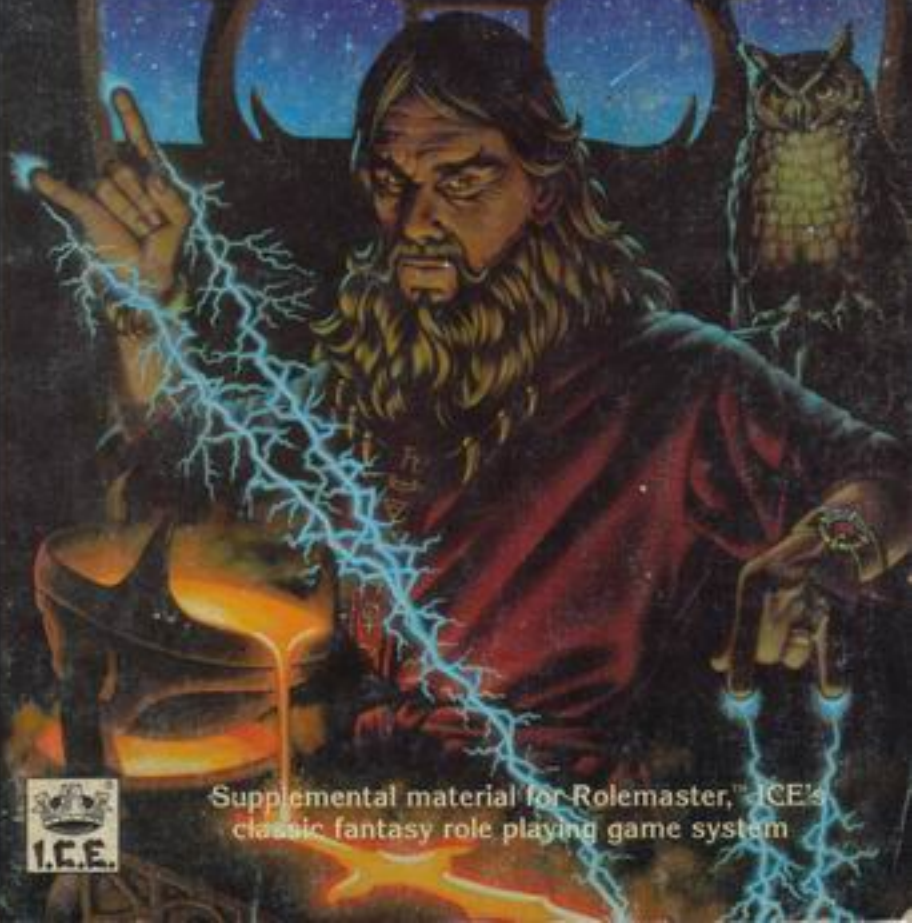


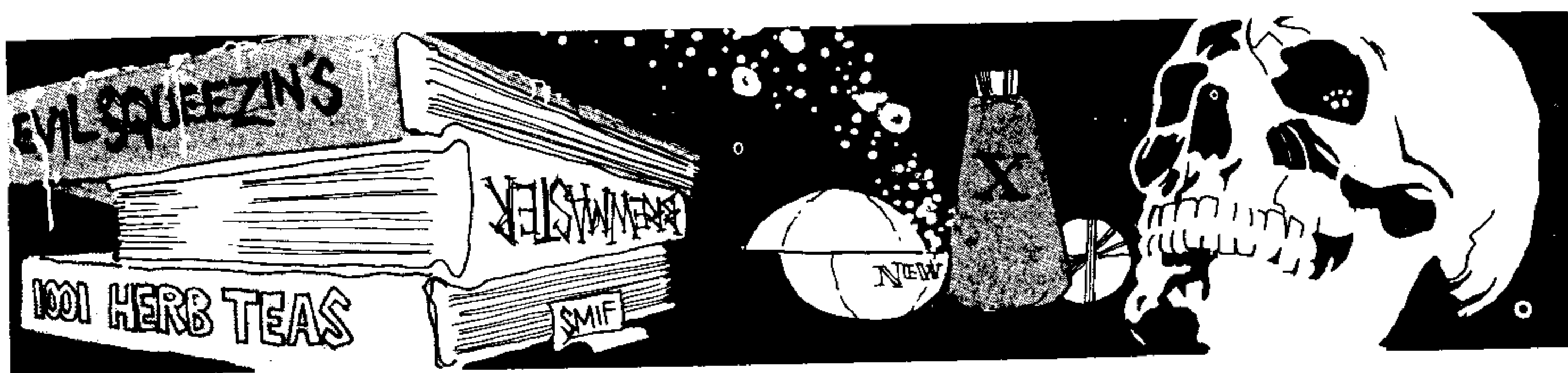
Alchemy Companion

#1530



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

ALCHEMY COMPANION™



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1.0 INTRODUCTION

Alchemy Companion (AlCo) is the definitive sourcebook for item creation in the *Rolemaster* fantasy role playing system. This book presents various optional rules and guidelines which allow the GM to determine how items are created in his world. AlCo also contains new options, professions, spell lists, and critical strike tables related to the field of Alchemy. "Optional" is the key word here; a Gamemaster should carefully examine each section of material before using it in his world or campaign. This material runs the gamut from play aids that simply make the standard game mechanics easier to handle to very high powered spells and optional rules. Most GMs should not and will not use everything in AlCo; it contains too great a diversity in style and power level.

The *Alchemy Companion* includes a wide range of material to appeal to role players wanting different things from a role playing system. Some GMs run a low powered, highly structured game; such GMs probably find that much of the material in this product will not be appropriate for their games unless they modify and experiment with it. Some GMs run a high powered or loosely structured game; such GMs will probably use most of the material—modifying it, expanding it, and wishing that there were more 75th level spells. But most GMs fall in between these two extremes; they will use some of this material, ignore some of it, openly rebuke some things, and modify the rest. Keep in mind, this is a commercial product. As a company, ICE must appeal to the largest possible audience, while providing material that can be valuable to most of the customers using its systems.

Players should keep the above discussion in mind when reading AlCo; some of the material may not be appropriate for your Gamemaster's campaign. The GM must decide which parts of this material will be used in his world—not the players. A GM should always be the final authority in any role playing session that involves his world. The manner in which a GM interprets, modifies, excludes, or includes rules and guidelines is entirely up to him. This is true for both the standard rules section and any optional rules sections in AlCo. A Gamemaster should never feel that the rules are a graven-in-stone, unbreakable, unbendable, absolutely fixed system; we provide them to help GMs develop, manage, and run their worlds.

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

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

1.1 DESIGNER NOTES

Rolemaster (RM) is ICE's complete fantasy role playing system, combining *Arms Law & Claw Law* (AL&CL), *Spell Law* (SL), and *Character Law & Campaign Law* (ChL&CaL); a system that provides a tight set of core rules for experienced role players. It is a system designed to allow for easy modification and expansion by individual GMs. The design philosophy at ICE is to keep the core rules as the base system and to present any "improvements" and expansions in the form of Optional Rules. This means that GMs who find the core rules sufficient can ignore these Optional Rules, while other GMs have a wide selection of variants and interesting options for their worlds.

Character Law & Campaign Law has a set of these Optional Rules that were developed between the publication of the original *Character Law* and the publication of ChL&CaL. *Rolemaster Companion* (RMC I) is a set of Optional Rules developed after ChL&CaL; most of this material was designed by Mark Colborn for his own game, then developed and published by ICE. Similarly, *Rolemaster Companion II* (RMC II) was designed primarily by Mike Carlyle, Singh Khanna, and Art Ridley, and then developed by ICE. RMC III, RMC IV, and RMC V all were designed by a wider variety of sources.

Rolemaster is supported by a variety of play aids. Such products can decrease the time and effort required for the creation of an exciting game, and increase the amount of authenticity and detail obtained during play. These play aids include:

Creatures & Treasures (C&T) and *Creatures & Treasures II* (C&T II) — ICE's compendia of information and statistics for three key elements of fantasy role playing: creatures, treasures, and encounters. They also include guidelines and statistics for dozens of new races.

War Law (WL) — ICE's mass-combat system, capable of simulating conflict between dozens or thousands of combatants. As such, it is primarily a statistically-derived extension of AL&CL.

Elemental Companion (EC) and *Spell User's Companion* (SUC) — Compendia of new spell lists, new professions, new races, new monsters, and a variety of other optional material, rules, and guidelines.

Shadow World Series — Modules and adventures in a rich, self-contained fantasy environment designed specifically for use with RM, but which can be used as isolated or hidden areas in any GM's campaign world.

Space Master (SM) — ICE's science fiction role playing system is completely compatible with *Rolemaster*, allowing Gamemasters to inject sci-fi elements into their FRP games and vice versa. Space Master is a Science Fiction Gaming Trilogy that consists of three separate products: *Space Master: The Role Playing Game*, *Space Master: Star Strike* (a fast paced simulation of interplanetary ship combat), and *Space Master: Armored Assault* (a simulation of tactical planetary combat on the land, in the sea, and in the air).

Cyberspace (CS) — is ICE's role playing game set in the corrupt, dirty, high-tech Earth of 2090 AD; where Megacorporation repression collides with Sprawl street warfare. *Cyberspace* is compatible with both *Space Master* and *Rolemaster*.

Middle-earth Role Playing (MERP) — A complete system specifically designed to introduce people to fantasy role playing in J.R.R. Tolkien's Middle-earth. It is suitable for those who have never before played a FRP game, as well as more experienced gamers who are looking for an authentic, easy-to-play FRP system for low-level adventures. It is compatible with *Rolemaster* and can serve as a great introduction to *RM* for novices.

ICE's Middle-earth Module Series

— A wide variety of rules, guidelines, and modules for use with fantasy role playing in J.R.R. Tolkien's Middle-earth. They are completely compatible with both *RM* and *MERP*.

SPECIAL THANKS

I wish to thank the following individuals for their contributions to this project:

Laura Reutter: My better half and toughest critic, she is mainly responsible for what you won't see in this book!

Lem Richards: It was in the fiery crucible of his brain that much of the dross in this work was burned away—revealing the pure product (I've been working too long on this...).

David Blank: He helped temper this work, heating it to a dull red glow and then plunging it into the bodies of his foes.

GREY WORLDS: This magazine for the role playing games of ICE (located at 1008 Hillwood Drive, Lewisville, Texas, 75067-5020) promoted this book by publishing several of its sections.

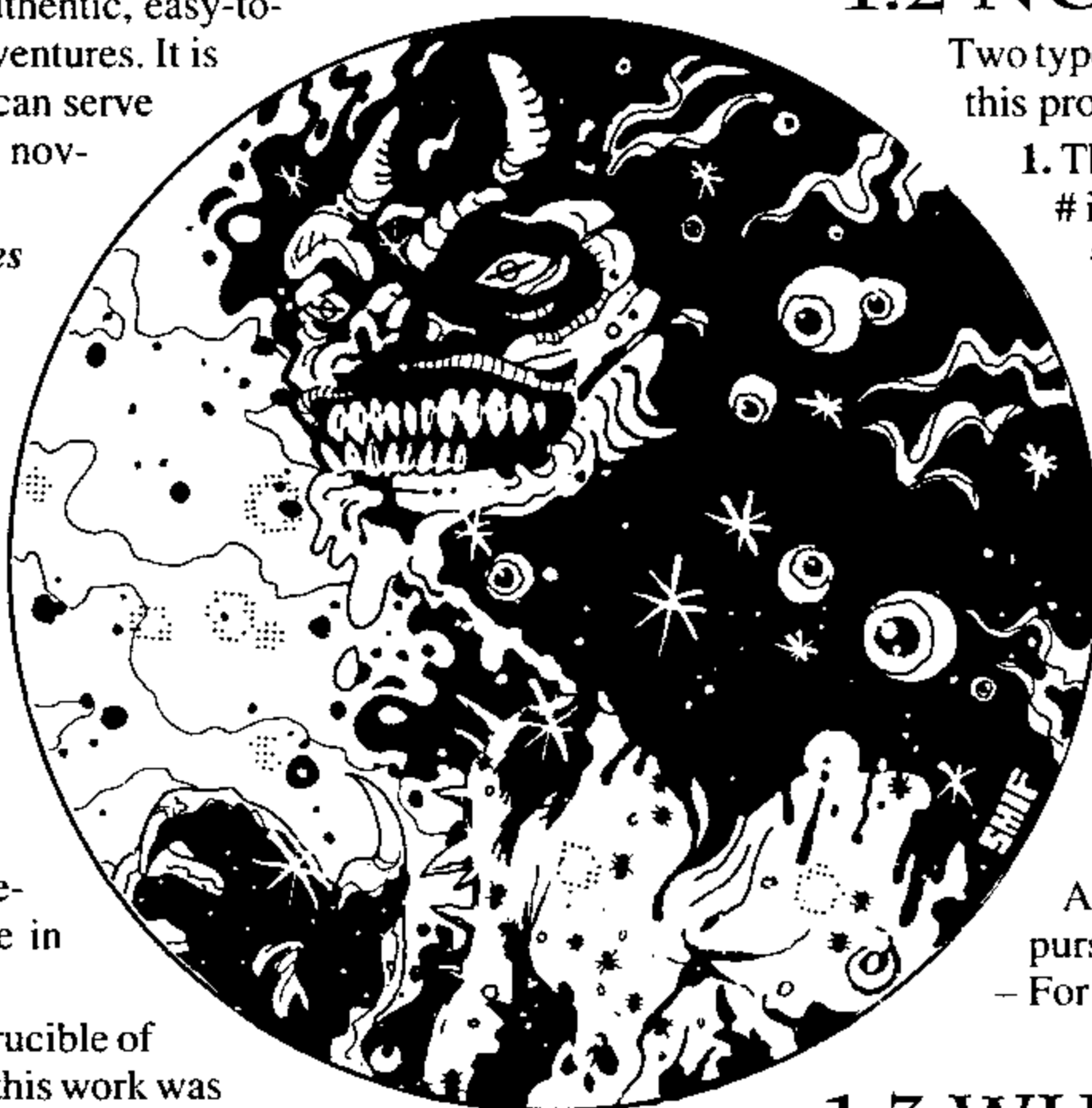
Joe Gubbini: He supplied many useful suggestions and organized the Cleveland Metropolitan area playtest, even allowing me to use his store, Rock City Comics.

Monte Cook: A n-ICE guy and the series editor. His infectious enthusiasm for *AlCo* made work on this project very enjoyable.

Kevin Barrett: In the end, his was the last desk it landed on—"Wrong place at the wrong time, again."

Special recognition to all those who came before and lead the way: Ephraim Ames, Darrin Anderson, Randy Ashby, Ken Benson, David Blank, Martin Blayney, Todd Caldwell, Kevin Callaghan, Alessandro Canevese, Mike Carlyle, Dan Coatar, Jason Coggins, R. Mark Colborn, Monte Cook, Carl Cramer, Charles Crutchfield, John Curtis III, Joseph B. Daugherty, Andrew Durston, Des Garrett, Anna Gaultney, John Geering, Mike Geifman, Joe Gubbini, Maik Henneback, Ross Henton, Audrey SF Jaxon, Markus Kaipainen, Aaron Kendall, P. Singh Khanna, Kevin Knight, Simon Matthew LaPennec, Joel Lovell, Mark McClean, Mandy Merts, Timothy Moore, Andrew Morgan, Jim Nelson, Hywel T. Phillips, Laura Reutter, Lem Richards, Art Ridley, Mary Sue Sroda, Chris Stone, Nanette Swane, Tim Taylor, Michael Veach, Daniel Whiteside, and Ryan Workman.

And last, but not least, BOB: Slack Master extraordinaire.



1.2 NOTATION

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

1. The range notation, #-#, where the first # is the beginning range and the second # is the end of the range; for example, 1-100 is a roll resulting in a number between 1 and 100 (01 & 00).
2. The die type notation, #D#, where the first # is the number of dice to roll (and sum the results) and the second # is the 'type' (number of sides or possible results from 1 to #) of dice to roll. For example, 2D6 = roll two six-sided dice and sum the results; 1D8 = roll one eight-sided die; 3D10 = roll three ten-sided dice and sum the results.

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

1.3 WHAT IS ALCHEMY?

"Alchemy is not merely an art or science to teach metallic transmutation, so much as a true and solid science that teaches how to know the center of all things, which in the divine language is called the Spirit of Life."

— Pierre-Jean Fabre, *Les Secrets Chymiques*, Paris 1636.

Alchemy has three different meanings, each based on differing points of view. First, the common definition: most people think of Alchemy as the precursor to modern chemistry. The Alchemist, a superstitious (perhaps lunatic) old man, vainly tries to turn lead into gold. Of course no one ever succeeds because this task is physically impossible. In almost every facet, this common impression is incorrect.



Historical Alchemists are deeply devout Christians who merge aspects of Astrology, Theology, and Symbolic Magic into a mystical calling which attempts to transform both themselves and their world. The mysterious doctrine of Alchemy seeks to reveal a hidden reality of the highest order which constitutes the underlying essence of all truths and all religions. This can only be accomplished by radically altering consciousness from the ordinary (lead-like) level of everyday perception to a subtle, pure (gold-like) level. Alchemy bridges the earthly and heavenly planes. The sacred science of Alchemy (or Hermetic philosophy) conceals, in esoteric and enigmatic texts, the means of penetrating the secrets of Nature, Life, and Death. Alchemy cannot be restricted to a single system of thought, because it transcends all dogma and religions. Alchemical research by Chinese, Indians, Greeks, Arabs, and Egyptians contributes to the flowering of mediaeval Alchemy.

Finally, Alchemy may be described in game terms. In the *Rolemaster* gaming system, Alchemists are the fabricators of magic items. They manipulate matter and magic to these ends. This is a limited role, which I hope to expand upon.

1.4 HOW TO USE THIS BOOK

"All alchemical books abound with obscure enigmas and sophisticated operations. I have not written in this style, having resigned my will to the Divine pleasure. I do not fear that the art will be disesteemed because I write plainly, for wisdom will defend its own honour."

— Eirenaeus Philalcthes, circa AD 1665, Introitus Apertus ad Occlusum Regis Palatium.

The *Alchemy Companion* contains many types of alchemists and several different rules for item fabrication. Although these sections are not necessarily mutually exclusive, no Gamemaster will want to (or should) use all of the material presented in this book. Why would someone use both complex and simple rules for magic item creation? Why would a GM utilize a type of alchemist whose power overshadows other varieties?

As a Gamemaster, you should carefully examine the rules and Alchemist character professions. You should determine which of these is most appropriate in your campaign. Ask yourself these questions: How do alchemists fit into your world? What role do they play? How common are magic items? How reliable are magic items? How do magic items work?

Answering these questions for yourself and then determining what material in this book you will use will help you create and define your magical milieu. Remember that the power level of a campaign is directly related to the availability of magical knowledge. In powerful worlds this easy access to magic can take the form of colleges for spell-users or even a chain of "magic shops." In a low power game, magic would be a fabled thing, nearly unobtainable by most people.

As a general rule of thumb (in game terms), the profession of Alchemist should be defined as an Item Creator. A more specific formulation can also be made. An Alchemist imbeds spells (or other powers/abilities/energy) into various materials, with the object of creating externalized, permanent power foci, which others may use. In other words, an Alchemist places Energy within Matter, which may be tapped into at a later time by anyone.

2.0 ALCHEMY AND ITEM FABRICATION

"Those who still cannot see that the transmutation of metal is a true art and beyond doubt, as some in utter ignorance would deny, should wear asses ears, and one should stuff something else into the maws of these mountebanks and swindlers."

— Johann Kunckel, circa AD 1700, Collegium Physicochymicum Experimentale.

2.1 HISTORICAL ALCHEMY

"The extraction of the soul out of gold or silver, by what vulgar way of alchymy soever, is but mere fancy."

— Alexander Seton, one of the most "successful" Renaissance Alchemists (and a Charlatan), circa AD 1600.

With minor cultural variations, alchemy and its principles developed in many societies all over the world. Strong alchemical traditions occur in diverse regions such as ancient China, Australia, India, Arabia, Egypt, Greece, Celtic Europe, and Central and South America. However, it seems likely that alchemy sprang up among the skilled metallurgists of the Middle East, possibly Mesopotamia. From there the practice spread east and west along caravan routes. Alchemy also influenced major religions such as Christianity, Daoism, Islam, and others.

Also known as "Ars Magna" or the royal art, the study of alchemy was first codified (written down) in Alexandria, Egypt. The heart of alchemical theory is attributed to the Emerald Tablet of Hermes Trismegistus. This tablet was discovered in an Egyptian cave clutched in Hermes' mummified hands by Alexander the Great. The quote below is the entirety of the Emerald Tablet, translated into English:

ALCHEMY, THE OPERATION OF THE SUN

"It is true without lie, certain and most veritable, that what is below is like what is above and that what is above is like what is below, to perpetrate the miracles of one thing."

"And as all things have been, and come from One by the meditation of One; thus all things have been born from this single thing by adaptation."

"The Sun is its father and the Moon its mother."

"The Wind has carried it in his belly and the Earth is its nurse. The father of all the perfection [Telesmus] of all the world is here."

"Its force or power is entire if it is turned into earth."

"Thou shalt separate the Earth from the Fire, the subtle from the gross, softly, with great ingenuity."

"It rises from the Earth to the sky and again descends into Earth, and receives the force of things superior and inferior."

"Thou shalt have by this means the glory of all the world. And therefore all obscurity shall flee from thee."

"From this shall be and shall proceed admirable adaptations, of which the means is here."

"And in this connection I am called Hermes Trismegistus, having the three parts of the philosophy of all the world."

"It is finished, what I have said of the operation of the Sun."

— Hermes Trismegistus, circa 1000 BC,
Tabula Smaragdina (The Emerald Tablet).

Initially, this bizarre text may seem incomprehensible, but to Alchemists this work has great significance. It contains both the doctrines of cosmic unity and the inner relation of all parts. Alexander took this knowledge to Greece, where it was translated from the Phoenician Hieroglyphics into Greek. These writings were formalized and expanded by a series of authors known as the Hermetics. Their study came to be known as the Hermetic Philosophy.

At this stage, alchemy consisted of a combination of magical lore, Greek natural philosophy, and practical knowledge of metal working. Much later, heretical Christians known as Gnostics injected early Christian doctrine into this body of work, keeping the practice alive during the Dark Ages.

The study of alchemy experienced a resurgence of interest in Western Europe during the 1200s. Stimulated by Arabic influences, the practice reached full flower during the 15th and 16th centuries. Although some Alchemists were burned at the stake, most held the open patronage of kings, archbishops, and even popes. Several types of historical Alchemists have been documented. Scholarly Alchemists or "Adepts" were interested in the philosophical insights to be gained from alchemy. Adepts claimed to know great secrets; the innermost mysteries of alchemy. "Puffers" restricted their interests to practical problems of metalworking, including transmuting metals. They gained their name from pumping the bellows for their furnaces. A "Charlatan's" only ambition was to separate fools from their money through trickery and deception. A favored ploy involved hoodwinking others into believing they had transmuted lead into gold.

Alchemy contains both practical and spiritual aspects, as well as religious overtones. The philosophy of alchemy states that the cosmos is harmonious, unified and pervaded by a universal spirit. In practice, Alchemists attempted to concentrate and purify matter into a substance containing this universal spirit—also known as the Philosopher's Stone. Only the most spiritually pure person could be a successful Alchemist. In other words, in order to make gold, one must be pure enough not to want gold! Another tenet of alchemy proclaims that all forms of matter are really one, having the same origin. Individual forms of matter occur through evolutionary processes, leading Alchemists to believe all metals are alive. For example, lead desires to better itself by becoming the purest of all metals, gold. Mirroring this process, the ultimate goal of Alchemists is to transform their souls into more pure and lofty states.

On the practical level, Alchemists concern themselves with powers of transmutation, curing diseases, prolonging life indefinitely, and other miracles. Furthermore, by tapping the universal spirit, alchemists can create an artificial man or "homunculus." A major objective of most alchemists is creating the Philosopher's Stone; a substance which occurs both in solid (Tincture) or liquid (Elixir) form. This "stone" can transmute lead into gold, sickness into health, old age into youthfulness, and sinful man into a spiritually pure man. Alchemy is based not so much on principles of chemistry but on rituals of purification and distillation of elements. For example, water distilled 5,000 or more times under certain conditions might yield the Philosopher's Elixir.

Alchemy remains couched in obscure terminology. This obfuscation is deliberate in order to mislead outsiders about the nature of alchemy. For example, the statement "Sol is eaten by the Green Dragon" means that gold dissolves in Aqua Regia. Because of this obscurity, fakers abound. Anagrams, enigmas, ciphers, numerology and acrostics disguise Alchemists' ideas. For example, the Philosopher's Stone is denoted by the word Azoth, formed by the initial letter (A) followed by the last letter (Z) from the Latin, Greek, and Hebrew alphabets. This signifies that the Philosopher's Stone is the beginning and the end of all things. To disguise their experiments, Alchemists also resort to allegories and mythological fables to describe the procedures.

A frustrating practice, the study of alchemy presents innumerable obstacles on the path to the Philosopher's Stone. Distractions are many; often crucibles crack or fluids evaporate at critical moments, ruining the experiment. This is not the only danger. Greedy and impatient patrons do not hesitate to employ threats or torture as forms of encouragement. Furthermore, if townspeople suspect that an Alchemist has discovered the Philosopher's Stone, they might mob him for doses of the Elixir. Historically, a few Alchemists actually lost their lives to mob frenzy.

Often, great alchemists wrote books of magic called "Grimoires," containing recipes and rituals of the trade. Usually these books were attributed to mythical figures from the past. For example, the Lesser Key of Solomon, penned in the 13th century was supposedly written by the biblical Solomon. It contains white magic, which may be safely used only if the proper purification rituals are observed. This grimoire consists of long, complex, and elaborate rituals geared towards producing a nearly impossible state of spiritual purity. These rituals are heavily influenced by astrology and center primarily on conjuring demonic servants. The ritual purification was necessary to protect the soul from demonic influence. All Alchemists tried to acquire such texts for their own personal libraries. Grimoires of the past keep alive today the knowledge and experience of medieval alchemy.

2.2 METHODS FOR WORKING & CRAFTING

"There are those who pursue it, because of poverty and domestic need, for profit and enthusiasm for the profession too; but above all these are to be extolled the ones who enter the profession through a sense of enthusiasm and exaltation."

— Cennino Cennini, circa AD 1440, *Il Libro dell' Arte*.

This section is intended to give the reader a brief introduction into how objects are fashioned along with the equipment and materials needed for certain crafting professions. A GM who establishes Alchemical or Magical Guilds in his campaign can use this information to add flavor and realism. Players may wish to enhance their role playing through emulation of these techniques.



METAL WORKING (2.2.1)

"In our days, there is made in this kind of work armor for fighting all worked with arabesques inlaid with gold, also stirrups and saddle-bows and iron maces: and now much in vogue are such furnishings of swords, of daggers, of knives and of every weapon that men desire to have richly ornamented."

— Giorgio Vasari, circa 1550, *Vasari on Technique*.

Metals are a class of crystalline materials which all possess varying degrees of hardness, toughness, malleability, and ductility. Most metals are prone to corrosion; that is they return to their natural state of metallic ores. An ore is a natural mineral deposit from which useful metal can be extracted. Minerals high in metal content and low in impurities are best suited for refining into a metal. Most metal ores occur as oxides (such as iron oxide or hematite). A few metals may be found in a naturally pure form, for example gold, and occasionally silver, copper, or lead.

Before a metal smith can begin working any metal, it must be refined from its ore. After ores are mined, the pieces are broken up and mixed with charcoal. The smelting process extracts pure metal from the ore by means of intense heat. Impurities (or slag) form on the surface of the metal, where they are skimmed off. This newly refined metal is then cast into ingots and sold to metal smiths for fabrication into metal objects. Usually a smith does not deal with the refinement of ores. He purchases his metal from a smelter, thus saving himself much time and effort.

Because most pure metals are too soft for purposes of forging and working, it is frequently necessary to combine two or more metals to form an alloy. Below are listed several common alloys and their constituent metals:

Brass consists of approximately 7 parts of zinc to 3 parts copper;

Bronze is made of 1 part tin to 9 parts copper, occasionally with some lead or zinc added;

Bell Metal is an alloy similar to bronze, but consisting of 3 to 5 parts copper to 1 part tin;

German Silver consists of 12 parts copper, 3 parts nickel, and 4 parts zinc;

Pewter is made of 1 part lead, 4 parts tin, 1 part antimony, and 12 parts copper; and,

Silver is commonly alloyed with copper, nickel, or gold.

