the liquid(usually water) from 1 cu' of inanimate material.
- EVAPORATION** (F) As above, except 10,000 cu' are affected.
- UNWATER** (F) As above, except 1000 cu' are affected.
- UNRAIN** (F) As above, except affects a 500'R/lvl for 1 day/lvl.
- DEHYDRATE** (F) As above, except affects 10 cu'.
- EVAPORATION** (F) As above, except affects 100,000 cu'.
- UNWATER** (F) As above, except affects 10,000 cu'.
- CALM WATER TRUE** (F) DURATION:10 min/lvl RANGE:100'R/lvl As Calm Water, except waves are cut by 50' in center.

MIND DESTRUCTION

- MINOR PAIN** (M) DURATION:10 min/5% failure RANGE:100' Target takes 25% of his remaining concussion hits (i.e. those not already taken); these hits are healed when the duration is up, provided target has not died.
- JOLTS I** (M) DURATION:1 rnd/10% failure RANGE:100' Target stunned.
- DISORIENTATION** (M) DURATION:1 day/5% failure RANGE:100' Target must subtract 25 from all orientation and initiative rolls.
- UNBALANCE** (M) As Disorientation, except 25 is subtracted from all maneuver rolls.
- DISTORTIONS** (M) As Disorientation, except 25 is subtracted from all combat rolls.
- JOLTS III** (M) As Jolts I, except duration is 3 rnds/10% failure.
- MAJOR PAIN** (M) As Minor Pain, except 50% of remaining hits are taken.
- FORGET** (M) DURATION: P RANGE:10' Target forgets a period of (1 min/lvl) of his past, as desired by the caster.
- WORD OF PAIN** (M★) DURATION:— failure RANGE:100' As Major Pain, except hits must be cured.
- MIND SHOCK** (M) As Disorientation, Unbalance, and Distortions(all at once).
- MIND DEATH** (M) DURATION: P RANGE:50' Target's mind blanks out for a period of 10 min/day at random. Target is incapable of activity or thought during this period.
- JOLTS V** (M) As Jolts I, except duration is 5 rnds/10% failure.
- UNMINDING** (M) DURATION:1 rnd/5% failure RANGE:100' Target's mind is completely blank for the duration. He cannot perceive events, time, or activity, he is stunned 1 round after his mind comes back.

- MASS CONFUSION** (M) DURATION:1 hr/5% failure RANGE:100' Affects as many targets as the caster's level; each target only has a 50% chance of making a decision each round (can still defend) and the range is 300'.
- MIND BREAK** (M) DURATION:1 day/10% failure RANGE:100' Target is a blithering idiot; he can be led around, but he can take NO action.
- FLESH DESTRUCTION**
 - SPRAIN LIMB** (F) DURATION: P RANGE:100' A random part of a random limb is sprained. If it is part of a leg: movement is cut by 25%, combat is at -10; if it is part of an arm, combat is at -20.
 - LIMB PAIN** (F) DURATION:1 rnd/5% failure RANGE:100' A random limb is in intense pain; for a leg, the target cannot walk; for an arm, that arm cannot be used.
 - TOUCH OF DISRUPTION** (F) DURATION: P RANGE: T The bones and tissues of the target's body are disrupted as if the target had fallen a long distance. If the target fails his RR by(1-10), he takes a "A" impact critical; (11-20) = "B"; (21-30) = "C"; (31-40) = "D"; (41-up) = "E."
 - LOCK JOINT** (F) DURATION:1 rnd/5% failure RANGE:100' One of the target's joints locks; effect is as in Limb Pain; exceptions if a target with leg lock is moving, he falls; if a target with arm lock is carrying anything, it is dropped.
 - BREAK LIMB** (F) DURATION: P RANGE:100' As Limb Pain, except limb is broken; broken arm is useless, broken leg cuts movement by 50% and combat is at -75%.
 - DISRUPTION** (F) As Touch of Disruption, except range is 20'.
 - SKIN DEATH** (F) DURATION: P RANGE:100' Target's skin will flake and peel all over his body; there is no tactical penalty, but it lowers the appearance of the individual by 50%. Lasts until dispelled and 1 month passes.
 - DISRUPTION** (F) As Touch of Disruption, except range is 50'.
 - EAR DISRUPTION** (F) DURATION:P RANGE:100' One of the target's ears is disrupted, his hearing is at 50% of normal until cured (if both ears go, he is deaf).
 - LIMB DEATH** (F) DURATION: P RANGE:100' One of the target's limbs(random) will wither and die. Target loses 5% of the use of the limb per day; when the total reaches 100%, the limb falls off. Can be cured through circulation and nerve repair spells up to the 80% point, then it must be regenerated.
 - EYE DISRUPTION** (F) As Ear Disruption, except an eye is affected.
 - COLLAPSE LUNG** (F) DURATION: P RANGE:100' One of the target's lungs collapses; he is at 50% of normal for all physical activity until the lung is repaired.
 - MUSCLE DEATH** (F) As Limb Death, except a random muscle is affected(not muscle organs, e.g. heart).
 - BONE DEATH** (F) As Limb Death, except a random bone (not part of spine or skull) gradually disintegrates.
 - BLACK CHANNEL I** (F) DURATION: V RANGE: V One of the Black Channel I spells may be used(see rules book); which ones may be used is decided by the gamesmaster on the basis of culture and world system.

GREATER BASE SPELLS

MAGICIAN

FIRE LAW

- 16-TRIAD OF FLAME** (E) As Triad of Water on the Water Law list, except Fire Bolts are shot.
- 17-FIRE BOLT** (E) As above, except range is 500'.
- 18-WAITING FIRESTORM** (E) As Waiting Flame, except a Firestorm can be delayed.
- 19-CALL FLAME** (E) As above, except size is up to a 50' cube and range is 50'.
- 20-CORNER FIRES** (E) As Corner Lightning Bolt on the Light Law list, except a Fire Bolt is shot.
- 25-FOLLOWING FIRES** (E) As Following Lightning Bolt on the Light Law list, except a Fire Bolt is shot.
- 30-STONE FIRES** (F) As Metal Fires, except a 300 sq' surface as affected and a "C" critical is given each round passing through(or in) the 3' flames.
- 50-FIRE MASTERY** (F) DURATION:1 rnd/lvl RANGE: V Caster can use any one lower level spell (on this list) each round.

ICE LAW

- 16-TRIAD OF ICE** (E) As Triad of Water on the Water Law list, except Ice Bolts are shot.
- 18-CALL COLD** (E) As above, except size is up to a 50' cube and range is 50'.
- 20-COLD BALL** (E) As above, except area of effect is 40' R and range is 300'.
- 25-RAIN/SNOW** (F) DURATION:as long as it rains RANGE:1 mi.R Changes all rain within 1 mile of the caster to snow; radius decreases 500'/10° above freezing.
- 30-COLD TRUE** (F) DURATION:24 hr. RANGE:1000'/lvl R Causes the temperature to drop 1°/10 min. up to the number of degrees as the caster's level(within an area of 1000'/lvl R).
- 50-COLD MASTERY** (F) DURATION:1 rnd/lvl RANGE: V Caster can use any one lower level spell (on this list) each round.

LIGHT LAW

- 17-UTTERLIGHT** (F) DURATION:1 min/lvl RANGE: T As Light, except radius is 100' and the light nullifies all magically created darkness.
- 18-UTTERDARK** (F) DURATION:1 min/lvl RANGE: T As Dark, except radius is 100' and no nonmagical light can exist inside.
- 19-BEACON** (F) As above, except beacon can be up to 10 miles long.
- 20-LIGHTNING BOLT** (E) As above, except range is 500'.
- 25-CORNER LIGHTNING BOLT** (E) As Lightning Bolt, except range is 300' and caster can make the bolt turn once up to 90° before striking the target(caster must know target's location and his bonuses are all halved).
- 30-FOLLOWING LIGHTNING BOLT** (E) As Corner Lightning Bolt, except bolt can make as many turns as necessary and go through openings(6"R or larger) to strike target if the total distance traveled is less than or equal to 300'.
- 50-LIGHT MASTERY** (F) DURATION:1 rnd/lvl RANGE: V Caster can use one lower level spell (on this list) each round.

EARTH LAW

- 16-MELD WALL** (F) DURATION: P RANGE: T Fuses two touching walls together (seam can be up to 20' long) OR fuses a section of stone blocks(up to 100 cu').
- 17-STONE/MUD** (F) As Stone/Earth, except changes stone to mud.
- 18-CURVED WALL** (E) As Stone Wall True, except wall may be curved up to a semicircle.
- 20-UNSTONE** (F) As Unearth, except affects stone.
- 25-UNMETAL** (F) As Unearth, except affects 1 cu' of metal.
- 30-TREMORS** (F) DURATION:1 rnd RANGE: 100'/lvl Causes a very minor earthquake which could cause shoddy construction to collapse (can be very terrifying). This is approximately 5.5 on the Richter scale.
- 50-EARTH MASTERY** (F) DURATION:1 rnd/lvl RANGE: V Caster can use one lower level spell(on this list) each round.

WIND LAW

- 17-VACUUM** (F) As above, except radius is 20'.
- 18-GREAT VACUUM** (F) As Vacuum, except delivers a "D" impact critical in a 5'R.
- 19-STUN CLOUD** (F) As above, except by concentrating the caster can move it 10'/rnd up to 100' away.
- 20-REVERSE WINDS** (F) DURATION: C RANGE:100'/lvl Allows the caster to change the direction of the wind within the radius.
- 25-HARD WIND** (F) DURATION:1 rnd/lvl(C) RANGE:300' Caster must outstretch arms and then a hard wind comes forth from them, fanning out till it has a 25'R at 300'; all within the cone receive a "B" impact critical.
- 30-STORM CALL** (F) DURATION:1 hr ± 10 min RANGE:1 mile R/lvl Summons forces of nature in a fierce thunderstorm; heavy rain, 25-60 MPH winds, lightning(random), and a blizzard(if correct climate). Can be delayed up to 1 hr/lvl after cast.
- 50-WIND MASTERY** (F) DURATION:1 rnd/lvl RANGE: V Caster can use one lower level spell(on this list) each round.

WATER LAW

- 16-TRIAD OF WATER** (E) DURATION:— RANGE:100' Three bolts of water are shot from the palm of the caster, they can strike up to 3 different targets within 60° of each other (must be in field of vision of caster). Caster's bonuses can only apply to one of the attacks.
- 18-CALM WATER TRUE** (F) DURATION:10 min/lvl RANGE:100'R/lvl As Calm Water, except waves are cut by 50' in center.
- 20-WHIRLPOOL** (F) DURATION: C RANGE:1000' Creates a 50' whirlpool that will draw in any unpowered object up to 500' away (takes 2 min. of concentration to start).
- 25-PART WATER** (F) DURATION: C RANGE: 100'/lvl Caster can part water up to 100' deep and 100'/lvl long and 10' wide at bottom(50' at top).
- 30-SEA STORM** (F) DURATION:1 hr ± 10 min RANGE:1 mile R/lvl Summons forces of nature in a fierce sea storm; waves are 20-50', heavy rain, winds are 25-60 MPH. Storm can be delayed up to 1 hr/lvl after cast.
- 50-WATER MASTERY** (F) DURATION:1 rnd/lvl RANGE: V Caster can use one lower level spell(on this list) each round.

ILLUSIONIST

ILLUSION MASTERY

- 20-PHANTASM X** (E) As Phantasm II, except any NINE of the options may be chosen.
- 25-WAITING ILLUSION X** (E) As Waiting Illusion II, except any NINE of the options may be chosen.
- 30-ILLUSION TRUE** (E) As Illusion X, except its duration is permanent(until dispelled).
- 50-PHANTASM TRUE** (E) As Phantasm X, except its duration is permanent(until dispelled); Phantasm can move only if the caster concentrates.

MIND SENSE MOLDING

- 20-UNPRESENCE** (P) As Misfeel Kind, except target appears to have no presence.
- 25-MISFEEL TRUE** (P) As Misfeel, except duration is 1 hr/lvl.
- 30-LORD UNPRESENCE** (P) As Unpresence, except 20 targets may be affected.
- 50-MASS MISFEEL** (P) As Misfeel, except as many targets as the caster's level can be affected.

GUISES

- 20-DISPLACEMENT IV** (E) As Displacement I, except chance of missing is 40%.
- 25-MASS FACADE I** (E) As Facade I, except as many targets as the caster's lvl can be affected.
- 30-DISPLACEMENT V** (E) As Displacement I, except chance of missing is 50%.
- 50-CHANGING FACADE** (E) As Facade V, except the caster can change the facade to a different facade each rnd.

SOUND MOLDING

- 20-MASS DEAFENING** (F) As Deafen, except as many targets as the caster's level can be affected.
- 25-MASS SILENCE** (F) As Silence, except as many targets as the caster's level can have a 1'R silence on them.
- 30-SOUND CONTROL TRUE** (F) As Sound Control, except radius is 20'/lvl and the caster does not have to concentrate.
- 50-MAJOR ULTRASONICS** (F) As Minor Ultrasonics, except everyone in a 100'R is affected, and anyone failing to resist by (40-75%) is unconscious, by (76-up) is dead.

LIGHT MOLDING

- 20-LIGHTNING BOLT** (E) As Lightning Bolt on the Light Law list.
- 25-LIGHT CONTROL** (F) As above, except area affected is 500'.
- 30-LIGHTNING BOLT** (E) As above, except range is 300'.
- 50-LIGHT CONTROL TRUE** (F) As Light Control, except area affected is 100'/lvl R.

FEEL-TASTE-SMELL

- 20-FEEL MIRAGE V** (E) As Feel Mirage II, except objects must be struck 5 times.
- 25-SMELL MIRAGE TRUE** (E) As Smell Mirage, except one object can be given a smell permanently.
- 30-TASTE MIRAGE TRUE** (E) As Taste Mirage, except one object can be given a taste permanently.
- 50-FEEL MIRAGE TRUE** (E) As Feel Mirage I, except one object can be given a feel permanently.

SOUL DESTRUCTION

20-BANISHMENT (M) As subjugation, except the "soul" is only released if the caster cancels the spell OR the object is destroyed. The target is always aware of the direction of the object.

25-TRANSFERRAL TRUE (M) As Transferral, except the caster can operate at 90% of normal activity, and the target can only try a RR once every hour.

30-ABSOLUTION (M) DURATION: V RANGE:100' RR MOD: -20 Target's "soul" is torn from the target's body; it remains in whatever place "souls" go, for 30 days/10% failure. The soul can be returned early only through Lifegiving. The target is unconscious and at -75% for subconscious activities while his soul is absent.

50-ABSOLUTION PURE (M) As Absolution, except "soul" can only be brought back through Lifegiving.

GAS DESTRUCTION

20-VACUUM TRUE (F) As Vacuum, except delivers an "E" impact critical in a 5'R.

25-DEOXYGENATION (F) As above, except affects a radius of 20' and removal rate is 20%/rnd.

30-VACUUM TRUE (F) As above, except affects a 10'R.

50-IMPLOSION (F) DURATION:— RANGE:300' Destroys gases in a single enclosure (i.e. usually a building) up to a size of 100'x100'x100' (or 1,000,000 cu'). The building has a chance of collapsing (dependent upon construction) and everyone inside takes an "E" impact critical from falling debris.

SOLID DESTRUCTION

20-SOLID DESTRUCTION TRUE (F) As Unearth, except it will disintegrate 1 cu'/lvl of any inanimate solid.

25-TREMORS (F) As Tremors on the Earth Law List.

30-GREAT CRACK (F) DURATION: P RANGE:300' Causes a large crevice to open in the ground (up to 10'/lvl deep, 1'/lvl wide and 20'/lvl long). The crevice takes 2 rounds to open and it can be closed in 3 rounds. The caster must concentrate to close the crevice.

50-QUAKES (F) DURATION: V RANGE: T Caster can cause an earthquake, with the spot he touches as the epicenter. The quake can be delayed up to 1 rnd/lvl. The severity of the quake on the Richter scale is determined by a roll: (01-20)=5.5, (21-45)=6, (46-65)=6.5, (66-80)=7.0, (81-90)=7.5, (91-95)=8.0, (96-98)=8.5, (99-100)=9.0.

FLESH DESTRUCTION

20-PETRIFICATION (F) DURATION: P RANGE:100' The target's bones will gradually petrify; a loss of activity(as in Limb Death) occurs due to loss of blood production.

25-BLACK CHANNEL II (F) As Black Channel I, except one of the Black Channel II spells may be used.

30-DISRUPTION (F) As above, except range is 100'.

50-DISRUPTION TRUE (F) As Touch of Disruption, except range is 300' and delivers an "E" impact critical if the target fails to resist.

FLUID DESTRUCTION

20-DEHUMIDIFY (F) DURATION: P RANGE:1 mile R For every minute that the caster concentrates, the humidity drops 1% of the original humidity (up to 50%). The humidity will gradually increase at a rate of 5% (of original humidity) per day until the original humidity is reached.

25-EVAPORATION (F) As above, except 1,000,000 cu' can be affected.

30-CALM WATER TRUE (F) As above, except radius is 1000'R/lvl.

50-DEHUMIDIFY TRUE (F) DURATION: P RANGE:1000'R/lvl Every minute that the caster concentrates, the humidity drops 5% of the original humidity (up to 95%). The humidity later increases as in Dehumidify.

MIND DESTRUCTION

20-LOST EXPERIENCE (M) DURATION: P RANGE:100' Target loses 5% of his collected experience (usually experience points).

25-MASS PAIN (M) As Minor Pain, except as many targets as the caster's level are affected and the duration is until cured and the range is 300'.

30-MASS MIND SHOCK (M) As Mind Shock, except as many targets as the caster's level can be affected and the range is 300'.

50-MASS UNMINDING (M) As Unminding, except as many targets as the caster's level can be affected and the range is 300'.



DEFINITIONS AND NOTATIONS

SPELL CLASSES:

- D = Defensive spell; allows caster to resist or withstand the effects of a spell, the elements, etc.
- E = Elemental Attack spell; a spell which calls, creates, or uses one of the physical elements to attack a target; the elemental material is real.
- F = Force spell; involves the manipulation of matter, energy, the elements, etc., through the use of a spell force.
- H = Healing spell; involves healing.
- I = Informational spell; a spell which gathers information.
- M = Mental Attack spell; an attack spell affecting the target's mind.
- P = Passive spell; a general use spell that usually involves another person or thing, but not actively.
- S = Subconscious spell; a spell that is triggered by the subconscious; the caster must (normally) be concentrating or in a trance or unconscious before the spell will work. Some do not require the conscious casting of the caster.
- U = Utility spell; a general use spell that doesn't physically affect anyone or thing but the caster.

RANGE:

- S = Self; spell can only be cast on the caster himself.
- T = Touch; caster must touch target in order to create effect.
- distance R = Effect is felt in an area (radius defined).
- distance/lvl = Spell can take effect anywhere within (distance) x (level) of the caster. Area spells have a center, and the center must lie within the range.

DURATION:

- C = Concentration required; caster can perform only 50% of normal activity (e.g. movement halved, maneuvers and combat at -50). Caster cannot cast any other spells while concentrating.
- (C) = Concentration required, except duration cannot exceed the limit given.
- P = Permanent; spell has permanent effect in the sense of creating a physical or mental condition. After the caster no longer concentrates or after the casting procedure is complete, the effect may be altered by outside forces; i.e. the spell may be cured, disturbed via another spell or physical forces (e.g. Freeze Water will freeze water, but the ice will melt, if conditions so dictate, at the normal rate).
- V = Variable; depends on the nature of the spell cast.
- time/lvl = Duration is the time multiplied by the level of the caster.
- time/x% = Duration of effect is (the amount that the target's RR is below the minimum needed to resist the spell) divided by a number (x) multiplied by the (time).
- = Instantaneous; spell's effect is instantaneously applied.

TERMS

ABBREVIATED:

- rnd or rd = round (battle round)
- lvl = level (normally of caster)
- min = minute(s)
- hr = hour
- RR = resistance roll
- R or rad = radius
- mi = mile(s)
- yd = yard(s)
- mph = miles per hour
- cu' = cubic feet
- = Free; spell doesn't require spell points
- * ★ = Instantaneous; spell doesn't require preparation
- s = Part of a set of spells that must be thrown contiguously in order to be effective (or fully effective)
- pt = point
- mod = modification or modifier

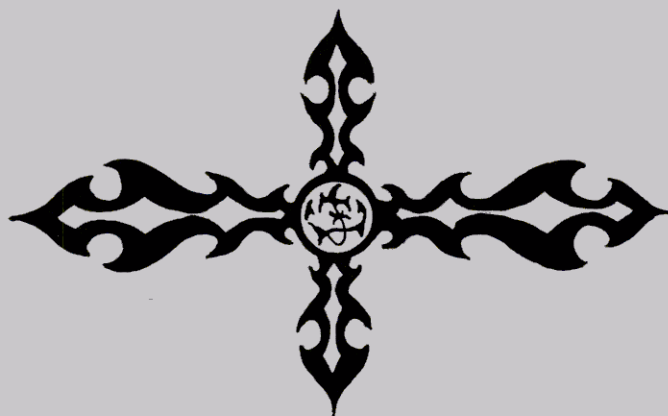
DEFINITIONS:

- Organic = Of or deriving from living organisms.
- Inorganic = Involving neither organic life or products of organic life.
- Inanimate = Not having qualities associated with active, living, organisms; not animate.
- Embed = To fix or become fixed firmly in a surrounding mass.
- Slaying item or weapon = An item or weapon specifically designed to combat and/or destroy a being or type of being (e.g. a dragonslaying sword or staff).
- Organ = A differentiated part of an organism, adapted for a specific function (e.g. the liver).
- Wound = An injury in which the skin is torn, pierced, or cut.
- Being = Any intelligent creature, including all humanoid types, enchanted creatures, etc. Intelligence should be characterized by system and/or Gamemaster.
- Animal = A living creature capable of feeling and voluntary motion, but excluding those characterized as beings.
- Herbs = A plant or plant part valued for medicinal qualities.