Many useful solders are also alloys, including Lead-Tin (soft) Solder which is composed of 1 to 2 parts tin to 1 part lead: Silver (hard) Solder is made of 2 parts silver to 1 part brass.

A typical metal smith does not work every type of metal. Rather, the smiths and artisans work in distinct guilds which usually fashion objects from only one metal or metal alloy. For example, there are blacksmiths (iron), tinsmiths, coppersmiths, silversmiths, goldsmiths, and so on.

Each metal smithing guild will be equipped with the tools and equipment appropriate for their craft. In general, a metal workshop is divided into sections: one for forging and casting (hot working) and one for cold working. Large windows allowing plenty of light are as necessary as work tables and benches.

The forging and casting area must contain a furnace for smelting metals and bellows to provide a steady stream of air (raising the temperature). A forge or hearth (which is similar to a furnace, but open for easy access) is used to heat bars of metal prior to working them. Other needed equipment includes several different anvils and stakes; many types and sizes of hammers; tongs and pliers—with both large and small jaws; ladles; ingot molds; crucibles for melting metals; barrels or vats for quenching; molds for casting; and the necessary raw metals and mold-making materials.

Metal workers who specialize in forming, shaping, and decorating metals (cold working) need basic equipment such as a jeweler's saw; punches; scribes; calipers; awls; anvils; pliers; shears or metal snips; tweezers; turning tools; scrapers and burnishers; files; hammers; soldering irons; chasing tools; engraving tools; stamping tools; repousse tools; chisels; draw plates for making wire; wire brushes; grindstones; buffing wheels; polishing cloths and abrasive polishes; hand drills; vice; clamps; and swage blocks to name some of the most essential. Of course this represents a substantial investment for any one individual. More often, equipment is jointly owned by the guild members and available for use by anyone.

Most metals lend themselves to casting techniques, because they may be melted in crucibles and poured into molds before solidifying. The lost wax technique creates a unique piece of sculpture (often gold or silver jewelry) from a wax model. A wax original is encased in a durable investment material. The wax is then melted out, leaving a void into which molten metal is poured. Sand casting uses damp sand to create a mold of some three-dimensional form, often tools or weapons. Piece molds, those are molds made up of several sections, are usually made from plaster. Such molds may be reused, unlike those of lost wax or sand casting. Metal smiths use casting to create many objects of the same shape and size, or when cold-working would be too time-consuming.

Cold working refers to a variety of techniques which use little or no heat to create metal objects. Bowls, stems and feet of cups, and hollow vessels of almost any shape may be produced from disks of sheet metal by lathe turning or spinning. The craftsman may attach pieces of metal to one another by soldering, using either a soft, low-melting point solder of lead and tin or a hard, high-melting point solder of silver and copper. Using raising and shaping techniques, the smith creates hollow vessels without seams or joins. He achieves these forms by hammering and forming metal over small metal anvils called stakes.

To make decorative wires of any thickness, the jeweler employs a technique called drawing, in which he pulls metal wire through a succession of smaller and smaller holes on a drawplate. As non-ferrous metals are cold-worked, they become "work hardened," meaning that they are brittle, tough and hard to manipulate. To reduce brittleness and soften the metal, it is annealed by heating to a red-hot state and then quenched in a bath of water. It is interesting to note that this very procedure is used to harden iron tools rather than soften them.

Tempering refers to a final step in iron-working to achieve the exact hardness desired in an iron or steel tool. The tool is slowly heated, producing a range of colors along its length. When the required color (indicating hardness) is noted, then the tool is quenched in cold water.

Listed here are several decorative finishing techniques used by metal smiths. Craftsmen bring variation and color to their work through the use of inlay and overlay techniques. This consists of creating patterns from wire or metal pieces of contrasting color or texture.

Niello is a method of ornamenting sheet metal in which designs are cut into the metal and then filled with a black material made from a mixture of silver, copper, lead, and sulphur.

Enamelling is the application of a vitreous or glassy coating to a metal base. Colored enamels are applied as a powder, spread on a piece of metal, and fired in a furnace until the enamel fuses to the base. Craftsmen use enamel to decorate vessels, lamps, and jewelry.

Engraving refers to the technique of incising designs into smooth metal surfaces using a graver and hammer. Various sized gravers may be used to create permanent surface designs. Often arms and armor are engraved with heraldic devices or inscriptions.

Chasing and repousse describe ornamental work produced by modelling sheet metal with a hammer and punches. Sheet copper, bronze, brass, or silver may be worked in this method, resulting in raised or relief decoration.

Polishing and patination are generally the final steps in metal finishing. The artisan removes excess solder, scratches, tarnish, and so on from the surface using burnishers or abrasive polishes. If the metal smith desires a colored surface on the metal object, he may subject it to heat or chemical solutions to achieve a patina.

STONE WORKING (2.2.2)

"There are no possible devices in any department that the ancients did not find out or at any rate try very hard to discover... They invented then, among other beautiful things, stone pavements diversified with various blendings of porphyry, serpentine, and granite, with round and square or other divisions, whence they went on to conceive the fabrication of ornamental bands, leafage, and other sorts of designs and figures."

— Giorgio Vasari, circa AD 1550, Vasari on Technique.

Stone is a hard, crystalline material which forms from minerals in the earth's crust. Many types of stone find uses in building and sculpting; others are valued primarily for their beauty or rarity, such as gemstones.

Most building stones are sedimentary in nature. That is, they form from deposits of sediments, shells and other marine organisms which cement together over time and under great pressure. Limestone is an important sedimentary rock much used in architecture. Builders also employ sandstone, alabaster, and other sedimentary stones.

Igneous rocks form directly from molten lava. Characteristics of igneous rocks depend on their rate of cooling and crystallization. Obsidian, basalt, and granite are examples of igneous rocks. Granite weathers very slowly and is a tough, durable building stone.

Metamorphic stones have undergone a change in structure due to heat or pressure. Slate and marbles are examples of useful metamorphic stones. Marble remains an important stone both for sculpting and architectural elements. Slate is often used in roofing.

For any large scale sculpting or architectural projects, the craftsman requires a ready supply of quarried stone. Surface deposits of stone are most easily exploited for this purpose. Such deposits are exposed by erosion or weathering and are accessible with a minimum of digging. Large boulders, outcroppings or surface beds produce this stone. However, deep quarries contain stone of better quality, which is stronger, less weathered, and usually purer. This stone is only retrieved at significant cost and effort by tunneling shafts into hillsides or digging open pits. For quarrying operations the masons require tools such as drills, chisels, pry bars, wooden wedges and pegs, hammers, metal cables, handsaws, and various abrasives. Stout rope, pulleys and other systems of moving large pieces of rock are necessary for shipment to market.

Stone workers, often called masons, typically work or "dress" large blocks of stone used for building. This involves squaring up blocks to the exact size required and smoothing (or texturing) the surfaces as needed. Masons are also responsible for proper positioning of the blocks in the structure, which increases the durability and strength of a building. While masons are most concerned with architectural elements, the sculptors or stone carvers generally work smaller, finer pieces of stone into three-dimensional forms. Often a sculptor's carving becomes part of a greater work such as a cathedral, involving many artisans in the effort. Such artists carve friezes, dedications or inscriptions, columns, mouldings, lintels, reliefs, and sculpture in the round.

A stone carver has several techniques by which to create form and depth in hard rock. He first defines the rough shape by removing outer layers of stone. Picks, hammers, and chisels help an artist to refine the rock. Tool quality is important in stone carving for poor quality metal quickly dulls and bends. As the sculpture nears completion, finer chisels and rasps are used. Drills produce fine holes or grooves to create the effect of draperies, hair, eyes, and so on. Finally the surface achieves a smooth luster through the use of abrasive polishes. Sculptors use many varieties of marble for figurative and architectural carving. The stone is hard, but relatively easy to work. It weathers well and comes in numerous colors (white, black, red, green, etc.). Alabaster and limestone are also employed for fine carving, although limestone, being fairly soft, does not retain detail well out of doors. Similar to marble, alabaster possesses a slight translucency.

Precious and semi-precious stones have long been valued for their color, transparency, rarity and other optical properties they may have. The working of gemstones is a field distinct from sculpting or masonry due to the precision work required. A gemcutter or jeweler attempts to create the ideal "cut" and polish which enhances the natural beauty of a stone. Much training and experience is required before an apprentice becomes a master gemcutter.

Precious stones, like other stones, are mined or quarried. However the operation usually runs on a smaller scale. It requires careful sorting of the mined gravel so as not to overlook the rough gemstones. Workers sort rough stones by size and quality. Even the largest stones may be ruined by flaws or impurities. Occasionally large stones remain intact, but more often the gemcutter saws them into smaller pieces to make several gems from one rock. The gemcutter often facets precious stones. This entails cutting or grinding many flat planes on the rock's surface. The facets catch the light and create a brilliant, sparkling gem.

A cabachon, formed from a slab of rock, has a smooth, round or oval form. This is often used for opaque or translucent stones or to enhance special optical properties. Some stones have raised designs carved onto their surfaces; these are known as cameos. Many tiny pieces of colored stone are often used to create two-dimensional pictures set in plaster or mortar. These mosaics find use as floor or wall decorations. Craftsmen give precious stones a high polish using a buffing wheel or fine abrasive. Finished gemstones next go to the jeweler where they are set into expensive metal fittings to make rings, necklaces, bracelets, and so on.

GLASS AND CERAMIC MANUFACTURE (2.2.3)

"Now, there are two different ways in which a substance may affect mankind. First, it can serve his physical needs. Second, it may influence his mental life. Glass does both."

— Frances Rogers, AD 1937, 5000 Years of Glass.

GLASS

Glass is a hard, brittle, non-crystalline material formed by fusing silica (sand) with lime and either soda or potash. Generally, glass is transparent or translucent, and comes in a wide variety of colors. When heated, it is rendered ductile and flexible, so it may be manipulated in a variety of ways including blowing, rolling, molding, and so on.

The equipment required for glass making on a large scale is rather extensive. Most importantly, the craftsman needs at least a three-chambered furnace. One chamber is for melting the components which will be made into glass, another is used to anneal the glass, and the last chamber is where the implements are kept hot and where glass objects are manipulated. The glass worker also uses blow-pipes, iron tongs, iron ladles, ceramic melting pots for glass, lots of fuel for a hot fire, and raw materials (pure, fine sand; soda or potash; lime; and metal oxides for use as colorants).

To manufacture glass, the craftsman takes potash (usually in the form of ashes from burnt trees) or soda, lime, and sand and mixes them together. He then puts this mixture into his furnace, stirring it from time to time, until the mass thoroughly melts. Glass forms by the fusion of ashes and sand (lime is a stabilizing element usually present as impurities in the sand). Most glasses are not clear due to mineral impurities present. Only the purest silica produces clear, uncolored glass. On the other hand, glass can be deliberately colored by the addition of metallic oxides (most commonly used are iron, manganese, copper, and chromium). The addition of lead creates a very brilliant glass. When the glass is molten, the craftsman can work it in his furnace. Once it has been formed and worked, glass vessels are placed in the annealing oven where they are slowly cooled at controlled temperatures. This procedure prevents internal stresses from developing, producing stronger and more durable glassware.

Craftsmen use many methods for the forming and working of glass. One of the earliest techniques in glass-working is faience. In this procedure, vitreous glassy powders are mixed with a ceramic body and fired. During firing, the glassy component migrates to the object's surface, giving it a glass-like appearance. Faience is not a true glass.

Core-forming is another technique, where a core of clay or mud is wrapped with many fine strands of molten glass to form a vessel. When the glass has cooled, the core is removed. Carving objects out of chunks of glass, generally by grinding against an abrasive stone or wheel, is also extensively used by glass workers. Glass casting is accomplished by pouring molten glass into a mold. Press molding molten glass into molds is another way to form vessels.

Glass blowing techniques produce the widest variety of glassware, with the least amount of time and effort invested. The glass-blower or gaffer gathers a blob of molten glass on the end of a long, hollow pipe. By blowing through the pipe and spinning it, he produces free-blown vessels. Mold-blown glass is formed by blowing a bubble of molten glass into a metal or ceramic mold. The technique of blowing glass makes glass common and inexpensive.

Glass workers make flat glass (for stained-glass or window panes) in several ways. Cylinder Glass is made by blowing a large cylinder of glass, from which the ends are cut off. The craftsman then cuts down the side, opening up the cylinder to form a sheet. Crown glass is formed by blowing out a large vessel, opening up one end, and spinning it rapidly. This causes it to flair outwards, forming a disk. The glass worker detaches the disk from his blow-pipe and cuts it to the desired shape. The last method of forming flat glass is by rolling a mass of molten glass under heavy wheels or weights.

The glass-worker finishes glass objects in a variety of ways. He may engrave designs using hard steel tools or he can create patterns by acid-etching the surfaces through application of concentrated acid. Occasionally, he grinds and facets the glass with a grinding wheel. Glass surfaces may be given a high shine with a buffing wheel. A glass worker can make cameo glass by layering one color



of glass over another and then carving through one layer to reveal the different colored bottom layer.

Of all glass-making activities, the art of stained glass remains one of the most enduring. A designer creates the initial patterns for the windows, drawing out a full-size cartoon of each shape and making allowance for the thickness of the leads. The flat glass is cut, usually by scoring it, and broken to the proper size. A great variety of thicknesses and colors of flat glass are required for making a single pane. Figurative designs, shading, words or other elements within the stained glass window are usually achieved by enamelling. Enamels are finely powdered colored glass, fused to another glass surface by firing at high temperatures in the craftsman's oven. All enamelling work is completed before the window is assembled. Next, the glazier assembles the separate pieces of colored glass between strips of lead called coming. The leads are soldered together and a special glass putty is worked between the leads and the glass to make the window water-proof. Finally, the craftsman installs the windows where they will catch the brilliance of the sun's rays.

There are important ramifications to advanced glass-working techniques. The development of high quality, clear glass enables craftsmen to produce various sorts of lenses and mirrored glass. The grinding of lenses and discovery of their optical properties should be carefully monitored by a GM. Lenses and mirrors allow for the fabrication of eyeglasses, low powered telescopes, magnifying glasses and microscopes. Obviously, this can have a great impact on any low-tech society or culture. It might even spark a scientific revolution.

CERAMICS

Ceramics are hard, brittle, and heat-resistant materials made by firing clay to high temperatures. The craft of making ceramics is an ancient one, and may reach very sophisticated levels in even non-technological cultures.

Anyone can make ceramic objects with a minimum of supplies and materials. A clay deposit, one's hands, and a hot fire are the basic requirements. However, much more equipment is needed for large-scale production of ceramics. The craftsman requires a large supply of good quality clay and plenty of wood or coal to fire kilns, which are essentially large ovens. Also useful are potter's wheels; small tools for incising, scraping, and smoothing; molds; burnishers; sponges; tanks; drying shelves; and glazes.

Clay purity and preparation determines the quality of the final product. The craftsman must first locate a natural source of clay. Clay beds are often found as deposits left by rivers or streams. Very pure deposits can occur and are valuable since they can be used to produce the finest ceramics. Silt and gravel sometimes contaminate lesser quality deposits, which must be cleaned before use. Workers clean clay by drying, pulverizing, and sifting it to remove the coarsest particles. Furthermore, clay can be mixed with water and allowed to settle in tanks, causing the impurities to separate. Next, the craftsman works pure clay with enough water to achieve the desired consistency. He may add fine sand, ground ceramic or shell to give the clay more body; this is called tempering. Some clays may be aged up to several years to improve working quality. After "wedging" the clay to force out air bubbles, it is ready to form.

Many forming techniques are available to the ceramicist. He may form vessels by pinching, a basic method which involves building up a pot by pinching the sides with fingers; coil building, in which long, snake-like coils of clay are placed upon one another; or slab construction, which employs flat slabs of clay to construct forms. Hand forming is a labor intensive process, but various techniques make mass production more feasible. Using a wooden paddle, a craftsman can manipulate clay by beating it over a form. In a similar fashion, clay can be press-molded in stone or ceramic molds and removed when the clay has stiffened. Wheel throwing produces the most consistent quality vessels with a minimum of work. A flat wheel is spun by means of a foot-peddle. The clay is placed on this wheel and raised up into a form by hand pressure.

Most finishing work on ceramic objects is performed prior to the first firing, either when the clay vessel is still slightly damp or has dried. Using a burnisher, the artist compacts the clay body by rubbing with a smooth stone or tool. This creates a dull shine on the surface and increases its water resistance. Design elements can be incised onto the surface of unfired ceramics. Other decorations are created using different colored clays in liquid form (slip), which are brushed or dripped onto the surface. The "graffito" technique involves scratching through the different layers of slip decoration to reveal colors beneath. Sprigging is the process of applying small clay decorations to the surface of an object.

Fully formed but unfired ceramics are called greenware. Greenware is allowed to thoroughly air-dry (days to weeks) on drying racks before firing in a kiln. The initial firing step is called bisque firing. Firing temperatures range from around 800° F for earthenware to 1400° F for porcelains. A second firing is necessary to glaze ceramics. Glazes contain vitreous (glass-like) components which fuse at high temperatures, creating a glassy surface on the ceramic. Glazes are applied as a fluid, either by brushing or dipping. Depending on the mineral content of the glaze mixture, they can be clear, colored, transparent or opaque. Besides being decorative, glazes also create water-proof vessels.

The mineral composition of clays and subsequent firing temperatures determine the type of ceramic. Mudware is essentially unfired or barely heated material of an impermanent nature. Earthenware vessels are fairly porous due to low firing temperatures. They make good floor and roof tiles, dry storage containers, oil lamps, etc. but are not impervious to water. Stoneware has a much harder, denser body due to a high firing temperature. Being waterproof, it is good for either dry or wet storage, cooking vessels, and so on. Soft paste porcelain requires an even higher firing temperature. It is generally white in color with a highly fused, waterproof body. Many decorative objects, dinner ware, and cooking vessels are made of soft paste porcelain. True porcelain is very white and almost glassy in nature. It has the highest firing temperature of all ceramics. Very hard and brittle, porcelain is used for decorative figurines, plates, vases and other ornamental objects.

WOODWORKING (2.2.4)

"To some, the appeal of wood lies in the richness and variety of its grain and color; to others it is a material full of angles and textures to be explored and exploited; but whether in the form of man-made sculpture or simply a wave-polished branch thrown up on a beach, it is a material of infinite variety and artistic expression."

— The International Book of Wood, AD 1976.

Wood is a fibrous, resilient and highly durable material derived from trees. The finest wood is cut from the trunk of a straight, healthy tree. Every tree produces two general types of wood. Heartwood comes from core of trees. In character, heartwood is darker and more uniform in color than sapwood. Sapwood consists of the lighter, more porous wood from the outer layers of a tree. It is less desirable for woodworking because it has poorer grain than heartwood.

Depending on his specific trade, a woodworker requires certain materials and equipment. Some necessary tools include a work bench, hatchet, spoke shaver, auger, adze, axe, clamps, brace and bits, vise, chisels, gouges, files, rasps, rifflers, mallet, saws, scrapers, planes, lathe, grindstone, and abrasives. Other materials he might use are wood finishes and glues for joining such as hide or fish glue.

The woodworker can choose between hardwoods (ash, beech, elm, maple, oak, chestnut, etc.) or softwoods (cedar, fir, hemlock, pine, etc.) for fashioning his objects. Hardwood trees yield denser, more durable wood. Although this type is harder to work, it has a finer grain, better figure, and gives a higher polish. Softwoods contain resins, are generally easier to carve, but have less desirable grain and finishing properties.

The craftsman selects the type of wood for his project based on the desired quality, strength, durability, or appearance. Wood is either purchased as seasoned logs and lumber or it must be cut. Fresh, unseasoned wood (green wood) must be dried slowly in a protected environment to prevent warping and splitting. This procedure may take months to several years time. A good craftsman avoids using woods with splits, warps, knotholes or other defects. In the initial, "roughing-out" stages, the woodworker uses an adze, axe or saw to shape the preliminary form he desires. He achieves a more refined shape through chipping, gouging, chiseling, paring or rasping. A fine, smooth surface requires sanding or polishing.

There exist numerous techniques of carving and wood working, each usually restricted to a specific guild. For example, coopers, shipwrights, cartwrights, carpenters, and sculptors all use wood but in many different ways. A few of their techniques are mentioned here. Relief carving requires planks or slabs of wood with smooth, flat faces. An image or design is incised into the surface. From these wooden plates the artist creates wood-block prints. Artists who carve in the round need chunks of well-seasoned woods from which three-dimensional forms or sculpture are carved. The craft of cabinetry and furniture making involves lathe turning, planing, upholstery, sophisticated joinery techniques and other methods too numerous to mention. Joinery consists of making specially carved joints such as the dovetail, mortise and tenon, tongue and groove, etc. in order to attach one piece of wood to another. Often hardware such as nails, screws, and hinges must be added to pieces of furniture. Coopers and shipwrights may employ the technique of steaming to induce curves or bows in planks of wood.

Many decorative and finishing techniques add elegance to otherwise ordinary wooden items. Veneering involves the lamination of a thin sheet of expensive/rare wood onto a common wooden carcass. The craftsman may inlay precious metals, ivory, tortoise shell, or mother-of-pearl into the surfaces of his furniture. Marquetry is the art of creating patterns or scenes by piecing together many small shapes cut from exotic, colored woods. Wooden objects are often finished by staining, painting, varnishing, oiling, or waxing the surfaces to provide a protective coating and enhance the wood's beauty. Some very fine wooden items may be decorated by gilding (application of thin sheets of gold) or lacquering (building up thin layers of colored lacquer on surfaces).

LEATHER MANUFACTURE (2.2.5)

"I buy hides and skins and prepare them by my craft, and make of them boots of various kinds, ankle-leathers, shoes, leather breeches, bridle-thongs, flasks and budgets, leather neck pieces, spur-leathers, halters, bags and pouches, and nobody would wish to go through the winter without my craft."

— The Saxon shoe-wright from
Ælfric's Colloquy, c. AD 1000.

Leathers are hides from animals which have been chemically treated or tanned to preserve them. In a tanned state leather is resistant to rot, moisture, and heat. On the other hand, rawhide is untanned animal skin, which is simply scraped, stretched, and dried. Parchment and vellum are both forms of rawhide.

A leather worker requires the following materials and equipment to produce leathers: a tannery (a building where hides are processed); plenty of fresh water from a stream or river; vats for soaking hides; metal scraping and de-fleshing knives; drying racks; the necessary chemical tanning agents; and last but not least, fresh hides purchased from the abbatoir. The tannery usually processes skins of cattle, sheep, and goats. Fresh skins first require cleaning to remove blood and dung. Then the skins are soaked in water to soften them. The tanner next removes the hides from water and piles them in a warm, damp place to facilitate putrefaction. Hides might also be placed in solutions of beer, wine, urine, or dog dung to loosen the outer layer of skin and hair, allowing it to be easily scraped off with a blunt-edged tool called a currier's knife. Workers scrape both sides of the skin over a wooden beam and thin them to the desired weight.

Leather workers use three main methods to tan skins: vegetable tanning, oil tanning, and mineral tanning. Of these types, vegetable tanning is the most prevalent. The vegetable tanning method (tanning) is usually performed in pits or vats adjacent to the tannery. Large amounts of fresh water are required to fill these pits. Plant matter such as sumac or oak bark is placed in the vats, creating a liquor. The liquor consists of tannins in solution which act upon the raw skins, over time tanning them. The tanner moves his hides from one pit to another, into ever stronger infusions of tannins. This is a very slow process that might take up to 15 months, or longer to complete. When the skins are removed from the liquor, they are dried and manipulated to impart flexibility. Finally, the tanner treats the leather with fat or oil to impart water-resistance and make it more flexible. Vegetable tanning produces pale brown to red-brown leather. Leather workers find it ideal for harnesses, strapping, soles, upholstery, and book-binding. While water-resistant, this leather will stiffen if soaked. Vegetable tanned hide which is thick, molded, and impregnated with wax yields Armor Types 9 and 10.

Oil and smoke tanning (chamoising) is an earlier form of leather tanning. The craftsman stretches raw skins over a smoking fire for several days. He then works fatty materials (brains, liver, egg yolk, fish oil, etc.) into the leather to lubricate it. These substances are worked into skin by rubbing, beating, stretching, and chewing. Oil and smoke tanning is a quick process which takes only a couple of weeks to complete. This produces a pale yellow hide, called buff or buckskin, which is very soft, smooth, and stretchy. Buckskin is used for garments, clothing, rugs, gloves, etc. Durable and washable, it is the equivalent of Armor Types 1, 5 and 6.

Mineral tanning (tawing) is performed first by cleaning and de-hairing the skins, as described above. Then hides are soaked in a solution of alum and salts. The craftsman removes the hides from solution and hangs them out to dry for several weeks. Next, they are manipulated to make them soft and flexible. These leathers are soft, porous, white in color, and not easily dyed. They make fine gloves, garments, and book-bindings. The big drawback with mineral tanned leathers is that they are very susceptible to water. If they get wet the tanning process is reversed. Such leathers provide Armor Type 1.

Often the tanner does not perform the finishing work, but sells his leather to a craftsman for final shaping and decoration. Tanned hides are cut to the size needed for an item. Pieces can be sewn together either with threads of hemp, flax, or sinew thongs. Riveting is also possible. Hide glue (made from rawhide scraps) can be used to glue leather to wooden or metal objects, such as boxes, caskets, chests, sword hilts, scabbards, etc. Molded leather is softened in hot water and pressed or beaten into molds or other forms. Cutting, punching, and slitting renders leather suitable for clothing by providing ventilation and flexibility. Leather is often dressed with wax or oils to keep it in good condition. Fine leather surfaces may be decorated by dyeing, embossing, or tooling. Very fine leathers are sometimes gilded or varnished to make murals or wall screens.



To create rawhide a craftsman removes the flesh and hair from a skin by scraping, usually with a metal currier's knife. At this time the skin is thinned to the desired weight. The leatherworker can mold rawhide while it is wet into various forms. This leads to its use as vessels and containers of all sorts. When dry, rawhide becomes very hard and stiff, retaining its form. It can be made into drum-heads, carrying cases, sandals, soles of shoes, lashings (for tools, weapons, or furniture), shields, bow cases/quivers, and drinking vessels. Rawhide remains very opaque when thick, but becomes translucent in thinner objects. Light cream to tan in hue, rawhide will buckle and distort when moist. If wet for long periods it will putrefy.

Parchment is made from skins of calves, sheep, and goats. Young animals give the finest parchment because their skin is finely grained, smooth and unblemished. Vellum is another term for parchment, but it can also refer to a high quality parchment made from a very young or unborn calf. A parchment maker must first wash the skins and treat them with lime to loosen the hair. Hair and flesh are removed with a metal scraper. The craftsman then stretches the damp skins on a frame and dries them under tension. Skins are then thinned as needed. Parchment is finished by rubbing the sheets with pumice and coating them with chalk to whiten and de-grease them. Lastly they are removed from the stretcher and trimmed.

Parchment is opaque white to translucent yellow in color. It is very tough, stiff, and sensitive to water and heat. Used as a writing material and in book-binding, parchment is cut into rectangles for use as pages or sewn together in long rolls to make scrolls. Only the highest grade of parchment may be used to make Rune Paper. Parchment costs more than paper because of its labor-intensive manufacture.

Tanners generally work in a horrible environment. Working conditions are atrocious due to the stench of putrefying flesh and fermenting vats of dung and urine used to soften skins. Usually towns rule that tanneries must be down-stream (and down-wind) because of all the filth they dump into the water.

PAPER MANUFACTURE (2.2.6)

*"Rags are brought unto my mill
Where much water turns the wheel,
They are cut and torn and shredded,
To the pulp is water added;
Then the sheets 'twixt felts must lie
While I wring them in my press.
Lastly, hang them up to dry
Snow-white in glossy loveliness."*

— Hans Sachs, the cobbler-poet of Nurnberg, circa 1568.

Paper is a substance made in the form of thin sheets or leaves from rags, straw, bark, or other fibrous material. At one time or another this non-woven material has been made from almost every type of plant fiber, although some plants make better papers than others. Paper comes in all shapes, sizes, and colors. The raw materials used and surface-finishing affects its subsequent quality. Generally paper is cheaper and more widely available than parchment or vellum because it is less labor-intensive.

A papermaker requires specialized equipment and materials for a large scale paper-making business. First of all, the paper mill must be located on a source of clean, flowing water. Running water powers the mill and is used to wash the raw materials (rags, bark) in papermaking. Huge wooden stampers (hammers), powered by the water wheel, rise and fall on the rags to macerate them and create paper pulp. Sometimes this is done by hand with heavy mallets, but it is very slow and labor intensive. A papermaker's other essential tools include: huge vats (for dispersing paper fibre in water); moulds (for forming the sheets of paper on); felts (for sandwiching newly formed sheets for pressing); a press (to squeeze excess water out of the sheets); and drying racks. Finally, the craftsman must have his raw material for papermaking, discussed below.

To make paper, the craftsman needs raw materials which include cotton and linen rags (or the inner bark of certain woody plants like the mulberry tree or gampi plant). In preliminary treatment, the cloth rags are washed, wetted and left in piles for up to two months. Kept moist, the rags begin to rot and ferment. This makes them soft and easily macerated. After fermentation the rags are again washed and sorted. The partially rotted rags are stamped and pounded by heavy wooden stampers until they are reduced to separate fibres. This creates the paper pulp, which is poured into vats and dispersed with lots of water. Vats are round, wooden tubs about 5' in diameter bound with stout hoops. They stand about 3' in height.

To form a sheet of paper, the craftsman uses a mould. This is a wooden frame, the size of the sheet desired, to which is affixed a woven wire screen or mesh. A papermaker takes his mould and dips it into the vat, making sure that a large quantity of paper pulp settles evenly onto the screen of the mould. He lifts the mould and the pulp out of the vat and allows excess water to drain off. The newly formed sheet of paper is placed onto a woolen felt. Another layer of felt is placed on top of this sheet and the procedure is repeated until he has a huge stack of felts and newly-formed paper (usually 144 sheets). Then the stack is squeezed in a press to remove all excess water. After two pressings, the sheets are removed and dried in the loft of the paper mill, hanging from ropes or racks until thoroughly dry.

Once the paper has dried it must still be finished. Sheets are dipped into a vat of warm gelatin (made of parchment scraps) in order to "size" the paper. Sizing is the gelatin solution, which renders paper impervious to ink (i.e., this prevents the ink from running or bleeding). Paper is once again dried and then "surfaced," or given a smooth writing surface, by hand-burnishing each sheet with an agate or other glossy stone. After the paper is surfaced, the papermaker packs it for shipping by wrapping it in heavy, coarse paper made from the dregs of the vat.

Paper exhibits considerable variation in quality, thickness, and finish. Its coloration is never quite uniform and different grades vary strikingly in color. The finest papers have a creamy-white tone and are free of impurities. Such papers are made from clean linen rags and are very durable. Poorer grades, made from old, discolored rags, range from light tan to dark grey. Some poor quality papers have dark specks, knots, hairs, and other foreign material imbedded in their structure. The purity of water used in manufacture also directly relates to paper quality. Only finest quality papers may be used as Rune Paper.

Watermarks are the means by which a papermaker identifies his papers. A watermark is an insignia or symbol which is incorporated into the structure of the sheet of paper by means of a design in the papermaking mould. Each town's paper-maker jealously guards his own secret methods of papermaking and employs only those he can trust to preserve his techniques.

One of the earliest writing materials, papyrus is not paper in a true sense, but it has many of the same properties as paper. Papyrus is laminated from thin strips of the stalks of the papyrus plant. The finest papyrus comes from the heart of the stalk. Strips of papyrus are thinly cut and laid perpendicular to one another on a hard, flat surface. Pressed under weights, the strips stick to each other due to starches in the plant. The flattened papyrus is dried in the sun to complete the process.

Tapa cloth is a coarse, rough-surfaced material somewhat resembling paper. It is made from the soft, inner bark of certain plants and is beaten into a sheet with heavy wooden mallets. Tapa may be used both as cloth for garments and writing material. Additional paper substitutes include birch bark, palm leaves, silk, or other cloth.

ENCHANTED MATERIALS (2.2.7)

"Laen itself is neither rock nor metal, but magic, the trapped energy of the unmaking of the world in a mineral. Impurities in the host rock give varied colors and properties, as a rainbow depends on dust for its beauty. Conjure an image of frozen light and you behold Laen, the greatest natural treasure of the world."

— Elor Once Dark, from the Chronicles of the Iron Wind.

Enchanted gemstone such as Laen, metals such as Eog and Kregora, and stone such as Ulgond may be formed in the forges of the mightiest Alchemists, but there also exist other sources of magical materials. Some are legendary—the horn of a unicorn, the spine of a manticores, the scales of a dragon—and can be found only in the desolation of their uncivilized, fantastic domains. Often great risk and hardship are entailed in their retrieval. The sources of enchanted materials are too many and varied to describe them all here. However, a few of the more useful magical alloys and glassy materials are discussed along with some specialized equipment needed to work them.

The first number following each entry is the bonus of the material; the second number is its resistance bonus versus destructive magic. The cost multiplier should be used if a PC wishes to buy an item made of that material and the value represents the worth of one ounce in gold pieces.

Arinyark — -5 (+30) A bluish-green lustrous mineral which absorbs and retains raw Essence radiations, Arinyark has the capability to store magical energy. Working like a battery or capacitor, it constantly absorbs ambient Essence and can be tapped like a flow of Essence to renew power points. It does not work in the same manner as a spell-adder, however, and cannot store specific spells. The absorptive qualities can be an effective defense as well; a full suit of armor with Arinyark lamination will add 30 to the wearer's RR (or subtract 30 from an Elemental spell attack roll) against any Essence spell. The cost multiplier is 1000x or more; the value is 200 gp/ounce.

Black Alloy — +20 (+10) An alloy of iron, titanium, and meteoric metals, Black Alloy is steel grey to black in coloration. It can be worked in an ordinary forge with normal equipment. The cost multiplier is 500x or more; the value is 100 gp/ounce.

Enchanted Iron — +5 (+5) Refined and magically worked iron, this metal is commonly used in weaponry and armor. The cost multiplier is 10x or more; the value is 2 gp/ounce.

Enchanted Steel I — +10 (+10) This alloy of iron and carbon is magically worked to impart greater toughness and strength, creating low steel. The cost multiplier is 50x or more; the value is 10 gp/ounce.

Enchanted Steel II — +15 (+15) This alloy of iron and carbon is magically worked to impart greater toughness and strength, creating high steel. The cost multiplier is 250x or more; the value is 50 gp/ounce.

Eog — +30 (+30) Eog is among the rarest of metals. It is a magical alloy of Mithril, durandil, and other unknown materials developed by Elven smiths in past ages. Eog requires both hot and cold forging of intensity necessitating magical furnaces (i.e., magical fire and cold of unnatural strength such as the heart of an Elemental). The finished alloy is both incredibly hard and tough. Red and white varieties exist, although it can also occur in black, blue or grey coloration. The cost multiplier is 10,000x or more; the value is 2000 gp/ounce.

Galvorn — +40 (+40) Also extremely rare, Galvorn is highly malleable yet resists cuts or punctures: the ultimate armor material. When forged with specific elements it becomes the hardest substance known. Galvorn is forged in part from meteoric iron, although its other components are known only to certain metal smithing guilds. Extremely hot forges and tough smithing tools are necessary to work this material. The cost multiplier is 90,000x or more; the value is 18,000 gp/ounce.

Ithildin — -20 (+20) Moon-star is a soft, silvery Elven metal developed by smiths from Mithril and other elements. It is used in a decorative manner, almost exclusively for inlay. Craftsmen create secret inscriptions from fine Ithildin wire. The metal appears dull and lusterless during the day, often invisible against the surrounding metal. Under the moon and stars, however, it regains its silvery brilliance and shimmers with a fine, white luminosity. Ithildin is also formed into silver pens and used for writing hidden messages and runes upon paper or parchment. The cost multiplier is 500x or more; the value is 100 gp/ounce.

Ithilaur — +20 (+20) Moon-fire is a favored alloy of the Elves made from Mithril, titanium, and other metals combined at a very high heat. Once cooled to a nearly solid state in ingot form, it is hammered into an elongated shape to compress the lattice structure, folded and hammered again. For weapons of this alloy the refolding is repeated dozens of times, creating an extremely strong laminate. It looks like beautifully pure silver. It is a fabulously strong substance which is very hard, maintains a superbly keen edge, and yet is somewhat flexible—perfect for weapons and armor. Cost multiplier: 1000x or more; value: 200 gp/ounce.

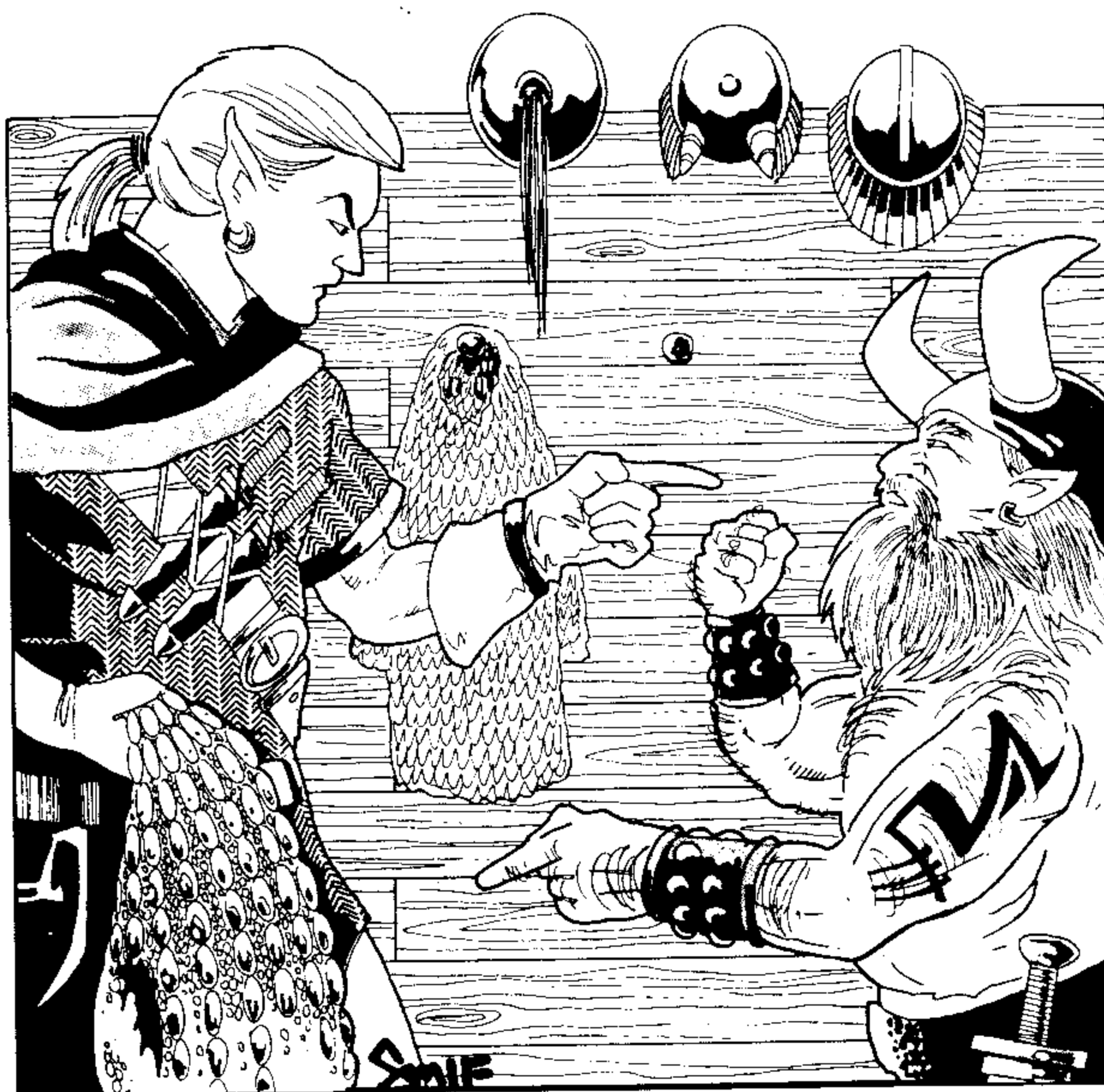
Keron — +10 (+10) A black, shiny alloy, Keron is strong, flexible and holds a keen edge. When polished it has such a high luster it appears wet or oiled. Useful for weaponry, this material does not corrode. The cost multiplier is 300x or more; the value is 60 gp/ounce.

Kregora — -10 (+500) An extremely rare alloy of Mithril, gold, uranium and other materials, Kregora is extremely ductile and malleable. While this renders it useless for weapons, it is by far the most powerful of the anti-magical materials. Even potent magic items are temporarily rendered dormant when surrounded by a Kregora mesh or netting. Kregora's dampening qualities are equally effective against all realms of magic. Kregora will sap a spell user's power points; the rate of drain corresponding to the amount of metal present. Highly specialized, non-magical tools and forging equipment are required to work Kregora. Fortunately for spell users, Kregora is rare beyond description and costly (almost) beyond price. The cost multiplier is 100,000x or more; the value is 20,000 gp/ounce.

Laen — +25 (+30) Laen (of which there are two main types, smokey and white) is an extremely hard volcanic glass which can be forged into very keen-edged, almost indestructible, weapons. Its incredibly long crystal lattice structure explains its great strength. However, this does not explain the bizarre property of smokey Laen: it gains strength and rigidity with heat. Only by chilling to intensely cold temperatures (using a special, magical cold-forge) can it be softened, sculpted, and molded to the desired form. Both smokey and white Laen can be tinted. Laen weapons should always be treated as magic for all purposes. Laen is also a popular medium for magical devices such as amulets, lenses, and enchanted jewels. See *C&T II* Section 15.0 for more on Laen. The cost multiplier is 5000x or more; the value is 1000 gp/ounce.

Mithglin — +20 (+10) This metal is an alloy of Mithril, Platinum, Titanium, and other substances. It is prized for its shining hue. Difficult to work, Mithglin requires high temperatures and hard labor to forge properly. It makes durable jewelry and weapons. Often it is combined with gold to make it more workable. The cost multiplier is 375x or more; the value is 75 gp/ounce.

Mithril — +20 (+20) Pure Mithril is a malleable, silver-white metal that does not tarnish and alloys with other metals to produce unique enchanted metals. Dwarves value Mithril above all else. Its true value lies not so much in its pure state as in alloys with other rare metals. The cost multiplier is 2000x or more; the value is 400 gp/ounce.



Rularon — -10 (+20) A dull silver metal, Rularon has the ability to inhibit Mentalism-based spells. A full-helm plated with this metal would protect the wearer from mental attacks, but would also prevent him from casting Mentalism spells. Rularon is very soft and malleable, requiring no special equipment for forging. The cost multiplier is 5000x or more; the value is 1000 gp/ounce.

Shaalk — +20 (+10) Extremely light and flexible, but with perfect resilience Shaalk has a vast number of applications. Neither a true metal nor a glass, Shaalk is used to make powerful bows, but the value of this material makes this impractical in most situations. The +20 bonus only applies in certain situations, normally not used for weapons. Cost multiplier is 500x or more; value is 100 gp/ounce.

Star Iron — +45 (+300) An alloy forged using metal gathered from certain meteorites, Star Iron (or Angil) is extremely strong once worked. The surface has a dull, dark grey appearance. Star Iron is inherently anti-magical. It is believed to have other, more arcane powers, known only to specific Alchemy Guilds. The cost multiplier is 25,000x or more; the value is 5000 gp/ounce.

Ulgond — 0 (0) An Elven liquid stone which can be poured into wooden or stone molds, Ulgond hardens in several days into a substance harder than most natural rock. Sophisticated forms may be developed by pouring this material into complex molds. Only the most advanced Elven alchemical guilds work with Ulgond. The cost multiplier is 5x or more; the value is 1 gp/ounce.

White Alloy — +15 (+5) An alloy of iron, carbon, and titanium, White Alloy has a bright white coloration and may be worked in a normal forge. The cost multiplier is 100x or more; the value is 20 gp/ounce.

2.3 GUILDS

"Know that we are severely bound by strong vows never to supply any man by our art who might confound the world, if he held it at will; and all the evil he does is left at the door of that adept who is so imprudent."

— George Starkey, circa AD 1660, *The Marrow of Alchemy*.

Guilds can add considerably to the flavor and diversity of a fantasy campaign. This is especially true for campaigns set in one localized area such as a city or trade town. Because both Alchemists and guilds deal in the production and distribution of goods, it is natural that they form associations. GMs may wish to establish guilds of Alchemist/Craftsmen, providing a "home base" for player character Alchemists. A GM should first consider what sort of trade or production occurs in a given city. This will determine what guilds function there. For example, a city noted for its rare dyes might support guilds of dyers, weavers, fullers and tailors.

One possible guild structure for a fantasy campaign includes a hierarchy of characters, both PCs and NPCs. Each guild is formed and controlled by one Guild-master, the most skilled and highest level Alchemist. This character should probably be run by the GM, for he will guide the course of play and determine guild involvement in various affairs. Next in the hierarchy come the Master Craftsmen, who perform the most challenging work and oversee the training of lower level characters. Journeymen are Alchemist/Craftsmen who have not yet achieved the rank of master and are still perfecting their skills. Apprentices rank lowest in the guild structure. They perform menial chores and begin learning the rudiments of their chosen field. Most PCs will begin play as apprentices or journeymen.

An Alchemist PC who wants to become a guild member should probably undergo the process of apprenticeship leading into his journeyman status and finally becoming a master craftsman/Alchemist. There are many adventures possible especially while a PC remains journeyman, travelling around the countryside. (For more information on guild training see Section 2.3.1 below.) Once a character has settled down as an established master Alchemist, opportunity for city play should occur. This might involve dealings with guild members, either from one's own guild or a rival. Other adventure potential lies in working with city officials, adventurers, corrupt merchants or bankers, etc. For many Alchemists, the production of magic items or research into an esoteric field provides adventure of its own sort. Some Alchemists may devote their lives in a quest for "The Great Work"—such as the Philosopher's Stone.

HISTORICAL GUILDS (2.3.1)

"Some men of noble stock were made, some glory in the murder blade: Some praise a Science or an Art, but I like honourable Trade!"

— James Elroy Flecker, *The Golden Journey to Samarcand*.

During the Middle Ages, manufacturing grows as the number and size of towns increases. These prospering towns naturally attract craftsmen. In larger cities, from the 13th and 14th centuries on, men who practice the same trade form guilds. Guilds are corporations of craftsmen, important in stabilizing the social, political and economic systems of a Medieval society. By the 15th century they achieve considerable political and economic power. Guilds regulate and control the work executed by the craftsmen within a community. Guilds also limit the number of members in any one trade, preventing excessive competition.

Guildsmen work in a guild hall under the leadership of a Master Craftsmen. Guild regulations state that a master craftsman can only employ so many journeymen. Working hours are also restricted (usually sunrise to seven at night). They ensure that each worker earns enough to support himself and family. Guilds strictly regulate private lives of members, such as who a guildsman could marry. However, guilds create special privileges for themselves and their members.

Within any guild, the types of tools, techniques and raw materials used are strictly regulated, as are prices and quality. Each guild can make only certain items, and they are not allowed to infringe on others' territory. This is especially applicable to metalworking trades, which has many distinct specialties. This specialization means that a craftsman becomes an expert in his own field, but also causes petty bickering and jealousy between related guilds. Innovation is discouraged because it might be seen as infringing on rival guilds.

To summarize the effects of guilds: they guarantee employment for members, exclude all non-members, exploit consumers, and limit both production and work hours.

Becoming a guildsman takes time and effort. Rules governing entry into a specific guild and advancement within its hierarchy are very strict. An apprentice has to be born in wedlock, his parents must be legitimate, and have an honorable trade (executioners, barbers, millers, shepherds are dishonorable). Established guildsmen take on additional help from apprentices or trained journeymen. An apprentice is bound for a set number of years to a master who teaches him a trade. An apprentice might serve three to seven years, although there are exceptions. After serving an apprenticeship, the craftsman goes to a guild meeting and officially asks to be released from apprenticeship. Sometimes questioning or ritual ordeals are involved. The apprentice then becomes a journeyman.

A journeyman must undergo six to eight years of compulsory travel. He visits many places, gathers knowledge and hones his skills. When the journeyman returns from his travels he may apply to become a master craftsman. This involves one year's wait and an examination in which he must create an item (specified by the guild) within a certain time period and of a certain quality. If this piece meets with guild approval, the journeyman is admitted into the guild as a master. Each new master must host an expensive dinner to celebrate the occasion. He then sets up his own shop or business. The cost of these investments is often excessive (50 to 100 gp), limiting the number of applicants. A master is then expected to choose a wife, preferably the daughter of a current master craftsman, and set up his household.

Although guilds are very common, they are not necessarily universal. In fact, it is possible to regulate trade and production without the benefit of guilds. Usually an independent town council will assume the role of overseeing economic matters. This council also keeps close watch on the quality of goods produced by freelance craftsmen.

Historically, there exist a large number of guilds involving almost every profession. Guilds may be broken down into two major types: those concerned with manufacturing items from raw materials and those which are economic/mercantile in nature. Most alchemist guilds fall into the former category.

Metal-smiths do not work together in one guild. Instead, they focus their skills in a very specific field of endeavor. These small, competitive guilds rarely ally with one another. More often they are characterized by squabbling and back-stabbing. For example, the guild of goldsmiths fiercely defends its use of precious metals, and prevents the coppersmiths from gilding any base metal objects. The city or town government may step in to resolve such conflicts.

A GM may find the following lists useful in establishing guilds of Alchemists. Some historical guilds of metal workers include: blacksmiths (iron and steel tools, implements, horseshoes, etc.); weaponsmiths (iron and steel weapons); armorer (iron and steel mail, chain, plate, shields); locksmiths (latches, locks, keys, safes); coppersmiths (utilitarian items made of sheet copper); tinsmiths (utilitarian items from sheet tin); pewterers (utilitarian or decorative items made of a lead, tin, and antimony alloy); bronzesmiths (bronze sculpture and utilitarian items); silversmiths (fine table ware and jewelry made of plate or cast silver); goldsmiths (fine decorative items and jewelry made from gold or gold alloys); enamellers (decorative enamel surfaces on metal items); and instrument makers (timepieces, surveying and navigational instruments, astronomical and astrological devices).

Of course, many other manufacturing guilds exist besides those dealing in metals. A few historical examples of guilds which the GM may want to include in a campaign are: tanners, furriers, leatherworkers, cobblers, harnessmakers, glaziers, potters, engravers/etchers, papermakers, bookbinders, weavers, dyers, tailors, fullers, coopers, millers, shipwrights, carpenters, wheelwrights, cartwrights, masons, stonecutters, butchers, bakers, vintners, brewers, gemcutters, and jewelers.

More than any other, the economic guilds wield the greatest power within a society. They are the moneychangers, assayers, bankers, and merchants. Because they control large amounts of money and goods, economic guilds form powerful political factions. As such, a GM should curtail the involvement of player characters in these guilds for fear of PCs gaining economic control of the game.

APOTHECARY GUILDS (2.3.2)

"Wood mercury, one dash of red; metal lead, three pounds of black. Mercury and lead combine into granules that shine violet-gold."

— Chang Po-Tuan, *The Inner Teachings of Taoism*.

Although not strictly historical, apothecary guilds provide a ready source for herbal remedies, potions, medicaments, and so on. The apothecary creates his medicines from a variety of natural and magical raw materials. Because this work requires a laboratory setting, apothecaries are usually found only in the largest of cities. Apothecary guild-members must be one of a variety of Alchemist classes, Healers, Lay Healers, or Professionals (Apothecaries). Regardless, Apothecary guild members will know the Royal Alchemist's list *Apothecary Lore* or the Adept's *Brewing Lore*.

Setup costs for an Apothecary guild are onerous, on the order of several hundred gold pieces. To offset expenses, individuals form business partnerships with other interested parties, sharing costs as well as profits. While most guild business consists of local sales to adventurers, an apothecary guild may choose to form alliances with mercantile (trade) guilds to ship their products to distant lands. This will increase profits but taxes, shipping, and other expenses often cut deeply into the wealth.

MAGICAL GUILDS (2.3.3)

"Artist! You are a magician: Art is the great Miracle."

— Josephin Peladan, circa AD 1890,
L'art Idealiste et Mystique.

Magical guilds may only exist in a highly magical campaign; a world where magic is prevalent, but not necessarily every high-powered campaign will include these organizations. Such guilds manufacture and distribute items of power, usually on a commission basis for wealthy patrons. Since magic guilds provide ready access to choice magic items, a GM should use discretion in



establishing these guilds in his world. Magical guilds concentrate on the creation of potent magic items (staves, wands, rings, spell-books), unlike Alchemy guilds which produce more modest magic items such as potions, runes, etc.

Magical guilds may be considered Arcane Societies (*RMC III*, Section 7.1, page 40). As such, Alchemical professions within the guild have available to them additional base lists. Most magical guilds can have up to seven of the "professional lists," but only two "guild lists." A guild list may be any list mentioned in this book. Guild lists and professional lists may be learned in addition to an Alchemist's base lists. Magical guilds employ any pure or hybrid spell user, but primarily Alchemical professions.

In some magic-rich cultures, magical guilds may branch out into marketing their wares. This practice results in the establishment of "magic shops." Guild merchants possessing the list Guildcraft usually operate these businesses. A "magic shop" may stock a variety of lesser items, magical weapons, armor, and so on. Specialty items not available must be commissioned. Inclusion of "magic shops" in a campaign significantly devalues magic, making it readily available to almost any adventurer. Unless the GM wishes magic items to be extremely prevalent in his world, he should not allow such shops to exist.

Due to the extraordinary nature of magical guild activities, they tend to accumulate power of various sorts. Of course, they have magical power to begin with. In addition, lucrative contracts with nobles, heads of states, and other wealthy individuals brings in quantities of money. This money translates into economic and political power. Often, magical, economic, and political power produces military power within a region. A gamemaster must pay particular attention to balancing a magical guild with rival guilds or other form of market competition unless he wants this guild to end up controlling the country, either politically or socially. If this (very logical) occurrence is undesirable in a GM's campaign some sort of balancing factor must be implemented.

ALCHEMICAL GUILDS (2.3.4)

"Alchemy is the science that teaches one how to prepare a certain medicine or elixir that, when projected into imperfect metals, will add perfection to them at the moment of fusion."

— Roger Bacon, *Mirror of Alchemy*.

A specialized form of magical guilds, alchemical guilds produce both minor magical items (potions, runes, modest items) and non-magical wares. In addition, higher level members of these guilds might concentrate on some "Great Work" which is shrouded in secrecy and may entail a lifetime of research. Examples of such endeavors include transforming base metals into gold using the Philosopher's Stone or seeking the formula for Philosopher's Elixir, which cleanses the body of all imperfections.

Any variety of Alchemical professions work within alchemical guilds. Alchemical guilds usually have available all seven "professional lists" and the Philosopher's Stone and Philosopher's Elixir guild lists. These latter two lists require well-equipped laboratories and extensive libraries of both magical and non-magical texts. In other respects an alchemical guild resembles the magical guilds discussed above.

2.4 LABORATORIES AND EQUIPMENT

*"Arsenek, sal armoniak, and brimstoon.
And herbes coude I telle eek many a one,
As egrimoigne, valerian, and lunarie,
And other suche, if that me list to tarie...
Unslekked lyme, chalk, and glare of an ey,
Poudres dyvers and asshes, dong, and cley,
Cered poketts, sal petre, vitriole;
And dyvers fyres made of woode and cole;
Salt tartre, alcaly, and salt preparat,
And combust materes, and coagulat;
Cley made with hors or mannes hair, and oyle
Of tartre, alym, glas, harm, wort, and argoyle."*

— Geoffrey Chaucer

*"O sir, we are defeated! all the works
Are flown in fumo, every glass is burst!
Furnace and all rent down! as if a bolt
Of thunder had been driven through the house.
Retorts, receivers, pelicans, bolt-heads
All struck in shivers!"*

— Ben Jonson, circa AD 1612, *The Alchemist*.

The proficiency and prowess of an Alchemist is directly related to the quality of his laboratory. An alchemical laboratory must not be thought of in purely chemical terms. Although some equipment may be similar, Alchemists are not chemists; they use their own specialized apparatus and methods to achieve their goals. Alchemists do not employ "the scientific method," but pursue their experiments with perseverance and faith. Their experimentation often appears nonsensical in light of modern-day science. Experiments may focus on manipulating matter through refining, purifying, distilling, putrefying, extracting, congealing, separating, fermenting, digesting, sublimating, fixing (turning a liquid into a solid), and cerating (turning a liquid into wax); to name some procedures used in the search for the Philosopher's Stone. Or experiments may involve creation of a magic item. Regardless, any work done in the laboratory is considered to be "an experiment."