Known Spells						
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Of mentalism



Book III

OPEN MENTALIST SPELL LISTS

DELVING ✓	CLOAKING	DAMAGE RESISTANCE	ANTICIPATIONS	ATTACK AVOIDANCE ✓	
1) ITEM FEEL		HEAT RESISTANCE *c			(1)
2) DETECT POWER	BLUR	COLD RESISTANCE *c			(2)
3) ORIGINS	UNSEEN		GUESS *		(3)
4)	SHADOW			SHIELD *	(4)
5) DETECT CURSE	FACADES	UNPAIN 25% *S	INTUITIONS I	DEFLECT *	(5)
6) POWER LORE	INVISIBILITY (1')	STUN RELIEF *S		BLADE TURN I *	(6)
7) STONE LORE		RESIST POISON *cS			(7)
8) ITEM VISION			DREAM I	AIM UNTRUE *	(8)
9)	INVISIBILITY (to 1')		ROOM FEEL		(9)
10) DELVING	SHADOW MENTALIST	UNPAIN 50% *S	ANTICIPATIONS	STILL AIR *	(10)
11) PAST VISION	FACADES II	STUN RELIEF III *S	INTUITIONS II	DEFLECT II *	(11)
12)		NEUTRALIZE POISON *cS			(12)
13) ITEM LORE	DISPLACEMENT I			SPELL DEFLECT I *	(13)
14)		AWAKE *S	DREAMS II		(14)
15) DEATH'S MEMORY	CAMOUFLAGE	UNPAIN 75% *S	SPELL ANTICIPATION	BLADETURN II *	(15)
16)					(16)
17) PAST HOLD		HEAT RES. TRUE *c	DREAMS III		(17)
18)	DISPLACEMENT II	COLD RES. TRUE *c		DEFLECT III *	(18)
19) ITEM ANALYSIS					(19)
20) PAST VISION (1dy/L)	SHADOW MENTALIST II	UNPAIN 100% *S	INTUITIONS TRUE	SPELL DEFLECT II *	(20)
25) PAST VISION (1mo/L)	DISPLACEMENT III	NEUT. POIS. TRUE *cS	ANTICIPATIONS TRUE	BLADETURN III *	(25)
30) PAST VISION (1yr/L)	CAMOUFLAGE TRUE	AWAKE TRUE *S	DREAMS V	SPELL DEFLECT *	(30)
50) PAST VISION (10yr/L)	TRUE INVISIBILITY	UNPAIN TRUE *S	SPELL ANTIC. TRUE	DEFLECT TRUE *	(50)

DELVING

- 1-ITEM FEEL (I)** DURATION:— RANGE: T
Caster receives basic idea of item's purpose, if any.
- 2-DETECT POWER (I)** DURATION:1 min./lvl
RANGE: T Detects power in an object, but not what realm or how much.
- 3-ORIGINS (I)** DURATION:— RANGE: T
Gives a general idea of the place of origin of an item.
- 5-DETECT CURSE (I)** DURATION:—
RANGE: T Detects if a curse is on an item.
- 6-POWER LORE (I)** DURATION:— RANGE: T
Gives the origins of an item's power.
- 7-STONE LORE (I)** DURATION:— RANGE: T
Gives details of where, when and how the examined stone was worked.
- 8-ITEM VISION (I)** DURATION: V RANGE: T
Gives a vision of a significant event in the item's past.
- 10-DELVING (I)** DURATION:— RANGE: T
Gives significant details about an item's construction and purpose (not specific powers).
- 11-PAST VISION (I)** DURATION: V RANGE: T
Caster gets a vision of the past within ±30 min. of the desired time up to 1 hr./lvl. Vision must be associated with an item or place. Vision can last up to 1 min./lvl if the caster remains in a trance.
- 13-ITEM LORE (I)** DURATION:— RANGE: T
Gives major abilities and powers of an item.

15-DEATH'S MEMORY (I) DURATION: V

RANGE: T Gives a vision of how someone died and an image of their killer, if cast within 24 hr. of death at the place of death (or in the presence of the body).

17-PAST HOLD (I) DURATION: V RANGE: T

Allows caster to lock onto a specific event in an item's past, and then examine that event with a Past Vision.

19-ITEM ANALYSIS (I) DURATION:—

RANGE:6" Gives a complete rundown on an item's construction, powers, and purpose (may be modified if an item is extremely powerful).

20-PAST VISION (I) As above, except time range

is 1 day/lvl(error: ±1 hr.) and vision can last up to 10 min./lvl.

25-PAST VISION (I) As above, except time range

is 1 month/lvl(error: ±1 day) and vision can last up to 1 hr./lvl.

30-PAST VISION (I) As above, except time range

is 1 yr./lvl(error: ±1 week) and vision can last up to 5 hr./lvl.

50-PAST VISION (I)As above, except time range

is 10 yr./lvl(error: ±1 month) and vision can last up to 10 hr./lvl(and each hr only takes 10 min. real time).

CLOAKING

2-BLUR (F) As Blur on Brilliance list.

3-UNSEEN (F) DURATION:24 hr. or V

RANGE: S A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hr. pass

or the object is struck by a violent blow (being hit by a weapon, falling, etc.) or the object makes a violent move(i.e. attack).

4-SHADOW (F) DURATION:10 min./lvl

RANGE: S Caster and objects on his person appear to be a shadow; and thus are almost invisible in dark areas.

5-FACADES (E) DURATION:1 hr./lvl

RANGE: S A limited illusion that allows the caster to look like any humanoid figure within 20% of his own size.

6-INVISIBILITY (F) As Unseen, except every-

thing within 1' of the caster's body is invisible.

9-INVISIBILITY (F) As above, except the caster

can vary the radius up to 1'.

10-SHADOW MENTALIST (F) DURATION:1

min./lvl RANGE: 100' Creates a duplicate of the caster; which moves as he wills if he concentrates, and otherwise does exactly as he does.

11-FACADES II (F) As Facades I, except sounds

and voice illusions are included.

13-DISPLACEMENT I (F) DURATION:1

min./lvl RANGE: S 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 no effect goes down 5%.

15-CAMOUFLAGE (F) DURATION:10 min./lvl

RANGE: S Caster and objects on his person take on the visual texture, color and form of surrounding; acts as invisibility when motionless and increases stalking chances by 50 if he concentrates.

- 18-DISPLACEMENT II (F)** As Displacement I, except base chance of missing is 20%.
- 20-SHADOW MENTALIST II (F)** As Shadow Mentalist, except there are two duplicates.
- 25-DISPLACEMENT III (F)** As Displacement I, except base chance of missing is 30%.
- 30-CAMOUFLAGE TRUE (F)** As Camouflage, except doesn't require concentration while moving and increases stalking chances by 75.
- 50-TRUE INVISIBILITY (F)** As any Invisibility below, except when caster is invisible and if he attacks he is only visible for the 10 seconds immediately following the attack. Violent blows do not affect this spell.

NOTE: Only objects totally contained in the radius at the time of casting become invisible. Any object in the radius is under the restrictions given in *UNSEEN*.

DAMAGE RESISTANCE

- 1-HEAT RESISTANCE (D★)** DURATION: C RANGE: S Protects caster from natural heat up to 200°F, and adds +20 to RR vs. heat or -20 vs. elemental fire attacks.
- 2-COLD RESISTANCE (D★)** As Heat Resistance, except protects to -20°F and adds +20 to RR vs. cold or -20 vs. elemental cold attacks.
- 5-UNPAIN (S★)** DURATION: 1 min./lvl RANGE: S Caster is able to sustain an additional 25% of his total concussion hits before passing out, hits are still taken and remain when the spell lapses.
- 6-STUN RELIEF I (S★)** DURATION:— RANGE: S Will automatically take off 1 rnd. of stun/rnd if caster has specified beforehand that spell is active.
- 7-RESIST POISON (S★)** DURATION: C RANGE: S Delays the effect of a poison as long as the caster concentrates.
- 10-UNPAIN (S★)** As above, except 50% additional hits may be sustained.
- 11-STUN RELIEF III (S★)** As Stun Relief I, except 3 rnd. of stun/rnd are nullified.
- 12-NEUTRALIZE POISON (S★)** DURATION: C RANGE: S Has a 50% chance of neutralizing a poison(modified by potency of the poison) if the caster concentrates for 1 hr. In any case, it delays the poison for as long as the caster can concentrate.
- 14-AWAKE (S★)** DURATION:— RANGE: S This spell will awaken the caster from sleep the rnd following casting.
- 15-UNPAIN (S★)** As above, except 75% additional hits may be sustained.
- 17-HEAT RESISTANCE TRUE (D★)** As Heat Resistance, except caster is immune to natural heat; and takes ½ damage vs. heat spells.
- 18-COLD RESISTANCE TRUE (D★)** As Cold Resistance, except caster is immune to natural cold; and takes ½ damage vs. cold spells.
- 20-UNPAIN (S★)** As above, except 100% additional hits may be sustained.
- 25-NEUTRALIZE POISON TRUE (S★)** As Neutralize Poison, except chance of neutralization is 100%(modified).
- 30-AWAKE TRUE (S★)** As Awake, except there is no delay and it can be set to be triggered by any activity (i.e. attack or danger).
- 50-UNPAIN TRUE (S★)** DURATION: 1 min./lvl. RANGE: S Caster ignores all pain, thus he can take his normal hits + his constitution(on a 1-100 scale); and ignores all subtractions and penalties due to wounds. When he exceeds this limit he does not pass out, he dies from system shock.

ANTICIPATIONS

- 3-GUESS (I★)** DURATION:— RANGE: S When faced with a choice about which he has little or no information (i.e. which corridor leads outside the quickest); the caster may throw this spell and the gamemaster will determine which way he goes, biasing the choice by 25%.
- 5-INTUITIONS I (I)** DURATION:— RANGE: S Gains vision of what probably will happen if he takes a specified action, within the next min.
- 8-DREAM I (I)** DURATION: sleep RANGE: S Caster has a dream relating to a topic decided upon just before retiring.
- 9-ROOM FEEL (I)** DURATION: V RANGE: 100' Caster has a vision of what has occurred in a room or place, 1 min./lvl in the past.
- 10-ANTICIPATIONS (I)** DURATION:— RANGE: 100' Predicts most probable action of a being in the next round (i.e. attack, cast spell; but not what spell or target).
- 11-INTUITIONS II (I)** As Intuitions I, except time limit extends 2 min. into the future.
- 14-DREAMS II (I)** As Dream I, except limit is 2 dreams/night on different topics.
- 15-SPELL ANTICIPATION (I)** As Anticipations, except spell to be cast and target are known.
- 17-DREAMS III (I)** As Dream I, except limit is 3 dreams/night on different topics.
- 20-INTUITIONS TRUE (I)** As Intuitions I, except time limit extend 1 min./lvl into the future.
- 25-ANTICIPATIONS TRUE (I)** As Anticipations, except actions of all beings within 100' of caster are known.
- 30-DREAM V (I)** As Dream I, except limit is 5 dreams/night on any combination of topics the caster chooses.
- 50-SPELL ANTICIPATION TRUE (I)** As Anticipations True, except spell type and target are known as well as the actions.

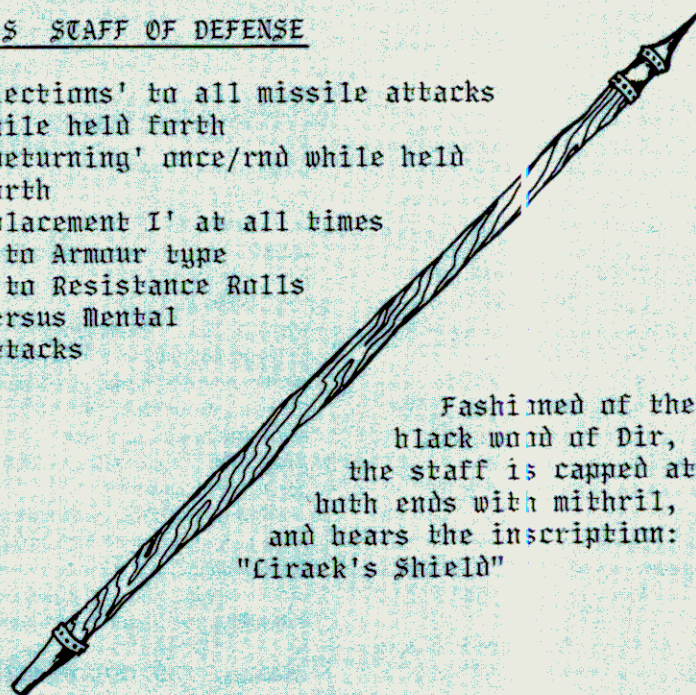
ATTACK AVOIDANCE

- 4-SHIELD (F★)** DURATION: 1 min./lvl RANGE: S Creates an invisible force shield in front of the caster; it subtracts 25 from melee and missile attacks and functions as a normal shield.
- 5-DEFLECT I (F★)** DURATION:— RANGE: S Deflects one missile fired at the caster; that missile has 100 subtracted from its attack (missile must be in caster's field of vision).
- 6-BLADETURN I (F★)** As Deflect I, except its effect is against one melee attack.
- 8-AIM UNTRUE I (F★)** As Deflect I, except missile automatically misses.
- 10-STILL AIR (F★)** DURATION: 1 min./lvl RANGE: S Creates a pocket of still air 1"/lvl on all sides of the caster, that no outside gas can come into (duration is time for the oxygen to be exhausted by 1 person).
- 11-DEFLECT II (F★)** As Deflect I, except affects 2 missiles.
- 13-SPELL DEFLECT I (F★)** DURATION:— RANGE: S Deflects one elemental spell cast at the caster, the attack roll has -50 added to it (must be in field of vision).
- 15-BLADETURN II (F★)** As Bladeturn I, except affects 2 melee attacks.
- 18-DEFLECT III (F★)** As Deflect I, except 3 missiles can be deflected.
- 20-SPELL DEFLECT II (F★)** As Spell Deflect I, except 2 elemental spells can be deflected.
- 25-BLADETURN III (F★)** As Bladeturn I, except 3 melee attacks can be affected.
- 30-SPELL DEFLECT III (F★)** As Spell Deflect I, except 3 elemental spells can be affected.
- 50-DEFLECT TRUE (F★)** As Deflect I, Bladeturn I and Spell Deflect I; except any 3 attacks can be deflected.

LIRAEK'S STAFF OF DEFENSE

'Deflections' to all missile attacks while held forth
'Bladeturning' once/rnd while held forth
'Displacement I' at all times
+10% to Armour type
+10% to Resistance Rolls versus Mental Attacks

Fashioned of the black wood of Dir, the staff is capped at both ends with mithril, and bears the inscription: "LiraeK's Shield"



OPEN MENTALIST SPELL LISTS

BRILLIANCE	SELF HEALING	DETECTIONS	ILLUSIONS	SPELL RESISTANCE
1) PROJECTED LIGHT		DETECT MENTALISM c	BENDING	PROTECTION I (1
2) BLUR	CLOT I *c	DETECT ESSENCE c		(2
3) LIGHT (10')		DETECT CHANNELING c	LIGHT/SOUND MIRAGE	(3
4) SELF AURA	CLOT III *c	DETECT HATE c		(4
5) LIGHT ERUPTION	PAIN RELIEF I *c	DETECT INVISIBLE c	ILLUSION II	PROTECTION II (5
6) SHOCK BOLT	FRACTURE REPAIR c	DETECT EVIL c	PHANTASM I c	(6
7) DARKNESS (10')	CUT REPAIR I *c	DETECT TRAPS c		(7
8) TRUE AURA	MUSCLE/TENDON REP. *c	PERCEIVE POWER c	ILLUSION III	MIND SHIELD c (8
9)				(9
10) LIGHT (50')	NERVE REPAIR c	POWER TYPING c	WAITING ILLUSION I	ESSENCE SHIELD c (10
11) DARKNESS (50')	EYE/EAR REPAIR c	PERCEIVE P. (100') c	ILLUSION IV	PROTECTION III (11
12)	VEIN/ARTERY REP. *c		PHANTASM II c	(12
13) HUES	PAIN RELIEF II *c	SEE INVISIBLE c		CHANNELING SHIELD c (13
14)			WAITING ILLUSION II	(14
15) BEACON c	SELF KEEPING *S	DETECT SPELL c	ILLUSION V	SPELL SHIELD II c (15
16) MASS DARKNESS		PERCEIVE P. (500') c		(16
17)	JOINING cS		PHANTASM III c	PROTECTION V (17
18) UTTERLIGHT		SPELL TYPING c	WAITING ILLUSION III	(18
19) UTTERDARK				SPELL SHIELD TRUE c (19
20) SUNFIRES c	PAIN RELIEF TRUE *S	PERCEIVE P. (1mi) c	ILLUSION VII	MIND RESISTANCE C (20
25) SUNFIRE TRUE c	LIMB REGENERATION c	LOCATION c	WAITING ILLUSION V	ESSENCE RESISTANCE c (25
30) HAND OF FIRE c	ORGAN REGENERATION cS	DETECT TRUE c	ILLUSION X	CHANNELING RESISTANCE c (30
50) HAND OF FIRE TRUE c	REGENERATION TRUE cS	AWARENESS c	PHANTASM V c	RESISTANCE TRUE c (50

BRILLIANCE

- 1-PROJECTED LIGHT** (F) DURATION:10 min./lvl RANGE:10' Beam of light (like flash-light) springs from the caster's palm; 20' effective range.
- 2-BLUR** (F) DURATION:1 min./lvl RANGE: S Causes caster to appear blurred to attackers, subtracting 10 from all attacks.
- 3-LIGHT** (F) DURATION:10 min./lvl RANGE: T Lights a 10'R area about point touched.
- 4-SELF AURA** (F) DURATION:10 min./lvl RANGE: S Causes a bright aura about the caster, making him appear more powerful and subtracting 5 from all attacks.
- 5-LIGHT ERUPTION** (F) DURATION:— RANGE:100' Causes a 10'R sphere of intense light, all within it must make a RR at -10 or are stunned for 1 rnd./10% failure.
- 6-SHOCK BOLT** (E) DURATION:— RANGE:100' A bolt of intense, charged light is shot from the palm of the caster; results are determined from the Shock Bolt Table.
- 7-DARKNESS** (F) As Light, except a 10'R of normal darkness is created.
- 8-TRUE AURA** (F) As Self Aura, except it makes him appear extremely powerful and subtracts 15 from all attacks (not cumulative with Blur or Self Aura).
- 10-LIGHT** (F) As above, except radius is 50'.
- 11-DARKNESS** (F) as above, except radius is 50'.

13-HUES (F) DURATION:10 min./lvl RANGE:

T Causes any object up to 1000 cu' to glow with any desired color.

15-BEACON (F) DURATION: C RANGE: T

Ray of light of any color springs from caster's palm; can be up to 5 miles long.

16-MASS DARKNESS (F) As Darkness, except

radius is 100'/lvl.

18-UTTERLIGHT (F) DURATION:1 min./lvl

RANGE: T As Light, except radius is 100' and is equivalent to full daylight(will cancel Utterdark).

19-UTTERDARK (F) As Utterlight, except it is

darkness that can only be penetrated by magical light(visibility is 2').

20-SUNFIRES (E) DURATION: C

RANGE:500' Focuses sunlight as a lens, must be focused initially on a fixed point after 1 rnd it can be moved at a rate of 1'/rnd It will burn thru 1' wood/rnd, 4" stone/rnd or 1" metal/rnd in a 1' diameter.

25-SUNFIRE TRUE (E) As Sunfires, except

doesn't need sunlight.

30-HAND OF FIRE (E) As Sunfires, except focus

point is 6" from open palm of caster(caster's arm is immune) and it can be moved 10'/rnd It can be used in combat; it strikes on the Firebolt Table with a +30 add and double concussion hits.

50-HAND OF FIRE TRUE (E) As Hand Of Fire,

except doesn't need sunlight.

SELF HEALING

2-CLOT I (H★)DURATION: C RANGE: S

Clots wound to reduce hits/rnd. by 1, perm after 1 hr.

4-CLOT III (H★)As Clot I, except hits/rnd

reduction is 3.

5-PAIN RELIEF I (H★) DURATION: C

RANGE: S Takes off 1 concussion hit/min.

6-FRACTURE REPAIR (H) DURATION: P

RANGE: S Concentrating with this spell 2 hr. per day for 1-10 days(depending upon the severity), will repair a broken bone (not shattered or destroyed).

7-CUT REPAIR I (H) As Clot I, except perm. af-

ter 1 min.

8-MUSCLE/TENDON REPAIR (H) As Fracture

Repair I, except cut or broken muscles or tendons may be repaired.

10-NERVE REPAIR (H) As Fracture Repair, ex-

cept repairs a set of nerves.

11-EYE/EAR REPAIR (H) As Fracture Repair,

except repairs eye or ear damage.

12-VEIN/ARTERY REPAIR (H) As Fracture

Repair, except repairs vein or artery.

13-PAIN RELIEF II (H★)As Pain Relief I, ex-

cept 2 hits/min. are taken off.

15-SELF KEEPING (S★) DURATION: V

RANGE: S Upon receiving a death blow, the caster goes into a state of suspended animation, until he is cured or his brain is destroyed.

- 17-JOINING (H) DURATION:** P **RANGE:** S Caster can reattach a severed limb by: concentrating 8 hr./day for 5 days, must start first 8 hours within 2 hr. of the limb being severed. Limb regains full use after using Nerve Repair.
- 20-PAIN RELIEF TRUE (HS★) DURATION:** 1 min./lvl **RANGE:** S Takes off 1 hit/rnd.
- 25-LIMB REGENERATION (H) DURATION:** P **RANGE:** S Concentrating with this spell 2 hr./day for 10-100 days will regenerate a limb (depends upon severity).
- 30-ORGAN REGENERATION (HS) DURATION:** P **RANGE:** S After any organ (except brain) is destroyed, the caster must use Self Keeping and this spell. The organ is regenerated in 10-100 days of complete inactivity (depends upon the severity).
- 50-REGENERATION TRUE (HS) As Organ Regeneration, except all damage (not brain) is regenerated in 10-100 days.**

DETECTIONS

- 1-DETECT MENTALISM (P) DURATION:** 1 min./lvl (C) **RANGE:** 50' Detects any active spell or item from the mentalism realm; he can concentrate on a 5'R area each rnd.
- 2-DETECT ESSENCE (P) As Detect Mentalism, except realm is essence.**
- 3-DETECT CHANNELING (P) As Detect Mentalism, except realm is channeling.**
- 4-DETECT HATE (P) As Detect Mentalism, except any being in the presence of something they hate is detected; or any item created in an air of hate.**
- 5-DETECT INVISIBLE (P) As Detect Mentalism, except detects invisible things; all attacks against something so detected are at -50.**
- 6-DETECT EVIL (P) As Detect Mentalism, except detects if a being is evil or an item created by evil or long used by a very evil person.**
- 7-DETECT TRAPS (P) As Detect Mentalism, except that it gives a 75% chance of detecting a trap (may be modified by certain traps)**
- 8-PERCEIVE POWER (P) As Detect Mentalism, except it will give an estimate of the power of the person or item or spell examined.**
- 10-POWER TYPING (P) As Detect Mentalism, except it analyzes general spell type (in item or cast) and what profession cast or created it; or in the case of a person it gives the person's profession.**
- 11-PERCEIVE POWER (P) As above, except range is 100' and area is 10'R.**
- 13-SEE INVISIBLE (P) As Detect Invisible, except caster can see invisible things anywhere he can normally see and his attacks get no subtraction.**
- 15-DETECT SPELL (P) As Detect Mentalism, except detects any spell that has ever been cast in the area examined.**
- 16-PERCEIVE POWER (P) As above, except range is 500' and area is 50'R.**
- 18-SPELL TYPING (P) As Power Typing, except exact spell type is known for every spell thrown in the area.**
- 20-PERCEIVE POWER (P) As above, except range is 1 mile and area is 300'R.**
- 25-LOCATION (P) DURATION:** 1 min./lvl (C) **RANGE:** 500' Locates any specific object that the caster is familiar with or has had described in detail.
- 30-DETECT TRUE (P) As Detect Mentalism, except any of the lower level detect spells can be used one per rnd.**

- 50-AWARENESS (P) DURATION:** 1 min./lvl **RANGE:** 10'/lvl Any or all of the lower level spells on this list may be used simultaneously.

ILLUSIONS

- 1-BENDING (F) DURATION:** 10 min./lvl **RANGE:** 100' Makes an inanimate object (up to 1000 cu') appear to be 10' to one side of its actual location.
- 3-LIGHT/SOUND MIRAGE (F) DURATION:** 1 min./lvl **RANGE:** 50' Creates any simple immobile image or scene up to 10'R, or any constant sounds coming from a 10'R.
- 5-ILLUSION II (F) As "Mirage" above, except an extra sense mirage can be added to the original mirage, OR the range can be doubled, OR the radius can be doubled. Note: If more than one choice is allowed, the same choice may be made more than once (e.g. if two choices are available, the range could be doubled to 200' and doubled again to 400').**
- 6-PHANTASM I (F) DURATION:** 1 min./lvl (C) **RANGE:** 100' Creates a visual image that can move when the caster concentrates on it. Size is restricted to a 10'R.
- 8-ILLUSION III (F) As Illusion II, except 2 of the 3 given choices can be applied.**
- 10-WAITING ILLUSION I (F) As "Mirages," except the spell can be delayed up to 24 hr., or until triggered by a specific sight or sound.**
- 11-ILLUSION IV (F) As Illusion II, except 3 of the 3 given choices may be applied.**
- 12-PHANTASM II (F) As Phantasm I, except an extra sense can be added to the phantasm, OR the range can be doubled, OR another image can be created (all separate phantasms that move must be within the caster's field of vision).**
- 14-WAITING ILLUSION II (F) As Illusion II, which can be delayed as in Waiting Illusion I.**
- 15-ILLUSION V (F) As Illusion II, except 4 of the 3 choices may be applied.**
- 17-PHANTASM III (F) As Phantasm II, except 2 of the 4 choices may be applied.**
- 18-WAITING ILLUSION III (F) As Illusion III, except can be delayed as in Waiting Illusion I.**
- 20-ILLUSION VII (F) As Illusion II, except 6 of the 3 choices may be applied.**
- 25-WAITING ILLUSION V (F) As Illusion II, except can be delayed as in Waiting.**
- 30-ILLUSION X (F) As Illusion II, except 9 of the 3 choices may be applied.**
- 50-PHANTASM V (F) As Phantasm II, except 4 of the 4 choices may be applied.**

SPELL RESISTANCE

- 1-PROTECTION I (D) DURATION:** 1 min./lvl **RANGE:** S Subtracts 5 from elemental attack rolls against the caster and adds 5 to all the caster's RR's vs. spells.
- 5-PROTECTION II (D) As Protection I, except gives bonus of 10.**
- 8-MIND SHIELD (D) DURATION:** C **RANGE:** S Creates a shimmering shield in front of the caster: it subtracts 10 from all frontal mentalism attack rolls on the caster (base and elemental). If the caster performs no other actions during a round, he can "parry" one spell attack. Parry consists of subtracting all adds that the caster would normally have for his base attack roll from the attack roll being made on him.
- 10-ESSENCE SHIELD (D) As Mind Shield, except is effective only against essence spells.**
- 11-PROTECTION III (D) As Protection I, except gives bonus of 15.**

- 13-CHANNELING SHIELD (D) As Mind Shield, except is effective only against channeling spells.**

- 15-SPELL SHIELD II (D) As Mind Shield, except is effective against any two of the three realms.**

- 17-PROTECTION V (D) As Protection I, except gives bonus of 25.**

- 19-SPELL SHIELD TRUE (D) As Mind Shield, except is effective against all spells.**

- 20-MIND RESISTANCE (D) DURATION:** C **RANGE:** S Gives a +50 on all RR's against mentalism spells.

- 25-ESSENCE RESISTANCE (D) As Mind Resistance, except is only effective against essence spells.**

- 30-CHANNELING RESISTANCE (D) As Mind Resistance, except is only effective against channeling spells.**

- 50-RESISTANCE TRUE (D) As Mind Resistance, except is effective against two of the three realms.**



ROD OF SUNFIRES

The yellow orb in the head acts as the focus in a 'Sunfires' spell, useable for a total of 30 rnd/day. Restrictions as the spell.

The rod itself is made of a golden alloy, and the orb is an enchanted yellow opax.

CLOSED MENTALIST SPELL LISTS

SENSE MASTERY	GAS MANIPULATION	SHIFTING	LIQUID MANIPULATION	SPEED	
1) SLY EARS	CONDENSATION	BALANCE c	BOIL WATER c	RUN *	(1
2) NIGHT VISION	WARM AIR	CONTRACTION	FREEZE WATER c		(2
3) SIDEVISION	FOG (10')	FACE SHIFTING	CLEAR WATER	SPEED I *	(3
4) DETECT ILLUSION	AIRWALL c				(4
5) WATER VISION	AIR STOP (10') c	WATERLUNGS	DESALINATION	SPEED II *	(5
6) SCENT			WATERWALL c	HASTE I *	(6
7) FOG VISION	FOG (50')	CHANGE TO KIND	EVAPORATION	SPEED III *	(7
8) TOUCH	UNFOG (50')	GASLUNGS	WATER CORRIDOR c	SPRINT *	(8
9) DARK VISION	CURVED AIRWALL c		WATERBOLT	HASTE II *	(9
10) MENTALIST EAR	AIRWALL TRUE c	FACE SHIFTING TRUE	CURVED WATERWALL c	FAST SWIM *	(10
11) MENTALIST EYE	FOG (100')	CHANGING LUNGS	CALM WATER c	SPEED V *	(11
12) DISILLUSION	AIRSTOP (50')			HASTE III *	(12
13) DETECT ILLUSION TRUE	UNFOG (100')	CHANGE	WATERWALL TRUE		(13
14) VISION					(14
15) NIGHTVISION TRUE	GAS TO AIR c	SOLID FORM	WATER CORRIDOR c	HASTE V*	(15
16)					(16
17) DISILLUSION TRUE	WHIRLWIND c		WHIRLPOOL c	FAST SPRINT *	(17
18) WATERVISION TRUE		CHANGING	WAVE		(18
19) FOGVISION TRUE			WATER BUBBLE c		(19
20) VISION TRUE	OXYGENATION c	WATERFORM	CALM WATER	SPEED X *	(20
25) MENT. EAR (1mi/L)	FOG TRUE	MISTFORM	WATER CORRID. TRUE c	HASTE X *	(25
30) MENT. EYE (1mi/L)	UNFOG TRUE	FORM MASTER	WATER BUBBLE TRUE c	SPEED TRUE *	(30
50) SENSORY MERGE c	CLOUD MASTERY c	CHANGE MASTER	WATER MASTERY c	HASTE TRUE *	(50

SENSE MASTERY

- 1-SLY EARS (U)** DURATION:10 min./lvl
RANGE: S Caster gains double normal hearing.
- 2-NIGHTVISION (U)** DURATION:10 min./lvl
RANGE: S Caster can see 100' on a clear night as if it were day.
- 3-SIDEVISION (U)** DURATION:10 min./lvl
RANGE: S Caster can see 300° around.
- 4-DETECT ILLUSION (U)** DURATION:—
RANGE: S Caster can detect the slight imperfections that exist in any one illusion.
- 5-WATERVISION (U)** DURATION:10 min./lvl
RANGE: S Caster can see 100' in even murky water as if it were day.
- 6-SCENT (U)** DURATION:10 min./lvl RANGE:
S Caster gains extremely acute sense of smell.
- 7-FOGVISION (U)** As Nightvision, except works in any precipitation.
- 8-TOUCH (U)** DURATION:10 min./lvl
RANGE: S Caster gains extreme tactile sensitivity (+ 25 to locks,traps, secret doors,etc.).
- 9-DARKVISION (U)** As Nightvision, except caster can see even in magically created darkness.
- 10-MENTALIST EAR (U)** DURATION:1 min./lvl RANGE:100'/lvl Caster can listen in on any fixed point which he visited within his range.
- 11-MENTALIST EYE (U)** As Mentalist Ear, except caster can see instead of listening.
- 12-DISILLUSION (U)** DURATION:—
RANGE:100' One illusion within the caster's

range ceases to exist for the caster only.

- 13-DETECT ILLUSION TRUE (U)** DURATION:1 min./lvl RANGE:100' As Detect Illusion except will detect one illusion/rnd.
- 14-VISION (U)** As all lower level vision spells functioning at the same time.
- 15-NIGHTVISION TRUE (U)** As Nightvision, except range is normal vision range in day.
- 17-DISILLUSION TRUE (U)** As Disillusion, except all illusions within range cease to exist for the caster.
- 18-WATERVISION TRUE (U)** As Watervision, except range is normal vision range in day.
- 19-FOGVISION TRUE (U)** As Fogvision, except range is normal vision range in day.
- 20-VISION TRUE (U)** As all lower level vision spells functioning at same time.
- 25-MENTALIST EAR (U)** As above, except range is 1 mile/lvl.
- 30-MENTALIST EYE (U)** As above, except range is 1 mile/lvl.
- 50-SENSORY MERGE (U)** DURATION: C RANGE: unlimited Caster can "merge" his senses with those of a subject whose location is known by spells or prior arrangement.

GAS MANIPULATION

- 1-CONDENSATION (F)** DURATION: P RANGE: T Condenses 1 cu' of water from the surrounding air.
- 2-WARM AIR (F)** DURATION:24 hr. RANGE: T Warms air up to 100°F above normal(1cu'/lvl).

- 3-FOG (F)** DURATION:1 min./lv.
RANGE:100' Creates dense fog in a 10'R(visibility 1').
- 4-AIRWALL (E)** DURATION: C RANGE:10'
Creates 10'x10'x1' wall of dense air; cuts movement and missile attacks through it by 50%.
- 5-AIR STOP (F)** DURATION: C RANGE: T Stops all generalized air movement (i.e. wind) up to winds of 30 MPH and cuts higher winds by 30 MPH in a 10'R.
- 7-FOG (F)** As above, except radius is 50'.
- 8-UNFOG (F)** As Fog, except all fog is dissipated in a 50'R.
- 9-CURVED AIRWALL (E)** As Airwall, except wall is 10'x20'x1' and can be curved up to a semicircle.
- 10-AIRWALL TRUE (E)** As Airwall, but has a set duration of 1 min./lvl and doesn't require concentration.
- 11-FOG (F)** As above, except radius is 100'.
- 12-AIR STOP (F)** As above, except radius is 50'.
- 13-UNFOG (F)** As above, except radius is 100'.
- 15-GAS-AIR (F)** DURATION: C RANGE: T All gas within 10'R of caster is converted to breathable air.
- 17-WHIRLWIND (E)** DURATION: C RANGE: T Creates a whirlwind about caster; it moves with the caster and is 10'R. No missile attacks can penetrate it and any movement or melee is cut by 80%.

20-OXYGENATION (F) DURATION: C
RANGE:100' Creates a 50'R of high oxygen
content air; all within it fight at +20 and fire
deals double damage.

25-FOG TRUE (F) As Fog, except duration is 1
hr./lvl and radius is 100'/lvl.

30-UNFOG TRUE (F) As Unfog, except radius is
100'/lvl

50-CLOUD MASTERY (F) DURATION: C
RANGE:1000'/lvl Caster has complete control
of clouds within range (includes fog); he can
control storm clouds and cause them to rain but
he can't create them.

SHIFTING

1-BALANCE (P ★) DURATION: V RANGE: S
Adds 50 to any rolls for one slow maneuver (e.g.
walking a 3" beam).

2-CONTRACTION (P) DURATION:10 min.
RANGE: S Allows caster to disjoint limbs,
contract muscles, etc.; in order to escape man-
acles and ropes and slip through small places.

3-FACE SHIFTING (P) DURATION:1 hr.
RANGE: S Allows caster to alter form of his
face to resemble someone else.

5-WATERLUNGS (P) DURATION:1 min./lvl
RANGE: S Caster can breathe water but not air
for duration.

7-CHANGE TO KIND (P) DURATION:10
min./lvl RANGE: S Caster can alter his entire
body to the form of another humanoid race.

8-GASLUNGS (P) As Waterlungs, except caster
can breathe any gas.

**10-FACE SHIFTING TRUE (P) As Face Shift-
ing,** except lasts 1 hr./lvl.

11-CHANGING LUNGS (P) As Waterlungs, ex-
cept caster can breathe water, air and any gas at
will.

13-CHANGE (P) DURATION:10 min./lvl
RANGE: S Caster can assume any organic
form within ½ and 2× his mass, but does not
obtain any special abilities.

15-SOLID FORM (P) DURATION:1 min./lvl
RANGE: S Caster becomes as if made of very
dense stone (cannot move or cast spells).

18-CHANGING (P) As Change, except caster
can alter forms at will (1 rnd per change).

20-WATERFORM (P) DURATION:1 min./lvl
RANGE: S Caster takes the form of a liquid
mass, able to seep through cracks as water; and
move through water at 10 MPH (no spell
casting).

25-MISTFORM (P) DURATION:1 min./lvl
RANGE: S Caster takes the form of a mist,
able to fly 20 MPH; seep through cracks; ex-
tend self to become virtually invisible; etc. (no
spell casting).

**30-FORM MASTER (P) As Waterform and Mist-
form,** except the two may be used interchange-
ably at will (1 rnd per change); and duration is
10 min./lvl (no spell casting).

**50-CHANGE MASTER (P) As Changing and
Form Master,** except all forms are interchange-
able at will (1 rnd per change); and caster may
vary his mass between ¼ and 10× his own
mass.

LIQUID MANIPULATION

1-BOIL WATER (F) DURATION: C RANGE:
T 1 cu' of liquid/lvl can be heated to boiling,
at a rate of 1cu'/rnd.

2-FREEZE WATER (F) DURATION: C
RANGE: T As Boil Water, except the liquid
can be cooled until frozen.

3-CLEAR WATER (F) DURATION: P
RANGE: T As Boil Water, except that it clears
liquid of all sediment.

5-DESALINATION (F) DURATION: P
RANGE: T As Boil Water, except that it re-
moves all dissolved substances from the liquid.

6-WATERWALL (E) DURATION: C RANGE:
10' Creates 10'×10'×1' wall of churning
water (a water source must be within 10'); cuts
all attacks and movement through it by 80%.

7-EVAPORATION (F) DURATION: P
RANGE: T As Boil Water, except all liquid is
instantly evaporated.

8-WATER CORRIDOR (F) DURATION: C
RANGE:10' Creates a corridor through liquid
up to 100' long, 3' wide and 10' deep.

9-WATER BOLT (E) DURATION:—
RANGE:100' A bolt of water is shot from the
palm of the caster (a water source must be with-
in 10'); results are determined by the Waterbolt
table.

10-CURVED WATERWALL (E) As Waterwall,
except wall is 10'×20'×1' and can be curved
up to a semicircle.

11-CALM WATER (F) DURATION: C
RANGE:10' All water within a 100'R is
calmed: waves are cut by 20' in the center and
less towards the perimeter.

13-WATERWALL TRUE (E) As Waterwall, but
has a set duration of 1 min./lvl and doesn't re-
quire concentration.

15-WATER CORRIDOR (F) As above, except
limit is 300'×4'×50' deep.

17-WHIRLPOOL (F) DURATION: C
RANGE:30' Creates a 20'R whirlpool that
will draw in any unpowered objects up to 200'
away.

18-WAVE (F) DURATION:— RANGE:100'
Creates a wave moving away from the caster:
wave is 1' high/lvl in the center and 10'/lvl
wide.

19-WATER BUBBLE (F) DURATION: C
RANGE: S Creates a bubble of air (10'R)
around the caster and others, which will carry
them in up to 100' of water (air resuscitated).

20-CALM WATER (F) As above, except radius is
100'/lvl and waves are cut by 50'.

**25-WATER CORRIDOR TRUE (F) As Water
Corridor,** except limit is 100'/lvl×6'×100'
deep.

**30-WATER BUBBLE TRUE (F) As Water Bub-
ble,** except radius is 20' and there is no depth
limit.

50-WATER MASTERY (F) DURATION: C
RANGE:10 /lvl Total control of water within
range; this means he can use one of the lower
spells on this lists each rnd.

SPEED

1-RUN (U ★) DURATION:10 min./lvl RANGE:
S Caster may run (2× walking pace) without
tiring, but once he stops or performs some other
action the spell is cancelled.

3-SPEED I (U ★) DURATION:1 rnd RANGE: S
Caster may act at twice his normal rate, but
must spend a number of rounds equal to the
rounds speeded at half rate (immediately after-
wards). Suggested rules for handling this are in
section 7.4 of the rules.

5-SPEED II (U ★) As Speed I, except duration is
2 rounds.

6-HASTE I (U ★) As Speed I, except no half rate
rounds are required.

7-SPEED III (U ★) As Speed I, except duration
is 3 rounds.

8-SPRINT (U ★) As Run, except caster may
move at 3× walking pace.

9-HASTE II (U ★) As Haste I, except duration is
2 rounds.

10-FAST SWIM (U ★) As Run, except caster
swims double normal pace.

11-SPEED V (U ★) As Speed I, except duration is
5 rounds.

12-HASTE III (U ★) As Haste I, except duration
is 3 rounds.

15-HASTE V (U ★) As Haste I, except duration
is 5 rounds.

17-FAST SPRINT (U ★) As Run, except caster
may move at 4× walking pace.

20-SPEED X (U ★) As Speed I, except duration is
10 rounds.

25-HASTE X (U ★) As Haste I, except duration
is 10 rounds.

30-SPEED TRUE (U ★) As Speed I, except dura-
tion is until caster sleeps, rests or cancels the
spell (maximum is 24 hr.).

50-HASTE TRUE (U ★) As Haste I, except dura-
tion is until caster sleeps, rests or cancels the
spell (maximum of 24 hr.).

HEALING GAUNTLET OF SKAL

+4 Lay Healing spell adder

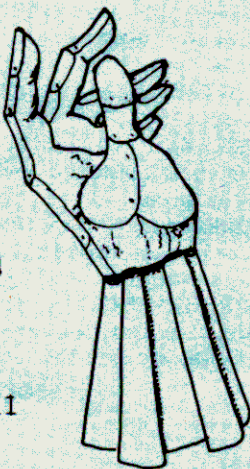
All healing done with gauntlet on
has ½ normal recovery time

All operations take but ½ the
normal time

Gauntlet will heal 4-40 hits
on contact 4x per day
(not useable on wearer)

Patient guaranteed of 100% recovery
when gauntlet used

Fashioned of very fine steel mesh
and bronze plates, the gauntlet will
fit any Lay Healer.



CLOSED MENTALIST SPELL LISTS

MIND MASTERY	SOLID MANIPULATION	TELEKINESIS	MIND'S DOOR	MOVEMENT	
1) STORING	WARM STONE	TELEKINESIS I c		LEAPING *	(1
2) PRESENCE (20') *	WARM METAL	STAYING 5 c		LANDING *	(2
3) INNER WALL	WARM SOLID	TELEKINESIS 5 c		LEVITATION	(3
4)	HEAT STONE	STAYING 25 c		WIND DRIFT	(4
5) RECALL	HEAT METAL	TELEKINESIS II c	LEAVING (100')	UNDERWATER MOVEMENT	(5
6) MISFEEL KIND ● c	HEAT SOLID	STAYING II c		FLY (1mph)	(6
7) OBSERVATION	CHILL SOLID	TELEKINESIS 25 c		LEVITATION	(7
8) INNER WALL II		STAYING 50 c	LEAVING (300')	LONG DIVE *	(8
9)		TELEKINESIS 50 c			(9
10) MISFEEL CALLING ● c	CRACKS CALL	HURLING I	LONG DOOR (50')	MERGING	(10
11) CORRELATION	HEAT SOLID	STAYING 100 c	LEAVING (500')	FLY (5mph)	(11
12) MISFEEL POWER ● c	CHILL SOLID	TELEKINESIS 100 c	LONG DOOR (100')	LANDING TRUE *	(12
13) INNER WALL III	CRUMBLE	HURLING 5		LEVITATION	(13
14)	BOWBREAK	STAYING 200 c		PASSING	(14
15) UNPRESENCE c	STONE DOOR	TELEKINESIS III c	LORD LEAVING	FLY (10mph)	(15
16)	METAL DOOR	STAYING III c	LONG DOOR (300')		(16
17) INNER WALL V	BLADEBREAK	TELEKINESIS 200 c		GREAT MERGE	(17
18) TOTAL RECALL	LOCKBREAK	HURLING 25	LONG DOOR (500')		(18
19) MISFEEL ● c	SOLID DOOR	STAYING 500 c			(19
20) INNER WALL TRUE	MOLD STONE	TELEKINESIS 500 c	MIND's DOOR (1mi)	MERGE TRUE	(20
25) OBSERVATION TRUE	MOLD METAL	HURLING III	LEAVING TRUE	FLY (20mph)	(25
30) CORRELATION TRUE	MOLD SOLID	HURLING 50	MIND's DOOR (100mi)	PASSING TRUE	(30
50) MIRRORMIND c	TRANSMUTATION	TELEKINESIS TRUE c	MIND's DOOR TRUE	MASTER OF MOVEMENT	(50

MIND-MASTERY

- 1-STORING (S)** DURATION: until a spell is cast
RANGE: S Caster may cast this spell and any other spell he wants to store; then the stored spell may be cast at any time, with no preparation. The Storing spell costs the same number of power points as the spell stored and no other spell may be cast while a spell is stored.
- 2-PRESENCE (P★)** As Presence on the base mentalist Presence List, except range is only 20'.
- 3-INNER WALL I (P)** DURATION:1 min./lvl
RANGE: S Caster gets +5 on his RR versus mind attacks.
- 5-RECALL (P)** DURATION:— RANGE: S 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).
- 6-MISFEEL KIND (P•)**DURATION: C
RANGE: S Caster appears to be of any race he chooses, to magical or mental detections.
- 7-OBSERVATION (P)** DURATION:—
RANGE:100' Caster gains insight or facts by observing a person or thing with intense concentration(i.e. room,item,etc.).
- 8-INNER WALL II (P)** As Inner Wall I, except add is 10.
- 10-MISFEEL CALLING (P•)**As Misfeel Kind, except profession may be misrepresented.