Alchemists rely on specialized equipment, which can be roughly grouped into the following categories: glassware, ceramics, metal tools, heating systems, and miscellaneous supplies. The following items represent the more common apparatus found in an Alchemist's laboratory.

Some items of glassware include: alembics, beakers, flasks, phials, sublimation vessels, test tubes, blow pipes, evaporating dishes, distilling apparatus, retorts, funnels, oil lamps, etc.

Many ceramic items are also found in an Alchemist's laboratory: basins, pitchers, crucibles, mortars and pestles, grinding slabs, crocks, streak plates, etc.

A wide array of metal tools include: hammers, anvils, spatulas, chisels, files, tongs, vats, melting pots, etc.

Essential to all laboratories are a variety of heating apparatus: ovens, forges, furnaces, athanors (constant temperature heater), sand bath, steam boiler, etc.

There are also many pieces of miscellaneous equipment, such as: filters, hermetic caps (seals), candles, scales and measuring devices, rules, drying apparatus, barrels, etc. Should he ever need more esoteric equipment, an Alchemist fashions it himself.

Base cost of all this is at least 100 gold pieces; while a really well-equipped lab might run up to 1000 gp. Of course, the costs of a laboratory in your campaign could be very different from these values, which are presented as guidelines. The exact type of the equipment needed by an Alchemist to carry on his experiments depends on the nature of his endeavors. Please reference Section 2.2 Methods for Working and Crafting to determine what sorts of tools the Alchemist is likely to require. For example, the needs of an Alchemist fabricating golden rings will be vastly different from someone making rune paper.

Concerning Table 12.3.1 Magic Item Creation Table, a "well-equipped" lab can be thought of as having several varieties of each piece of equipment, so that the Alchemist may choose to use the one which is most appropriate. "Poorly equipped" may be considered the bare minimum needed to proceed with lab work. In other words, the Alchemist must use inappropriate tools, maybe even skipping safety procedures because they are beyond his means. Most NPC laboratories will fall between these two extremes. A "well-stocked" lab has plentiful supplies of everything the Alchemist might need—and more. On the other hand, a "poorly stocked" laboratory has few of the materials needed for experimentation. Perhaps the Alchemist has only enough of a requisite substance to perform one experiment, so there is no room for error. Or he might be forced to use substitute materials due a lack of supplies. Again, the majority of NPC Alchemists' labs will have an average quantity of experimental supplies.

Alchemists use unusual if not bizarre ingredients, although many common compounds and chemicals can also be found in the laboratory. A well-stocked lab is just as essential for successful experimentation as a well-equipped one. One finds a wide range of esoteric and even magical ingredients lining the Alchemist's shelves. In addition to more mundane substances (like alcohols, acids, mercury, sulphur, Glauber's salt, lead, etc.), they also require arcanum (e.g., dragon scales, basilisk blood, white horse hair, urine from a small red-headed boy, waters of lead, black bile, graveyard mould, peacock feathers, and dog dung). Of course, these materials cannot be purchased from the corner apothecary. Thus great expense is sometimes involved in obtaining them if the alchemist will not search for them himself. The cost for mundane materials runs from 10 to 20 gold pieces initially, plus experiment costs (listed under certain spell lists). These prices do not include rare, exotic, magical, or legendary articles, which may be priceless or virtually unobtainable.

Occupational hazards of alchemy range from minor cuts or burns to serious and life-threatening injuries. Poisoning in many forms presents perhaps the greatest ever-present danger to an Alchemist. Deadly materials such as mercury, arsenic, and lead could be accidentally ingested, inhaled, or absorbed through the skin. Poisoning can occur in slow increments over a long period of time (chronic) or quickly with pronounced effects (acute). The actual effects of poisoning include madness, nervous disorders, debilitation and death, depending on the actual material encountered. Other chemicals such as acids or bases induce mild to severe burns if handled improperly. If an Alchemist fails in his Lab Work Static Action roll and poisonous materials are involved, the gamemaster may require a Resistance Roll vs. poison (either Luck-based or determined by the level of the spell/experiment attempted).

Many experiments require an Alchemist's undivided attention every day for many weeks. Without proper rest, exhaustion sets in causing carelessness (which is in itself a danger). Fatigue and poor working conditions inevitably lead to a weakened state, making the Alchemist prone to illness or disease. Many Alchemists endure life-long poverty in undertaking their costly experiments. It is not unknown for a wealthy, young Alchemist to die decrepit and penniless.

Last but not least, explosions are an ever-present danger. Volatile chemicals, open flames, and careless Alchemists do not mix well. More than one alchemical career has ended dramatically in this fashion. And even if he should survive the explosion, his lab is usually ruined.

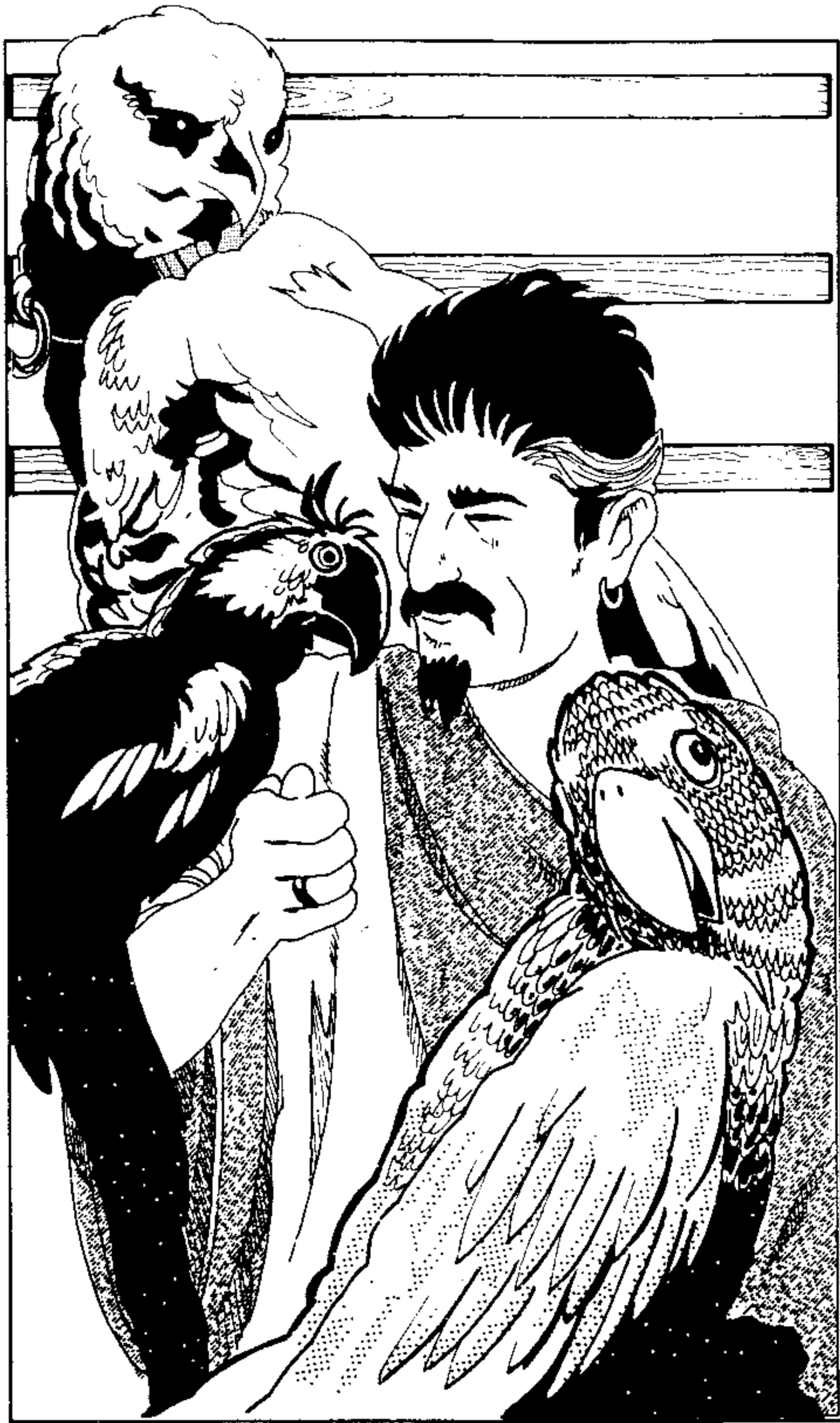
2.5 ZOOLOGICAL GARDENS AND MENAGERIES

"The medicines are produced in the occult opening; the firing process arises in the Yang furnace. When the dragon and tiger have mated, the gold crucible produces a mystic pearl."

— Chang Po-Tuan, The Inner Teachings of Taoism.

Sometimes Alchemists retain a collection of living animals taken from the wild. Shamanic Alchemists have the ability to draw aspects from animals and imbed them into items. For this reason they require a ready source of animal attributes. These private collections sometimes earn additional income for the Alchemist who chooses to display his animals to the public.

Unlike modern zoos, menageries are usually eccentric collections of related beasts, such as snakes, tropical birds, insects, wild cats, or bats. Rarely will the Alchemist collect magical monsters because of the dangers inherent in keeping them. For purposes of Attribute Imbedding, fierce and powerful animals are most desired, despite the risk. If the Alchemist seeks an esoteric attribute not found in common animals, he will be forced to undertake an expedition into the wilds to capture the beast.



Depending on its size, constructing and stocking a menagerie may cost 100 gold pieces or more. If the creatures in the zoo are exotic, they may necessitate special environments, such as high heat and humidity, which increase costs dramatically. Providing food and care for the beasts is an ongoing expense based on consumption and availability of the requisite supplies. Generally large meat-eating animals will cost much more to keep than small herbivores or omnivores.

2.6 CHARLATANRY

"This false canoun (the foule feend him fetchel!)

*Out of his bosom took a false cole,
In which ful subtilly was made a hole,
And therein was put of silver metal
An ounce, and stopped was without fayle
This hole with wax, to kepe the metal in."*

— Geoffrey Chaucer.

*"That alchemy is a pretty kind of game
Somewhat like tricks o' the cards,
To cheat a man with charming."*

— Ben Jonson.

Charlatans, unscrupulous pseudo-alchemists, make their living by swindling the wealthy and seducing them with visions of limitless gold or inexpensive magic items. Various terms quacks, imposters, or charlatans, these practitioners of trickery assume the title of "Alchemist" solely to increase their professional status in the eyes of their patrons. Unfortunately, the Charlatan's evil reputation has much maligned the abilities of authentic Alchemists.

In his trade, a Charlatan first locates a likely fool who will become his victim. The target must, of course, be wealthy and eager to part with his money in exchange for a fake magic item or even the secret of the Philosopher's Stone (or Elixir). The Charlatan deludes his patron into believing that he is an Alchemist of great merit. This may be accomplished using any of the following skills from *RMCII*: Acting, Alchemy (a few choice words and techniques to make him seem authentic), Diplomacy, Duping, Falsification, Hide Item, Hypnotism, Pick Pockets, Public Speaking, Seduction, Smithing, and Trickery. Three of these skills are most important during the critical "Transmutation" act. These are Hide Item, Pick Pockets, and Trickery. In addition, Hypnotism may be used to convince others that a worthless piece of junk is actually a potent magic item. Charlatans use many different forms of Trickery to accomplish their ruses; some of which are described below.

With suitable supplies, henchmen, and pre-arrangements a Charlatan convinces his unwary patron that he can easily and inexpensively produce magic items of all sorts. Using techniques not dissimilar to those employed by stage magicians, a Charlatan creates the "illusion" (or delusion) that real magic is at his fingertips. With sufficient preparations almost any magical effect can be faked by these ingenious cads. The whole point of this charade is, of course, to fleece wealthy and credulous buyers. In this capacity, Charlatans resemble "snake-oil peddlers" from the old west.

Another often-used ploy involves the creation of fake gold. This scam allows a clever Charlatan to really rake in the cash, because he sells a concept (the formula for gold-making) rather than a tangible object—so there's no overhead, only profit. For example, a piece of lead might be plated with a thin layer of gold metal. Or the Charlatan could alloy various metals with a small amount of gold to form a gold-colored metal. The cheapest technique does not require any gold at all, but alloys copper and a small amount of aluminum, creating an aluminum bronze which looks similar to gold.

Using the “hidden-gold” method, a Charlatan seemingly creates gold from base metals. In fact, he conceals a small amount of gold prior to the demonstration which is revealed later during his “experiment.” The gold might be hidden on his person, which is then transferred to a crucible using sleight of hand. Gold could also be hidden in a hollowed-out coal or a crucible with a false bottom. Upon heating, the false bottom burns away leaving pure gold in the crucible.

With skills of duping and seducing, a Charlatan can delude his patron into believing that what he sees is real. This works best on gullible and naive victims who want to believe in the miracle of transmutation. This approach may be used alone or in conjunction with any of the other methods discussed.

A Charlatan may have success through use of forged documents, “authenticating” his past triumphs in transmutation. He might also offer for sale books of recipes or formulae regarding alchemy. These, of course, are completely faked and often aged to seem more authentic. The Charlatan may act the part of a famous and successful Alchemist, presenting papers to prove his identity. This ruse will certainly fail if the real Alchemist comes to town.

Using hypnotism, a Charlatan can convince his patron that the lead he holds in his hand is really gold. This ploy works best if the Charlatan is alone with the victim. Only after the Charlatan has left town do the effects wear off—the scheme exposed. Much more difficult but more effective, mass hypnosis works on a gathering of people. The more they want to believe in the transmutation, the longer the effects last.

Enterprising Charlatans may embark on much more elaborate schemes, possibly including assistants, both knowing and unknowing. Such a scheme might require days or even weeks of preparation and monetary investment. All aspects of the sting are planned in advance, necessitating thorough knowledge of the region and victims involved. An example of an elaborate scam might unfold as follows: The Charlatan prepares a granular orange compound containing gold dust. He calls this substance “Piramus” and extolls its rare and virtuous properties to local apothecaries, who purchase it (cheaply) for their shelves. Next the Charlatan endears himself to the local lord who is hard up for money. Promises of transmutation make the lord extremely eager for a demonstration. The Charlatan reluctantly agrees to demonstrate this miracle, producing a small amount of gold from an unusual orange substance. After much arm-twisting, he finally agrees to sell the “secret formula” to this lord but at a steep price. One of the special ingredients is, of course, “Piramus”—and it’s even locally available! After the local supply of this ingredient is exhausted, the lord can no longer produce gold. But by this time the Charlatan is long gone.

Above all else, a Charlatan excels at knowing when to move on. Ideally, he seeks the greatest amount of money with the least possible danger. However, a Charlatan must recognize the fine line between success and exposure as a fraud. Too many greedy Charlatans meet their ends in the dungeons of former patrons. The art of this trade lies in planning and executing a speedy withdrawal at the proper moment. After all, wealthy dupes may lie ahead in the next town or city, ripe for the picking.

2.7 FANTASY ALCHEMY

“For it must be seen that power does not in all places function similarly; and that realms may exist where the greatest of magical feats to us are but trifles to its denizens. Likewise, there may be planes of existence where common magic is an exalted and rare gift.”

— excerpt from Gryfys the Wise’s lecture,
On Magic Continua.

The *Alchemy Companion* presents myriad options for determining the magical infra-structure of a GM’s campaign—so many that he might be overwhelmed by all the choices available to him. In this section, several sample campaign structures are offered as guidelines, to help a gamemaster decide which rules, professions, and spell lists are most appropriate for his world. These decisions are inherently personal and the exclusive province of each individual GM. Three sample magical environments are examined; low, medium, and high power.

LOW-POWERED MAGICAL CAMPAIGN

Consider an antediluvian or “Atlantean” campaign. In this world, most magic items are remnants of a glorious and lost civilization; few if any new magic items are currently being crafted. Alchemists (if any exist) would be groping to re-discover old knowledge at all costs. For these solitary pioneers into the magical arts, nothing would be easy. Every spell would have to be learned without the benefits of teacher, writings, or precedent.

In this environment, magic items are very scarce and almost legendary. What few items still exist might not even function consistently. The term “artifact” in such a culture could even refer to a relatively low-powered item simply because it functions reliably. Learning how to master magic items would entail extensive practice at the expense of both financial and social livelihood. The creation of new objects of power would be almost unheard of and might involve supplicating deities. All-in-all, an aspiring Alchemist may find the many obstacles in his way nearly insurmountable.

To represent this sort of campaign, a GM would rely heavily on the Standard *Rolemaster* Alchemy Rules presented in Section 3.0. A few Specialized Alchemy Rules could augment the unusual magic flavor—Historical Alchemy and Ritual Magic. Historical Alchemy provides for spells which are both convoluted and idiosyncratic; useful in simulating the sorts of magic researched by isolated individuals. A GM could rule that an Alchemist must utilize Ritual Magic to fabricate magic items, which makes their creation a much trickier affair. Requiring rituals also indicates that magic is a very complex art involving extensive preparations; it can never be extemporaneously accomplished. Gamemasters should also consider Deity-granted magic items as a way to introduce new magic into the campaign.

In addition, a couple of Optional Alchemy Rules are also likely candidates for inclusion in this campaign's magical framework. Alchemical Inertia Factors (covered in Sections 5.1.2 and 5.1.3) represent matter's inherent resistance to the imbedding of spells. Item Quality Based on Skill can also be used to simulate the generally abysmal quality of newly crafted items (after all, everyone is a novice). Item Level could be determined by the level of the character wielding it, making items fickle and unreliable.

Using the Spell Research rules substantially hinders any spell casting or imbedding. Remember, all knowledge of magic has been lost, necessitating an Alchemist to research even the most basic of spells. Certain other options should not be used, since they allow for easier magical manipulations—Extra-ordinary Spell Failure, Elemental Attack Spell Modification, and Power Point Undercasting. In this world, the Shamanic (primitive) Alchemist would reign supreme. His abilities to imbed spirits into objects allows for the easiest and quickest form of item creation.

Only a few of the professions presented in *AlCo* are appropriate in this low-powered campaign. Archetypal Alchemists, as basic magic item creators, will have a difficult time pursuing their trade. Even if a GM allowed this profession to exist in his world, they would not be much fun to play. One way to incorporate the concept of a player character magic crafter is the inclusion of a race which still retains knowledge of ancient magical lore, such as a Dwarven Alchemist. Adept characters could be successfully played, since even one or two of their spell lists could provide a lifetime of gainful employment (e.g., Philosopher's Elixir, Black Arts, and Brewing Lore). Theocratists provide a wide variety of deity-granted magic items for combat with opposing religious forces. Shamanic Alchemists, with their Spirit Totems, allow for subtle magic use in traditional cultures. Tribes protected by spiritual forces are less prone to attack or conquest, so there would exist a long (oral) tradition of such medicine men. Geomancers shape the powerful forces of the earth to create near paradises, but would be limited in their scope to activities within more primitive societies. Tinkers, as those capable of repairing legacies of the ancients, would be much in demand. The most prevalent type of Alchemist in such a campaign would undoubtedly be Charlatans. Magical Guilds probably will not come into play, since there are so few spell casters. Any guilds that do exist would have only a limited number of Professional lists available to them.

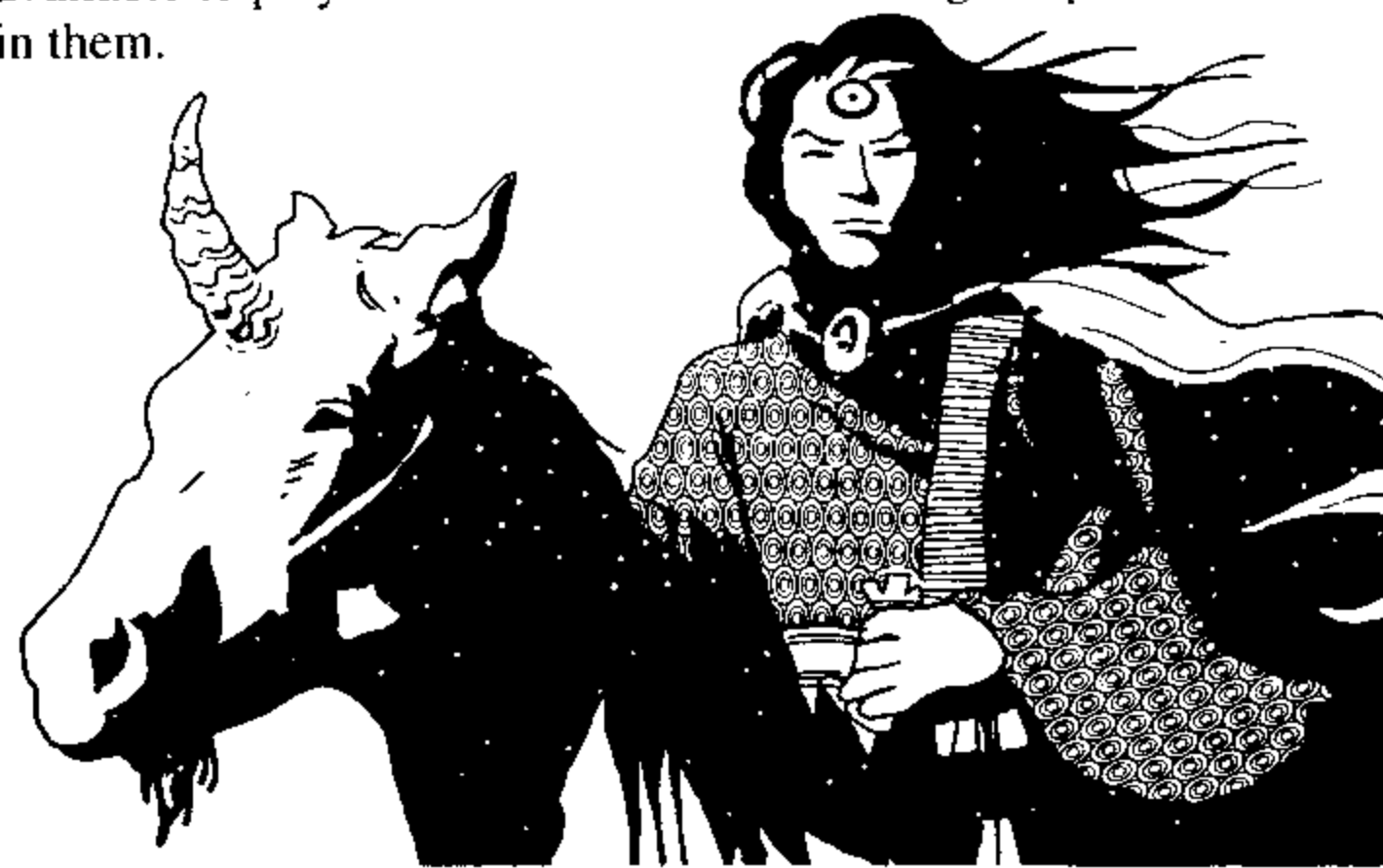
Since magic in this campaign is so scarce, several other options not presented in this book can be used. For example, all Magical Skills could cost double the normal number of development points to learn. Spells might cost double the number of power points to cast. Power points can take much longer to be renewed once spent—or they might never be regained once cast as certain powerful spells. An ESF roll could be required every time a spell is cast. Magic rituals might always entail a -20 modifier to make them more difficult. As you can see, there are many ways to customize your world by altering aspects of the rules and options you choose to use.

MEDIUM-POWERED MAGICAL CAMPAIGN

This is the sort of campaign world which most GMs use. Magic items are rare, but not unheard of; often they are the motivators of grand quests. Alchemists of note may become famous (or notorious) for producing objects of power over a period of many years. The most common magic items are potions and runes, which may be obtained from Alchemical Guilds for exorbitant prices. Consequently, the magical infrastructure of this world is more varied and rich than that presented above.

Similar to the campaign above, the Standard *Rolemaster* Alchemy Rules in Section 3.0 forms the foundation upon which all chrome and options are added. Of the Specialized Alchemy rules the sections on Ritual Magic, Spell Catalysts, and New Uses for Old Skills might be the most likely modifications to the standard rules. Optional Alchemy rules such as Items with Intelligences and Wills, Special Weapon Characteristics, Imbedded Entity Magic Items, and Laboratory and Experimentation will contribute to the campaign's magical ambience. There are few restrictions, though, and almost any options could be utilized.

Any of the professions presented in the *Alchemy Companion* could potentially fit into this world. However, in most campaigns, a few classes do not work well together. For example, an Adept could spend most of his life trying to make gold, while a Theurgist can, with a wave his hand, transmute matter into gold easily and at relatively low levels. If both classes are available (all things being equal), no one would want to play an Adept. The Engineer profession might cause a GM some grief, due to the Explosives spell list which can overwhelm a medium-powered magic campaign. Guilds, especially Apothecary Guilds, are active in the world but do not wield high-level magics. Finally, Guild lists would probably not be available to player characters because of the great power inherent in them.



HIGH-POWERED MAGICAL CAMPAIGN

Potent magical forces are prevalent in these types of campaigns. Some examples are High Fantasy Quests, high-level PCs, gaming with demi-gods, plane-hopping adventurers, and so on. Magic in this sort of game may not even be structured consistently, changing from plane to plane. The only real constant is the ready availability of magic items.

The Standard *Rolemaster* Alchemy rules might not be very important for this kind of campaign. Rules could change with passage into another world or depending on who is making the magic item. The GM would probably use Alternate Item Creation Rules (Section 4.7) instead of the more complex (and time-consuming) standard rules. Ritual Magic and Deity-granted Magic Items would be in the spotlight, since these rules allow for easy access to powerful magic. And, of course, any profession is possible.

3.0 STANDARD ROLEMASTER ALCHEMY & ITEM RULES

In any comprehensive world system for a long-running campaign, attention must be paid to magical research. This is essential for explaining where magic items come from and how spells are 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 research in terms of the game. 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.

3.1 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.

LIMITATIONS (3.1.1)

The GM 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.

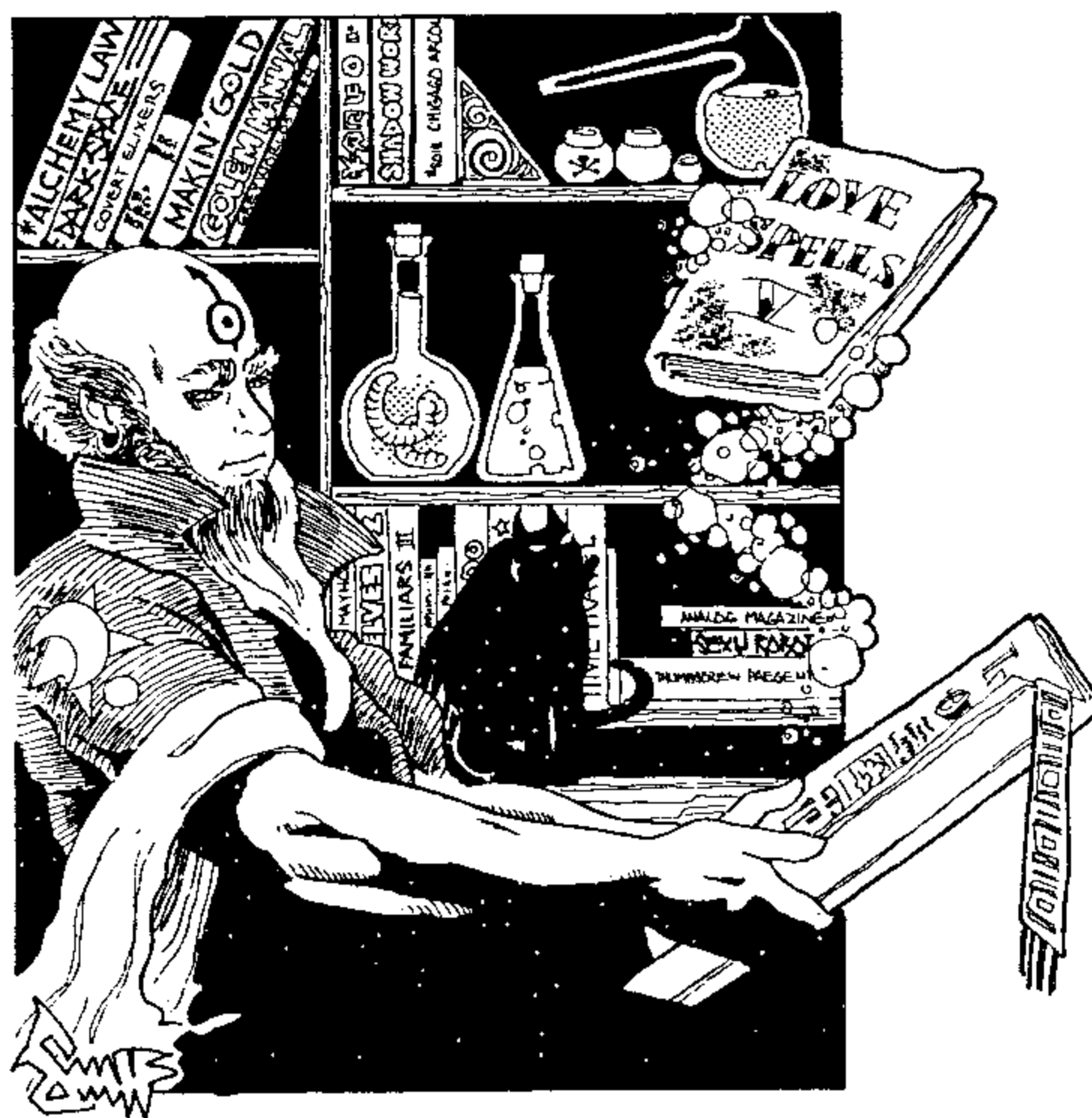
Eligibility to Research — Under these guidelines, only pure and Hybrid spell users may conduct research. Semi spell users and Non spell users may not normally conduct spell research. This prohibition represents a definitive limit on the powers of characters not devoting themselves exclusively to the use of spells.