- 11-CORRELATION (P)** DURATION:1 topic
RANGE: S Caster is able to correlate known facts to obtain conclusions(i.e. help is given by gamesmaster based on a roll).
- 12-MISFEEL POWER (P•)**As Misfeel Kind, except level may be misrepresented.
- 13-INNER WALL III (P)** As Inner Wall I, except add is 15.
- 15-UNPRESENCE (P)** As Misfeel Kind, except caster appears to have no presence.
- 17-INNER WALL V (P)** As Inner Wall I, except add is 25.
- 18-TOTAL RECALL (P)** As Recall, except recall is automatic and in effect gives caster a photographic memory.
- 19-MISFEEL (P•)** DURATION: C RANGE: S Allows caster to use all of the "misfeel" spells at once.
- 20-INNER WALL TRUE (P)** As Inner Wall I, except add is 50.
- 25-OBSERVATION TRUE (P)** As Observation, except any and all detail in even a large situation may be noticed.
- 30-CORRELATION TRUE (P)** As Correlation, except no roll is involved and obtaining conclusions is automatic.
- 50-MIRRORMIND (D)** DURATION: C
RANGE: S Caster reflects all mind attacks back on the attacker who must then make a RR.



SOLID MANIPULATION

- 1-WARM STONE (F)** DURATION:24 hr.
RANGE: T 1 cu' of stone/lvl can be warmed up to 100°F.
- 2-WARM METAL (F)** As Warm Stone, except 6 cu" of metal/lvl are warmed.
- 3-WARM SOLID (F)** As Warm Stone, except can affect any solid inanimate, non-metal material.
- 4-HEAT STONE (F)** DURATION:1 min./lvl
RANGE: T As Warm Stone except temperature limit is 500°, and it takes 1 rnd for each 100°, caster is immune to this heat.
- 5-HEAT METAL (F)** As Heat Stone, except 6 cu" of metal/lvl are heated.
- 6-HEAT SOLID (F)** As Heat Stone, except affects any inanimate, non-metal material.
- 7-CHILL SOLID (F)** As Heat Stone, except chill any solid, inanimate material down to 0°F.
- 10-CRACKS CALL (F)** DURATION:—
RANGE:100' Any previous cracks or flaws in material up to 10'×10'×10' section will extend to their limit.
- 11-HEAT SOLID (F)** As above, except there is no limit to temperature (until solid melts).
- 12-CHILL SOLID (F)** As above, except limit is -200°F, temp. drops 100°/rnd and caster is immune to this cold.
- 13-CRUMBLE (F)** As Cracks Call, except material with cracks will crumble to dust.
- 14-BOWBREAK (F)** DURATION:—
RANGE:100' Will break a piece of wood up to 1' in diameter.

- 15-STONE DOOR (F) DURATION: P RANGE:**
T Creates doorway through stone 3'x6'x1'.
- 16-METAL DOOR (F) As Stone Door, except**
doorway can be 3'x6'x1" through metal.
- 17-BLADEBREAK (F) As Bowbreak, except a**
piece of metal can be broken, up to 3" in diameter.
- 18-LOCKBREAK (F) DURATION: P RANGE:**
T Causes a lock to break; it can be broken in a locked or unlocked state.
- 19-SOLID DOOR (F) As Stone Door, except**
doorway can be in any inanimate material and it can be 3'x6' with a depth of: 1'/lvl for stone and 3"/lvl for all other materials.
- 20-MOLD STONE (F) DURATION: P RANGE:**
T May shape by molding with hands 1cu' of stone as if putty and then allow it to harden.
- 25-MOLD METAL (F) As Mold Stone, except**
may mold metal.
- 30-MOLD SOLID (F) As Mold Stone, except**
may mold any material.
- 50-TRANSMUTATION (F) DURATION: P**
RANGE: T May transmute 1 oz. of material into another non-magical material that the caster has a sample of (usable once/day).

TELEKINESIS

- 1-TELEKINESIS I (F) DURATION: C**
RANGE:100' Can move one object, up to 1 lb in mass, 1'/second with no acceleration. Living beings or items in contact with a living being get normal RR based on the living being.
- 2-STAYING 5 (F) DURATION: C RANGE:100'**
Exerts 5 lbs of pressure on a person or object. Object cannot be moved by Staying alone, and pressure can only be in one direction.
- 3-TELEKINESIS 5 (F) As Telekinesis I, except**
mass limit is 5 lb.
- 4-STAYING 25 (F) As Staying 5, except pressure**
limit is 25 lb.
- 5-TELEKINESIS II (F) As Telekinesis I, except 2**
objects of 5 lb total mass may be moved; or one object of 5 lb mass may be moved at a range of 200'.
- 6-STAYING II (F) As Staying 5, except 2 objects**
may be affected with 5 lb. total pressure; or Staying 5 can be used at 200'.
- 7-TELEKINESIS 25 (F) As Telekinesis I, except**
mass limit is 25 lb.
- 8-STAYING 50 (F) As Staying 5, except pressure**
limit is 50 lb.
- 9-TELEKINESIS 50 (F) As Telekinesis I, except**
mass limit is 50 lb.
- 10-HURLING I (F) DURATION:1 rnd**
RANGE:10' Caster may "hurl" one object of 1 lb. or less with sufficient force to deliver an attack on the Shock Bolt Table, using the elemental attack rules and impact critical strikes.
- 11-STAYING 100 (F) As Staying 5, except pressure**
limit is 100 lb.
- 12-TELEKINESIS 100 (F) As Telekinesis I, except**
mass limit is 100 lb.
- 13-HURLING 5 (F) As Hurling I, except mass**
limit is 5 lb and the concussion hits indicated on the Shock Bolt Table are tripled.
- 14-STAYING 200 (F) As Staying 5, except pressure**
limit is 200 lb.
- 15-TELEKINESIS III (F) As Telekinesis II, except**
total mass limit is 25 lb and three objects may be moved or the range extended to 300' for one object.
- 16-STAYING III (F) As Staying II, except total**
pressure limit is 25 lb and three objects may be affected or the range extended to 300' for one object.

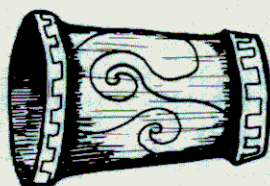
- 17-TELEKINESIS 200 (F) As Telekinesis I, except**
mass limit is 200 lb.
- 18-HURLING 25 (F) As Hurling I, except mass**
limit is 25 and concussion hits are 5x.
- 19-STAYING 500 (F) As Staying 5, except pressure**
limit is 500 lb.
- 20-TELEKINESIS 500 (F) As Telekinesis I, except**
mass limit is 500 lb.
- 25-HURLING III (F) As Hurling I, except may**
hurl 1 object 300' or 3 objects 100' at the same target.
- 30-HURLING 50 (F) As Hurling I, except mass**
limit is 50 lb and concussion hits are x5 and there is +50 added to the attack roll.
- 50-TELEKINESIS TRUE (F) DURATION:1**
rnd/lvl RANGE:300' For the duration of the spell, the caster may use any lower level spell that affects 1 object.

BRACE OF BURK TAGGA

Born of the isle of Vulum Shryac, this brace became known for its command of the great waters. It was truly the greatest prize of the great captain Burk Tagga.

+2 spell device; predicts storms at sea within 2 days; locates dry shores within 20 miles; fires a Water Bolt twice a day.

Copper inlaid on gold; weight 2 oz. Glows on command.



MIND'S DOOR

- 5-LEAVING (F) DURATION:— RANGE: S**
Caster is teleported to a point up to 100' away, but there can be no intervening barriers in a direct line between him and the point (for these purposes a barrier is anything he could not physically go through; a closed door is a barrier).
- 8-LEAVING (F) As above, except caster can**
move 300'.
- 10-LONG DOOR (F) As Leaving, except caster**
can pass through barriers by specifying exact distances. The caster can only move 50'.
- 11-LEAVING (F) As above, except caster can**
move 500'.
- 12-LONG DOOR (F) As above, except caster can**
move 100'.

- 15-LORD LEAVING (F) As Leaving, except caster**
can move 100'/lvl up to 2000'.
- 16-LONG DOOR (F) As above, except caster can**
move 300'.
- 18-LONG DOOR (F) As above, except caster can**
move 500'.
- 20-MIND'S DOOR (F) DURATION:—**
RANGE: S If caster has established mental contact with an intelligent being, he can teleport him if the being cooperates. Movement limit is 1 mile.
- 25-LEAVING TRUE (F) As Leaving, except**
movement is limited only by the barrier restriction (on a flat plain this would be the horizon).
- 30-MIND'S DOOR (F) As above, except limit is**
100 miles.
- 50-MIND'S DOOR TRUE (F) As Mind's Door,**
except that there is no movement limit.

MOVEMENT

- 1-LEAPING (F★) DURATION:— RANGE: S**
Allows caster to leap 50' laterally or 20' vertically.
- 2-LANDING (F★) DURATION:— RANGE: S**
Allows caster to land safely in a fall up to 20'/lvl, and to take that distance off the severity of any longer fall.
- 3-LEVITATION (F) DURATION:1 min./lvl**
RANGE: S Allows caster to move up and down vertically 10'/rnd., horizontal movement is possible only through normal means.
- 4-WIND DRIFT (F) DURATION:1 min./lvl**
RANGE: S Caster becomes weightless with no magical movement control. Weight gradually returns at the end of the duration.
- 5-UNDERWATER MOVEMENT (F) DURATION:10 min./lvl**
RANGE: S Caster can take action underwater as if on land.
- 6-FLY (F) DURATION:1 min./lvl**
RANGE: S Caster can fly at a rate of 15'/rnd(or 1 MPH).
- 7-LEVITATION (F) As above, except rate is**
50'/rnd.
- 8-LONG DIVE (F★) DURATION:— RANGE:**
S Caster can safely dive up to 50'/lvl if water deep enough is present.
- 10-MERGING (F) DURATION:1 min./lvl**
RANGE: S Caster can merge into any solid inanimate material (up to 1' in depth), is inactive and unaware of surrounding activity.
- 11-FLY (F) As above, except rate is 75'/rnd.**
- 12-LANDING TRUE (F★) As Landing, except**
caster can land safely from any fall 99% of the time.
- 13-LEVITATION (F) As above, except rate is**
200'/rnd.
- 14-PASSING (F) DURATION:1 min./lvl**
RANGE: S Caster can pass through any inanimate material up to 1'/lvl.
- 15-FLY (F) As above, except rate is 150'/rnd.**
- 17-GREAT MERGE (F) As Merging, except caster**
may turn with the material and see outside the material if within 6" of the surface (cannot cast spells).
- 20-MERGE TRUE (F) As Great Merge, except**
caster can throw spell on himself while merged.
- 25-FLY (F) As above, except rate is 300'/rnd.**
- 30-PASSING TRUE (F) As Passing, except caster**
can pass through as much material as the duration allows at a rate of 10'/rnd.
- 50-MASTER OF MOVEMENT (F) DURATION:1 min./lvl**
RANGE: S Caster may use the abilities of any one of the spells on this list each rnd, for the number of rnds as the duration of this spell.

PRESENCE

- 1-PRESENCE** (P★) DURATION: C RANGE:10'/lvl Caster is aware of the presence of all sentient/thinking beings within his range.
- 2-FEEL** (P★) DURATION: C RANGE:10'/lvl Caster gets general idea of the race and lvl of one being; being must first be located by Presence.
- 5-MIND STORE** (I★) DURATION:— RANGE:10'/lvl Caster stores mental pattern of target; can be later used to locate specific person through Feel or Finding.
- 6-MIND TYPING** (I★) DURATION:— RANGE:10'/lvl Caster gets race, profession, and level of target.
- 7-FINDING** (I) DURATION: C RANGE:100'/lvl Caster gets direction and distance to any unshielded mind which he has a mental pattern of from Mind Store.
- 8-DIRECTION** (I) DURATION:— RANGE:1000'/lvl Caster gets direction to any unshielded Mind Stored mind he desires.
- 9-PRESENCE TRUE** (P★) DURATION: C RANGE:100'/lvl Can get presences in one 50' radius area up to 100'/lvl away.
- 10-AWARENESS** (I★) DURATION: C RANGE:10'/lvl As Presence, plus a general knowledge of the actions of each being (e.g. being is casting a spell, but not what spell is being cast).
- 11-DIRECTION** (I) As above, except range is 1 mile/lvl.
- 12-FEEL TRUE** (I) As Presence True, except that Feel can be cast instead of Presence.
- 14-MASS FEEL** (I) As Feel, except caster may "feel" one being per round.
- 15-MIND TYPING TRUE** (I) As Feel True, except that Mind Typing can be cast instead of Feel.
- 18-FINDING** (I) As above, except range is 1 mile/lvl.
- 20-AWARENESS TRUE** (I★) As Awareness, except that very detailed knowledge of actions is given.

MIND MERGE

- 1-EMPATHY** (I) DURATION:1 rnd./lvl (C) RANGE:10' Caster gets target's basic feelings.
- 3-EMOTIONS** (I) DURATION:1 rnd./lvl (C) RANGE:50' Caster feels target's emotions in detail.
- 4-MERGE WITH MENTALIST** (P) DURATION: C RANGE: T Allows two mentalism spell users to interchange thoughts and power points.
- 5-THOUGHTS** (IM) DURATION:1 rnd./lvl (C) RANGE:100' Caster receives surface thoughts from target, if target makes his RR by more than 25 he realizes what is happening.
- 6-MIND MERGE** (P) DURATION: C RANGE: T Allows caster and target to interchange thoughts; if both are mentalism spell users they can interchange power points.
- 8-MIND MERGE** (P) As above, except 100' range.
- 10-INNER THOUGHTS** (IM) As in Thoughts, except caster also gets reasoning and thought patterns behind surface thoughts.
- 11-READY MERGE** (P★) DURATION: C RANGE:100'/lvl As in Mind Merge, except caster and target must have merged before.

MENTALIST BASE SPELL LISTS

PRESENCE	MIND MERGE	MIND CONTROL
1) PRESENCE★c	EMPATHY	QUESTION
2) FEEL ★c		SLEEP
3)	EMOTIONS	CHARM KIND
4)	MERGE w/MENTALIST	CALM
5) MIND STORE ★	THOUGHTS	CONFUSION
6) MIND TYPING ★	MIND MERGE c	FEAR
7) FINDING (100'/L) c		SUGGESTION
8) DIRECTION (1000'/L)	MIND MERGE (100') c	HOLD KIND
9) PRESENCE TRUE ★c		EMOTIONS
10) AWARENESS ★c	INNER THOUGHTS	MASTER OF KIND
11) DIRECTION (1mi/L)	READY MERGE ★c	COMA
12) FEEL TRUE ★c		TRUE CHARM
13)	MIND SWITCH	
14) MASS FEEL ★c		
15) MIND TYPING TRUE ★c	MIND SCAN	GEAS
16)		TRUE HOLD
17)		
18) FINDING (1mi/L) c	MIND MERGE (50'/L) c	MIND BREAK
19)		
20) AWARENESS TRUE ★c	MIND PROBE	TRUE SLEEP
25) FINDING (5mi/L) c	MIND SWITCH TRUE	TRUE GEAS
30) DIRECTION TRUE	THOUGHT STEAL	MIND CONTROL TRUE
50) FINDING TRUE c	READY MERGE TRUE ★	MIND MASTER

13-MIND SWITCH (M) DURATION:1 day RANGE: T Target and caster switch minds and spell abilities; target may not move if he is not a mentalist.

15-MIND SCAN (IM) As in Inner Thoughts, except caster also can scan target's conscious memories.

18-MIND MERGE (P) As above, except range is 50'/lvl and caster must know the location of the target mentally or through some other means.

20-MIND PROBE (IM) As in Mind Scan, except caster can probe target's subconscious memories (i.e. all experiences).

MIND CONTROL

- 1-QUESTION** (M) DURATION:— RANGE:10' Target must answer a single-concept question truthfully.
- 2-SLEEP** (M) DURATION:— RANGE:50' Target falls into natural sleep.
- 3-CHARM KIND** (M) DURATION:10 min./lvl RANGE:50' Humanoid target believes caster is a good friend.
- 4-CALM** (M) DURATION:1 min./lvl RANGE:100' Target will take no offensive action, will fight only in self-defense.
- 5-CONFUSION** (M) DURATION:1 rnd/5% failure RANGE:100' Target is incapable of making decisions or initiating action; may continue to fight current foes or in self-defense.
- 6-FEAR** (M) DURATION:1 min./10% failure RANGE:100' Target fears caster and attempts to flee.

7-SUGGESTION (M) DURATION: V RANGE:10' Target will follow a single suggested act that was not completely alien to him (i.e. suicide, blinding himself, etc.).

8-HOLD KIND (M) DURATION: C RANGE:50' Target is held to 25% of normal action.

9-EMOTIONS (M) DURATION:1 min./lvl RANGE:100' Causes any desired emotion.

10-MASTER OF KIND (M) DURATION:10 min./lvl RANGE:10' Target must obey the caster as specified in Suggestion.

11-COMA (M) DURATION:1 day/10% failure RANGE:100' RR MOD: +20 Causes coma.

12-TRUE CHARM (M) As Charm Kind except works on any sentient creature.

15-GEAS (M) DURATION: V RANGE:10' Target is given one task, failure results in a penalty determined by the gamesmaster.

16-TRUE HOLD (M) DURATION: C RANGE:50' RR MOD: -20 Target is paralyzed and can do nothing.

18-MIND BREAK (M) DURATION: P RANGE:50' Target is a vegetable.

20-TRUE SLEEP (M) DURATION:1 min./10% failure RANGE:100' RR MOD: -20 Target is unconscious and unwakeable.

SENSE CONTROL

- 1-DISTRACTION** (M) DURATION: C RANGE: 100' Target is at -30 for all actions.
- 2-NUMBING** (M) DURATION: C RANGE: 100' Random limb is numb and useless.

MENTALIST BASE SPELL LISTS

SENSE CONTROL	MIND ATTACK	MIND SPEECH
DISTRACTION c	JOLTS I	MENTALIST TONGUE *c (1
NUMBING c	HESITATION	(2
BLUR VISION C	MINOR PAIN	MIND TONGUE (100') *c (3
MINOR SENSE CONTROL c	SHOCK A	(4
AUDIO ATTACK	JOLTS III	(5
AUDIO CONTROL c		MIND TONGUE (500') *c (6
FUMBLE	PARALYZE I	(7
VISION CONTROL c	SHOCK B	(8
VISION ATTACK	MAJOR PAIN	MIND SPEECH (10') *c (9
NERVE STUN	MIND SHOUT (10') *	MIND TONGUE (1000') *c (10
HALLUCINATION c	JOLTS V	(11
	PARALYZE III	MIND SPEECH (100') *c (12
SENSE CONTROL II c	SHOCK C	(13
		FRIEND SPEECH (10') *c (14
SENSORY OVERLOAD	MIND SHOUT (50') *	MIND SPEECH (300') *c (15
SENSE CONTROL III c	SHOCK D	WAITING TONGUE (16
	PARALYZE V	(17
SENSE CONTROL IV c	JOLTS X	MIND TONGUE (1 mi) *c (18
SENSORY DEPRIVATION	MIND SHOUT (100') *	FRIEND SPEECH (100') *c (19
SENSE CONTROL V c	SHOCK E	MIND SPEECH (2000') *c (20
LONG CONTROL c	GREAT SHOUT *	MIND TONGUE (1mi/L) *c (25
SENSE CONTROL TRUE	MIND SHOUT (300') *	WAITING SPEECH (30
PRIVATE WORLD	SHOUT TRUE *	FAR MIND SPEECH (50

20th - 50th lvl spell descriptions are on pg 22

3-BLUR VISION (M) DURATION: C RANGE: 100' Target is at -100 for missiles; -50 for all other actions.

4-MINOR SENSE CONTROL (M) DURATION: C RANGE: 100' Causes false sensations in any one of: smell, taste or touch.

5-AUDIO ATTACK (M) DURATION: 1 rnd/10% failure RANGE: 100' Loud sound stuns target.

6-AUDIO CONTROL (M) DURATION: C RANGE: 100' Causes target to hear any sound(s) desired.

7-FUMBLE (M) DURATION: — RANGE: 100' Target fumbles weapon or items in hands.

8-VISION CONTROL (M) DURATION: C RANGE: 100' Causes target to see whatever the caster desires.

9-VISION ATTACK (M) DURATION: 1 rnd/10% failure RANGE: 100' Bright vision blinds target.

10-NERVE STUN (M) DURATION: 1 rnd/10% failure RANGE: 100' Target is totally numbed; is at -75 for all actions; and is stunned.

11-HALLUCINATION (M) DURATION: C RANGE: 100' Target sees a nonexistent foe, and must fight him until the foe is dead (foe has same capabilities as target but does no damage).

13-SENSE CONTROL II (M) DURATION: C RANGE: 100' Causes false sensations in sight and hearing.

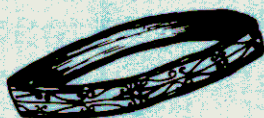
15-SENSORY OVERLOAD (M) DURATION: 1 rnd/5% failure RANGE: 100' Overloads senses: 01-50% failure = stun, more than 51% = unconsciousness.

16-SENSE CONTROL III (M) Same as Sense Control II except affects any three senses.

18-SENSE CONTROL IV (M) Same as Sense Control II except affects any four senses.

19-SENSORY DEPRIVATION (M) DURATION: 1 day/10% failure RANGE: 100' Total sensory deprivation, i.e. no sensory input.