Definition of Realm — The GM should determine the realm of the proposed spell, (i.e., is the spell an Essence spell, a Mentalist spell, a Clerical spell, or perhaps a hybrid spell). The introductions to the various spell books are useful for this purpose, and it should be noted that certain concepts have been deliberately left off certain lists with this restriction in mind (e.g., Clerics do not throw Lightning Bolts).

Normally, a character may not research a spell outside of his realm of magic. 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 (i.e., since they cannot learn other lists beyond level 10, they could not research such spells).

Definition of List — If possible, each spell should be grouped with similar spells, according to their nature. After determining that the spell is acceptable and deciding 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.

Determination of Spell Level—The GM 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 professions 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 normally do so because he is not permitted to learn spells on that list above 10th level—assuming, of course, that the spell did not fit into his base lists.



REQUIREMENTS FOR SPELL RESEARCH (3.1.2)

After satisfying himself that the researcher can learn the spell desired, the GM 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 (i.e., he should plan to spend at least 8-10 hours a day doing the research). The researcher may then proceed to do his studying; the total amount of time required is discussed below.

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.

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 chart below) are normally tripled.

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

SUCCESSFUL RESEARCH (3.1.3)

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 eventually allow certain researched spells to become a part of the list system for his world.

3.2 ITEM CREATION

Alchemical research is the only way in which a spell user can make a specific magic item, potion, or enchanted material (as opposed to Lord Research, Section 3.3.1, which is essentially random). Under this system, the Alchemist Base lists provide the necessary framework for making specific items; they are usually usable only by Alchemists (see Section 3.3.2 for some suggested exceptions). Making a magic item consists of simultaneously:

- 1) Creating the base item (always required).
- 2) Enchanting the item (not required).
- 3) Imbedding spells into the item (not required).

Once a magic item has been created it cannot normally have other spells or abilities added (except for *recharging* wands, rods and staves). The GM is always relied upon to make necessary modifications to these rules to adapt them to specific circumstances in his world system.

CREATING THE BASE ITEM (3.2.1)

The base item is the actual physical item which may be enchanted or have a spell imbedded. Base items are classified as:

- Inorganic (metal).
- Organic (living or once living material).
- Liquid/Gas (potions).

Each of these classifications is represented by one of the Alchemist Base lists. Each list allows an Alchemist to work the appropriate materials through the use of spells, aided by normal equipment (forges, looms, presses, laboratory apparatus, etc.).

Making the base item requires that the appropriate spell from the appropriate list be cast once per day (that's why the Duration of many Alchemist Base spells is 24 hours). It is also assumed that the Alchemist works normal full days (8-10 hours) on the project (no spell research, excursions, or other projects).

In order to make a base item, some of the following spells must be cast during the creation process:

- *Work xxx* — always required, even if the material to be worked, xxx, is already in the desired shape/form.
- *Make xxx* — required if the material to be worked, xxx, is only available in the form of raw materials; see the individual spell descriptions (e.g., to make a steel weapon from available iron, a *Make Steel* spell is required).
- *Make Wand, Make Rod, or Make Staff* — required to make a Wand, Rod, Staff so that it can be charged with an imbedded spell; see Section 3.2.3.

The exception to the above requirements is rune paper, which can be created merely by casting the appropriate *Rune Paper #* spell (i.e., no other *Make xxx* or *Work xxx* spells are required).

THE BASE ITEMS

The properties of the base items is summarized on the *Items Characteristics Chart*.

Wands, Rods and Staves — Wands, rods, and staves are the primary base items for storing spells that can be cast multiple times. Normally they must be organic due to the inherent resistance of inorganic material to spells. In order to make one of these items, the Alchemist must know the appropriate spell on the Organic Skills list (i.e., *Make Wand* to make a Wand, *Make Rod* to make a Rod, or *Make Staff* to make a Staff).

Rune Paper — Spell users must have rune paper in order to inscribe runes (see the Open Essence list, Rune Mastery, and *ChL* Section 3.7). The various *Rune Paper #* spells allow rune paper to be made which will hold various level spells (e.g., rune paper made with a *Rune Paper III* spell will only hold 1st, 2nd, and 3rd lvl spells).

Potions — Potions are fluids (or in some cases, gases) in which a spell can be placed (imbedded). The various *Potion #* spells make potions which will hold various level spells as rune paper does. "Potion" spells are harder (higher level) to both learn and use because there can be no requirement that the end user have any understanding of spells (reading Runes requires Runes skill and need not be as foolproof).

Objects — Objects are any items that are not wands, rods, staves, rune paper, or potions in the senses outlined above. They include weapons, armor, spell bonus items, rings, cloaks, boots, etc.

If they are created out of superior materials (assuming iron as a normal, non-bonus material), weapons, armor, and other items can have bonuses that are non-magical. In this case, creating a base item need not be accompanied by enchantment or imbedding a spell. See Section 3.5.4 for more information on non-magic bonuses and superior materials.

If weapons and armor are enchanted to get a magical bonus, then the user can elect to use either the non-magical bonus (due to material) or the magical bonus (but not both).

Example: A high-steel weapon (+10) enchanted with a +5 bonus could be used as a +10 normal weapon or a +5 magic weapon, but not as a +15 weapon. In most cases it would be used as a +10 weapon, but when fighting creatures which can only be hit by magic weapons, the +5 bonus would have to be used.

ENCHANTING AN ITEM (3.2.2)

Enchanted properties of an item do not normally require Staves & Wands (Attunement) skill to use (see *ChL* Section 3.7). Standard enchantments include:

- Intelligence.
- Magical bonuses.
- Any special permanent abilities which are not spells (e.g., Holy Arms or Slaying characteristics are such abilities, while flying, invisibility, and teleportation are normally not such abilities).

When an Alchemist wishes to enchant an object, he must perform the enchantment process simultaneously with the creation of the base item and the imbedding of spells (if any). The enchantment process consists of casting the appropriate spell from the Enchanting Ways list once per day during the item creation process (e.g., to make an item enchanted with "Low Intelligence", the spell *Low Intelligence* must be cast once per day while the item is being created).

INTELLIGENCE

The effect of intelligent items on characters or a game will depend upon the world system used (e.g., control or dominance of a character by an item he is using). Normally, the "alignment" of such an item is the same as that of the Alchemist that makes it.

In terms of *Rolemaster*, intelligence allows any character to use spells "imbedded" in items (see Section 3.2.3) without having to successfully use his Staves & Wands skill (see *ChL* Section 3.7). Normally, a spell may not be cast from an item unless: the wielder has made a successfully Staves & Wands roll for the item or the item has the intelligence necessary for casting the spell as outlined below.

The following is a summary of the effects of various intelligences that can be placed in an item by the corresponding spells on the Enchanting Ways list:

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

BONUSES

Bonuses fall into three categories:

- **Weapons** — Normally a weapon bonus gives an additional bonus to the wielder's Offensive Bonus. *Weapon I* gives a weapon a magical +5 bonus, *Weapon II* gives a magical +10 bonus, etc.
- **Armor & Shields** — Normally a shield bonus or an armor bonus gives a bonus to wielder's Defensive Bonus. *Armor I* gives a shield or a suit of armor a magical +5 bonus, *Armor II* gives a shield or a suit of armor a magical +10 bonus, etc.
- **General** — Normally a general item bonus gives a bonus when performing the normal function of the item. *General I* gives a "specific use" item (e.g., a grappling hook, a bridle, a ink pen, etc.) a magical +5 bonus, *General II* gives a "specific use" item a magical +10 bonus, etc.

The general category also handles creating power point multipliers and adders (see Section 3.4.1). A +# *General* spell will enchant either "+# adder" or a "x (# - 1) multiplier".

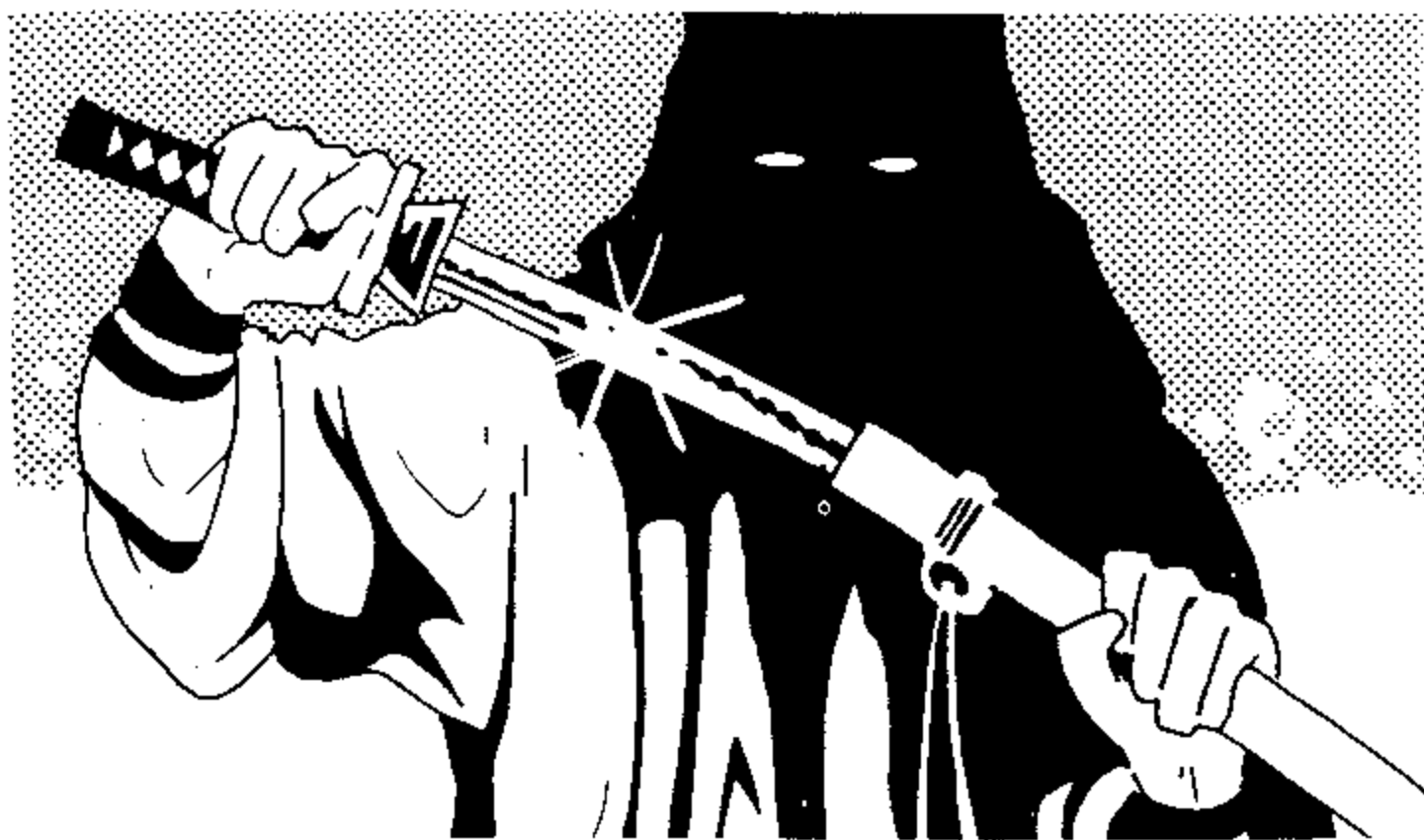
Example: A +10 Lockpicks fall into the General category and would give an additional +10 bonus when used to pick locks. A +4 *General* spell can be used to create a +4 spell adder or a x3 power point multiplier.

SPECIAL ENCHANTMENT

All enchantment aside from *intelligence* and *bonuses* falls into this category. Because they are too numerous to catalog and are highly dependent upon the world system being used, these special enchantments are not specifically covered by spells on the Enchanting Ways list.

If a GM feels that a special enchanted ability is standard for Alchemists in his world system, he may place a spell for enchanting that ability at any level on the Enchanting Ways list that he deems appropriate. Otherwise, an Alchemist should be required to research the enchantment spell for that ability using the spell research rules detailed in Section 3.1. This research should require that the researcher cast the 1st level *Research* spell on the Enchanting Ways list once per day.

Example: An Alchemist wishes to enchant a sword to be an Orc-slaying weapon. If the GM 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 in Section 3.1. It might even take longer if the Gamemaster decides the ability is really obscure and requires the research time for a spell not on a normal list; triple normal time: 2 years, 9 months and 3 weeks.



IMBEDDING SPELLS (3.2.3)

Spells can be imbedded in items by casting the appropriate spell or spells from one of the Alchemist Base lists, such as *Imbed Essence* or *Imbed Mentalism/Channeling*. While a Base Item (see Section 3.2.1) is being created, several procedures must be performed in order to imbed a spell:

- 1) The appropriate *Imbed #* spell for the appropriate realm must be cast on the item once a day (that's why the Duration of many Alchemist Base spells is 24 hours).
- 2) The spell to be imbedded must also be cast on the item once a day while creating the item (this spell can be cast by the Alchemist, an item, or another spell user).
- 3) If the item is to be a Wand, a Rod, or a Staff, then the appropriate *Charge xxx* spell must be cast on the item once a day.
- 4) If the item is to be a Daily item, or a Constant item, then the appropriate *Daily #* or *Constant* spell must be cast on the item once a day.

Because a Core-Rules Alchemist is a Pure spell user of Essence, the Mentalism and Channeling spells are harder (higher level) to imbed than Essence spells.

NORMAL IMBEDDING

If only procedures 1 and 2 above are performed, the spell imbedded can only be used **once**. After such a spell is cast, it is gone and cannot be recharged.

CHARGED ITEMS: WANDS, RODS & STAVES

Multiple spell charges can be imbedded in Wands (10), Rods (30), and Staves (100). This requires that:

- The base item must be of the appropriate type (i.e., Wand, Rod, or Staff; see Section 3.2.1).
- The appropriate *Charge xxx* spell must be cast on the item (in addition to the other required spells) once per day while the item is being created.

Unlike other items with imbedded spells, Wands, Rods and Staves can be recharged by casting the appropriate *Charge xxx* spell once a day for a number of consecutive weeks equal to the level of the *Charge xxx* spell (e.g., recharging an Essence Rod would require an 8th level *Charge Rod* spell and 8 weeks). The properties of wands, rods and staves are summarized in the *Item Characteristics Chart*.

Option: If a GM does not wish to keep track of the charges on items in his world, he may wish to roll (1-100) each time a *Charged Item* is used. If the roll is less than a certain number, then the last charge in the item has been used. The suggested values for the chance of charge depletion are provided on the *Item Characteristics Chart*: 1-10 (10%) for Wands, 1-4 (4%) for Rods, and 1-1 (1%) for Staves. Note that this is not cumulative, thus a *Charged Item* will continue to function until a low enough roll is made, and may potentially function forever.

DAILY ITEMS

A spell can be imbedded in an item so that the imbedded spell can be cast a certain number of times per day. This requires the appropriate *Daily #* spell be cast once a day while creating the item.

The number of times per day that such an imbedded spell may be cast is dependent upon the level of the imbedded spell and the # of the *Daily #* spell used (see the individual *Daily #* spell descriptions).

Example: A high level Alchemist is making a ring and casts a "Daily 3" spell. He may either imbed a 1st level spell to be used up to three times each day or a 2nd or 3rd level spell that could be used once each day.

CONSTANT ITEMS

A spell can be imbedded in an item so that the imbedded spell works continuously (i.e., constantly). This requires the appropriate *Constant* spell be cast once a day while creating the item.

Only spells deemed appropriate to work constantly can be imbedded in this manner (to be determined by the GM, of course). Allowable spells might include: *Detect* spells, *Invisibility*, *Presence*, etc. Non-allowable spells might include: elemental attack spells, base attack spells, *Teleport*, etc.

Note: One viable option for a GM is to only allow rings to be *Constant* items. 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 GM).

RESEARCHING IMBED SPELLS

If a GM feels that a more specific *Imbed* spell is standard for Alchemists in his world system, he may place such a spell at any level on the appropriate Imbedding list. Otherwise, an Alchemist should be required to research the Imbed spell using the spell research rules detailed in Section 3.1. This research should require that the researcher cast the 1st level *Research* spell on the appropriate Imbedding list once per day.

Example: A character might wish to research a spell that would imbed "At Will" spells (i.e., an "At Will" imbedded spell would cast a certain spell whenever the character willed it). The GM could decide that this would be handled like the *Constant* spell, and require the character to research "At Will" as a 50th level spell.

SPELL ITEMS CHART

Item	Size	Maximum Charges	Maximum Spell Level	Composition	Requirements to Use
Rune Paper	varies	1/100%	10	Organic	Touch/look at
Potion	4 oz.	1/100%	10	Liquid	Ingested
Single Use Item	varies	1/100%	10	Varies	Held in hand
Daily Item	varies	Daily #	10	Varies	Touch/look at
Wand	1'	10/10%	2	Organic	Held in hand
Rod	2.5'	30/4%	5	Organic	Held in hand
Staff	5'	100/1%	10	Organic	Held in hand
Constant Item	varies	Constant	10	Varies	Worn

Note: A more comprehensive version of this chart can be found in Section 3.5.4, on page 35.

Maximum Charges: There are two methods for keeping track of the number of spells castable by an item: keep track of the number of "charges", or roll after each use to determine if the item is used up. The first number given is the maximum number of charges that such an item can contain, while the second number is the chance of exhausting the item whenever it is used. A Daily # item may be used to cast a spell a number (#) of times each day. For example, a Daily III item could be used 3x/day, and may take any for that the GM desires (e.g., a ring, weapon, bracelet, rod, etc.)

TIME COSTS OF MAKING MAGIC ITEMS (3.2.4)

The cost of making magic items is reflected by several factors:

- Time (see below).
- Required spells and Power Points (see Sections 3.2.1-3.2.3).
- Material and possibly money (depends upon world system).
- Standard research costs if necessary (see Section 3.1).

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. Section 3.5 provides some guidelines for determining the cost/value of standard magic items.

TIME COST

Time is the key factor in the cost of making a magic item. The time cost is given in terms of a number of required consecutive weeks. Making a magic item consists of simultaneously:

- 1) **Creating the base item** — This costs one week per level of spell used in creating the base item; see Section 3.2.1 for the list of required spells. The spells normally cast for the base item are:
 - The *Work xxx* spell.
 - A *Make xxx* spell (if there is one).
 - A *Make Wand, Rod, or Staff* spell (if there is one).
- 2) **Placing an enchanted ability in the item** — There can be multiple enchanted abilities in an item; for the purposes of time cost (see below) treat each enchanted ability as a separate *capability*. See Section 3.2.2 for the list of required spells. Only one spell from the Enchanting Ways list is normally required for an enchanted ability.
- 3) **Placing an imbedded spell in the item** — There can be multiple imbedded spells in an item; for the purposes of time cost (see below) treat each imbedded spell as a separate *capability*. See Section 3.2.3 for the list of required spells. The spells normally cast for an imbedded spell are:
 - The spell imbedded.
 - The *Imbed #* spell.
 - A *Charge xxx, Daily #, or Constant* spell (if there is one).

Base Item Time Cost: Creating the base item costs one week per level of spells used in creating the base item.

Capability Time Costs: For these cost calculation purposes, a *capability* refers to an enchanted ability **or** an imbedded spell. Basically, the time required for each capability is:

- The first capability costs 1 week for each level of each spell cast for creating that capability.
- The second capability costs 2 weeks for each level of each spell cast for creating that capability.
- The third capability costs 3 weeks for each level of each spell cast for creating that capability.
- etc.

In order to obtain the lowest cost, the creating Alchemist can choose which capability is first, which is second, etc. For the lowest cost, make the capability with the highest cost the first, make the capability with the second highest cost the second, etc.

Total Time Cost = 1 wk per lvl of spells for the base item
 + 1 wk per lvl of spells for 1st capability
 + 2 wk per lvl of spells for 2nd capability
 + 3 wk per lvl of spells for 3rd capability
 + etc.

Example: A 50th level Alchemist wishes to make a Mithril hammer (requires a 15th lvl *Work Mithril* spell) of Orc-slaying (requires a 15th lvl enchantment spell as determined by the GM). It would take 30 weeks to finish: 15 weeks for creating the base item (i.e., 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 a *Haste I* spell (1 charge) in the hammer [requires the 6th lvl *Haste I* spell to be imbedded and a 13th lvl *Imbed VI* spell], it would cost him considerably more time:

[15 weeks for the base item]
 + [19 weeks for imbedding the *Haste VI* spell]
 + [2 x 15 weeks for the Orc-slaying enchanted ability]
 = 15 + 19 + 30
 = 64 weeks

Note that making the Orc-slaying ability the first capability would cost 15 + 15 + 2 x (19) or 68 weeks.

Example: The same 50th level Alchemist wishes to make a Dragon Bone Rod. (Requires a 20th lvl Work Organic True spell and a 10th lvl Make Rod spell.) He also wishes to *imbed* it with a Sudden Light spell. (Requires the 5th lvl spell to be imbedded and a 8th lvl Charge Rod spell.) He also wishes to *enchant* it to be a +2 spell adder (requires a 10th lvl General II spell) and to *enchant* it to have a +10 combat bonus as a mace (requires a 8th lvl Weapon II spell). The cheapest total cost is:

[30 weeks for the base item]
 + [13 weeks for imbedding the Sudden Light spell]
 + [2 x 10 weeks for the +2 spell adder enchanted ability]
 + [3 x 8 weeks for +10 weapon enchanted ability]
 = 30 + 13 + 20 + 24
 = 87 weeks

Distributing Time Costs: A GM may wish to allow this time cost to be distributed over several Alchemists if they are **all** capable of casting **all** of the Alchemist spells involved in the creation process.

Example: The hammer above: takes one Alchemist 64 weeks but would take 8 Alchemists working together 8 weeks—provided all of them could cast Work Mithril, had researched Orc-slaying, and knew the Imbed VI and Haste I spells.

REQUIRED SPELL CASTING COSTS

The spell casting cost is merely the spells and power points that are required to be cast to make a magic item. Remember, all of the spells required to make a magic item must be cast every day of every week required for creating the item.

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.

Example: Suppose the GM ruled that the Mithril hammer in the example above requires 1 pound of Mithril (i.e., the rest of the weight is a wood or metal shaft and a steel core). The Alchemist would have to obtain the pound of Mithril. In the suggested *Rolemaster* monetary system (see section 3.5.1) a Mithril piece (.25 oz) is worth 100 gold pieces, so 1 pound of Mithril would be worth around 6400 gold pieces.

MAKING ARTIFACTS (3.2.5)

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

Alternatively, Artifacts may be created either by extremely high level Alchemists or groups of Alchemists working conjointly using the "Specialized Ritual Rules" found in Section 4.2. Regardless, a GM must be careful when introducing Artifacts into his game, since they represent potentially unbalancing power concentrations.

3.3 OTHER RESEARCH

Other forms of research are possible, either using unusual means or undertaken by non-alchemists. A few examples are listed below.

LORD RESEARCH (3.3.1)

Lord research can be performed when a Pure spell user of Essence or Channeling (not Mentalism) reaches 25th level and has learned the appropriate list (Symbolic Ways for Channelers or Rune Mastery for Essence users) to 25th level. At that point he can use the *Lord Research* spell to "research magic items". This type of research is heavily dependent on the world system being used, but we suggest the following guidelines.

Note: The *Lord Research* spell can only be obtained by making a type "E" spell pick, which means that the research list must have been selected as one of the spell user's base lists (see SL Section 5.4).

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 to perform lord research, an Essence user slowly feed jewels into a forge over the course of several weeks (or more) while casting the *Lord Research* spell at least three times a day. An Channeler is required to "sacrifice" their jewels to their god (the jewels are destroyed) while casting the *Lord Research* spell at least three times a day. In both cases, the Essence locked in the jewels will be released and begin to concentrate in some nearby item.



What form this released Essence will take is impossible to determine until some time after the process is entirely completed. At that time, the GM should determine **randomly** what the newly created magic item actually does (its realm of power could be random). Keep in mind that its power and capabilities should be proportional 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 GM 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 (the *Creatures & Treasures* charts can be used for this purpose). We suggest that these tables be based roughly on the alchemical lists, although it is not our intention that other professions be given the same item making capacity as an Alchemist (i.e., an Alchemist can choose what he is making).

SPECIAL RESEARCH (3.3.2)

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

LIMITING ALCHEMIST RESEARCH

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

CREATION OF ITEMS 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).

3.4 ITEM CLASSIFICATIONS

This section categorizes the many types of items encountered in a fantasy RPG.

Normal Equipment: Examples of such items include normal weapons, rope, tools, clothing, books, and manuscripts.

Light Equipment: The weight of equipment, such as weapons, armor, shields, and food, is often a big hindrance to a character. A piece of equipment which is lighter than normal is often very valuable.

Items with Non-Magic Bonuses: Superior items made with special material or by means of a special construction method add their bonus to the total skill bonus of any skill that normally utilizes an item of that type. For example, a +10 fine steel scimitar adds 10 to its wielder's OB, while a +5 high quality lock pick set adds 5 to the character's total add for his picking locks skill. In the same way, +15 alloyed Mithril chain mail would increase its wearer's DB by 15.

Items with Magic Bonuses: Items with magic bonuses are treated like items with non-magic bonuses for the purposes outlined above. However, they also have special properties due to their magical nature. For example, weapons with magic bonuses use the "Magic" columns on the Large and Super Large critical strike tables. Certain very powerful creatures can not be harmed at all by non-magic weapons.

Bonus Spell Items: There are two types of bonus spell items, each of which enable a character to cast more spells than he would be able to normally. As described in *Spell Law*, these are spell adders and spell multipliers. Each bonus spell item is keyed either to hybrid spell-user spells, or to spells from one of the three realms of power: Essence, Channeling, and Mentalism. Such an item can only be used to cast spells which it is keyed to.

A +1 *spell adder* allows a character to cast one extra spell between 8 hour periods of rest, in addition to those which he can normally cast by using his regular allotment of Power Points. A +2 spell adder allows 2 additional spells to be cast; a +3 spell adder allows 3 additional spells, and so on.

A x2 *spell multiplier* doubles the number of Power Points available to a character between 8 hour periods of rest; a x3 spell multiplier triples his Power Points and so on.

Magic Items Containing Spells: Certain magic items contain spells which a wielder may cast. Such spells do not require Power Points, and the caster needn't have learned the list which they come from. The various types of spell items include: rune paper, potions, single use items, daily items, wands, rods, staves, and constant items. Certain extraordinary items may have unique properties, but the general characteristics of these items are summarized on the Spell Items Chart in Section 3.2.3.

Tomes: These are books which usually contain all or part of a given spell list. Depending upon how a Gamemaster handles learning spells, tomes can be used in two general ways. If the Gamemaster requires that texts be used to "learn" spell lists, tomes can fulfill this requirement. In any case, each spell in a tome can be cast once as if it were a rune. Such use of a tome spell destroys that spell description, so it can not be used again to "learn" the spell or cast it. The pages of tomes are not "reusable" like rune paper. Tomes usually have a special protective cover, and weigh between 5 and 50 pounds each.