20-SENSE CONTROL V (M) Same as Sense Control II except affects all senses.



HEADBAND OF CALIME

+3 Mentalist adder
Stores one Mentalist spell
Doubles range of all spells on 'Presence' list
+15% to Mental attacks

MIND ATTACK

1-JOLTS I (M) DURATION: 1 rnd RANGE: 100' Target stunned.

2-HESITATION (M) DURATION: 1 rnd/10% failure RANGE: 100' Target hesitates in any nondefensive action.

3-MINOR PAIN (M) DURATION: — RANGE: 100' Target takes 25% of his remaining concussion hits (i.e. those not already taken).

4-SHOCK A (M) DURATION: V RANGE: 100' Target takes an "A" shock critical strike.

5-JOLTS III (M) As Jolts I, except duration is 3 rnd.

7-PARALYZE I (M) DURATION: 1 rnd/10% failure RANGE: 100' Target paralyzed.

8-SHOCK B (M) As Shock A, except shock critical is a "B."

9-MAJOR PAIN (M) As Minor Pain, except 50% of remaining concussion hits are taken.

10-MIND SHOUT (M★) DURATION: 1 rnd/10% failure RANGE: 10'R Everyone within the radius is a target, all failing to resist are stunned.

11-JOLTS V (M) As Jolts I, except duration is 5 rnd.

12-PARALYZE II (M) As Paralyze I, except duration is 3 rnd/10% failure.

13-SHOCK C (M) As Shock A, except shock critical is a "C."

15-MIND SHOUT (M★) As above, except range is 50'R.

16-SHOCK D (M) As Shock A, except shock critical is a "D."

17-PARALYZE V (M) As Paralyze I, except duration is 5 rnd/10% failure.

18-JOLTS X (M) As Jolts I, except duration is 10 rnd.

19-MIND SHOUT (M★) As above, except range is 100'R.

20-SHOCK E (M) As Shock A, except shock critical is an "E."

NOTE: Shock critical strikes are rolled on the Electricity Critical Strike Table.

MIND SPEECH

1-MENTALIST TONGUE (I★) DURATION: C RANGE: 100' Caster may mentally speak to another spell caster of the mentalism realm.

3-MIND TONGUE (I★) DURATION: C RANGE: 100' Caster may mentally speak to any one thinking being.

6-MIND TONGUE (I★) As above, except range is 500'.

9-MIND SPEECH (I★) DURATION: C RANGE: 10'R Caster can broadcast thoughts to minds of all within range.

10-MIND TONGUE (I★) As above, except range is 1000'.

12-MIND SPEECH (I★) As above, except range is 100'R.

14-FRIEND SPEECH (I★) DURATION: C RANGE: 10'R As Mind Speech, except caster can limit broadcast to desired beings.

15-MIND SPEECH (I★) As above, except range is 300'R.

16-WAITING TONGUE (I) DURATION: V RANGE: 100' 25 word mental message can be set to release: timed up to 24 hours, or keyed to any being or a specific person through Mind Store.

18-MIND TONGUE (I★) As above, except range is 1 mile.

19-FRIEND SPEECH (I★) As above, except range is 100'R.

20-MIND SPEECH (I★) As above, except range is 2000'R.

PAST VISIONS

1-ORIGINS (I) DURATION:— RANGE: T Gives a general idea of the place of origin of an item.

2-DETECT CURSE (I) DURATION:— RANGE: T Detects if a curse is on an item.

3-VISION BEHIND (I) DURATION: C RANGE: T Caster gets a vision of the past up to 1 min./lvl (includes sight and sound). Vision must be associated with a place or item. Caster is in a trance as long as he concentrates.

4-POWER LORE (I) DURATION:— RANGE: T Gives the origins of an item's power.

5-VISION GUIDE (I) DURATION: V RANGE: T When cast just before a "Vision Behind" spell, it gives the caster the ability to scan the past by "feeling" the time location of significant events.

6-ITEM VISION (I) DURATION:— RANGE: T Gives a vision of a significant event in the item's past.

8-VISION BEHIND (I) As above, except time range is 1 hr./lvl.

10-DELVING (I) DURATION:— RANGE: T Gives significant details concerning an item's construction and purpose (not specific powers).

11-VISION BEHIND (I) As above, except time range is 1 day/lvl.

13-PAST STORE (I★) DURATION:— RANGE: S Caster may cast this spell while in a Vision Behind; it saves an image of a person or place that can later be used by another Vision Behind to key in on the saved image in another place or time.

14-CURSE ANALYSIS (I) DURATION:— RANGE: T Gives an analysis of the origin of a curse, the source of its power and an idea of its effectiveness.

15-VISION BEHIND (I) As above, except time range is 1 yr./lvl.

20-VISION LOCATION (I) DURATION:— RANGE: S If caster has general information concerning an event or place, casting this spell before a Vision Behind will cause the Vision Behind to key on the event most closely matching the description.

25-VISION BEHIND (I) As above, except time range is 10 yr./lvl.

30-VISION BEHIND (I) As above, except time range is 100 yr./lvl.

50-VISION BEHIND TRUE (I) As Vision Behind, except there is no time range limitation.

MIND VISIONS

1-QUESTION I (M) DURATION:— RANGE:10' Target must answer one, single-concept question. Question is asked and answered mentally.

3-QUESTION III (M) As Question I, except target must answer 3 questions(1/rnd).

5-THOUGHTS (M) DURATION:1 rnd/lvl(C) RANGE:100' Caster receives surface thoughts from target, if the target makes his RR by more than 50 he realizes what was attempted.

6-MIND TYPING (I★) DURATION:— RANGE:10'/lvl Caster gets race, profession and level of target.

7-TRUTH I (I) DURATION:1 min. RANGE:10' Caster knows when anyone within the range is lying.

10-INNER THOUGHTS (M) As Thoughts, except caster also gets reasoning and thought patterns behind surface thoughts.

SEER BASE SPELL LISTS

PAST VISIONS	MIND VISIONS	TRUE PERCEPTION
1) ORIGINS	QUESTION I	PRESENCE * _c
2) DETECT CURSE		DETECT ILLUSION
3) VISION BEHIND _c	QUESTION III	MIND STORE *
4) POWER LORE		ANALYSIS *
5) VISION GUIDE	THOUGHTS _c	FINDING (100'/L) _c
6) ITEM VISION	MIND TYPING *	MIND TYPING *
7)	TRUTH I	AWARENESS (30') * _c
8) VISION BEHIND (1hr/L) _c		LONG EAR _c
9)		
10) DELVING	INNER THOUGHTS _c	AWARENESS (10'/L) * _c
11) VISION BEHIND (1dy/L) _c	TRUTH III	LONG MIND STORE *
12)		
13) PAST STORE	TRUTH V	LONG MIND TYPING *
14) CURSE ANALYSIS		FINDING (1mi/L) _c
15) VISION BEHIND (1yr/L) _c	MIND SCAN _c	LONG SENSE _c
20) VISION LOCATION	PAST TRUTH	FINDING (5mi/L) _c
25) VISION BEHIND (10yr/L) _c	MIND PROBE _c	LONG SENSE (1mi/L) _c
30) VISION BEHIND (100yr/L) _c	THOUGHT STEAL	LONG SENSE TRUE _c
50) VISION BEHIND TRUE	TRUTH TRUE	FINDING TRUE _c



11-TRUTH III (I) As Truth I, except duration is 3 min.

13-TRUTH V (I) As Truth I, except duration is 5 min.

15-MIND SCAN (M) As in Inner Thoughts, except caster also gets target's conscious memories (at a rate of one scene/rnd).

20-PAST TRUTH (I) As Truth I, except that it can be cast during a Vision Behind spell (on Past Visions list), and detects lying from anyone speaking in the vision.

25-MIND PROBE (M) As Mind Scan, except caster can probe target's subconscious memories (i.e. all experiences).

30-THOUGHT STEAL (M) DURATION:1 rnd/lvl RANGE:100' Caster can remove one thought or memory from the target's mind each round.

50-TRUTH TRUE (I) As Truth I, except duration is 1 min./lvl.



TRUE PERCEPTION

1-PRESENCE (P★) DURATION: C RANGE:10'/lvl Caster is aware of the presence of all sentient/thinking beings within his range.

2-DETECT ILLUSION (U) DURATION:— RANGE: S Caster can detect the slight imperfections that exist in one illusion.

3-MIND STORE (I★) DURATION:— RANGE:10'/lvl Caster stores the mental pattern of target; can be used later to locate specific person through Finding.

4-ANALYSIS (I★) DURATION:— RANGE:10'/lvl Caster can determine one of the following concerning a target: profession, race or level.

5-FINDING (I) DURATION: C RANGE:100'/lvl Caster gets direction and distance to any unshielded Mind Stored mind he desires.

6-MIND TYPING (I★) As Analysis, except all three things can be determined.

7-AWARENESS (I★) DURATION: C RANGE:30'R As Presence, plus a general knowledge of the actions of each being within radius (e.g. being is casting a spell, but not what spell is being cast.)

8-LONG EAR (U) As Long Eye on the True Sight list, except caster can hear instead of see.

10-AWARENESS (I★) As above, except radius is 10'/lvl.

11-LONG MIND STORE (I★) As Mind Store, except range is 100'/lvl if target is sensed(mentally or sight).

13-LONG MIND TYPING (I★) As Mind Typing, except range is 100'/lvl if target is sensed(mentally or sight).

14-FINDING (I) As above, except range is 1 mile/lvl.

15-LONG SENSE (U) As Long Ear, except all senses are involved.

SEER BASE SPELL LISTS

FUTURE VISIONS	SENSE THROUGH OTHERS	TRUE SIGHT	
INTUITIONS I	ANIMAL SIGHT (100') c	WATERSIGHT c	(1)
		NIGHTSIGHT c	(2)
INTUITIONS III	ANIMAL SENSE (100') c	WOODSIGHT c	(3)
DREAM I		WATCH c	(4)
INTUITIONS V	SIGHT MERGE (100') c	LONG EYE (10'/L) c	(5)
ANTICIPATIONS I	ANIMAL SIGHT (300') c	SEE INVISIBLE c	(6)
		STONESIGHT c	(7)
DREAMS II	ANIMAL SENSE (300') c	IRONSIGHT c	(8)
SPELL ANTICIPATIONS		ILLUSIONSIGHT c	(9)
INTUITIONS X	SIGHT MERGE (300') c	WATCH (10'/L) c	(10)
DREAMS III	ANIMAL SIGHT (500') c	METALSIGHT c	(11)
	SENSORY MERGE (100') c	UTTERDARKSIGHT c	(12)
ANTICIPATIONS III	ANIMAL SENSE (500') c	WATCH II c	(13)
		WATCH (100'/L) c	(14)
INTUITIONS TRUE	SIGHT MERGE (500')	WAITING WATCH c	(15)
ANTICIPATIONS V	ANIMAL SENSE (1mi/L) c	WALLSIGHT c	(20)
LORD DREAM	SIGHT MERGE (1mi/L) c	LONG EYE (100'/L) c	(25)
ANTICIPATIONS TRUE	SENSORY MERGE (1mi/L) c	WATCH TRUE	(30)
SPELL ANTICIPATION T.	SENSORY MERGE TRUE	SIGHT TRUE	(50)



- 20-FINDING (I)** As above, except range is 5 mile/lvl.
- 25-LONG SENSE (U)** As above, except range is 1 mile/lvl.
- 30-LONG SENSE TRUE (U)** As Long Sense, except range is unlimited.
- 50-FINDING TRUE (I)** As Finding, except no range limit.

FUTURE VISIONS

- 1-INTUITIONS I (I)** DURATION:— RANGE: S Gains vision of what will probably happen if he takes a specified action, within the next minute.
- 3-INTUITIONS III (I)** As Intuitions I, except extends 3 min. into the future.
- 4-DREAM I(P)** DURATION: sleep RANGE: S Caster has a dream relating to a topic decided upon just before retiring.
- 5-INTUITIONS V (P)** As Intuitions I, except extends 5 min. into the future.
- 6-ANTICIPATIONS I (P)** DURATION:— RANGE:100' Predicts the most probable action of a being in the next round (i.e. attack, cast spell; but not spell or target).
- 8-DREAMS II (P)** As Dreams I, except limit is 2 dreams/night on different topics.
- 9-SPELL ANTICIPATIONS (P)** As Anticipations, except spell to be cast and target are known.

- 10-INTUITIONS X (P)** As Intuitions I, except extends 10 min. into the future.
- 11-DREAMS III (P)** As Dreams I, except limit is 3 dreams/night on different topics.
- 13-ANTICIPATIONS III (P)** As Anticipations I, except the actions of 3 beings may be predicted.
- 15-INTUITIONS TRUE (P)** As Intuitions, except extends 1 min/lvl into the future.
- 20-ANTICIPATIONS V (P)** As Anticipations I, except actions of 5 beings may be predicted.
- 30-LORD DREAM (P)** As Dream I, except limit is 5 dreams/night on any combination of topics the caster chooses.
- 25-ANTICIPATIONS TRUE (P)** As Anticipations I, except all actions of all beings within 100' of caster are known.
- 50-SPELL ANTICIPATION TRUE (P)** As Anticipations True, except spell type and target are known as well as the actions.
- SENSE THROUGH OTHERS**
- 1-ANIMAL SIGHT (P)** DURATION: C RANGE:100' Caster can see through the eyes of any non-intelligent animal in range. The animal must be seen or located via Presence or located via Mind Store/Finding (for the initial contact only).
- 3-ANIMAL SENSE (P)** As Animal Sight, except all of the animal's senses can be used.
- 5-SIGHT MERGE (P)** As Animal Sight, except any being may be used.
- 6-ANIMAL SIGHT (P)** As above, except range is 300'.
- 8-ANIMAL SENSE (P)** As above, except range is 300'.

- 10-SIGHT MERGE (P)** As above, except range is 300'.
- 11-ANIMAL SIGHT (P)** As above, except range is 500'.
- 12-SENSORY MERGE (P)** As Sight Merge(100'), except all of the being's senses can be used.
- 13-ANIMAL SENSE (P)** As above, except range is 500'.
- 15-SIGHT MERGE (P)** As above, except range is 500'.
- 20-ANIMAL SENSE (P)** As above, except range is 1 mile/lvl.
- 25-SIGHT MERGE (P)** As above, except range is 1 mile/lvl.
- 30-SENSORY MERGE (P)** As above, except range is 1 mile/lvl.
- 50-SENSORY MERGE TRUE (P)** As above, except range is unlimited.

TRUE SIGHT

- 1-WATERSIGHT (U)** DURATION: C RANGE: S Caster can see through 10'/lvl of even murky water as if it were day.
- 2-NIGHTSIGHT (U)** As Watersight, except caster can see in normal darkness.
- 3-WOODSIGHT (U)** As Watersight, except caster can see through 1'/lvl of wood.
- 4-WATCH (U)** DURATION: C RANGE: S Caster can pick a point up to 10' away and he will have a field of vision from that point; he can rotate but not move (there can be intervening objects such as walls).
- 5-LONG EYE (U)** DURATION: C RANGE:10'/lv Caster's point of vision may be moved independently of him, up to 100' away (10'/rnd) but he would have to be able to physically go there (i.e. he could not send his point of vision thru walls or closed doors).
- 6-SEE INVISIBLE (U)** As Watersight, except caster can see invisible objects.
- 7-STONESIGHT (U)** As Woodsight, except caster can see through 6'/lvl.
- 8-IRONSIGHT (U)** As Woodsight, except caster can see through 1'/lvl of iron or steel.
- 9-ILLUSIONSIGHT (U)** As Watersight, except all illusions can be seen through.
- 10-WATCH (U)** As above, except point of vision can be up to 10'/lvl away.
- 11-METALSIGHT (U)** As Ironsight, except any non-enchanted metal can be seen through.
- 12-UTTERDARKSIGHT (U)** As Nightsight, except caster may also see through magically created darkness.
- 13-WATCH II (U)** As Watch, except 2 points up to 100' away may be observed simultaneously.
- 14-WATCH (U)** As above, except range is 100'/lvl.
- 15-WAITING WATCH (U)** DURATION:1 day/lvl RANGE: S As Watch(100'), except caster doesn't have to concentrate until the spell is triggered by some movement that could be seen from the watch point; caster must be within 100' when triggered.
- 20-WALLSIGHT (U)** As Woodsight, except caster can see through any non-enchanted wall.
- 25-LONG EYE (U)** As above, except range is 100'/lvl.
- 30-WATCH TRUE (U)** As Watch(100'/lvl), except caster need not concentrate, and the duration is 1 min/lvl
- 50-SIGHT TRUE (U)** DURATION: 1 min/lvl RANGE: S Caster can see through any and all inanimate material within 10'/lvl.

MUSCLE MASTERY

1-SPRAIN REPAIR (H) DURATION: P RANGE: T Allows caster to repair 1 sprain; requires a 1 hour operation.

3-MUSCLE REPAIR I (H) DURATION: P RANGE: T Allows caster to repair 1 damaged muscle; requires 1 min. operation and 1 day of recovery time/muscle repaired.

4-TENDON REPAIR I (H) DURATION: P RANGE: T Allows caster to repair 1 tendon; requires 1 min. operation and 1 day of recovery time/tendon repaired.

5-LIMB PRESERVATION (H★)^s DURATION: 1 day/lvl RANGE: T Allows caster to prevent the deterioration of 1 limb (even while severed); requires the use of Bone Mastery Limb Preservation spell as well.

6-MUSCLE REPAIR III (H) As Muscle Repair I, except that caster can repair 3 damaged muscles.

7-TENDON REPAIR III (H) As Tendon Repair I, except that caster can repair 3 damaged tendons.

8-MUSCLE REPAIR TRUE (H) As Muscle Repair, except that caster can repair (not replace) 1 muscle in target's body; requires 1 minute operation.

9-JOINING (H★)^s DURATION: P RANGE: T Allows caster to reattach limb, but requires use of Nerve & Organ Mastery, Blood Mastery, and Bone Mastery Joining spells in order to restore functional status; limb is fully functional in 10-100 days.

10-TENDON REPAIR TRUE (H) As Tendon Repair, except that caster can repair (not replace) 1 tendon in target's body; requires 1 minute operation.

11-SOFT STRUCTURE REPAIR (H) DURATION: P RANGE: T Allows caster to repair all tendon and muscle damage in target's body; requires 1 hour operation and 1-10 days recovery.

12-MUSCLE TRANSPLANT (H) DURATION: P RANGE: T Allows caster to transplant a healthy muscle; operation takes 1 hr; recovery time 1-10 days; chance of rejection—10% if same race; 50% if other humanoid.

14-MUSCLE REGENERATION (H) DURATION: P RANGE: T Allows caster to regenerate 1 muscle; regrowth takes 1-10 days, depending on extent of loss.

15-TENDON REGENERATION (H) DURATION: P RANGE: T Allows caster to regenerate 1 tendon; regrowth takes 1-10 days, depending on extent of loss.

CONCUSSION MASTERY

1-HEAL (H) DURATION: P RANGE: T Target is healed of 1-10 concussion hits.

2-STUN RELIEF I (H★) DURATION: — RANGE: T Target is relieved of 1 round's worth of accumulated stun.

3-FROST/BURN RELIEF I (H) DURATION: — RANGE: T Will heal one area of mild frostbite or 1st degree burn.

4-REGENERATION I (H★) DURATION: C RANGE: T Will reduce damage target takes /rd by 1 hit/rd as long as caster concentrates.

5-AWAKENING (H) DURATION: — RANGE: T Target is instantly awake.

6-FROST/BURN RELIEF II (H) As above, except 2 areas of mild damage or 1 area of moderate damage (e.g. 2nd degree burn) healed.

7-HEAL (H) As above, except target healed of 5-50 hits.

LAY HEALER BASE SPELL LISTS

MUSCLE MASTERY	CONCUSSION MASTERY	BONE MASTERY
1) SPRAIN REPAIR	HEAL 1-10	BONE LORE
2)	STUN RELIEF I *	MINOR FRACTURE REPAIR
3) MUSCLE REPAIR I	FROST/BURN RELIEF I	CARTILAGE REPAIR I
4) TENDON REPAIR I	REGENERATION I * ^c	MAJOR FRACTURE REPAIR
5) LIMB PRESERVATION *	AWAKENING	LIMB PRESERVATION *
6) MUSCLE REPAIR III	FROST/BURN RELIEF II	SKULL REPAIR
7) TENDON REPAIR III	HEAL 5-50	JOINT REPAIR
8) MUSCLE REPAIR TRUE	STUN RELIEF III *	MINOR FRACTURE REPAIR TRUE
9) JOINING *	FROST/BURN RELIEF III	JOINING *
10) TENDON REPAIR TRUE	REGENERATION II *	CARTILAGE REPAIR TRUE
11) SOFT STRUCTURE REPAIR	HEAL 10-100	MAJOR FRACTURE REPAIR TRUE
12) MUSCLE TRANSPLANT	FROST/BURN RELIEF IV	SKULL REPAIR TRUE
13)	STUN RELIEF V *	BONE TRANSPLANT
14) MUSCLE REGENERATION	STUN RELIEF I (100') *	SHATTER REPAIR
15) TENDON REGENERATION	REGENERATION III *	JOINT REPAIR TRUE
20) JOINING TRUE *	HEAL 20-200	JOINING TRUE *
25) MUSCLE REGENERATION TRUE	HEAL TRUE	CARTILAGE REGENERATION
30) TENDON REGENERATION TRUE	FROST/BURN RELIEF TRUE	BONE REGENERATION
50) SOFT STRUCTURE REP. TR.	STUN RELIEF TRUE	SKELETAL REGENERATION

8-STUN RELIEF III (H★) As above, except target is relieved of 3 rounds of accumulated stun effects.

9-FROST/BURN RELIEF III (H) As above, except 3 areas of mild damage or 1 area of severe damage (e.g. 3rd degree burn) or combination of 1 mild and 1 moderate area healed.

10-REGENERATION II (H★) As above, except target's damage reduced by 2 hits/rd.

11-HEAL (H) As above, except target healed of 10-100 hits.

12-FROST/BURN RELIEF IV (H) As above, except 4 mild, 2 moderate, 1 mild and 1 severe or 2 mild and 1 moderate area(s) of damage healed.

13-STUN RELIEF V (H★) As above, except target is relieved of 5 rounds accumulated stun effects.

14-STUN RELIEF I (H★) As above, except any 1 target within 100' of L.H. is relieved of 1 round accumulated stun effects.