Special Items: These items do not always fall completely into the categories above. To determine the exact nature of a "special" item, the Gamemaster may create any magic item that he deems appropriate. Alternatively, he may use the randomizing systems presented in *C&T* Section 3.2 or *C&TH* Sections 15.6–15.8 to get a *modest*, *potent*, or *most potent* item.

Artifacts: Artifacts are special items that are very powerful and often contain multiple powers and/or abilities. The One True Ring and the Elven Rings of Power found in *The Lord of the Rings*® are examples of very powerful artifacts. Usually these items have a history and a cultural or political significance, and should be included in the GM's campaign with care.

Of course, any item may be enchanted. The classifications such as "rod," "wand," "staff," etc. designate the capacity and potency of magic imbedding. These items are merely the most prevalent sort of item in the classification in question. Thus it is possible to have pendants operating as wands, rings functioning as staves, and so on. So, if a "rod" type effect is desired, the Make Rod and Charge Rod spells may still be used even though the item is really a goblet. These designations are guidelines, not absolute restrictions.

BONUS ITEMS (3.4.1)

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

Power Point Multipliers — The power points of a spell caster with a power point 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 PP total of 14 points.

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

Example: Suppose a 15th level Cleric had an Intuition of 92 (15 power points) and a +2 spell adder. He may cast any combination of spells he knows costing up to 15 PP and he may cast any 2 other spells that he knows (the levels of these two additional spells would not matter at all for the purposes of calculating the PPs he had expended). If the same Cleric had a “x2” power point multiplier, he would have 30 power points to expend in the normal manner.

Restrictions — Gamemasters must be very careful in handing out bonus items as they can distort the balance of the system. It is suggested that while +1 spell adders might be available to characters starting out (like a weapon or armor for a Fighter), anything better should be relatively rare and expensive.

- Only one bonus item should be usable by any one character between periods of rest (possession of two “x2” PP multipliers does not multiply your spell points by 4).
- Bonus items should be usable by only one character per day.
- Bonus items should be 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).
- It is also suggested that bonus items be restricted to working in only one realm of power, except for Hybrid spell user bonus items (see SL Section 6.1.3).



POTIONS (3.4.2)

Some mention needs to be made of the differences between potions and other magic items. Potions may be used by anyone since no power point expenditures, or Attunement/Runes roll is required. All you must do is swallow. A person may subtly utilize a potions' effects by surreptitiously imbibing them. There are no hand gestures or loud chants when you drink a potion. Finally, although good for only one use, potions are relatively cheap to make. This is the reason that the most prevalent magic items found in many campaigns are potions.

ARTIFACTS (3.4.3)

What makes an artifact? Clearly, an artifact is not simply a powerful magic item; other factors are involved. Some attributes of artifacts can include: No required Staves & Wands (i.e., Attunement) roll, no charges expended, and/or no Power Point expenditure for using its powers. Most artifacts have multiple abilities, and easily register to *Detect...* spells (though there are exceptions).

All legendary artifacts have a history, or even a place in history, since they are so powerful. However, the primary defining factor of an artifact is its Will and purpose. These two are inextricably linked; there can be no Will without purpose and vice versa. In a way, an artifact's Will is merely the manifestation of its desire to achieve its purpose. Because of their inherent power, a GM probably should not allow PCs to fabricate an artifact, unless his whole life is devoted to the task (which would not make for exciting gaming).

CASTING SPELLS FROM ITEMS (3.4.4)

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. 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.
- **Second**, the *level of effect* 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 in SL Section 6.2. If the spell would normally be a Class II spell for him, 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.

Option: Alternatively, a GM may decide to treat some or all spells cast from items as Class I spells.

SPELL ATTACKS AGAINST ITEMS (3.4.5)

Certain spells can attack items or non-living substances (e.g., the *Unmetal* spell on the Sorcerer Base List destroys metal). If such a spell is cast against an 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 being (i.e., in his “Essence Aura”), its target level is equal to the being's level.
- If the item is magic, its target level is 5 levels per *RM* +5 bonus or 5 levels per +1 for a spell adder or 5 levels per x1 for a power point multiplier starting at x2.
- If the item is both on a living being and magic, it uses the higher of the two target levels (i.e., do not combine the two potential target levels).
- If none of these cases occur, use a target level of one.

Some materials are highly resistant and would have a higher level as a base for their resistance roll (this should be determined by the GM). Magic items without specific quantitative bonuses (a ring of invisibility for example) would also require that the GM assign a level based on its magic abilities.

Note: Unless otherwise specified, a spell which affects a target may also affect objects that he is carrying. An exception may be made for certain unusual items. When computing the effects of an Elemental Attack Spell, always make a distinction between the target and the items he bears; simply follow the appropriate results on the tables.

MULTIPLE BONUSES (3.4.6)

When an Alchemist imbeds a bonus into an item made of a material which also has an inherent bonus, a problem arises—what is the total bonus? For example, a sword of Mithril (+20) is enchanted to be +10. What is this sword's final bonus? Several options may be used to deal with this situation.

Option 1: Add both the enchantment and material bonuses together. In the above example of the Mithril sword, its total bonus is +30.

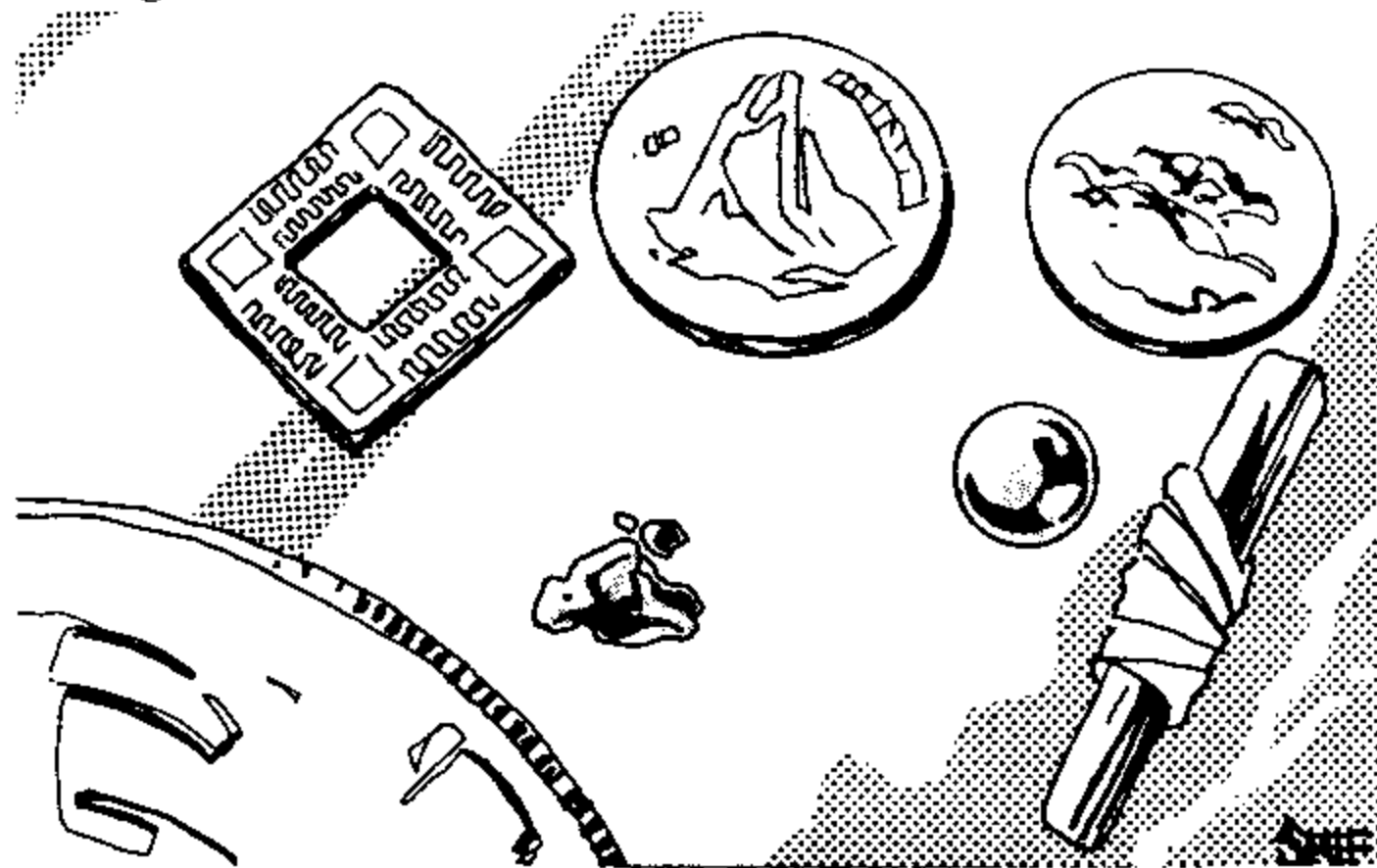
Option 2: Average the two bonuses. The Mithril sword is +15.

Option 3: Only the highest bonus counts. The Mithril sword is +20.

Option 4: Add the higher bonus to one-half of the lower bonus. The Mithril sword is +25.

Option 5: Add the lower bonus to one-half the higher bonus. The Mithril sword is +20.

Option 6: If the material's bonus is magically-based, add the two bonuses together. Otherwise, the higher bonus is the total bonus. The Mithril sword is +30, but a high-steel sword (non-magic +10) would still have a +10 bonus.



3.5 ITEM COSTS AND VALUES

The infinite variety of cultures, places, and situations found in FRP games makes it impossible to completely generalize economic systems and prices. The GM has to tailor these tables to his own campaign. Suffice it to say that the cost of any good varies with locale and circumstance. Still, some comparative standard proves helpful.

COINAGE STANDARDS (3.5.1)

Each world usually has one or more of its own coinage systems. Some are based on the worth of the coins' component material or craftsmanship; others are tied to the society's faith in the coins' producer or guarantor (e.g., the government backs their wooden nickles).

Obviously, a world rich in varying political entities and cultural groups rarely relies on only one coinage system. Silver might be worth more than gold in certain regions, while other locales may value stone pieces or have no coinage at all. Barter, after all, is the norm in most places lacking a central authority. We do suggest, however, that the GM establish a comparative standard in order to regulate exchange. This enables folk to compare the value of their goods, even if they are simply trying to trade six ferret skins for a sheep hide. It also makes it easy to weave a localized jade-based economy into an imperial system that embraces silver as its standard.

We suggest the following comparative exchange system, using coins of a uniform one quarter ounce weight:

Coin	Abbreviation	Breakdown
1 Mithril piece	mp	= 100 gold pieces
1 gold piece	gp	= 10 silver pieces
1 silver piece	sp	= 10 bronze pieces
1 bronze piece	bp	= 10 copper pieces
1 copper piece	cp	= 10 tin pieces
1 tin piece	tp	= 10 iron pieces (ip)

This system revolves around a gold standard, since a gold piece is the most valuable commonly used currency, although Mithril is more precious and silver coins are in much wider circulation. The GM may wish to tinker with the coin weights (e.g., using half-ounce or tenth-ounce currency), or add his own material standards (e.g., a jade piece [jp] = 2 sp). He might wish to remove bronze, tin, and iron pieces from general use, leaving copper coinage as the effective floor. Whatever the GM desires, this system works as a suggested guide and is employed in the price charts found in *RM*.

COMPUTING PRICES (3.5.2)

The cost of a good involves a number of factors. The first factor is the character of the item itself, the potential utility of its basic design (e.g., a hand axe is good for fighting and chopping wood). Assuming standard materials, the typical design is reflected in the item's *base cost* (available from the Price Charts in *RM* Section 7.3.6). This base cost may then be modified by "base cost multipliers" for special materials, special size, and special design. Any set costs for the materials themselves are also added.

Special or magical properties (see Section 3.2) will mean additional costs for each property. The first special or magical property (i.e., the most expensive one) that an item has will add a set cost for that type of property. A second property (i.e., the next most expensive one) will add double the set cost for that type of property, a third will add triple the set cost, etc.

Intrinsic Value =

Base Cost x (sum of appropriate base cost multipliers)
 + material cost if required
 + 1 x (cost of most expensive special/magical property)
 + 2 x (cost of next most expensive special/magical property)
 + 3 x (cost of next most expensive special/magical property)
 + etc.

CALCULATING COSTS

- (Step 1) **Base Cost:** Cross-index the item on the Price Charts found in *RM* Section 7.3.6. The price given in the table is the item's *base cost*.
- (Step 2) **Base Cost Multipliers:** To determine the item's adjusted base cost, add up the appropriate multipliers for special materials, size, and design (see Section 3.5.3). Then, multiply the item's *base cost* by this sum.
- (Step 3) **Material Cost:** Add the cost of the material used to make the item. Often, a GM will want to just include this as part of the special materials cost multiplier, but in certain circumstances, an especially poor or especially rich supply of such material may cause a variance in costs.
- (Step 4) **Calculating the Property Costs:** Calculate the set cost for each special or magical property. Each of these properties will have a set cost based upon a number of factors. Section 3.5.4 explains how to calculate this set cost for a number of standard properties. A GM may wish to establish his own processes calculating the set costs for additional properties (see Section 3.2).
- (Step 5) **Adding the Property Costs:** Add the most expensive set cost for a property (if any), then add double the next most expensive cost (if any), then add triple the next most expensive cost (if any), and continue until there are no other properties. The resulting cost is the item's *intrinsic value*.
- (Step 6) **Purchase or Resale:** When a character attempts to buy or sell an item, he will not always pay or receive the actual *intrinsic value* of the item. Section 3.5.5 discusses how to handle this process.

Example: The Monk Clu Endise wishes to purchase a broadsword (a 1 gp base cost). He wants it to have a +10 magic bonus (40x base cost multiplier) and a weight which is 80% of normal (2x base cost multiplier). So the base cost of 1 gp is multiplied by the sum of the multipliers (42) to obtain: 42 gp = 1 gp x 42. The GM decides that the material necessary for the sword are readily available and so does not require an additional material cost. Clu wants the sword to have two properties: + 2 spell adder (cost: 200 gp, since a sword is "rod-sized") and "Elf-slaying" (cost: 500 gp). So the item's *intrinsic value* is:

$$942 \text{ gp} = 42 \text{ gp} + 1x(500 \text{ gp}) + 2x(200 \text{ gp})$$

BASE COST MULTIPLIERS (3.5.3)

The modifiers presented in this section are designed to be used with all the basic cost values found in *Rolemaster*, and are balanced for use with any GM's price charts.

These multipliers are cumulative in that they are summed before they modify the base cost (see Section 3.5.2). A single item may only incorporate one "bonus" and one "weight decrease."

WEIGHT DECREASES DUE TO MATERIAL AND DESIGN

% of Minimum Normal Weight	Base Cost Modifier
95%-99%	1.5x
80%-94%	4x
60%-79%	8x
40%-59%	20x
20%-39%	100x
1%-19%	500x

BONUSES DUE TO HEAVIER DESIGN

Bonus	Base Cost Modifier	% of Maximum Normal Weight	Modification to Min. Maneuver Penalty
+5	2x	120%	5
+10	5x	140%	10
+15	10x	160%	15

SET COSTS FOR SPECIAL OR MAGICAL PROPERTIES (3.5.4)

The modifiers presented in this section are designed to be used with all the basic cost values found in *Rolemaster*. Special/Magical properties include Imbedded Spells, Bonus Spell Items, Enchanted Items, and Special Items (see 3.2). These properties are only a sample. The GM should create his own properties, using these costs as a guideline.

SUGGESTED MATERIAL BONUSES

Bonus	Example Material	Base Cost Modifier*	Note
-50	Stone	.1x	(-15)-(-30) for crushing tools.
-30	Wood	.1x	(-20)-(-40) for crushing tools.
-20	Bone	.25x	Supposes hardened bone.
-10	Bronze	.5x	Copper/tin alloy.
+0	Iron	1x	Typical material.
+5	Low Steel (I)	5x	Non-magic iron/carbon alloy.
+10	High Steel (II)	20x	Non-magic alloy of iron/carbon/variable element(s).
+15	White Alloy	100x	Non-magic alloy of iron/carbon/titanium.
+20	Black Alloy	500x	Non-magic alloy of iron and meteoric metals.
+5	Enchanted Iron	10x	Magic iron.
+10	Enchanted Steel I	40x	Magic low steel.
+15	Enchanted Steel II	200x	Magic high steel.
+20	Mithril Alloy	1000x	Magic true-silver alloy.
+25	Laen	5000x	Magic true-glass.
+30	Eog	10000x	Magic true-steel.

* — Cost Mult 1x if item is normally made from material(s) with a lower bonus than that given iron.

SPELL BONUS ITEMS

Spell bonus item properties include spell adders (increases number of spell castable by wielder) and power point multipliers (increases wielder's power points). See Sections 3.2 and 3.4.1 for a complete description of these items.

- A given item may only have one of these properties.
- It must be keyed to one of the three realms of power: Essence, Channeling, or Mentalism.
- A spell bonus item *may* be keyed to a specific profession.

The cost for a spell bonus property is equal to the cost given in the chart below times the sum of any applicable spell bonus cost multipliers.

Spell Bonus Property Cost =

Spell Bonus Cost x (sum of any Spell Bonus Multipliers)

SPELL BONUS COSTS		
Spell Bonus	Cost	Note
+1 Adder	+50 gp	One extra spell/day of any lvl.
+2 Adder	+100 gp	Two extra spells.
+3 Adder	+200 gp	Three extra spells.
+4 Adder	+400 gp	Four extra spells.
+5 Adder	+800 gp	Five extra spells.
+6 Adder	+2000 gp	Six extra spells.
x2 Multiplier	+200 gp	Doubles wielder's PP.
x3 Multiplier	+400 gp	Triples wielder's PP.
x4 Multiplier	+800 gp	Quadruples wielder's PP.
x5 Multiplier	+2000 gp	Quintuples wielder's PP.

SPELL BONUS COST MULTIPLIERS	
2x	Channeling Device: If spell is from the Channeling realm, cost doubled, since alchemy is an Essence-based science.
2x	Mentalism Device: If spell is from the Mentalism realm, cost doubled, since alchemy is an Essence-based science.
1x	Staff Sized: Item is staff sized (5' and up), must be held to be effective.
2x	Rod Sized: Item is rod sized (2.5' up to 5'), must be held to be effective.
3x	Wand Sized: Item is wand sized (1' up to 2.5'), must be held to be effective.
4x	Wearable: Item is wearable, but is larger than a ring.
5x	Ring: Item is a ring, must be worn on a finger (or through nose or ear).
2x	Keyed to a Profession: Normally, a spell bonus item can be used to cast spells that use power from the realm it is keyed to. This property is usually only useful for Hybrid spell users whose base spells are keyed to two realms.

IMBEDDED SPELLS

The "Imbedded Spell" property (also referred to as "Implanted Spells") covers all the spells which may be cast from an item. The different types of "Imbedded Spell" items are covered in Section 3.2 and C&T Section 3.2.3. The **RM** Base Spell Item Price Chart in **RM** Section 7.3.6 summarizes the *base prices* and the key properties of those items.

Each implanted spell is treated as a separate property (see Section 3.5.2) and its cost must be calculated separately. The cost of an imbedded spell property is:

Imbedded Spell Property Cost =

[(base price) (see the Base Spell Item Price Chart)
+ (imbedding cost)] (see the Imbedding Costs Chart)
x (sum of the imbedded spell cost multipliers) (see below)

The *base price* and the imbedding cost are added and then the total is multiplied by the sum of the imbedded spell cost multipliers. This is just the cost of the property and is only part of the total cost (see Section 3.5.2).

IMBEDDED SPELL COST MULTIPLIERS	
2x	Empathy: Allows wielder to cast imbedded 1st lvl spells (no Staves & Wands Roll required).
5x	Low Intelligence: Allows wielder to cast imbedded 1st-2nd lvl spells (no Staves and Wands Roll required).
20x	Medium Intelligence: Allows wielder to cast imbedded 1st-5th lvl spells (no Staves & Wands Roll required).
50x	High Intelligence: Allows wielder to cast imbedded 1st-10th lvl spells (no Staves & Wands Roll required).
200x	Very High Intelligence: Allows wielder to cast imbedded 20th lvl spells (no Attunement Roll required).
2x	Channeling Spell: If spell is from the Channeling realm, cost doubled, since alchemy is an Essence-based science.
2x	Mentalism Spell: If spell is from the Mentalism realm, cost doubled, since alchemy is an Essence-based science.

ENCHANTED PROPERTIES

The set costs for enchanted properties are usually based upon the property and the degree of effectiveness of the property. Each property is given a specific cost definition and a brief description.

CRITICAL MODIFICATION

Cost = (100 x Severity) Extra Critical: Allows another, separate crit roll of the same degree of severity as the normal crit. The type of the extra critical depends upon the nature of the weapon (e.g., it would be a Heat Crit for a flaming sword). Set cost is based on maximum severity of extra crit: 'A' = 1; 'B' = 2; 'C' = 3; 'D' = 4; 'E' = 5; 'F' = 6; 'G' = 7; etc.

Cost = (50 x Severity) Extra Critical on Same Roll: As "Extra Critical" above, except only one crit roll is made and applied to both the normal crit and the extra crit.

Cost = (100 x Neg%) Critical Negation: Maximum "Negation" (Neg) is 50%. Item is limited to protecting one specific area of the body (e.g., neck, wrist, forearm, abdomen, chest, etc.). If critical is rolled that affects the area protected by the Negation %, the critical has no effect on the wearer.

BASE SPELL ITEM PRICE CHART

Item*	Price	Size	Max. Charges**	Max. Spell Lvl**	Composition	Use
Rune Paper	1gp	varies	1/100%	10	organic	hand
Potion	10gp	4 oz	1/100%	10	liquid	ingested
1-Use Item	15gp	varies	1/100%	20	varies	hand/touch/look
Daily Items:						
2-Handed	20gp	varies	Daily #	10	varies	hand/touch/look
1-Handed	50gp	varies	Daily #	10	varies	hand/touch/look
Suspended	200gp	varies	Daily #	10	varies	worn/suspended***
Affixed	300gp	varies	Daily #	1	varies	worn/affixed***
Charged Items:						
Wand	10gp	1 foot	10/10%	2	organic	hand
Rod	30gp	2.5 feet	30/4%	5	organic	hand
Staff	100gp	5 feet	100/1%	10	organic	touch/look
Ring	500gp	varies	Constant	10	varies	worn/affixed***

*—Base items may take other, unusual forms.

**—These are the usual restrictions. Certain extraordinary alchemists might create unique items of considerably greater power.

***—Suspended items are those worn, but not attached to the body (e.g., pendants, brooches, etc.). Affixed items are actually connected to the body (e.g., earrings, headbands, etc.).

IMBEDDING COSTS CHART

Type of Item	Spell Level									
	1	2	3	4	5	6	7	8	9	10
Rune Paper	+3	+10	+20	+30	+40	+60	+80	+100	+125	+150
Potion	+5	+15	+30	+45	+60	+90	+120	+150	+200	+225
Daily Item *	+15	+50	+100	+150	+200	+300	+400	+500	+600	+750
Wand	+10	+20	—	—	—	—	—	—	—	—
Rod	+40	+80	+120	+150	+200	—	—	—	—	—
Staff	+100	+150	+200	+250	+300	+400	+500	+600	+700	+800
Ring	+300	+450	+600	+750	+900	+1200	+1500	+1800	+2100	+2400

* Cost is for 1x/day usage. Add half of additional cost for each extra daily use (e.g., an item with a 3rd level spell that is usable 2x/day has an additional cost modifier of 100 + 50, or 150 gp).

Note: An exhausted wand, rod, or staff may be recharged at half the original imbedding cost.

FAILURE AND FUMBLE MODIFICATION

Cost = (50 x Bonus) ESF Bonus: The "Bonus" is added to any extraordinary spell failure (ESF) rolls made by the wielder of the item. See *ChL* Section 14.42 or *SL* Section 10.9.

Cost = (100 x Reduction) Fumble Range Reduction: The item's fumble range is reduced by the amount of the "Reduction". A fumble range can not be reduced below 1 using this property (i.e., an unmodified 01 always fumbles).

RANGE MODIFICATION

Cost = (20 x Reduction) Range Penalty Reduction: The item's (usually missile weapons or elemental spell items) range penalties are reduced by the amount of the "Reduction".

Cost = (5 x %Increase) Range Increase: The item's (usually missile weapons or elemental spell items) ranges are increased by the "Increase" percentage (e.g., an alteration in the maximum range of a dagger from 50' to 200' is an increase of 300% and yields an additional cost modifier of +1500 gp).

RETURNING ABILITY

Cost = (2 x Range) Return to Thrower Via Flight: When thrown at a target within its "Range", the item flies back (takes 1 complete round) to the thrower's hand. This property will not increase the normal range of an item, the Range Increase property must be used to do that. Divide the set cost by # of rds needed for return (e.g., a throw and return hammer with a range of 50' that takes 2 rounds to return has a set cost of +25 gp).

Cost = (5 x Range) Return to Thrower Via Long Door: When thrown at a target within its "Range", the item will return to the thrower's hand without having to physically fly back. This property will not increase the normal range of an item, the Range Increase property must be used to do that.

SLAYING AND HOLY ABILITIES

Cost = (2 x Level) Slays Specific Creature: Slaying weapons use the "Slaying" columns against Large and Super-Large creatures they are keyed to. Against normal creatures they are keyed to, Slaying weapons resolve any criticals normally **and** then resolve a "Slaying" critical on the Large Creatures Critical Table (AL Table 8.1.4). Cost is based on the individual creature's level (e.g., a mace designed to slay Onree the 4th lvl Magician would have an additional cost modifier of +8gp).

Cost = (10 x lvl) Slays a Type of Creature: Cost is based on the maximum standard level of creature affected (e.g., a sword which slays any Dragon, a creature with a max lvl of 66, has a cost of +660 gp). Treat all races as 50th lvl (e.g., a sword of Elf-slaying has a cost of +500 gp).

Cost = (1000) Holy Item: Allows wielder to use Holy Arms crit results against Large and Super Large creatures and acts as a "Slaying" weapon against other unholy creatures.

MISCELLANEOUS PROPERTIES

Cost = (Variable) Spell Storing: For cost purposes, treat as an Imbedded *Spell Store* spell (see Imbedded Spells described earlier in this section). The cost equals that for imbedding (as a Daily type item) the highest level spell capable of being stored. For instance, if item stores one spell up to 6th lvl, the cost is the same as that for imbedding a 6th lvl Daily I spell. Spells stored in item are cast as those cast using *Spell Store* (on Closed Essence list, Spell Reins, and on Open Essence list, Rune Mastery).

Cost = (100 x Base Price) Frees 1 Hand: This property allows an item which is normally used 2-handed to be used 1-handed (e.g., a battle-axe which can be used in 1 hand) **or** it allows an item which is normally used 1-handed to be worn or non-burdening (e.g., a shield mounted on the wrist of a gauntlet). The "Base Price" of an item can be obtained from the Price Charts in *RM* Section 7.3.6. This property cannot be used for Spell Bonus items.

Cost = (500 x Base Price) Frees 2 Hands: A wearable or non-burdening item which is normally wielded in 2 hands (e.g., a floating staff). This property cannot be used for Spell Bonus items

PURCHASE AND RESALE OF GOODS (3.5.5)

When the PCs sell the goods they have acquired they may accumulate a large profit. This may be fine, but occasionally it will result in a game imbalance that defies mercantile sensibilities. Therefore, the GM may wish to employ the following guidelines governing the purchase and resale of goods.

The GM should consider two primary factors when handling resales: (1) are there buyers who desire the good; and (2) can they afford the item.

When handling purchases the factors are: (1) are there sellers who have the good; and (2) how much do they want for the item.

These concepts dictate local supply and demand and are embodied in the Purchase and Resale Price Chart. The categories relate the resale price and the purchase price to demand and risks. All things considered, risk will restrict the number of people who can buy the good by driving up the cost, both in terms of price and the associated danger.

USING THE PURCHASE AND RESALE PRICE CHART

1) **Price:** Determine the "intrinsic value" of the item (see Section 3.5.2) and determine whether it is:

<i>inexpensive</i>	(less than 10 gp)
<i>average</i>	(from 10 gp up to 100 gp)
<i>moderately expensive</i>	(from 100 gp up to 500 gp)
<i>very expensive</i>	(from 500 gp up to 1000 gp)
<i>outrageous</i>	(1000 gp or more)

These are suggested ranges and the GM should decide if they are appropriate for his world system.