15-REGENERATION III (H★) As above, except target's damage reduced by 3 hits/rd.

BONE MASTERY

1-BONE LORE (H) DURATION: — RANGE: T Caster acquires complete understanding of any bone damage, including the tools and methods required for healing; caster does not receive the skill or power necessary to perform the cure.

2-MINOR FRACTURE REPAIR (H) DURATION: P RANGE: T Allows caster to mend simple fractures (not compound fractures, shatters, joint damage, etc.); 1 fracture/spell cast; recovery time 1 day; does not work on skull fractures.

3-CARTILAGE REPAIR I (H) DURATION: P RANGE: T Allows caster to repair all the cartilage centered around 1 joint (i.e. 1 section); recovery time 1 day.

4-MAJOR FRACTURE REPAIR (H) As Minor Fracture Repair, except that caster can also repair compound fractures.

5-LIMB PRESERVATION (H★)^s DURATION: 1 day/lvl RANGE: T Allows caster to prevent the deterioration of 1 limb (even while severed); requires use of Muscle Mastery Limb Preservation spell as well.

6-SKULL REPAIR (H) DURATION: P RANGE: T Allows caster to mend skull fractures (but not shattered skull areas); 1 fracture/spell cast; recovery time 1-10 days.

7-JOINT REPAIR (H) DURATION: P RANGE: T Allows caster to repair one broken (but not shattered) joint; recovery time 1-10 days.

8-MINOR FRACTURE REPAIR TRUE (H) As Minor Fracture Repair, except recovery is instantaneous.

9-JOINING (H★)^s DURATION: P RANGE: T Allows caster to reattach limb, but requires use of Nerve & Organ Mastery, Blood Mastery, and Muscle Mastery Joining spells in order to restore functional status; recovery time 10-100 days.

10-CARTILAGE REPAIR TRUE (H) As Cartilage Repair, except recovery is instantaneous.

11-MAJOR FRACTURE REPAIR TRUE (H) As Major Fracture Repair, except recovery is instantaneous.

12-SKULL REPAIR TRUE (H) As Skull Repair, except recovery is instantaneous.

13-BONE TRANSPLANT (H) DURATION: P RANGE: T Allows caster to transplant a healthy bone; operation takes 1 hr; recovery time 1-10 days; chance of rejection—10% if same race, 50% if other humanoid.

14-SHATTER REPAIR (H) DURATION: P RANGE: T Allows caster to repair any 1 bro-

LAY HEALER BASE SPELL LISTS

BLOOD MASTERY	PROSTHETICS	NERVE & ORGAN MASTERY	
FLOW STOPPAGE III	MEASURES	NUMBING	(1)
CLOTTING I	MOLD WOOD	NASAL REPAIR	(2)
CUT REPAIR I	FIT WOOD	MINOR NERVE REPAIR	(3)
CLOTTING III	ANIMATION (8hrs)	MINOR EAR REPAIR	(4)
MINOR VESSEL REPAIR III	MOLD GLASS	ORGAN PRESERVATION	(5)
CUT REPAIR III	FIT GLASS	MINOR EYE REPAIR	(6)
VEIN REPAIR I	ANIMATION (24hrs)	MAJOR NERVE REPAIR	(7)
ARTERIAL REPAIR I	MOLD NORMAL METAL	MAJOR EAR REPAIR	(8)
JOINING *	FIT NORMAL METAL	JOINING *	(9)
FLOW STOPPAGE TRUE	ARTIFICIAL FLESH	MAJOR EYE REPAIR	(10)
LIFEKEEPING	ANIMATION (1week)	LIFEKEEPING	(11)
CLOTTING TRUE		NERVE REPAIR TRUE	(12)
UNCLOTING	FIT ENCHANTED MATERIALS	ORGAN TRANSPLANT	(13)
CUT REPAIR TRUE	ANIMATION (1 month)	ORGAN REPAIR	(14)
JOINING TRUE *	ARTIFICIAL FLESH TRUE	MINOR BRAIN REPAIR	(15)
REGULATIONS	ANIMATION (1yr)	JOINING TRUE *	(20)
NEW BLOOD	ANIMATION (1yr/L)	NERVE REGENERATION	(25)
BLOOD REPAIR TRUE	ANIMATION TRUE	ORGAN REGENERATION	(30)
		BRAIN REGENERATION	(50)

20th - 50th lvl spell descriptions are on pg 22

ken or shattered bone (even in skull); requires 1 hr operation and 1-10 days recovery time.

15-JOINT REPAIR TRUE (H) As Joint Repair, except that recovery is instantaneous.

BLOOD MASTERY

1-FLOW STOPPAGE III (H) DURATION:— RANGE: T Allows caster to reduce a target's blood loss by 3 hits/rd.; target cannot be moved without reopening flow.

2-CLOTING I (H) DURATION:— RANGE: T Allows caster to reduce a target's blood loss by 1 hit/rd.; target can move at up to walking pace for 1 hr.

3-CUT REPAIR I (H) DURATION: P RANGE: T Allows caster to repair a wound that bleeds at rate of 1 hit/rd.

4-CLOTING III (H) As above, except that blood loss reduction is 3 hits/rd.

5-MINOR VESSEL REPAIR III (H) DURATION: P RANGE: T Allows caster to repair any damaged blood vessel that bleeds at up to 3 hits/rd.

6-CUT REPAIR III (H) As above, except that caster can repair wound of 3 hits/rd.

7-VEIN REPAIR I (H) DURATION: P RANGE: T Allows caster to repair any one damaged vein; target cannot move (under own power) without reopening wound.

8-ARTERIAL REPAIR I (H) DURATION: P RANGE: T Allows caster to repair any one damaged artery; target cannot move (under own power) without reopening wound.

9-JOINING (H★) DURATION: P RANGE: T Allows caster to reattach severed limb; requires all Base Lay Healer Joining spells and 12 hours; limb is then fully functional.

10-FLOW STOPPAGE TRUE (H) As above, except that the reduction of blood loss is by 1 hit per level of caster/rd (e.g. if caster 10th level, loss reduction is 10 hits/rd.).

11-LIFEKEEPING (H) DURATION: 1 hr/lvl RANGE: T Target is kept in a state of suspended animation and prevented from dying for 1 hr./lvl of caster.

12-CLOTING TRUE (H) As above, except that it will stop extreme bleeding from any one wound.

13-UNCLOTING (H) DURATION: P RANGE: T Allows caster to remove any one blood clot; will counter "Clotting Curse."

15-CUT REPAIR TRUE (H) As above, except that it will stop bleeding and close any one wound.

PROSTHETICS

1-MEASURES (H) DURATION:— RANGE: T Allows Lay Healer to measure and memorize dimensions necessary to make false limb.

2-MOLD WOOD (H) DURATION: P RANGE: S Confers woodworking skills for making of artificial limb; skills last 1 day, time necessary to mold limb.

3-FIT WOOD (H) DURATION: 1 hr. RANGE: S Allows caster to fit wooden limb to body.

4-ANIMATION (H) DURATION: 8 hrs. RANGE: T Allows wearer to operate artificial limb at will for 8 hrs.

5-MOLD GLASS (H) DURATION: P RANGE: S Confers glassworking skills for 1 day; glasswork takes twice the time woodwork requires.

6-FIT GLASS (H) As Fit Wood; allows L.H. to fit glass limb.

7-ANIMATION (H) As above, except duration 24 hrs.

8-MOLD NORMAL METAL (H) As Mold Wood, except involves basic metal and molding time is four times that of wood.

9-FIT NORMAL METAL (H) As Fit Wood; allows caster to fit normal metal limb.

10-ARTIFICIAL FLESH (H) DURATION: 1 day RANGE: T Allows caster to make semi-realistic synthetic skin to cover limb; takes 1-10 days, depending on amount.

11-ANIMATION (H) As above, except duration 1 week.

13-FIT ENCHANTED MATERIALS (H) As Fit Wood; allows caster to fit limbs of enchanted materials.

15-ANIMATION (H) As above, except duration 1 month.

NERVE & ORGAN MASTERY

1-NUMBING (H) DURATION: 1 min/lvl RANGE: T Allows caster to stop or reduce feeling in a specific area of the body (6"cu); works to reduce pain with minor side effects (e.g. -10 on given ability).

2-NASAL REPAIR (H) DURATION: P RANGE: T Allows caster to repair any nose damage short of complete nose loss; requires 1-60 min., depending on damage.

3-MINOR NERVE REPAIR (H) DURATION: P RANGE: T Allows caster to repair minor nerve damage; target regains feeling in 1-10 days.

4-MINOR EAR REPAIR (H) DURATION: P RANGE: T Allows caster to repair any exterior ear damage short of complete ear loss.

5-ORGAN PRESERVATION (H) DURATION: 1day/lvl RANGE: T Allows caster to halt deterioration of any specific organ (e.g. eye, ear, liver).

6-MINOR EYE REPAIR (H) DURATION: P RANGE: T Allows caster to repair any minor eye damage (e.g. corneal scratch or removal of foreign object).

7-MAJOR NERVE REPAIR (H) As Minor Nerve Repair, except that caster can repair major nerve damage; recovery time 1-10 days.

8-MAJOR EAR REPAIR (H) As Minor Ear Repair, except that caster can repair any interior or exterior damage; hearing is restored in 1-10 days; note that complete replacement of the ear is an exception.

9-JOINING (H★) DURATION: P RANGE: T Allows caster to reattach limb, but requires use of Bone Mastery, Blood Mastery, and Muscle Mastery Joining spells in order to restore functional status; limb is fully functional in 10-100 days.

10-MAJOR EYE REPAIR (H) As Minor Eye Repair, except that caster can repair any eye damage short of total eye loss (i.e. eye's destruction precludes repair); recovery in 1-10 days.

11-LIFEKEEPING (H) DURATION: 1 hr/lvl RANGE: T Allows caster to keep target in state of suspended animation, preventing death for 1 hr./lvl of caster.

12-NERVE REPAIR TRUE (H) As Nerve Repair, except that recovery is instantaneous.

13-ORGAN TRANSPLANT (H) DURATION: P RANGE: T Allows caster to transplant a healthy organ; operation takes 1 hr; recovery in 1-10 days; chance of rejection—10% if same race, 50% if other humanoid.

14-ORGAN REPAIR (H) DURATION: P RANGE: T Allows caster to repair any organ that has not been completely destroyed; recovery time 1-10 days.

15-MINOR BRAIN REPAIR (H) DURATION: P RANGE: T Allows caster to repair minor brain damage (including recovery from coma); note that experience lost is not restored (% lost permanently dependent on severity of damage); requires 1 hr operation and 1-10 days recovery time.

BARD BASE SPELL LISTS

LORE	CONTROLLING SONGS	SOUND CONTROL	SOUND PROJECTION	ITEM LORE
1) STUDY I c	CALM SONG c	SILENCE (1')	LONGWHISPER (100') c	JEWEL & METAL ASSESSMENT (1
2) LEARN LANGUAGE II c	HOLDING SONG c	SONIC LAW (1') c	SOUNDING c	ITEM ASSESSMENT (2
3) LANGUAGE LORE	STUN SONG c		SONG SOUNDING (2x)	DETECT POWER (3
4) MIND'S LORE I		SILENCE (10')	SONG II *	ITEM ANALYSIS (4
5) STUDY II c	SLEEP SONG c	SONIC LAW (10') c	LONGWHISPER (300') c	ASSESSMENT TRUE (5
6)	CHARM SONG c		SOUNDING c	SIGNIFICANCE (6
7) LEARN LANGUAGE III c	FEAR'S SONG c	SILENCE (to 10')	GREAT SONG (10')	(7
8) MIND'S LORE III	CALM SONG TRUE c	CRACKS CALL	SONG SOUNDING (3x)	ORIGINS (8
9)	STUN SONG TRUE c		LONGWHISPER (500') c	(9
10) STUDY III c	FORGETTING SONG	SILENCE (50')	SONG III	ITEM ANALYSIS II (10
11) PASSAGE ORIGIN c	CHARM SONG TRUE c	SONIC LAW (100')	SILENT SONG	DETECT CURSE (11
12) LEARN LANGUAGE IV c	PANIC SONG c		SONG SOUNDING (4x)	(12
13) MIND'S LORE V	SONG OF MASTERY c	SHATTER	LONGWHISPER (1mi) c	SIGNIFICANCE TRUE (13
14)		WAITING SOUND	SONG V	(14
15) STUDY V c	SLEEP SONG TRUE c	SONIC LAW (10'/L)	GREAT SONG (50')	ITEM ANALYSIS III (15
20) STUDY TRUE c	SONG TRUE c	CRUMBLE	SONG SOUNDING (5x)	ITEM ANALYSIS V (20
25) LEARN LANGUAGE V c	SONG OF MASTERY c	SILENCE (100')	GREAT SONG (100')	ORIGINS TRUE (25
30) MIND'S LORE TRUE	SONG OF COMA	MIND'S SONG	SONG SOUNDING (6x)	ITEM ANALYSIS VII (30
50) LEARN LANG. TRUE c	SLAYING SONG	SONIC LAW TRUE	SONG TRUE	ITEM ANALYSIS TRUE (50

LORE

- 1-STUDY I (P)** DURATION: C RANGE: S Allows the caster to retain anything he reads or learns as if he had a photographic memory with total recall.
- 2-LEARN LANGUAGE II (P)** DURATION: C RANGE: S Doubles the rate at which the caster can learn a language.
- 3-LANGUAGE LORE (P)** DURATION:— RANGE: S Caster knows what language a piece of text is written in, and the author if he was noteworthy or the caster has seen his work.
- 4-MIND'S LORE I (M)** DURATION: 1 rnd/lvl RANGE: 50' Caster can scan the target's mind; and receive up to 10% of the target's knowledge (conscious and unconscious) concerning one very specific topic. The 10% chance should be rolled for each piece of information that the target knows.
- 5-STUDY II (P)** As Study I, except caster can also read at 2× normal rate.
- 7-LEARN LANGUAGE III (P)** As Learn Language II, except rate is 3×.
- 8-MIND'S LORE III (M)** As Mind's Lore I, except 30% of knowledge is obtained.
- 10-STUDY III (P)** As Study II, except caster can read at 3× the normal rate.
- 11-PASSAGE ORIGIN (P)** DURATION: C RANGE: S Caster can read a piece of text and tell if it has been translated; and if so what the original language was and possibly the author if he was noteworthy or the caster has seen his work.
- 12-LEARN LANGUAGE IV (P)** As Learn Language II, except rate is 4×.
- 13-MIND'S LORE V (M)** As Mind's Lore I, except 50% of knowledge is obtained.

- 15-STUDY V (P)** As Study II, except caster read at 5× normal rate.
- 20-STUDY TRUE (P)** As Study II, except caster can read as fast as he can glance at a page.
- 25-LEARN LANGUAGE V (P)** As Learn Language II, except rate is 5×.
- 30-MIND'S LORE TRUE (M)** As Mind's Lore I, except all knowledge is obtained.
- 50-LEARN LANGUAGE TRUE (P)** DURATION: P RANGE: S If the caster has access to a being that knows a certain language, then he can learn the language as well as the given being knows it by touching the being and concentrating for 24 hrs.

CONTROLLING SONGS

- 1-CALM SONG (M)** DURATION: C RANGE: 50' Target is calmed and cannot take any aggressive (offensive) action, while the caster plays/sings (concentrates).
- 2-HOLDING SONG (M)** As Calm Song, except target can only take 25% of normal action.
- 3-STUN SONG (M)** As Calm Song, except target is stunned.
- 5-SLEEP SONG (M)** As Calm Song, except target falls into a light sleep.
- 6-CHARM SONG (M)** As Calm Song, except target believes caster is a good friend.
- 7-FEAR'S SONG (M)** As Calm Song, except target fears caster and attempts to get away from him.
- 8-CALM SONG TRUE (M)** As Calm Song, except after the caster stops playing/singing the effect will continue for the number of rounds the caster has already played/sung (e.g. if the caster sings for 3 rnd then after he stops the target will remain calm for 3 more rnds).

- 9-STUN SONG TRUE (M)** As Calm Song True, except target is stunned.
- 10-FORGETTING SONG (M)** DURATION: P RANGE: 50' Target will forget what transpired in a certain period of time specified by the caster (within 1 day/lvl). The length of the time period is equal to the amount of time the caster plays/sings.
- 11-CHARM SONG TRUE (M)** As Calm Song True, except target believes caster is his good friend.
- 12-PANIC'S SONG (M)** As Calm Song, except target panics (routs) and flees, dropping or throwing away most of his equipment to speed his departure.
- 13-SONG OF MASTERY (M)** As Calm Song, except target must obey the caster.
- 15-SLEEP SONG TRUE (M)** As Calm Song True, except target falls asleep.
- 20-SONG TRUE (M)** As any of the "Song True"'s above (caster's choice), except when the caster stops playing/singing the duration of the spell is 2× the time the caster has already played/sung.
- 25-SONG OF MASTERY (M)** As Calm Song True, except target must obey caster.
- 30-SONG OF COMA (M)** DURATION: V RANGE: 50' Target falls into a deep coma, from which he will awaken only if the caster cancels it or it is dispelled.
- 50-SLAYING SONG (M)** As Song of Coma, except target dies instantly if his RR failure is more than 50.



SOUND CONTROL

- 1-SILENCE (F) DURATION:1 min/1vl
RANGE: S Any sounds originating within 1' of the caster's body cannot be heard outside the radius.
- 2-SONIC LAW (F) DURATION: C RANGE: S
Caster may manipulate sound within 1' of his body. He can create any sound he wants, and if he desires, that sound can be heard outside the radius.
- 4-SILENCE (F) As above, except radius is 10'.
- 5-SONIC LAW (F) As above, except radius is 10'.
- 7-SILENCE (F) As above, except radius can be altered anywhere between 0 and 10'.
- 8-CRACKS CALL (F) DURATION:—
RANGE:100' Certain sound waves cause any cracks or flaws in material (up to 1000 cu') to expand to their limit.
- 10-SILENCE (F) As above, except radius is 50'.
- 11-SONIC LAW (F) As above, except radius is 100'.
- 13-SHATTER (F) DURATION:— RANGE: 10'
Causes a non-metal, inanimate object to shatter (up to 1 cu' in size).
- 14-WATING SOUND (F) DURATION:1 min/1vl
RANGE: T A set series of sounds can be concentrated upon and then delayed up to 24 hr., or until triggered by a specified sound.
- 15-SONIC LAW (F) As above, except radius is 10'/1vl.
- 20-CRUMBLE (F) As Cracks Call, except material with cracks will crumble to dust.
- 25-SILENCE (F) As above, except radius is 100'.
- 30-MIND'S SONG (M) DURATION:1 rnd/10% failure
RANGE:50'R Everyone within the radius is a target, all failing are stunned due to ultrasonics (this includes animals).
- 50-SONIC LAW TRUE (F) DURATION:1 min/1vl
RANGE:10'/1vl As Sonic Law, except sounds can be programmed, delayed, more than one at a time, and instantly changeable.

SOUND PROJECTION

- 1-LONG WHISPER (F) DURATION: C
RANGE:100' Caster can whisper and the whisper can be heard at any point within his range.

- 2-SOUNDING (F) DURATION: C RANGE: S
Caster's voice is amplified 2x.

- 3-SONG SOUNDING (F) DURATION: as the spell it is cast with RANGE: S Doubles the range of a spell on the Controlling Songs list, if cast just before that spell.

- 4-SONG II (F★) DURATION: as the spell it is cast with RANGE: S Allows the caster to affect 2 targets with a spell off the Controlling Songs list; this spell costs as much as the controlling spell, and is cast simultaneously with that spell.

- 5-LONG WHISPER (F) As above, except range is 300'.

- 6-SOUNDING (F) As above, except amplification is 5x.

- 7-GREAT SONG (F) As Song II, except everyone within a 10'R of the caster is a target of the control song used.

- 8-SONG SOUNDING (F) As above, except range is 3x.

- 9-LONG WHISPER (F) As above, except range is 500'.

- 10-SONG III (F) As Song II, except 3 targets may be affected.

- 11-SILENT SONG (F) DURATION: as the spell it is cast with RANGE: S When this spell is cast simultaneously with a spell off the Controlling Songs list, no one but the target will hear the song. Costs as much as the song it is cast with.

- 12-SONG SOUNDING (F) As above, except range is 4x.

- 13-LONG WHISPER (F) As above, except range is 1 mile.

- 14-SONG V (F) As Song II, except 5 targets may be affected.

- 15-GREAT SONG (F) As above, except radius is 50'.

- 20-SONG SOUNDING (F) As above, except range is 5x.

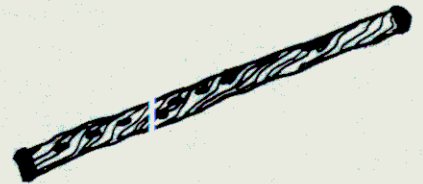
- 25-GREAT SONG (F) As above, except radius is 100'.

- 30-SONG SOUNDING (F) As above, except range is 6x.

- 50-SONG TRUE (F) DURATION:1 rnd/1vl
RANGE: S Any of the spells below can be cast at a rate of 1/rnd for the duration of the spell; any controlling songs used require casting and spell points.

Lar's Pipe

Silent
+3 Bardic spell adder
Sounding x3
'Stun Song' once a day,
stuns target twice
as long as spell
lasts.



ITEM LORE

- 1-JEWEL & METAL ASSESSMENT (I) DURATION:— RANGE: T Caster can assess the value of jewels and metals to within 10% (allows him to calculate different values for the different cultures he is familiar with).
- 2-ITEM ASSESSMENT (I) As Jewel & Metal Assessment, except crafted items may be assessed (the magic capabilities are not included).
- 3-DETECT POWER (I) DURATION:1 rnd/1vl
RANGE: T Detects power in an item, but not the realm or how much.
- 4-ITEM ANALYSIS I (I) DURATION:—
RANGE: T Caster has a 10% chance for each ability of determining what enchanted abilities the item has. This includes all bonuses and item powers that are not spells (see optional rule section 9.9).
- 5-ASSESSMENT TRUE (I) As Item Assessment, except anything can be assessed, such as livestock, houses, boats, etc. (magical abilities are still not assessable).
- 6-SIGNIFICANCE (I) DURATION:— RANGE: T Determines if the item examined has any cultural or historical significance, but not specifically what significance.
- 8-ORIGINS (I) DURATION:— RANGE: T Gives the area of origin of the item, the race of the being who made it, and when it was made (within 100 years).
- 10-ITEM ANALYSIS II (I) As Item Analysis I, except there is a 20% chance for each ability.
- 11-DETECT CURSE (I) DURATION:—
RANGE: T Detects if an item has a curse on it.
- 13-SIGNIFICANCE TRUE (I) As Significance, except it determines the exact cultural and historical significance.
- 15-ITEM ANALYSIS III (I) As Item Analysis I, except there is a 30% chance for each ability.
- 20-ITEM ANALYSIS V (I) As Item Analysis I, except there is a 50% chance for each ability.
- 25-ORIGINS TRUE (I) As Origins, except it gives the exact place of origin, the being who made it and when it was made.
- 30-ITEM ANALYSIS VII (I) As Item Analysis I, except there is a 70% chance for each ability.
- 50-ITEM ANALYSIS TRUE (I) As Item Analysis I, except all abilities are known automatically.