2) **Utility:** Figure the item's utility. Is it a mere oddity (e.g., a left-handed smoke-shifter)? Does it have awesome applications (e.g., it turns deserts into deep water ports)? Note that local tastes and needs may dictate its usefulness.

3) **Rarity:** Establish the item's rarity. Throw and return crossbows may be considered *passe* in the local area. Family heirlooms might be patently unique.

4) **Market:** Determine the type market in where the resale takes place. Illegal markets involve a higher risk and better prices. Street buyers (e.g., transient vendors and passersby) have modest overheads and may set better prices, but are generally less trustworthy. Merchants (e.g., shopkeepers and trade guilds) often have a code of secrecy or stake in their reputation. Given the same price structure, most individuals would prefer to deal with a merchant, since there is considerably more security. Strong guilds and/or merchant organizations can really restrict relative purchase and resale prices; the GM should use this factor to control the market place in his game.

5) **The Roll:** The GM should roll an open-ended 1-100 roll and apply any availability, price, utility, or rarity modifiers. (Note that a bonus based on the secondary skill "Trading" is often applicable). It is necessary for the GM to roll because characters should be initially unaware of any swindle or theft results. One dice roll per locality per month should be allowed. Huge cities might have more than one locality.

6) **Calculate the Price:** Using the appropriate section of the Purchase and Resale Chart, cross-index the modified roll to get a result. The item's intrinsic value (see Section 3.5.2) is then multiplied by any % result and any applicable market multipliers. This determines the price for the item in that locality for the next one month period. Other results are described below.

7) **Swindles:** If the result indicates a swindle instead of a %, there will be an attempt to deceptively cheat the buyer/seller (e.g., the buyer gets flawed merchandise, the seller gets counterfeit or poor grade currency, etc.).

8) **Thefts:** Should a "theft" result, someone (e.g., a pickpocket or a gang of fast-moving kids) will make an unarmed attempt to steal cash or goods from the buyer/seller.

9) **Armed Thefts:** In the case of an "armed theft" result, someone (e.g., an organized gang of brigands) will attempt to physically overpower the buyer/seller and rob him.

10) **Turned In:** Someone informs the authorities of the buyer/seller's attempts to deal in an illegal commodity.

PURCHASE AND RESALE PRICE CHART

Purchase Section:

Roll	% Cost Open Market		% Cost Illegal Market	
	Merchant	Street	Merchant	Street
≤ (-51)	Swindle*	Armed Theft*	Theft	Armed Theft
(-50)—05	0*	Armed Theft	Swindle*	Armed Theft
06—10	Unavail	Theft*	Swindle*	Armed Theft*
11—15	Unavail	Swindle*	Swindle	Theft*
16—20	Unavail	Unavail*	Swindle	Theft*
21—25	300	Unavail	0*	Swindle*
26—30	200	Unavail	Turned In*	Swindle
31—35	175	Unavail	Unavail*	Swindle
36—40	150	Unavail	Unavail	0*
41—45	140	200	Unavail	Turned In*
46—50	130	175	Unavail	Unavail*
51—55	130	150	Unavail	Unavail
56—60	120	120	Unavail	Unavail
61—65	120	110	Unavail	Unavail
66—70	110	110	Unavail	400
71—75	110	100	Unavail	300
76—80	110	100	Unavail	200
81—85	105	95	Unavail	175
86—90	105	95	Unavail	150
91—95	105	90	400	125
96—120	100	90	300	110
121—140	100	80	200	105
141—160	90	70	150	100
161—180	80	60	110	90
181—200	70	50	100	80
201+	60	40	90	60

* — Unmodified die roll.

Purchase Roll Modifiers:

Price	Hamlet	Village	Town	City
Inexpensive	-20	0	+10	+50
Average	-50	-10	0	+25
Moderately exp.	-75	-40	-20	+10
Very expensive	-100	-75	-50	0
Outrageous	-150	-100	-75	-10

Rarity	Utility
Unique	-75
Unusual	-25
Common	+20
	Awesome
	Very Useful
	Useful
	Marginal
	Oddity
	-40
	-20
	+0
	+10
	+30

Strong Guild Restrictions: Varies: (-10) to (-100)

.5x	Oversupplied Market: Areas where the good is is overstocked or is produced in relatively large quantities and then exported.
1x	Supplied Market: Normal market conditions found in a stocked trade town or cosmopolitan area.
2x	Undersupplied Market: Market for normal imports.
3x	Isolated Market: Areas where delivery of the good is very costly or time consuming.
4x	Unsupplied Market: Market for extremely rare imports.
10x	Insulated Market: Areas where the delivery of the good is extremely costly, time consuming, and dangerous.
Varies	Seasonal Product: Multiplier = number of months since good was last in season. Covers certain food products and goods which are produced or available periodically, due to factors such as weather.

Resale Section:

Roll	% Return Open Market		% Return Black Market	
	Merchant	Street	Merchant	Street
≤ (-51)	Swindle*	Armed Theft*	Theft	Armed Theft
(-50)—05	0*	Armed Theft	Swindle*	Armed Theft
06—10	5	Theft*	Swindle*	Armed Theft*
11—15	10	Swindle*	Swindle	Theft*
16—20	15	0*	Swindle	Theft*
21—25	20	0	0*	Swindle*
26—30	25	0	Turned In*	Swindle
31—35	25	20	Turned In	0*
36—40	30	25	0	0
41—45	30	30	0	Turned In*
46—50	35	35	0	Turned In
51—55	35	40	0	50
56—60	40	45	0	60
61—65	40	50	20	70
66—70	45	55	40	80
71—75	50	60	60	90
76—80	50	65	80	100
81—85	55	70	90	125
86—90	60	75	100	150
91—95	60	80	110	175
96—120	70	90	130	200
121—140	75	100	140	250
141—160	85	125	150	300
161—180	100	150	175	350
181—200	120	200	200	400
201+	150	250	300	500

*Unmodified die roll.

Resale Roll Modifiers:

Price	Hamlet	Village	Town	City
Inexpensive	-20	-10	0	0
Average	-40	-25	-10	0
Moderately exp.	-60	-50	-25	-10
Very expensive	-100	-75	-75	-25
Outrageous	-200	-100	-100	-50

Rarity	Utility
Unique	+20
Unusual	+10
Common	-30
	Awesome
	Very Useful
	Useful
	Marginal
	Oddity
	+30
	+10
	+0
	-20
	-40

Strong Guild Restrictions: Varies: (-10) to (-100)

.25x	Oversupplied Market: Areas where the good is is overstocked or is produced in relatively large quantities and then exported.
.5x	Supplied Market: Normal market conditions found in a stocked trade town or cosmopolitan area.
1x	Undersupplied Market: Market for normal imports.
1.5x	Isolated Market: Areas where delivery of the good is costly or time consuming.
2x	Unsupplied Market: Market for extremely rare imports.
3x	Insulated Market: Areas where where the delivery of the good is extremely costly, time consuming, and dangerous.
Varies	Seasonal Product: Multiplier = number of months since good was last in season. Covers certain food products and goods which are produced or available periodically, due to factors such as weather.

4.0 SPECIALIZED ALCHEMY RULES

Sometimes a GM decides he might want to customize the Alchemy rules presented in Section 3.0. The reasons for this are varied. He could want to incorporate some important aspect of his world's magical structure or simply utilize simpler formulae and guidelines. Several alternatives to the basic *Rolemaster* rules are presented in this section. Each topic covers variant rules for a different world system. The basic rules can be used in any fashion in conjunction with these rules.

4.1 HISTORICAL ALCHEMY

Historical Alchemy was a search for enlightenment through ritualized manipulations of matter. Alchemists sought to transform themselves as much as base metals. In fact, only the most spiritually evolved could understand and utilize the doctrine's inner mysteries. The Adept Base Spell Lists are an attempt to rationalize Alchemical procedures with the *Rolemaster* gaming system. Thus, unlike other spell lists, there are myriad restrictions and pre-requisites for casting spells from them. These lists emulate the magic wielded by historical Alchemists. If greater authenticity is desired by the GM, material components and laboratory costs can also be added into the spell list's make-up. At this section's end are a few quotes from historical sources which may help a GM impart more flavor, color and a fantasy feel to Alchemy. After all, Alchemy is more than just rules.

A few of the Adept's Base Spell Lists deserve some additional explanation. For example, the process of creating the Philosopher's Stone is time-consuming and fraught with pitfalls. This is the reason so many restrictions have been placed on the use of this list. All the discrete stages listed in this spell list are derived from historical medieval sources—sources who claim to have transmuted lead into gold! Some Alchemists spent years (indeed even decades) in the pursuit of the fabled stone of philosophers before stumbling on the secret. This is the rationale for the extensive time and cost determination. Failure could occur at any time and would ruin any further attempts with the experimental materials. The procedure had to be commenced all over again. This is well documented and one of the major reasons that Alchemy was considered such a frustrating practice. Finally, Latin names for these spells seemed most appropriate, since the various stages of the Great Work were actually known by these titles.

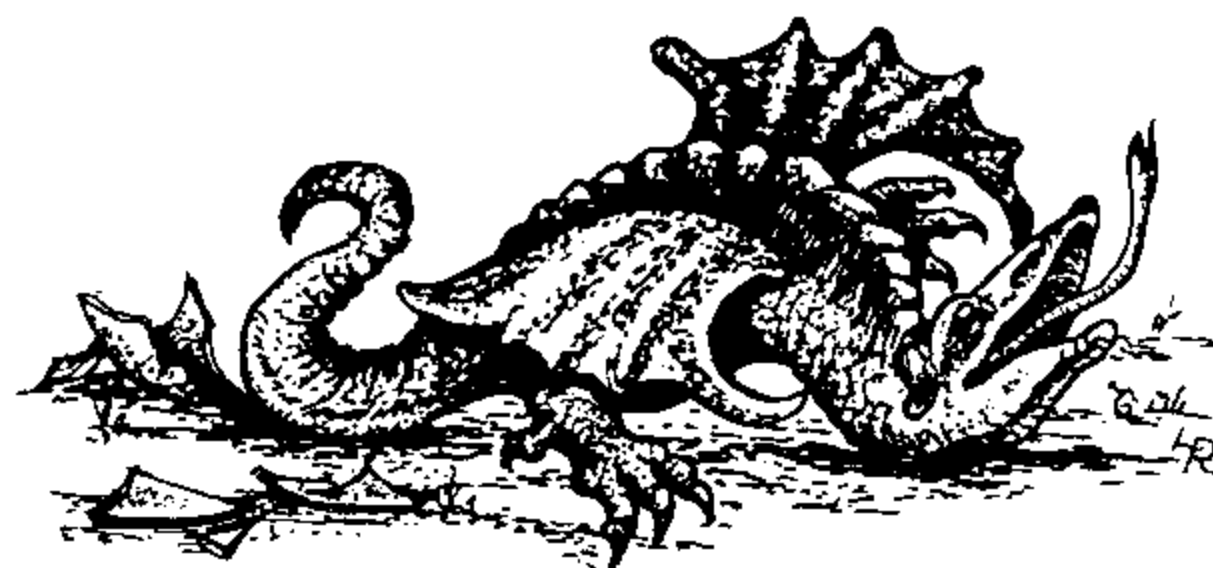
The Philosopher's Elixir is the flip-side to the Great Work. Where the Philosopher's Stone adds perfection to base metals, the Elixir confers purity and transcendence to the human body, mind, and soul. Each spell on the list is a formulation of the same Elixir, with higher level spells being more pure. Clearly, a different understanding of chemistry is involved in any concept which has ethyl alcohol being an impure solution of the universal solvent (Alkahest). Chemists would argue that purifying ethanol will yield only ethanol. In order to see this alchemical concept in context, consider the following. Alcohol burns fiercely and volatilizes rapidly—a transcendent liquid, which also alters an imbibers' perceptions. The various healing potions and salves restore the body's vitality and wholeness, transmuting it to physical perfection. Acids transmute matter into a more perfect body—a spiritual body. Finally, Menstruum transforms the body into pure spirituality, devoid of all gross matter. This is an angelic state, where one may sit forever contemplating the glory of his god. Again, Latin names for these spells seemed to be the best nomenclature, since these "impure elixirs" are catalogued by several sources which use these names.

The spell list, Gem Seeds, relies on the concept that crystals are alive in some sense and are constantly seeking to better themselves. The Alchemist utilizing this list, places the seed of perfection into quartz and the natural desires of the crystal does the rest. The gemstones chosen for inclusion in this list represent a mix of those known to the ancients, with one or two fantasy jewels thrown in for good measure.

Re-Animation can be understood in two lights, as white magic or as black magic. A white Alchemist would use this list to create homunculi, servants, or "living" art. Black alchemists would utilize this list in a way not dissimilar to Dr. Frankenstein. Clearly, creating undead is evil, so good casters would refrain from casting these spells (unless mentally unbalanced).

The Black Arts list represents the activities of evil alchemists unwilling to wait for their discoveries, so they take a short-cut. These loathsome mages summon demons from the nether realms to grant them information on how to construct items, details on the location of mythical items, or actually deliver a requested item to them. This course is highly dangerous for one mistake will likely be fatal.

Sometimes, GMs feel that *Rolemaster's* spells are too "cut and dried"—too rules-oriented. This is especially true when dealing with item creation, which actually has a long and colorful history. The following page contains some quotes taken from historical sources which illustrate how a GM might go about injecting wondrous, mysterious, and unusual aspects into his campaign.



"There is also a gold named Spanish gold, which is compounded from red copper, basilisk powder, human blood, and vinegar. The heathens, whose skill in this art is commendable, create basilisks for themselves in this way. They have a dungeon walled with stones on the top and bottom and on all sides, with two tiny windows so small that scarcely anything can be seen through them. Into this they put two cocks, twelve or fifteen years old, and give them plenty of food. When they have been fattened, as a result of the heat of their fatness they copulate and lay eggs. After the eggs are laid, the cocks are removed and toads are put in to hatch the eggs and bread is given to them for food. When the eggs are hatched, male chickens emerge just like chickens born of hens, and after seven days serpent tails grow on them. They would immediately burrow into the earth if the floor of the dungeon were not of stone. Guarding against this, their masters have round, brazen vessels of great size, perforated all over and with narrow mouths. They put the chickens into these, then they close up the mouth with copper lids and bury them in the ground. The chickens are nourished for six months by the fine soil that falls through the holes. After this their masters uncover the vessels and set a large fire under them until the beasts inside are completely burned. After doing this, when it has cooled, they take out the ashes and carefully grind them, adding to them a third part of the dried and ground blood of a red-headed man. When these two have been compounded, they are tempered with sharp vinegar in a clean pot. Then they take very thin flat plates of the purest red copper and smear this composition on both sides of them and put them in the fire. When they are red-hot they take them out and quench them in the same composition and wash them. They keep on doing this until the composition eats through the copper, which thereby acquires the weight and color of gold. This gold is suitable for all kinds of work."

— Theophrastus, circa AD 1122, *On Divers Arts*.

"I must pass, however, to the incubation of the gold-finding hen. The grand Oromasis, the father of Zoroaster, was the first person who possessed one of these marvelous fowls, which are hatched from an egg in the following manner. Take aromatic woods, such as aloes, cedar, orange, citron, laurel, iris-root, with rose leaves dried in the sun. Place them in a golden chafing-dish; pour balsamic oil over them; add the finest incense and clear gum. Next say: *ATHAS, SOLINAM, ERMINATOS*; set a glass over the chafing-dish; direct the rays of the sun thereon, and the wood will kindle, the glass will melt—obviously by the magical power which resides in the operation—a sweet odour will fill the place and the compost will burn speedily to ashes. Place these ashes in a golden egg while still red-hot; lay the egg upon a black cushion; cover it with a bell-glass of faceted rock-crystal; then lift up your eyes and stretch your arms towards heaven and cry: *O SANATAPER, ISMAI, NONTAPILUS*. Expose the glass to the most fierce rays of the sun til it seems enveloped in flame, til the egg ceases to be visible, til a slight vapour rises. Presently you will discern a black pullet just beginning to move, when if you say: *BINUSAS, TESTIPAS*, it will take wings and nestle in your bosom."

— Arthur Edward Waite, circa AD 1898,
The Book of Ceremonial Magic.

"...in a dream he beheld a blessed angel, who, by means of enigmas, instructed him in the method of making gold, and indicated to him, at the same time, the water he should use to ensure success. At his awaking he proceeded to work with this water, and made gold, truly in small quantity, yet sufficient to support his family. Twice he made gold of iron and four times of orpiment. He convinced me by the evidence of my own eyes that the art of transmutation is no fiction."

— John Picus, Earl of Mirandola, circa AD 1500, *De Auro*.

"I did not think that it was possible to convert quicksilver into gold, but an acquaintance thought proper to remove my doubt. He gave me about a drachm of a powder nearly of the colour of the wild poppy, and having a smell like calcined sea-salt. To avoid all imposition, I purchased a crucible, charcoal, and quicksilver, in which I was certain that there was no gold mixed. Ten drachms of quicksilver which I heated on the fire were on projection transmuted into nearly the same weight of good gold, which stood all tests. Had I not performed this operation in the most careful manner, taking every precaution against the possibility of doubt, I should not have believed it, but I am satisfied of the fact."

— Claude Berigard, circa AD 1641, *Circulus Pisanus*.

"I have seen and I have touched the philosopher's stone more than once; the colour of it was like saffron in powder, but heavy and shining like pounded glass. I had once given me the fourth part of a grain. I made projection therewith, wrapped in paper, upon eight ounces of quicksilver, heated in a crucible, and immediately all the quicksilver, having made a little noise, stopped and congealed into a yellow mass. Having melted it in a strong fire, I found within eleven grains of eight ounces of most pure gold, so that a grain of this powder would have transmuted into very good gold, nineteen thousand one hundred and fifty-six grains of quicksilver."

— J. B. van Helmont, circa AD 1600, *De Vita Eterna*.

"He told me his said master caused him to bring a glass of rain-water, and to put some silver leaf into it, which was dissolved therein within a quarter of an hour, like ice when heated. Presently he drank to me the half, and I pledged him the other half, which had not so much taste as sweet milk, but whereby, methought, I became very light-headed. I thereupon asked if this were a philosophical drink, and wherefore we drank this potion; but he replied, I ought not to be so curious."

— John Frederick Helvetius, circa AD 1666.

"These two I say, being put together in the vessel of the sepulcher, doe bite one another cruelly, and by their great poyson, and furious rage, they never leave one another, from the moment they have seized on one another (if the cold hinder them not) till both of them by their slaving venom, and mortall hurts, be all of a goarebloud, over all the parts of their bodies; and finally killing one another, be stewed in their proper venome, which after their death, changeth them into living and permanent water; before which time, they loose in their corruption and putrifaction, their first natural formes, to take afterwards one onely new, more noble, and better forme."

— Nicolas Flamel, discussing (in enigmatic terms)
the materials and methods required to create the
Philosopher's Stone.

2 RITUAL MAGIC

The rules for ritual magic first appeared in *RMCH*. They are printed here, but altered to: a) hinder non spell users from performing rituals, and b) place a prohibition on single spell casters to perform rituals alone. It is hoped that with these slightly altered guidelines, ritual magic will not eclipse *Spell Law* casting, while allowing the creation of artifact-class items using spells presented throughout this book.

INTRODUCTION

Rolemaster's standard spell system lacks provision for the mighty magical rituals found in so many works of fiction. The system presented in this section is a set of guidelines that enable the GM to fit a ritual into a category and determine its chances for success.

Firstly, what is a ritual and why should it be used? In its simplest form, a ritual is a long magical preparation used to enable a caster to cast a higher level spell than he or she usually would be able to. In its most complex form, it would enable the caster to tailor-make his or her own spells without the lengthy research period required to learn how to cast it in the short space of time normally available during combat.

RITUAL CLASSES

We suggest that rituals be split up into *classes* for the purposes of developing skill ranks for performing the rituals. The suggested ritual classes are:

Alchemical: Covers the creation of items. This is usually done in conjunction with another type of ritual, as it is easier to invest an item with a ritual spell than to find a high enough level spellcaster to help.

Alteration: A catch-all type covering such things as transport spells, *Telekinesis*, magical locks, disintegrations, etc.

Auxiliary: Covers anything that will have an effect on another spell effect. This includes such things as *Extension*, *Spell Store*, *Permanence*, *Ranging*, etc.

Clerical: Covers direct acts of a cleric's faith such as raising the dead.

Druidic/Natural: Covers such things as *Herb Enhancement*, *Weather Control*, *Healing*, and *Purification*.

Elemental: Covers manipulation of the elements through such spells as walls, balls, bolts, etc.

Influence: Covers such things as *Charm*, *Quest*, *Sleep*, etc.

Informational: Covers all forms of lore detects, etc.

Summoning/Possession: Covers the summoning of all forms of creatures, the possession of people by summoned beings, and the control of summoned beings.

Miscellaneous: Any spell not covered above or an effect not recognizably spell-like.

DEVELOPING SKILL RANKS FOR RITUAL CLASSES

Skill must be developed separately for each Ritual Class, but the skill bonus will apply to any ritual that falls into that class. If a GM rules that a complex ritual might fall into two or more classes, average the bonuses. All rituals use Self Discipline as the bonus stat. A GM may use the development costs for "Magic Ritual" given in *RMCH* or the following development costs may be used:

Pure Essence or Channeling Spell Users	2/6
Pure Mentalism and Hybrid Spell Users	3/9
Semi Spell Users	9
Non Spell Users	20

RITUAL FACTORS

There are several factors that may affect the success of a ritual. The following factors are suggestions; a GM should choose which are appropriate for his/her campaign.

Class of Conjunction. The ritual should have a base chance equal to the skill bonus of the caster for the class of ritual being performed.

Effect Level. The GM should consider how high level spells should be made available to the caster.

Option 1: A GM may wish to limit spell users to spells whose levels are less than or equal to the caster's level. Allowing the casting of higher level spells may put too much power in the hands of individual lower level PCs. Casting of higher level spells through the use of ritual magic would only be allowed by resorting to a Group of Ritual-practitioners (see below).

Option 2: The GM may allow the use of higher level spells by PCs. In this case, we suggest that the chance of success should be lowered by 2.5 for every level the spell effect is higher than the caster.



Note: If Option 2 is used, it is this modification that is the major determining factor for the success or failure of rituals. The -2.5 per level modification is a suggestion. Any less than -2 per level would make ritual magic far too powerful. Any more than -3 per level would make the rituals nearly impossible to perform.

If there is more than one spell effect in the ritual, the level should be taken as the sum of: the highest level effect involved plus half of the sum of the levels of effect of the rest of the spells.

Known List. If the spell effect is not a standard spell, or it is on a spell list that the caster cannot normally learn, then modify the chance by -20. If the spell effect is on a list that the caster could learn but doesn't yet know, the chance is modified by -5. If it is on a list that the caster does know but does not know to a high enough level, the chance is unaltered. If it is on a list that the caster knows to the appropriate level, but is above the caster's own level, the chance is at +10%.

Foci. If the caster has a suitable focus, the chance of success is increased by the Base Spells bonus of the caster. Creating a focus is in itself usually an Alchemical ritual.

Time Spent. The minimum time required to perform any magic ritual is the spell's level in hours. At the end of each eight hour block, the caster must either make an unmodified check on his or her ritual skill or hand the process over to another caster to continue the ritual. If the caster has to double up because of the length of the ritual then he or she must roll at the end of each eight hour period of casting. If the check is failed, the ritual will fail also. If multiple casters are used in the ritual, average the relevant stats for all of them (i.e., level, skill bonus, etc.) For every extra unit of time spent (i.e., spell level - caster's level) there is a +10% chance of success. If a ritual is disturbed by outsiders, the caster must make his or her Ritual Class skill roll to continue. The roll is at -20% for each round that the ritual has been disturbed. The only exception to this is Alchemy rituals. These may be left at will and restarted later so long as all of the ingredients are still intact. Casters may only change once every eight hours.

Option: The minimum time required to perform any ritual is (spell level - caster's level) in hours. If the spell's level is less than or equal to the caster's level the minimum time is 11-60 minutes (roll 1-50 and add 10). Note that this option can make the casting of rituals too easy.

Power Invested. No ritual can succeed unless sufficient power points are invested. This investment is equal to the level of the ritual, as described under "Effect Level." More than one person may be used to provide points; the points from persons not actually performing the Ritual only count as half a point per point spent. Spell adders may be used and will provide a number of points equal to the level of their user. Spell multipliers will act as normal on PP invested. For every unit of the ritual's (Effect Level) points invested past the first unit, the chance of success is increased by +10%. At the end of any ritual, all participants will be drained of all spell points for the standard period (usually eight hours).

Influences. This is a complex topic that adds both work and flavor to the system. The GM should determine a set of "ingredients" that will be used in the ritual. Some may be essential, others may just add to the chance of success. A listing of sample influences is provided later in this section. We suggest that for each equivalent of 100gp (more if the scale of your campaign tends towards large amounts of money) the chance be increased by +10%.

Prerequisites. The GM may require that certain substances, objects, or mental states are needed in order to complete a ritual. If rituals are performed too often they become commonplace. A GM can rely on these necessary components to restrict ritual use. The search for a key ingredient may become the crux of a lengthy quest for PCs. As a general rule of thumb, the higher the spell level, the more exotic and rare the prerequisite is likely to be.

Formulae. All rituals require formulae. These are guidelines, directions and instructions on how to carry out the ritual. Formulae define the number of participants needed, the layout of the ritual site, verbal intonations required, and any other restrictions. Without the use of formulae in any ritual, the attempt is Absurd (-70), Insane (-100), or worse. If a ritual attempt is successful despite the lack of a formula, the character has stumbled upon a working formula by accident. Most formulae must be obtained from old sources such as grimoires, legends, and so on.

Groups. Groups of ritual participants directed by a leader may utilize higher level spells than anyone could achieve by themselves alone. Within these groups all power points from each individual are pooled together. In addition, the group's operating level equals the leader's level plus half of the remaining members' total levels. If anyone fails the Ritual roll, however, the Ritual is ruined.

Auspicious Occasions. Under certain astrological signs, at particular times of the year, or at special times in the night, rituals are easier to perform. In some cases it may not be possible to carry out a ritual unless the auspicious time is at hand. Upon these occasions, rituals require fewer power points or less time to complete (GM discretion). Sometimes prerequisites are not needed due to auspicious occasions. It is even possible that auspicious occasions may allow a single supplicant to cast spells higher than his level with no penalty (GM discretion).

Auspicious Sites. At certain locations in the world rituals become easier to perform, requiring fewer power points or taking less time. These sites may be magical or enchanted places such as Earthnodes, Essence Flows, or Jewel Wells. Other more mundane places also serve as auspicious sites, including mountain tops, stone circles, sacred waters, etc. Owing to their special nature, such sites are often home to alchemy guilds, arcane societies, and so on.

Special Circumstances. Sometimes unusual circumstances will modify ritual results. Special tools, materials, and individuals provide bonuses to ritual rolls. Magical tools, items, or metals often play a role in constructing powerful magic items via rituals. High level or noteworthy characters contribute special prowess in the form of experience, inherent magic, or divine blessings.

SUGGESTIONS FOR PERVERTED RITUALS

Alchemical. The item may break, or be flawed, or do something other than what was intended.

Alteration. The consequences of failure could be very nasty, such as disintegrating the wrong thing (the caster's focus is a good bet) or teleporting somewhere very unpleasant.

Auxiliary. The intended effects will not occur. For example, an *Extension* might shorten the spell, not prolong it.

Clerical. The god might become displeased with the Cleric and set a quest for him or her to "atone." The Cleric might have inadvertently opened a gate for Demons to come through. The Cleric might have tried to use a ritual that would be in the sphere of influence of a different god.

Druidic/Natural. Healing might inflict wounds; growth or fertility might produce disease or withering. The Earth might reject the imposition of a different set of conditions and rebel against the caster.

Elemental. The normal consequence of this is a rebellion of the element by attacking the caster.

Influence. The spell might affect the caster, or the spell might be reversed so that a love ritual will engender hatred, etc.

Informational. The caster will be fed wrong information, or maybe he or she will become known to the person who they were trying to find out about.

Summoning/Possession. The caster may very well be possessed, or the summoned creature might be uncontrolled, or the caster may have called up something of much greater power than intended.