LUTE OF KLAEN, eleven hard of Ty-Ar-Rana

'Sonic Law' 10' radius at will
+5 spell adder for Barbs
Use any one option to enhance a
'Controlling Song':
Song Sounding x5
Song V
Great Song 50' radius

Once owned by one of the greatest harps of all time, the Lute is reputed to have an intelligence of its own...



Fashioned
of the finest
cherry and
ebony woods, its
fittings are of
gold and mithril.

EVIL MENTALIST BASE SPELL LISTS

MIND EROSION	MIND SUBVERSION	MIND DEATH	MIND DISEASE	MIND DOMINATION	
1) DULL MIND I	SUSPICION		INSOMNIA		(1
2) CONFUSION	TRAIT SUBVERSION I	FORGET I	NEUROSIS	MIND LOCK c	(2
3)	LYING	MIND BLANK I	GUILT	MIND INVASION c	(3
4) DULL MIND II	TRAIT SUBVERSION II		PARANOIA		(4
5) MIND EROSION I	CHEATING	FORGET X	PANIC	DEMONIC POSSESSION	(5
6)			PHOBIA	TRANSFERRAL	(6
7) DULL MIND III	STEALING	MIND BLANK III	SCHIZOPHRENIA		(7
8)	TRAIT SUBVERSION III			SUBJUGATION c	(8
9) DULL MIND IV		LORD FORGET	PSYCHOSIS		(9
10) MIND EROSION II	AGGRAVATED THIEF	MIND DEATH I	CATATONIA	DEMONIC POSSESSION II	(10
11)	TRAIT SUBVERSION V	LOST EXPERIENCE I	INSOMNIA TRUE	MIND SLAVE c	(11
12) DULL MIND V					(12
13)	ASSAULT	MIND BLANK V	GUILT TRUE	BANISHMENT c	(13
14) DULL MIND VI		FORGET TRUE			(14
15) MIND EROSION III	TRAIT SUBVERSION X	MIND DEATH II	PARANOIA TRUE	DEMONIC POSSESSION III	(15
20) DULL MIND VIII	HOMICIDE	MIND DEATH III	SCHIZOPHRENIA TRUE	MIND SLAVE TRUE	(20
25) DULL MIND X	ASSASSINATION	LOST EXPERIENCE II	PSYCHOSIS TRUE	DEMONIC POSSESSION IV	(25
30) MIND EROSION V	TRAIT SUBVERSION TRUE	MIND DEATH V	CATATONIA TRUE	TRANSFERRAL TRUE	(30
50) MIND EROSION TRUE	SUICIDE	MIND DEATH TRUE	MIND DISEASE TRUE	BANISHMENT TRUE	(50

MIND EROSION

- 1-DULL MIND I (M)** DURATION:1 month/5% failure RANGE:100' Target has one of his mental characteristics temporarily lowered (5 in a 1-100 system, 1 in a 3-18 system). If a system of temporary/permanent characteristics is used the temporary characteristic(statistic) is lowered, until the character goes up a level. Mental characteristics include: presence, empathy, intuition, memory, reasoning, self-discipline, wisdom, intelligence, charisma, etc.
- 2-CONFUSION (M)** DURATION:1 day/5% failure RANGE:100' Target is mentally bewildered; he has only a 50% chance of making a decision every rnd.
- 4-DULL MIND II (M)** As Dull Mind I, except decrease is 10 (2 for 3-18).
- 5-MIND EROSION I (M)** As Dull Mind I, except decrease is permanent.
- 7-DULL MIND III (M)** As Dull Mind I, except decrease is 15 (3 for 3-18).
- 9-DULL MIND IV (M)** As Dull Mind I, except decrease is 20 (4 for 3-18).
- 10-MIND EROSION II (M)** As Mind Erosion I, except decrease is 10 (2 for 3-18).
- 12-DULL MIND V (M)** As Dull Mind I, except decrease is 25 (5 for 3-18).
- 14-DULL MIND VI (M)** As Dull Mind I, except decrease is 30 (6 for 3-18).
- 15-MIND EROSION III (M)** As Mind Erosion, except decrease is 15 (3 for 3-18).
- 20-DULL MIND VIII (M)** As Dull Mind I, except decrease is 40 (8 for 3-18).
- 25-DULL MIND X (M)** As Dull Mind I, except decrease is 50 (10 for 3-18).
- 30-MIND EROSION V (M)** As Mind Erosion I, except decrease is 25 (5 for 3-18).

50-MIND EROSION TRUE (M) As Mind Erosion I, except one mental characteristic can be reduced to 1.

MIND SUBVERSION

- 1-SUSPICION (M)** DURATION:1 day/5% failure RANGE:100' Target suspects the actions of his associates(gamesmaster may give descriptions that arouse actual player's own suspicions).
- 2-TRAIT SUBVERSION I (M)** As Suspicion, except one of the target's personal traits is perverted; such traits might include: kindness, loyalty, thrift, cheerfulness, reverence, etc.
- 3-LYING (M)** As Suspicion, except on any statement there is a 20% chance the target lies.
- 4-TRAIT SUBVERSION II (M)** As Trait Subversion I, except 2 traits may be perverted.
- 5-CHEATING (M)** As Suspicion, except target will attempt to cheat on all matters (such as splitting loot, card games, etc.).
- 7-STEALING (M)** As Suspicion, except target is a kleptomaniac and has a 10% chance of attempting to steal anything that catches his fancy, if it does not involve violence.
- 8-TRAIT SUBVERSION III (M)** As Trait Subversion I, except 3 traits may be perverted.
- 10-AGGRAVATED THIEF (M)** As Stealing, except target will use violence to steal.
- 11-TRAIT SUBVERSION V (M)** As Trait Subversion I, except 5 traits may be perverted.
- 13-ASSAULT (M)** As Suspicion, except there is a 5% chance target will assault a person when he encounters him.
- 15-TRAIT SUBVERSION X (M)** As Trait Subversion I, except 10 traits may be perverted.

20-HOMICIDE (M) As Assault, except target attempts to kill.

25-ASSASSINATION (M) As Assault, except target will mark a person and then plan to assassinate him and escape.

30-TRAIT SUBVERSION TRUE (M) As Trait Subversion I, except it is permanent.

50-SUICIDE (M) As Suspicion, except whenever the target is injured or suffers humiliation or fails in something, he will attempt suicide in some imaginative way.



AMULET OF DEMIK DRAC

x2 spell multiplier; user becomes a "shadow" at will; permits use of any 1 "MYSTICAL CHANGE" per day (up to 15th lvl); changes color with shift in weather.

Layered, laminated surface of emeralds on platinum.

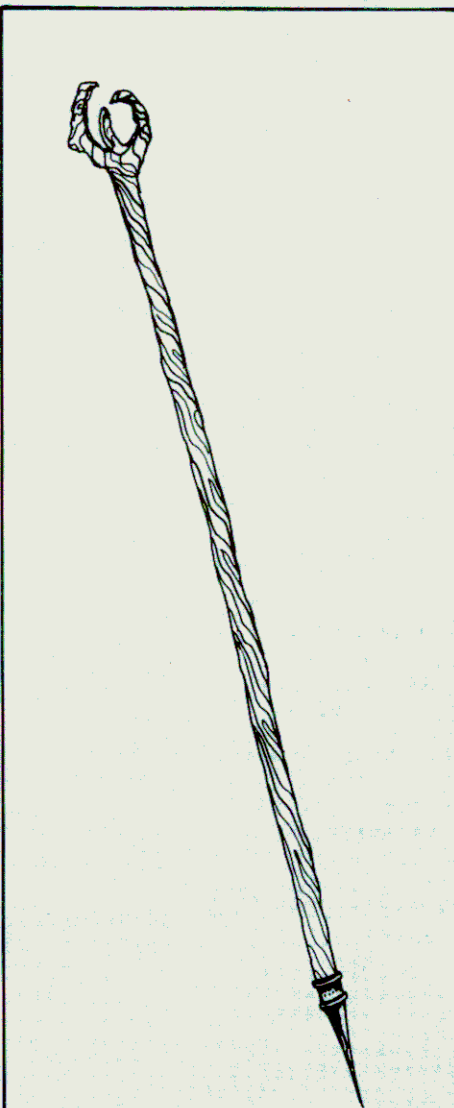
MIND DEATH

- 2-FORGET I (M)** DURATION: P RANGE:100' Target forgets 10 min. totally, caster's choice.
- 3-MIND BLANK I (M)** DURATION:1 rnd RANGE:100' Target's mind is temporarily blank and he can do nothing.
- 5-FORGET X (M)** As Forget I, except 100 min. can be erased.
- 7-MIND BLANK III (M)** As Mind Blank I, except duration is 3 rnd.
- 9-LORD FORGET (M)** As Forget I, except 200 min. can be erased.
- 10-MIND DEATH I (M)** DURATION: P RANGE:50' Target's mind is blanked as in Mind Blank I at random for 10 min. each and every day.
- 11-LOST EXPERIENCE I** DURATION: P RANGE: 50' Target loses 5% of his collected experience (usually experience points).
- 13-MIND BLANK V (M)** As Mind Blank I, except duration is 5 rnd.
- 14-FORGET TRUE (M)** As Forget I, except 1 hr./lvl can be erased.
- 15-MIND DEATH II (M)** As Mind Death I, except the target blanks out twice/day.
- 20-MIND DEATH III (M)** As Mind Death I, except the target blanks out 3×/day.
- 25-LOST EXPERIENCE II (M)** As Lost Experience I, except loss is 10%.
- 30-MIND DEATH V (M)** As Mind Death I, except the target blanks out 5×/day.
- 50-MIND DEATH TRUE (M)** As Mind Death I, except the target has a 5% chance of blanking out each rnd.

MIND DISEASE

- 1-INSOMNIA (M)** DURATION: P RANGE:100' Target has trouble sleeping; he is at -25 on all activity after suffering this for 2 days (until cured).
- 2-NEUROSIS (M)** DURATION: P RANGE:100' Target has a dislike for a specific type thing the caster chooses; target has a 50% chance of avoiding the thing when given the choice until cured (e.g. neurosis concerning horses would mean that every time the target tried to get on or near a horse he would only have a 50% chance).
- 3-GUILT (M)** As Insomnia, except target becomes guilty over some incident in his past; he will not perform such an action again.
- 4-PARANOIA (M)** As Insomnia, except target believes every one is out to get him.
- 5-PANIC (M)** As Insomnia, except target will panic and flee in any personally dangerous situation.
- 6-PHOBIA (M)** As Neurosis, except target fears the thing and has a 25% chance he will be able to control himself concerning the thing, while there is a 10% he will flee from the thing.
- 7-SCHIZOPHRENIA (M)** As Insomnia, except target develops a 2nd personality of another alignment, which will be active 10% of the time(at random).
- 9-PSYCHOSIS (M)** As Phobia, except target has self-control concerning the thing 10% of the time and flees 50% of the time.
- 10-CATATONIA (M)** As Insomnia, except target drifts in and out of a catatonic state; every hour there is a 25% chance he will become catatonic for one hour.

- 11-INSOMNIA TRUE (M)** As Insomnia, except target cannot sleep at all, except by a spell (he adds 50 to his RR against all sleep spells); if he gets no sleep, he will slowly go mad.
- 13-GUILT TRUE (M)** As Guilt, except target will take actions to atone for his guilt incident every day that he fails a normal RR.



STAFF OF BAAK

+4 Essence spell adder
x2 damage to fire spells
Continuous 'Heatarmour'
Staff will burst into
flame on command (no
harm is done to wielder)

Fashioned of dark brown wood, the bottom of the staff is tipped with a spike of indestructible black metal. The staff has no other markings.

- 15-PARANOIA TRUE (M)** As Paranoia, except target will not trust or associate with anyone more than 1 hr.
- 20-SCHIZOPHRENIA TRUE (M)** As Schizophrenia, except 2nd personality is active 50% of the time.
- 25-PSYCHOSIS TRUE (M)** As Psychosis, except target has no chance of self-control and will flee 90% of the time he will slowly go mad if held near the thing he fears.
- 30-CATATONIA TRUE (M)** As Catatonia, except every hour there is a 95% chance he will be catatonic.
- 50-MIND DISEASE TRUE (M)** DURATION: P RANGE:100' Target may be given any mental disease that the caster chooses.

MIND DOMINATION

- 2-MIND LOCK (M)** DURATION: C RANGE:100' Caster and target are locked in mental contact until: 1) the caster ceases concentration, or 2) either the caster or target has a RR failure of 30 or greater(RR's must be made against each other every rnd); the one failing by 30, becomes unconscious; neither can take any action.
- 3-MIND INVASION (M)** DURATION: C RANGE:100' Target is frozen in mental combat, but caster has 50% activity.
- 5-DEMONIC POSSESSION I** DURATION: V RANGE:100' Target is controlled by a type I demon (level 1-2); more RR rolls can be made once/day to regain self-control; demon is random, maniacal and homicidal.
- 6-TRANSFERRAL (M)** DURATION: V RANGE: T Caster transfers his essence into the target and the target's essence is imprisoned. Caster may only function at ½ his normal level. Target may make more RR rolls; they can be made once/day to regain self-control; when this happens the caster is returned to his own body which has been in suspended animation.
- 8-SUBJUGATION (M)** DURATION: C RANGE:100' Target must obey the will of the caster.
- 10-DEMONIC POSSESSION II (M)** As Demonic Possession I, except demon is type II (level 3-5).
- 11-MIND SLAVE (M)** As Subjugation, except target is a zombie until he makes his once/day RR; on any round that the caster concentrates, the target will obey his will.
- 13-BANISHMENT (M)** As Mind Slave, except target's essence is in agony and the body will obey anyone's verbal commands(each action commanded can take one rnd); conflicts mean the target does nothing.
- 15-DEMONIC POSSESSION III (M)** As Demonic Possession I, except demon is type III (level 6-10).
- 20-MIND SLAVE TRUE (M)** As Mind Slave, except caster need not concentrate to command.
- 25-DEMONIC POSSESSION IV (M)** As Demonic Possession I, except demon is type IV (level 11-15).
- 30-TRANSFERRAL TRUE (M)** As Transferral, except target gets his RR once/month, and every time he fails his chance to successfully resist decreases by 1.
- 50-BANISHMENT TRUE (M)** As Banishment, except target gets his RR once/month and every time he fails his chance to successfully resist decreases by 5.

CONFUSING WAYS

- 1-DISTRACTION (M)** DURATION: C RANGE:100' Target is at -30 for all actions.
- 2-CONFUSION (M)** DURATION:1 rnd/5% failure RANGE:100' Target is incapable of making decisions or initiating action; may continue to fight current foes or in self-defense.
- 3-BLUR VISION (M)** DURATION: C RANGE:100' Target is at -100 for missiles; -50 for all other actions.
- 4-FEAR (M)** DURATION:1 min./10% failure RANGE:100' Target fears caster and attempts to flee.
- 5-UNBALANCE (M)** DURATION:— RANGE:100' Target becomes unbalanced; if he is moving he trips and falls(1-4 rnds), if he is performing a maneuver he fails it.
- 6-FUMBLE (M)** As Unbalance, except target fumbles weapon or item in his hands.
- 7-HALLUCINATION (M)** DURATION: C RANGE:100' Target sees a nonexistent foe, and must fight him until foe is dead(foe has same capabilities as target but does no damage).
- 8-SPIN (F)** DURATION:— RANGE:50' Target is spun about 180°, taking 1 rnd/20% failure to recover.
- 9-WEAPON ALTERATION (M)** DURATION:1 rnd/lvl RANGE:100' Target weapon is altered to appear to him that it is some other weapon, with which he must fight.
- 10-MIRAGES (M)** DURATION: C RANGE:100' Target sees all moving things clearly, but the caster can control the scene through which they move.
- 11-BLINDING (M)** DURATION:1 rnd/10% failure RANGE:100' Target is blinded.

- 12-SHIFTING (M)** DURATION: 1 rnd/10% failure RANGE:100' Target sees moving things shifted between 6" and 18" from where they really are; any attack he makes against a moving foe has a 50% chance of having no effect.
- 13-MASS DISTRACTION (M)** DURATION: C RANGE:300' Up to the caster's lvl in targets can be distracted as in Distraction, if they are all in the caster's field of vision.
- 14-WORD OF FEAR (M★)** As Fear, except spell is instantaneous and duration is 1 min./5% failure.
- 15-AMNESIA (M)** DURATION:1 day/5% failure RANGE:100' Target has amnesia, but loses none of his skills or abilities.

HIDING

- 1-BLUR (F)** DURATION:1 min/lvl RANGE: S Causes caster to appear blurred, subtracting 10 from all attacks against him.
- 2-INVISIBILITY (F)** As Invisibility on the open mentalist Cloak list.
- 3-SHADOW (F)** As Shadow on the open mentalist Cloak list.
- 4-SILENCE (F)** DURATION:1 min/lvl RANGE: S Any sounds originating within a 1' of the caster's body are completely muffled.
- 5-INVISIBILITY (F)** As above, except everything within 1' of the caster's body is invisible.
- 6-INVISIBILITY (F)** As above, except the caster can vary the radius up to 1'.
- 7-SCREENS (F)** DURATION: C RANGE:100' Creates a 1000 sq' screen on which the caster can place any static scene, which seems 3-dimensional and normal.
- 8-DISPLACEMENT I (F)** As Displacement I on the open mentalist Cloak list.

MYSTIC BASE SPELL LISTS

CONFUSING WAYS	HIDING	MYSTICAL CHANGE
1) DISTRACTION c	BLUR	STUDY
2) CONFUSION	INVISIBILITY	FACE SHIFTING TRUE
3) BLUR VISION c	SHADOW	CHANGE TO KIND
4) FEAR	SILENCE	MISFEEL KIND ●c
5) UNBALANCE	INVISIBILITY (1')	ENLARGE
6) FUMBLE	INVISIBILITY (to1')	SHRINK
7) HALLUCINATION c	SCREENS c	MISFEEL CALLING ●c
8) SPIN	DISPLACEMENT I	CHANGING LUNGS
9) WEAPON ALTERATION	NO SENSE	CHANGE
10) MIRAGES c	SHADOW MYSTIC	MIND TONGUE c
11) BLINDING	INVISIBILITY (to10')	MISFEEL POWER ●c
12) SHIFTING	DISPLACEMENT II	TRUE CHANGE
13) MASS DISTRACTION	FLATTENING	UNPRESENCE c
14) WORD OF FEAR *	MERGING	MISFEEL c
15) AMNESIA	UNPRESENCE c	CHANGING
20) SHOUT OF CONFUSION *	DISPLACEMENT III	PASSING
25) AMNESIA TRUE	NONDETECT	MISFEEL TRUE
30) PARALLEL REALITY	DISPLACEMENT V	HOLY PRESENCE c
50) LORD CONFUSION	HIDING TRUE c	SUBMERGE SELF



- 9-NO SENSE (F)** As Invisibility, except caster is also undetectable by smell and sound.
- 10-SHADOW MYSTIC (F)** As Shadow Mentalist on the open mentalist Cloak list.
- 11-INVISIBILITY (F)** As above, except radius can be extended to 10'.
- 12-DISPLACEMENT II (F)** As Displacement I, except base chance of missing is 20%
- 13-FLATTENING (P)** DURATION:10 min/lvl RANGE: S Caster is flattened on his side until he has only two dimensions; thus he can slide through cracks and can't be seen from the side.
- 14-MERGING (F)** DURATION:1 min/lvl RANGE: S Caster can merge into any inanimate, solid material(up to 1' in depth), is inactive and unaware of surrounding activity.
- 15-UNPRESENCE (P)** As Unpresence on the mystic personal modification list.



MYSTICAL CHANGE

- 1-STUDY (I)** DURATION:— RANGE:300' Caster studies and memorizes the appearance and mannerisms of a being, for later use in a change type spell.
- 2-FACE SHIFTING TRUE (P)** DURATION:1 hr./lvl RANGE: S Allows caster to alter the form of his face; if he "Studied" a being he can take on the exact form.
- 3-CHANGE TO KIND (P)** DURATION:10 min./lvl RANGE: S Caster can alter his entire body to the form of another humanoid race(no increase in mass). This cannot be a specific person.

- 4-MISFEEL KIND (P●)** DURATION: C RANGE: S Caster appears to be of any race he chooses to magical or mental detections.
- 5-ENLARGE (P)** DURATION: 10 min./lvl RANGE: S Caster can increase his mass(and usually height)by 10%/lvl; but there is no proportional increase in strength(other than for movement purposes).
- 6-SHRINK (F)** As Enlarge, except caster shrinks by 10%/lvl and there is no proportional decrease in strength.
- 7-MISFEEL CALLING (P●)** As Misfeel Kind, except profession may be misrepresented.
- 8-CHANGING LUNGS (P)** DURATION:10 min./lvl RANGE: S Caster can breathe water, air or gas at will.
- 9-CHANGE (P)** As Change to Kind, except caster can assume any organic form within ½ and 2 x his mass, but does not obtain any special abilities.
- 10-MIND TONGUE (I)** DURATION: C RANGE: 20' Caster can speak mentally with any sentient being, and to the being it will seem as if the caster was speaking in the being's own language.
- 11-MISFEEL POWER (P●)** As Misfeel Kind, except level can be misrepresented.
- 12-TRUE CHANGE (P)** As Change, except a specific being can be duplicated if the being has been "Studied."
- 13-UNPRESENCE (P)** As Misfeel Kind, except caster appears to have no presence.
- 14-MISFEEL (P)** DURATION: C RANGE: S Allows caster to use all of the "misfeel" spells at once.
- 15-CHANGING (P)** As Change, except caster can alter forms at will(1 rnd/change).

MYSTIC BASE SPELL LISTS

LIQUID ALTERATION	SOLID ALTERATION	GAS ALTERATION
BOIL/FREEZE WATER c	WARM SOLID	CONDENSATION (1)
CLEAR/DESALINATE WATER	HEAT SOLID	AIRWALL c (2)
EVAPORATION	CHILL SOLID	FOG (20'R) (3)
WATERWALL c	CRACKS CALL (4)	
WATER BOLT	DOOR	AIR STOP (10'R) c (5)
WATER CORRIDOR (100')	WOODFIRES	FOG (100'R) (6)
CALL RAIN c		(7)
CALM WATER c	HEAT SOLID c	AIRWALL TRUE (8)
WAVE	CHILL SOLID c	FIRE BOLT (9)
WATERWALL TRUE	WALL OF ICE c	AIRSTOP (50'R) c (10)
WATER CORRIDOR (300') c	SOLID DOOR	FOG (300'R) (11)
LIQUID to WATER	STONE/EARTH/MUD	GAS to AIR (12)
WHIRLPOOL c	SHATTER	VACUUM (13)
WATER TUNNEL c	SOLID DOOR	OXYGENATION c (14)
CALM WATER TRUE c	MOLD SOLID	WHIRLWIND c (15)
WATER CORRIDOR TRUE	SOLID TUNNEL	FOG TRUE (20)
WATER TUNNEL TRUE	SOLID DOOR TRUE	GREAT VACUUM (25)
STREAM DIVERSION c	SOLID TUNNEL TRUE	CLOUD SHAPING c (30)
TRANSMUTATION	TRANSMUTATION	TRANSMUTATION (50)

20th - 50th lvl spell descriptions are on pgs 22-23

LIQUID ALTERATION

- 1-BOIL/FREEZE WATER (F) DURATION:** C RANGE: T 1 cu '/lvl of liquid can be heated to boiling or cooled to freezing.
- 2-CLEAR/DESALINATE WATER (F) DURATION:** P RANGE: T As Boil/Freeze Water, except removes all sediment and dissolved substances from the liquid.
- 3-EVAPORATION (F) DURATION:** P RANGE: T As Boil/Freeze Water, except the liquid is evaporated and the amount of liquid is 1000 cu '/lvl.
- 4-WATERWALL (E) DURATION:** C RANGE:10' Creates a 10'x10'x1' wall of churning water (a water source must be within 10'), cuts all attacks and movement through it by 80%.
- 5-WATER BOLT (E) DURATION:**— RANGE:100' A bolt of concentrated water is shot from the palm of the caster; results are determined from the Water Bolt Table (a water source must be within 10').
- 6-WATER CORRIDOR (F) DURATION:** C RANGE:10' Creates a corridor through liquid up to 100' long, 3' wide and 10' deep(must be open at the top).
- 7-CALL RAIN (F) DURATION:** C RANGE:100'R Causes it to rain in 100'R about caster, heaviness is determined by the humidity.
- 8-CALM WATER (F) DURATION:** C RANGE:10' All water within a 100'R is calmed: waves are cut by 20' in the center and less towards the perimeter.
- 9-WAVE (F) DURATION:**— RANGE:100' Creates a wave moving away from the caster: wave is 1' high/lvl in the center and 10'/lvl wide.

- 10-WATERWALL TRUE (E) As Waterwall,** except has a set duration of 1 min./lvl and doesn't require concentration.
- 11-WATER CORRIDOR (F) As above,** except limit is 300'x4'x50'deep.
- 12-LIQUID-WATER (F) DURATION:** P RANGE: T Changes any liquid to water.
- 13-WHIRLPOOL (F) DURATION:** C RANGE: 300' Creates a 20'R whirlpool that will draw in any unpowered objects up to 200' away.
- 14-WATER TUNNEL (F) DURATION:** C RANGE:10' Creates a tunnel through liquid that is 5' dia. and 100' long(does not need to be open at the top).
- 15-CALM WATER TRUE (F) As Calm Water,** except radius is 100'/lvl.

SOLID ALTERATION

- 1-WARM SOLID (F) DURATION:**24 hr. RANGE: T 1 cu '/lvl of any solid, inanimate material can be warmed up to 100°F.
- 2-HEAT SOLID (F) DURATION:**1 min./lvl RANGE: T As Warm Solid, except temperature limit is 500° and it takes 1 rnd for each 100°; caster is immune to heat.
- 3-CHILL SOLID (F) As Warm Solid,** except it can cool down to 0°F.
- 4-CRACKS CALL (F) DURATION:**— RANGE:100' Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.
- 5-DOOR (F) DURATION:**— RANGE: T Can cause a door to expand or contract due to subtle temperature changes; door can be jammed or loosened.

6-WOODFIRES (F) DURATION:— RANGE: T Causes wood and other burnable materials to instantly burst into flames.

8-HEAT SOLID (F) DURATION: C RANGE:50' As Heat Solid, except for range and the fact that it takes 1 rnd for every 50° rise in temperature.

9-CHILL SOLID (F) DURATION: C RANGE:50' As Chill Solid, except for range.

10-WALL OF ICE (E) DURATION: C RANGE:10' Creates a 10'x10'x1' transparent wall of ice, lasting until melted (100 hits of fire) or chopped through. Requires a source of water.

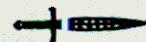
11-SOLID DOOR (F) DURATION: P RANGE: T Creates a doorway through any solid, inanimate material; it can be 3'x6'x1'.

12-STONE/EARTH/MUD (F) DURATION: P RANGE: T Will turn a 100 cu' of stone to packed earth, 100 cu' earth to mud, 100 cu' mud to earth, or 100 cu' of earth to stone.

13-SHATTER (F) DURATION:— RANGE:10' Causes a non-me al object of up to 1 cu' to shatter.

14-SOLID DOOR (F) As above, except size is 4'x8'x5'.

15-MOLD SOLID (F) DURATION: P RANGE: T May shape by molding with hands 1 cu' of any solid, inanimate material.



GAS ALTERATION

- 1-CONDENSATION (F) DURATION:** P RANGE: T Condenses 1 cu' of water from the surrounding air.
- 2-AIRWALL (E) DURATION:** C RANGE:10' Creates 10'x10'x1' wall of dense air; cuts movement and missile attacks through it by 50%.
- 3-FOG (F) DURATION:**1 min./lvl RANGE:100' Creates dense fog in a 20'R(visibility 1').
- 5-AIR STOP (F) DURATION:** C RANGE: T Stops all generalized air movement(i.e. wind) up to 30 MPH and cuts higher winds by 30 MPH, both in a 10'R.
- 6-FOG (F) As above,** except radius is 100'.
- 8-AIRWALL TRUE (E) As Airwall,** except has a set duration of 1 min./lvl and does not require concentration.
- 9-FIRE BOLT (E) DURATION:**— RANGE:100' A bolt of fire is shot from the palm of the caster; results are determined from the Fire Bolt Table (a fire source must be within 10').
- 10-AIRSTOP (F) As above,** except radius is 50'.
- 11-FOG (F) As above,** except radius is 300'.
- 12-GAS-AIR (F) DURATION:** P RANGE: T All gas within 10'R of the caster is converted to breathable air.
- 13-VACUUM (F) DURATION:**— RANGE:100' Causes a "C" impact critical strike to beings within a 5'R.
- 14-OXYGENATION (F) DURATION:** C RANGE:100' Creates a 50'R of high oxygen content air; all within it fight at +20 and fire deals double damage.
- 15-WHIRLWIND (F) DURATION:** C RANGE: T Creates a whirlwind about caster; it moves with the caster and is 10'R. No missile attacks can penetrate it and any movement or melee is cut by 80%.

GREATER BASE SPELLS

MENTALIST BASE SPELLS

PRESENCE

- 25-FINDING (I)** As above, except range is 5 miles/lvl.
30-DIRECTION TRUE (I) As Direction, except no range limitations.
50-FINDING TRUE (I) As Finding, except no range limitations.

MIND MERGE

- 25-MIND SWITCH TRUE (M)** As in Mind Switch, except lasts until the caster decides to return to his own body.
30-THOUGHT STEAL (M) DURATION: 1 rnd/lvl RANGE: 100' Caster can remove one thought or memory from the target's mind each round.
50-READY MERGE TRUE (P★) As in Ready Merge, except range is unlimited.

MIND CONTROL

- 25-TRUE GEAS (M)** DURATION: V RANGE: 10' As in Geas, except failure results in death.
30-MIND CONTROL TRUE (M) DURATION: 1 min./lvl RANGE: 300' for initial casting; thereafter 1 mile/lvl Caster has total control of target's mind.
50-MIND MASTER (M) DURATION: P RANGE: as 30th lvl. spell Target's mind is totally controlled, but only one target can be controlled at a time.

SENSE CONTROL

- 25-LONG CONTROL (M)** DURATION: C RANGE: 300' for initial casting; thereafter 1 mile/lvl. Same as 20th level spell except for range.
30-SENSE CONTROL TRUE (M) DURATION: 10 min./lvl RANGE: as 25th lvl spell All senses controlled and caster can "program" sensory input.
50-PRIVATE WORLD (M) DURATION: permanent RANGE: 100' Target lives in own fantasy world, no activity or sensory input; world totally controlled by caster when he concentrates.

MIND ATTACK

- 25-GREAT SHOUT (M★)** As Mind Shout, except range is 50'R and any target failing by more than 50 is unconscious for 8 hours.
30-MIND SHOUT (M★) As above, except range is 300'R.
50-SHOUT TRUE (M★) RANGE: 50' RR MOD: -20 to spell casters of mentalism. As Mind shout, except targets failing by 1-50 are unconscious; and targets failing by more than 50 are dead.

MIND SPEECH

- 25-MIND TONGUE (I★)** As above, except range is 1 mile/lvl.
30-WAITING SPEECH (I★) As Waiting Tongue, except it is broadcast to all within 300'R.
50-FAR MIND SPEECH (I★) DURATION: C RANGE: 100'R up to 1 mile/lvl away Allows caster to Mind Speak to a group in a radius a long way away.

LAY HEALER BASE SPELLS

MUSCLE MASTERY

- 20-JOINING TRUE (H★)^s** As Joining, except limb is fully functional in 10 minutes (provided caster also uses respective Joining True spells).
25-MUSCLE REGENERATION TRUE (H) As Muscle Regeneration, except that regrowth takes 10 min.
30-TENDON REGENERATION TRUE (H) As Tendon Regeneration, except that regrowth takes 10 min.
50-SOFT STRUCTURE REPAIR TRUE (H) As Soft Structure Repair, except that all tendons and muscles in target's body are repaired (not replaced) after a 10 minute operation.

CONCUSSION MASTERY

- 20-HEAL (H)** As above, except target healed of 20-200 hits.
25-HEAL TRUE (H) As above, except target healed of all concussion hits.
30-FROST/BURN RELIEF TRUE (H) As above, except target relieved of all burns or frostbite.
50-STUN RELIEF TRUE (H) As above, except target relieved of all stun effects.

BONE MASTERY

- 20-JOINING TRUE (H★)^s** As Joining, except that limb is fully functional in 10 min (provided caster also uses respective Joining True spells).
25-CARTILAGE REGENERATION (H) DURATION: P RANGE: T Allows caster to regenerate 1 section of cartilage in target's body; recovery time 1-10 days.
30-BONE REGENERATION (H) DURATION: P RANGE: T Allows caster to regenerate 1 lost bone; recovery time (regrowth) 1-10 days.
50-SKELETAL REGENERATION (H) DURATION: P RANGE: T Allows caster to regenerate any part (or all) of a skeleton in 1-10 days, depending on damage.

BLOOD MASTERY

- 20-JOINING TRUE (H★)** As above, except limb can be reattached and fully functional in 10 minutes.
25-REGULATIONS (H) DURATION: 1 min/lvl RANGE: T Allows caster to control all internal and external blood flow; cannot be used in harmful manner (i.e. it is life preserving).
30-NEW BLOOD (H) DURATION: P RANGE: T Allows caster to restore all the blood in any 1 target's body; requires 1-10 days recovery.

- 50-BLOOD REPAIR TRUE (H)** DURATION: 1 rd/lvl RANGE: Allows caster to throw any of above spells at will (maximum one spell/rd).

PROSTHETICS

- 20-ARTIFICIAL FLESH TRUE (H)** As above, except perfectly realistic synthetic flesh; takes 10-100 days, depending on amount.
25-ANIMATION (H) As above, except duration 1 year.
30-ANIMATION (H) As above, except duration 1 year per caster's level.
50-ANIMATION TRUE (H) As above, except animation permanent.

NERVE AND ORGAN MASTERY

- 20-JOINING TRUE (H★)^s** As Joining, except that limb is fully functional in 10 minutes (provided caster also uses respective Joining True spells).
25-NERVE REGENERATION (H) DURATION: P RANGE: T Allows caster to regenerate lost nerve; regrowth takes 1-10 days, depending on extent of loss.
30-ORGAN REGENERATION (H) DURATION: P RANGE: T Allows caster to completely regenerate lost organ; process takes 1-10 hours and target's recovery takes 1-10 days; target remains in coma during recovery; brain regeneration not permitted.
50-BRAIN REGENERATION (H) DURATION: P RANGE: T Allows caster to regenerate brain tissue in 1-10 hours; recovery takes 1-10 days (target is in coma during recovery); note that lost experience is not restored (% lost permanently dependent on severity of damage).

MYSTIC BASE SPELLS

CONFUSING WAYS

- 20-SHOUT OF CONFUSION (M★)** As Confusion, except all beings within a 50'R must make a RR.
25-AMNESIA TRUE (M) As Amnesia, except duration is permanent unless dispelled.
30-PARALLEL REALITY (M) DURATION: 1 day/5% failure RANGE: 100' Target sees and hears a world in which everything real has an image, but the image is changed or distorted (e.g. a dwarf might seem to be an orc, a house might seem to be a cave, etc.).
50-LORD CONFUSION (M) DURATION: V RANGE: 300' Up to 20 targets in the caster's field of vision can be attacked by any spell on this list of 0th lvl or lower (each target could have a different spell).

HIDING

- 20-DISPLACEMENT III (F)** As Displacement I, except base chance of missing is 30%.
25-NONDETECT (P) DURATION: 1 min/lvl RANGE: S Caster and objects on his person cannot be detected by any "Detect —" spells.
30-DISPLACEMENT V (F) As Displacement I, except base chance of missing is 50%.
50-HIDING TRUE (P) DURATION: C RANGE: S Caster can "Merge" into a material, use "Unpresence," use "Nondetect" and observe surrounding activity; all with this one spell.

MYSTICAL CHANGE

- 20-PASSING (F)** DURATION:1 min./lvl
RANGE: S Caster can pass through any inanimate material at a rate of 5'/lvl.
- 25-MISFEEL TRUE (P)** DURATION:10 min./lvl RANGE: S As Misfeel, except caster does not have to concentrate.
- 30-HOLY PRESENCE (P)** As Misfeel, except caster can misrepresent his presence and power, so that he seems to be a minor deity.
- 50-SUBMERGE SELF (P)** DURATION:any set time period RANGE: S Caster develops an entire false persona and places his own persona in his subconscious. To all detection (except, perhaps, Mind Probe), the caster seems to be the false persona. The caster has no control over his actions, until the set duration is over. The false persona can be a specific person if "Study" has been cast once/day (for 30 days) on that person.

LIQUID ALTERATION

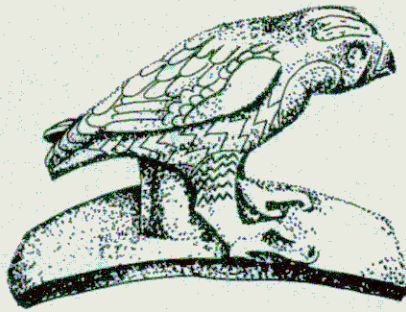
- 20-WATER CORRIDOR TRUE (F)** As Water Corridor, except limit is 100'/lvl long, 6' wide and 100' deep; and does not require concentration.
- 25-WATER TUNNEL TRUE (F)** As Water Tunnel, except limit is 6' dia. and 100'/lvl long; and does not require concentration.
- 30-STREAM DIVERSION (F)** DURATION: C RANGE:100'/lvl Caster can divert a water source or part of a water source into a stream which can be up to 15'x6' and as long as range.
- 50-TRANSMUTATION (F)** DURATION: P RANGE: T May transmute 1 cu' of liquid into another non-magical liquid that the caster has a sample of (usable once/day).

SOLID ALTERATION

- 20-SOLID TUNNEL (F)** DURATION:1 min./lvl RANGE: T Creates a tunnel through solid, inanimate material that is 4' in dia. and 5'/lvl long.
- 25-SOLID DOOR TRUE (F)** As Solid Door, except size is 6'x12'x10'.
- 30-SOLID TUNNEL TRUE (F)** As Solid Tunnel, except it is permanent and size is 3'x6'x(1'/lvl).
- 50-TRANSMUTATION (F)** DURATION: P RANGE: T May transmute 1 oz. of material into another non-magical material that the caster has a sample of (usable once/day).

GAS ALTERATION

- 20-FOG TRUE (F)** As Fog, except duration is 1 hr./lvl and radius is 100'/lvl.
- 25-GREAT VACUUM (F)** As Vacuum, except causes a "E" impact critical.
- 30-CLOUD SHAPING (F)** DURATION: C RANGE:1000'/lvl Caster can cause existing clouds to take on any shape he desires.
- 50-TRANSMUTATION (F)** DURATION: P RANGE:20' May transmute 1000 cu' of gas(no part can be more than 20' away) into another non-magical gas that the caster has a sample of (usable once/day).



RANGE:

- S = Self; spell can only be cast on the caster himself.
- T = Touch; caster must touch target in order to create effect.
- distance R = Effect is felt in an area (radius defined).
- distance/lvl = Spell can take effect anywhere within (distance) x (level) of the caster. Area spell: have a center, and the center must lie within the range.



DEFINITIONS:

- Organic = Of or deriving from living organisms.
- Inorganic = Involving neither organic life or products of organic life.
- Inanimate = Not having qualities associated with active, living, organisms; not animate.
- Embed = To fix or become fixed firmly in a surrounding mass.
- Slaying item or weapon = An item or weapon specifically designed to combat and/or destroy a being or type of being (e.g. a dragon slaying sword or staff).
- Organ = A differentiated part of an organism, adapted for a specific function (e.g. the liver).
- Wound = An injury in which the skin is torn, pierced, or cut.
- Being = An intelligent creature, including all humanoid types, enchanted creatures, etc. Intelligence should be characterized by system and/or Golemsmaster.
- Animal = A living creature capable of feeling and voluntary motion, but excluding those characterized as beings.
- Herbs = A part or plant part valued for medicinal qualities.



DEFINITIONS AND NOTATIONS

SPELL CLASSES:

- D = Defensive spell; allows caster to resist or withstand the effects of a spell, the elements, etc.
- E = Elemental Attack spell; a spell which calls, creates, or uses one of the physical elements to attack a target; the elemental material is real.
- F = Force spell; involves the manipulation of matter, energy, the elements, etc. through the use of a spell force.
- H = Healing spell; involves healing.
- I = Informational spell; a spell which gathers information.
- M = Mental Attack spell; an attack spell affecting the target's mind.
- P = Passive spell; a general use spell that usually involves another person or thing, but not actively.
- S = Subconscious spell; a spell that is triggered by the subconscious; the caster must (normally) be concentrating or in a trance or unconscious before the spell will work. Some do not require the conscious casting of the caster.
- U = Utility spell; a general use spell that doesn't physically affect anyone or thing but the caster.

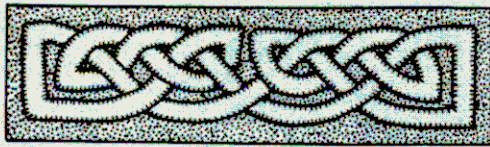
DURATION:

- C = Concentration required; caster can perform only 50% of normal activity (e.g. movement halved, maneuvers and combat at -50). Caster cannot cast any other spells while concentrating.
- (C) = Concentration required, except duration cannot exceed the limit given.
- P = Permanent; spell has permanent effect in the sense of creating a physical or mental condition. After the caster no longer concentrates or after the casting procedure is complete, the effect may be altered by outside forces; i.e. the spell may be cured, disturbed via another spell or physical forces (e.g. Freeze Water will freeze water, but the ice will melt, if conditions so dictate, at the normal rate).
- V = Variable; depends on the nature of the spell cast.
- time/lvl = Duration is the time multiplied by the level of the caster.
- time/x% = Duration of effect is (the amount that the target's RR is below the minimum needed to resist the spell) divided by a number (x) multiplied by the (time).
- = Instantaneous; spell's effect is instantaneously applied.

TERMS

ABBREVIATED:

- rnd or rd = round (battle round)
- lvl = level (normally of caster)
- min = minute(s)
- hr = hour
- RR = resistance roll
- R or rad = radius
- mi = mile(s)
- yd = yard(s)
- mph = miles per hour
- cu' = cubic feet
- = Free; spell doesn't require spell points
- ★ = Instantaneous; spell doesn't require preparation
- s = Part of a set of spells that must be thrown contiguously in order to be effective (or fully effective)
- pt = point
- mod = modification or modifier



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Credits

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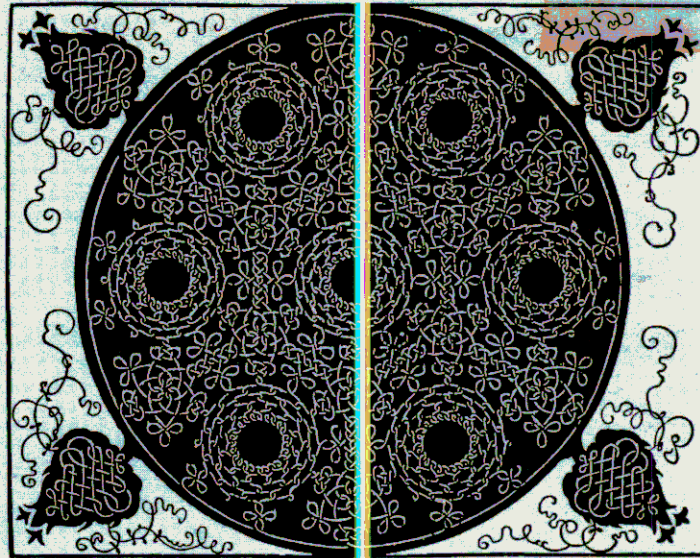
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