RESOLUTION OF THE RITUAL

At the end of all the procedures for the ritual, roll 1D100 open ended and add the total bonus to it. The Magic Ritual Static Action Table (12.2.2) indicates the effects of failure.

FOCI

A focus is a magical device used to enhance the caster's chance of success with rituals. Its creation is an Alchemical ritual.

Normally, the caster may only have one focus at a time. The caster's focus will normally be enchanted for him alone, and will give no bonus to another. If the focus is found by another person, they must also enchant it to be able to use it. In this case it will act for two people only: The last person to enchant it plus the original caster. Focus creation rituals may only have one caster, though there may be any number of other participants. The form of the focus will often be determined by the type(s) of ritual that it may be used for. Suggestions are as follows:

Alchemical. Typically a forge or a brewing cauldron.

Alteration. Commonly a wand.

Auxiliary. These are varied according to the caster's tastes. A familiar is commonly used for this type of focus.

Clerical. Usually a holy symbol of the god.

Druidic/Natural. Often a staff of living wood. Healers will often substitute a ring.

Elemental. Commonly a staff of iron tipped with gemstones.

Influence. Usually a piece of jewelry. As the caster gets a bonus for the ritual for the cost of the ingredients, the focus of a ritual Magician will often be very ornate and bejewelled. A common type of focus is a familiar, which normally has little actual value but is very convenient to have around. Spell casters thus may seek far and wide for a rare or especially fine animal to serve as their familiar. When used, foci have a chance of being destroyed. This chance is: (level of ritual) ÷ (level of caster).

Informational. Often a mirror, a telescope, a crystal ball, etc.

Summoning/Possession. Often a sacrificial knife or similar implement.

Multiple Classes: For rituals whose effects fall into more than one class, a focus may be used if there are more Effect Levels from the focus' class than from the rest of the classes put together.

INFLUENCES

In addition to a focus, the GM may wish to allow bonuses for the use of rare and precious ingredients. The GM should give rare items a rough gp value for the purpose of the ritual. There is a list below of some influences that could be used for different classes of ritual. These are by no means rules, or really even guidelines; they are suggestions. The GM may wish to require at least one precious ingredient for the ritual to succeed. Another suggestion is to limit the total number of influences that can be used. The GM may well wish to adjust the 100 gp standard unit to take account of the general wealth level of his campaign.

Alchemical. All the usual bunk of bats' eyes, Black lotus, Dragon scale, etc., are commonly used to make items.

Alteration. These should be tailored to the spell by whatever the GM considers logical.

Auxiliary. Probably the most difficult to tailor things to fit. I would suggest using alchemical ideas. (See *RMCI* for a list of substances that could be used.)

Clerical. Things holy to the god are a good bet; also sacrifices of rare and magical artifacts to the god.

Druidic/Natural. Rare herbs or spices; the juices of a rare plant, etc.

Elemental. The most common influences are gemstones; such as Sapphires for air, Emeralds for water, Rubies for fire, Diamonds for Earth, etc.

Influence. Rare perfumes, exotic spices, intoxicants and valuable gifts may all help.

Informational. Things such as gifts to informational Demons, precious spices burnt on the fire so that the caster can go into a trance, etc.

Summoning/Possession. The usual paraphernalia of magic circles of powdered gold, altars encrusted with gems, magical knives, old scrolls, etc. all have a place in these rituals. Sacrifices might also be called for.

It is suggested that the GM decide what will help a ritual; this will to prevent players from "chucking in" unwanted items to create a better one. It should be noted that the presence of influences may seem to suggest that an Alchemical class ritual should be used. If the effects are "one-time use," like a love potion, the GM may wish to classify this as a straight Influence ritual, because the influences will be destroyed as the ritual takes effect (i.e., the potion is used). In general, if there is some permanent remnant of the influences used in the ritual, the ritual will involve an Alchemy class ritual. If all of the influences used are destroyed at the end of the ritual then the ritual will not involve an Alchemy class ritual.

EXAMPLES OF RITUALS

EXAMPLE 1. A group of spell casters wishes to summon and bind a demon. The leader of the ritual is an eighth level illusionist. Five other spell users (6th, 5th, 4th, 3rd & 2nd level casters) have 20 extra spell points to contribute. They decide to try for a Type III demon. Thus the spells required are *Lesser Demonic Gate* and *Demon Mastery III*.

Class: *Summoning*. The leader has nine skill ranks for this Ritual Class and a +5 SD bonus; yielding a modifier of +50.

Level: *Demon Mastery III* is 13th level and *Lesser Demonic Gate* is 5th level. The effective level of the Ritual is $[13 + (0.5 \times 5)] = 13 + 3$ (rounded up) = 16th level. If the optional modification is used (and if the caster attempted this ritual alone), the modifier would be $(16 - 8) \times -2.5 = -20$.

Known List: The leader could know the list (same realm, different profession) but he does not, so the modification is -5.

Foci: No focus is present, so no modification is added.

Time Spent: 16 hours. The leader has a 50% chance (his skill bonus for this Ritual Class) each 8-hour period of being able to sustain the Ritual. Since all members of the group are needed to perform this Ritual, none can take over for the leader and prevent these preliminary Ritual Maintenance rolls.

Power Invested: The leader has 16 PPs and a +1 adder (worth 8 PPs). The rest of the group adds $20/2 = 10$ PPs. So the total Power Points available is $16 + 8 + 10 = 34$ PPs. This is just over twice the Power Points needed (about 210%), giving a modification of +11.

Influences: Since one member of the group is a wealthy merchant, they can afford to inscribe a magic circle out of powdered gold worth 130 gp. This gives a +13 modifier (if the GM approves).

Prerequisites: A sacrifice to the demon must be performed just prior to the demon's appearance. Fortunately, a human sacrifice is not required.

Formulae: The words, gestures, signs, and design of the circle are all contained within the formulae found in an old tome called "Liber Ivonis." Difficulty of the ritual is considered Medium (+0).

Groups: The effective level of the group is 8 (leader) $+ (6 + 5 + 4 + 3 + 2) \times 0.5 = 8 + 10 = 18$ th level. Since the effective level of the Ritual is 16th, the group may proceed.

Auspicious Occasions: The leader decides to consummate the Ritual on Hallowe'en. This gives a modification of +20 (if GM agrees).

Auspicious Sites: Since the group must act secretly, the wealthy merchant's cellar is chosen as the site, yielding no modifier.

Special Circumstances: If the sacrifice is human, a +10 modification comes into effect. Being squeamish, the group opts to use a goat instead; so no modifier.

The total modification is 50 (leader's skill bonus) - 5 (list type) + 11 (Power invested) + 13 (influences) + 0 (formulae) + 20 (occasion) = +99 with an optional modification of -20. Proper preparation would seem to favor the group; they will probably be successful.

EXAMPLE 2. A famous alchemy guild attempts to craft an item of great power, an artifact. Caranthar, leader of the guild is a 60th level Elven Alchemist with 120 PPs. The other 34 members of the guild (30th, 2x20th, 4x15th, 12x10th, & 15x5th level casters) have 325 extra spell points to contribute. The alchemy guild desires to forge a Mithril sword with a +50 magical bonus, great intelligence, and the ability to cast Firebolts 5x times per day. This requires the following spells: *Work Mithril*, *Weapon X*, *Artifact Intelligence*, *Firebolt*, and *Lord Daily*.

Class: *Alchemical*. Caranthar, the leader has 30 skill ranks for this Ritual Class and a -10 SD bonus; yielding a modifier of +70.

Level: *Weaponry X* is 140th level, *Artifact Intelligence* is 70th level, *Lord Daily* is 60th level, *Work Mithril* is 15th level, and *Firebolt* is 6th level. The effective level of the Ritual is $140 + (70 + 60 + 15 + 6) \times 0.5 = 140 + 76$ (rounded up) = 216th level. If the optional modification is used (and if the caster attempted this ritual alone), the modifier would be $(216 - 60) \times -2.5 = -390$.

Known List: The leader knows all these lists (but not to a high enough level in most cases), so there is no modification.

Foci: The nucleus of the artifact is to be a shard from a destroyed weapon of legendary power. This grants a +10 bonus.

Time Spent: 216 hours. The leader has a 70% chance (his skill bonus for this Ritual Class) each 8-hour period (all 27 of them) of being able to sustain the Ritual. Since all members of the group are needed to perform this Ritual, none can take over for the leader and prevent these preliminary Ritual Maintenance rolls. It's a good thing elves do not need to sleep...

Power Invested: The leader has 120 PPs. The rest of the guild adds $325 / 2 = 162$ PPs (rounded down). So the total Power Points available is $120 + 162 = 282$ PPs. This is just a little bit higher than the 216 Power Points needed (about 130%), giving a modification of +3.

Influences: Since the Mithril to be used in the sword does not count as an influence (it is necessary), there is no modifier.

Prerequisites: Mithril and a top-notch forge are necessities.

Formulae: Since an artifact of this quality has never before been crafted by this Elven alchemy guild, the difficulty of the ritual is considered Absurd (-70). If they succeed, they have a working formula usable on subsequent endeavors.

Groups: The group's effective level is 60 (leader) $+ [30 + (2 \times 20) + (4 \times 15) + (12 \times 10) + (15 \times 5)] \times 0.5 = 60 + (30 + 40 + 60 + 120 + 75) \times 0.5 = 60 + 162$ (rounded down) = 222nd level. Since the effective level of the Ritual is 216th, the group may proceed, just barely.

Auspicious Occasions: There is no particularly good time to perform this Ritual, hence no bonus.

Auspicious Sites: The site of the guild is within an Earthnode, which grants a +10 bonus.

Special Circumstances: Magical tools, facilities, and the expertise of all these gathered craftsmen grants them a +20 bonus.

Total modification is 70 (leader's skill bonus) + 10 (foci) + 3 (Power invested) - 70 (formulae) + 10 (Earthnode) + 20 (special circumstances) = +43 with an optional modification of -390. Despite the awesome advantages, it is unlikely they'll succeed.

EXAMPLE 3. Byron Gravat is a 12th level Mystic (with 24 PPs) who wishes to call forth a rain storm to relieve intense drought conditions. The spell desired is *Precipitation Call*.

Class: *Druidic/Natural*. Byron has 5 skill ranks for this Ritual Class and a +10 SD bonus: yielding a modifier of +35.

Level: *Precipitation Call* is an 11th level spell.

Known List: Byron cannot normally know this list (different realm), so the modification is -20.

Foci: None available.

Time Spent: 11 hours. Byron has a 35% chance (his skill bonus for this Ritual Class) for the first 8-hour period of being able to sustain the Ritual.

Power Invested: Byron has 24 PPs. This is just over twice the Power Points needed (about 220%), giving a modification of +12.

Influences: The drought gives a -5 modifier.

Prerequisites: Byron must cry, spilling his tears on the earth.

Formulae: Byron has a tried-and-true formula obtained from a distant Shaman. The Ritual's difficulty is Light (+10).

Groups: Not applicable.

Auspicious Occasions: Not applicable.

Auspicious Sites: Not applicable.

Special Circumstances: Not applicable.

The total modification is 35 (Byron's skill bonus) - 20 (list type) + 12 (Power invested) - 5 (influences) + 10 (formulae) = +32. There is not much chance the drought will end.

COMMENTS

One thing that may seem odd is how can a caster of ritual magic stand up for hours and hours, let alone cast a spell for that long. I suggest that the magical power set in motion by the casting of the ritual is sufficient to sustain the caster for as long as he or she can remain absolutely in concentration on the ritual, thus the need for a ritual roll every eight hours.

Finally, note that abandoned rituals are stopped just before the final invocation is said, and so require the full time of the ritual. At the GM's option, it may be necessary to make a ritual roll to be able to abandon the ritual. The possibility of ritual failure by failing concentration is suggested, but no penalties are suggested for this. One alternative would be a roll on the Spell Failure table, maybe with a chance to avoid it by making a second ritual roll.

4.3 SPELL CATALYSTS

As an optional rule to make spellcasting more intricate (and maybe more like spells of myth and fiction), a GM can allow some substances to make certain spells work more effectively—thereby functioning as “spell catalysts.” Depending on the GM, a spell catalyst can be common or rare, and can effect either a large number of spells or it can be very specific. The effects of a spell catalyst can also be quite varied, and there are many options for the GM to choose from. Spell catalysts should be destroyed (i.e., used up) when used.

Option 1: Choose a very general spell group for a catalyst, but make that catalyst rather expensive or hard to obtain. Effects for using a spell catalyst using this option should be moderate—something along the lines of a +10 bonus to spell rolls, or 50% additional range or duration, etc.



Example: Make a vial of holy water a catalyst for all Channeling spells, but make it expensive—perhaps 10-20 gp per vial. Make gems worth over 20 GP a catalyst for all Essence spells. Make a fairly rare herb a catalyst for all Mentalism spells, but give it a “Difficulty of Finding” rating of 7-8.

Option 2: Choose catalysts that are not quite as expensive or rare, but make them far more specific. This option will require a lot of work on the GM's part, but it will help “flesh out” and individualize his magic system. Allowing fairly easily obtained substances to be used as catalysts requires that their effects be light—perhaps a +5 spell roll bonus, a 1 PP reduction in cost (with a minimum of 1), a 25% increase in range or duration, or something along those lines.

Example: Use a number of specific herbs (“Difficulty of Finding” between 4-5) for many of the different healing spells. Use holy water for clerical “Bless” spells, sulfur for fire spells, animal hide or hair for Beastmaster spells, etc.

Option 3: A catalyst for spells can be for a general group of spells, as in Option 1, but it is extremely difficult to obtain. The price (if it can be purchased) should be at least 200 GP, and should be very hard to find. It may even call for a complete adventure in and of itself to obtain. The effects of these catalysts should be substantial, such as a doubling or even tripling of range of the spells, cutting the PP cost in half, etc.

Example: The Diamor is a special magical crystal that will greatly increase the effectiveness any “Information” spell and “grows” like a plant but is only found in the cavern of the Wyvern Lords...

Option 4: As Option 3 above, but make the catalysts specific to a small group of spells as in Option 2 above.

Option 5: As Options 1, 2, and/or 3 above, combining the catalysts types. Of course, this option requires the most work on the GM's part.

Example: *There may be a special wood that is fairly rare that will serve as a moderately powerful catalyst for all spells of the Channeling realm (Option 1), but for the really daring there is also a specific catalyst for "Repulsions" spells that is very potent (Option 3)—of course that catalyst is a vampire's tooth ...*

Option 6: As Option 1 above, but the catalyst is not destroyed when used, and can be used over and over—the effects may need to be reduced, as in Option 2, if you think this is too powerful. These catalysts could be called spell foci, and could be used in conjunction with other catalysts. As an additional option, these foci could be used also (or instead) for helping in magical skills such as Reading Runes, Attunement, Power Perception, etc. A +5 bonus for such skills is recommended.

Example: *Such catalysts could include a silver holy symbol for Channeling spellcasters, a wand of a certain magical wood for Essence users, and a Focus Crystal (costing about 30 GP) for Mentalists.*

Option 7: As Option 6 above, except instead of receiving a bonus for having a focus, a spellcaster suffers penalties for not having a proper focus. A caster who has lost, forgot, broke, eaten or otherwise been separated from his focus should suffer a penalty such as a -10 for all spell and/or skill rolls, a 25% decrease in duration or range, or an extra 2-3 PP cost for each spell.

This focus requirement would not apply if a spell user has trained specifically not to need a focus—requiring an extra development point cost. Perhaps an additional 25% of the original DP cost to learn the spell list; with a minimum of 1 additional development point.

Such an option will certainly have casters guarding their foci closely, especially since learning not to use a focus will prove to be very expensive in development points. Of course, it shouldn't be that hard to get a new one, unless you are on a desert island, at the 157th level of a dungeon, floating through the void, etc.

4.4 ALTERNATE EQUIPMENT PRICING

Section 3.5 presents guidelines for computing the prices of various magic items and special items. Those guidelines are based upon the limitations inherent in the standard *Rolemaster* magic item creation guidelines. However, certain powerful items and artifacts do not have to adhere to those limitations—they can be created using special ceremonies, rituals, special equipment, special spells, spell mastery, etc. For high powered games where such artifacts have a "price", this section presents extensions to the pricing guidelines. Also see *RMCI* 5.3 for more high-powered item pricing guidelines.

MAGIC BONUSES BASED ON ITEM TYPE

This material extends the Base Cost Multipliers (BCM) for an item's magical bonus (see 3.5.3 & 3.5.4). The Base Cost Multiplier is determined by the item's magical bonus and its "type." An item's type is based upon the Alchemist spell (*SL* 13.5) needed to enchant the bonus: Weapon, Armor, General, or Special; a "Special" item requires a non-standard enchantment.

Magical Bonus	ITEM TYPE			
	Weapon	Armor	General	Special
+5	15x	20x	30x	40x
+10	50x	60x	90x	120x
+15	135x	180x	240x	300x
+20	400x	500x	700x	1000x

Example: *In the standard RM pricing system, a +15 mace would have a BCM of 200x; in this system, the BCM is only 135x. However, for a +15 lockpick kit, the BCM is increased from 200x to 240x.*

SPECIAL CRAFTING AND DESIGN BONUSES

Superior Crafting (Base Cost Multiplier: 5x) — If a GM decides that the creator of a non-spell item was especially skilled at his craft, he can allow an additional +5 non-magic bonus in addition to any bonus due to magic or to material (i.e., non-magic material).

Superior Design (Base Cost Multiplier: 2x) — If a GM decides that a non-spell item is especially well designed, he can allow an additional +5 non-magic bonus in addition to any bonus due to magic or to material (i.e., non-magic material). Superior design is usually only available in certain cultures, and only for a few very specific items in each culture (e.g., Elven bows, Dwarven chainmail, etc.).

Example: *A very fine long bow is made of Dir Wood (+10 bonus, BCM: 20x); in addition, it is of special Elven design and was personally made by the Elven master crafter, Dana Panad. The GM rules that the bow has a +20 (10+5+5) non-magic bonus and a BCM of 27 = 20+5+2.*

GENERAL COST MULTIPLIERS

Item of different realm from Enchanters	2x
Item has been used	2x
Item has already been enchanted	2x
Armor, Staff or larger Size, and Books	1x
Weapon, Rod or Crown Sized, and Scrolls	2x
Dagger, Wand, Garment, or Tiara Sized	3x
Brooch, Bracelet, or Amulet Sized	4x
Ring, Necklace, or Gem Sized	5x

SPELL BONUS COSTS CHART

Spell Bonus	Standard Cost	Optional Cost †
+1 Spell Adder	+50	+50
+2 Spell Adder	+100	+100
+3 Spell Adder	+200	+200
+4 Spell Adder	+400	+500
+5 Spell Adder	+800	+1000
+6 Spell Adder	+2000	+2000
+7 Spell Adder	+5000	+5000
+8 Spell Adder	+10,000	+10,000
+10 Spell Adder	+20,000	+20,000
+12 Spell Adder	+40,000	+40,000
+15 Spell Adder	+80,000	+80,000
x2 Multiplier	+200	+200
x3 Multiplier	+400	+1000
x4 Multiplier	+800	+5000
x5 Multiplier	+2000	+20,000
x6 Multiplier	+80,000	+80,000
† — The optional cost given above are for GMs who feel that the standard spell bonus costs are too cheap.		

INTELLIGENCE COST MULTIPLIERS

Empathy (Cost Multiplier: 5x) — Allows wielder to cast imbedded 1st level spells without a Staves & Wands roll.

Low Intelligence (Cost Multiplier: 10x) — Allows wielder to cast imbedded 1st-2nd level spells without a Staves & Wands roll.

Medium Intelligence (Cost Multiplier: 20x) — Allows wielder to cast imbedded 1st-5th level spells without a Staves & Wands roll.
Optional increased Cost Multiplier: 40x.

High Intelligence (Cost Multiplier: 50x) — Allows wielder to cast imbedded 1st-10th level spells without a Staves & Wands roll.
Optional increased Cost Multiplier: 100x.

Very High Intelligence (Cost Multiplier: 200x) — Allows wielder to cast imbedded 1st-20th level spells without a Staves & Wands roll.
Optional increased Cost Multiplier: 600x.

Artifact Level Intelligence (Cost Multiplier: 1100x) — Allows wielder to cast imbedded 1st-50th level spells without Staves & Wands roll.

Legendary Artifact Level Intelligence — Allows wielder to cast imbedded spells of any level without a Staves & Wands roll. This level of intelligence cannot normally be imbedded. Items have been known to develop this level of intelligence by themselves after being imbedded with a lower intelligence. Alternatively, this can be the result of an accidental random occurrence during the creation process.

ALTERNATIVE METHOD FOR GENERATING AN ITEM'S WILL

An intelligent item can be given a Will equal to:

$$\text{Will} = \text{Open ended D100} - 50 \\ + (10 \times \text{maximum imbedded spell level})$$

ALTERNATIVE METHOD FOR GENERATING AN ITEM'S PURPOSE

Many intelligent items have purposes—i.e., basic objectives. This can be something basic, like having famous wielders; or something significant, like exterminating all Elves. The creator has some control over the purpose of the items he creates items, but the more intelligent items have a fair share of free will. So, a GM may wish to roll on the following chart to determine the purposes of certain items; the roll can be modified by the maximum imbedded spell level for the item. If a modified roll is 96+, it is treated as being "open-ended."

Roll	Purpose
1-40	No specific purpose. Some minor personality factors might be present.
41-95	Has the goals intended by creator. Some minor personality factors might be present.
96-100	Item has a personality perversion, like a passion for slaying blonde women or burning people alive. Otherwise as creator desired.
101-140	Item has a personality flaw, like a passion for fame, red-haired owners, or burning things. Otherwise as creator desired.
141-160	Item has a randomly determined purpose similar to the intended purpose.
161-180	Item has a randomly determined purpose agreeable to the creator.
181-200	Item has a randomly determined purpose different from the intended purpose.
201-230	Item has a purpose exactly opposite to the intended purpose.
231-240	Item has a randomly determined purpose opposed to the intended purpose.
≥ 241	As originally intended, but carries a subconscious drive to make its possessor unhappy or meet a fateful end.

4.5 NEW USES FOR OLD SKILLS

SYMBOL LORE

For the purposes of this optional rule, this skill could be called "Rune/Symbol/Glyph Lore" or even "Design Lore." We will refer to "Runes" in this description, but the term also applies to Symbols and Glyphs. If your campaign requires spell users to memorize their spells from "spellbooks," the writing in those books are not the same as Rune "designs." Instead, each enruned spell has its own "design" that corresponds to its inherent power. This design is unique for each spell, but it is the same for the rune, symbol, and glyph for that spell.

A character does **not** automatically know the designs for the spells he can cast. For each rank of Symbol Lore, a character "learns" one spell's design; but the spell's level can not exceed the learner's Symbol Lore skill rank.

In order to enrune a spell, the spell user must know the spell's design **and** he must cast the required Rune spell (or Symbol spell or Glyph spell).

The character does not have to know how to cast a spell in order to learn its design (he does need to have a sample to study). This knowledge can give the +20 "knows what the spell is" bonus for a "Use Runes" roll (*ChL* 3.7.3).

Option 1: Characters can "learn" a design by "practicing" (*ChL* 13.5.3) for a number of days equal to the spell's level.

Option 2: Each Symbol Lore skill rank allows a character to learn a number of designs whose total levels does not exceed 10; e.g., increasing a skill rank from 6 to 7 would allow a character to learn a 1st, a 2nd, and a 7th level design; or two 2nds and a 6th; etc.

Option 3: A spell user knows the designs of all of the spells that he knows and that have a level less than or equal to his Symbol Lore skill rank.

SPELL MASTERY

Spell Mastery can be used to allow a spell user to modify a given spell beyond its normal parameters—but, it costs more PPs if the spell is made more powerful. For example, a *Lightning Bolt* that is spell mastered to "fork" so that it strikes two targets might cost 15 PPs rather than the normal 10. Similarly, a spell would cost less PPs if the spell is made less powerful (e.g., a *Firebolt* used to light a pipe might cost 1 PP rather than 6). The GM must arbitrarily decide what the PP cost for the modified spell will be.

If this option is used, a GM may want to remove the requirement that this skill be developed separately for each spell.

STAVES & WANDS

Normally, a character only gets to attempt to attune to an item once per level gained after the first attunement is attempted. If using this optional rule, spell users get to try attunement for each item once for every Staves & Wands skill rank gained after the first attunement is attempted. If a character goes up a level and does not gain a skill rank in Staves & Wands, he may still make one attunement attempt per item.

This means that if a spell user goes up a level and gains two skill ranks in Staves & Wands, he may make two attunement attempts on an item that he has already tried to attune to.

4.6 DEITY-GRANTED MAGIC ITEMS

Deity-granted magic items are objects of power bestowed upon worthy worshippers by a supernatural being. Generally the worshipper must be on a quest or mission on the deity's behest. In order to aid the character in his travails, the god grants a special magic item of limited duration (maybe even one use). When the mission is over, the item usually disappears or loses all power.

The character must be a pious channeling user who desperately needs the power object to complete his quest. This magic item can never be used for personal gain or unworthy ends. Receiving a deity-granted item entails elaborate Rituals or ceremonies, accompanied by prayer (or even sacrifices in the appropriate cultures). A GM must be careful when allowing deity-granted items in his world; they should never be as common as regular magic.

Here is an example of a deity-granted item and how it could be used in play. Suppose the land has been terrorized by a powerful demon, intent on wiping out all of the "faithful" of the god Borghelm the Vengeful. One lowly ranger has a vision imparted to him by Borghelm that he is chosen to slay the fiend. Going to a nearby temple, the ranger consults a priest of Borghelm. He suggests a ceremony of supplication for wisdom lasting all night. In the morning, the ranger finds a demon-slaying arrow in his quiver: a clear indication that the great Borghelm looks upon his quest favorably. This arrow would only function until the demon was dispatched. If later recovered, it would only be a memento of the ranger's heroic deeds; no more.

4.7 ALTERNATE ITEM CREATION RULES

Some GMs will find that the standard rules for item creation are too cumbersome and complicated. For them, item creation guidelines should be treated as merely a adjunct to role-playing, not a system within a system. Such GMs will likely want to use this fast and simple method of resolution.

The character rolls on the Magic Item Creation Table (12.3.1), using his Alchemy skill bonus as a base modifier. Other circumstances (e.g., difficulty, rarity, multiple functions, etc.) may also modify this roll. This modified roll is cross-indexed with the potency of the item to be created (i.e., Modest, Potent, Most Potent, or Artifact). The result details how far the project has progressed (as a percentage of completion) and how long this process has taken. The character rolls on this table until 100% complete. The cost to make an item may be determined by any of the methods described in this book.

For purposes of this table, potency of an item is related to its relative value (determined by cost):

- Modest items are worth 500 gp or less
- Potent items have a value between 501 and 1000 gp
- Most Potent items are valued from 1001 to 10,000 gp
- Artifacts are worth 10,001 to 50,000 gp
- Legendary Artifacts are 50,001 or more gp in value

5.0 OPTIONAL ALCHEMY RULES

The following rules are exactly as the name implies, optional. Use them with discretion. They might add considerably to the game's complexity, make PCs too powerful, or unbalance other aspects of the standard rules. A moment of thought is usually enough to determine if a particular optional rule is appropriate to your campaign, so examine them closely.]

Note: Many of these sections have appeared in other RMCs. They have been collected to provide as comprehensive a treatment of items and their construction as possible.

5.1 ITEM AND EQUIPMENT OPTIONS

This section presents optional material concerning the properties and construction of magical equipment and items.

ITEMS WITH INTELLIGENCES AND WILLS (5.1.1)

A great many fantasies include the weird and sometimes terribly troublesome occurrence of a weapon, or some other item, with literally a mind of its own. This characteristic is most often associated with items of great power: swords that will never permit themselves to be used for evil purposes, swords which only commit evil acts, swords which rule a land, swords which slay a man's best friends, items such as rings of such great power and will that no one can resist them, stones of light for which nations will war for centuries, etc.

In such a context, it becomes obvious that self-willed items hold a critically important place in the world of fantasy, faerie, and imagination. The following is a suggested system for incorporating willed items into *Rolemaster*.

DERIVING MENTAL STATS AND WILL

Will is a derived stat; that is, it can be calculated from other stats and traits which are already determined. To calculate a Will stat, total the stat bonuses (not the stats!) for the Pr, Em, In, SD, and Re stats; and then add any racial Resistance Roll Modifications for Essence, Channeling, and Mentalism from the Race Abilities Table (ChL&CaL Table 15.51). Please note that items do not have these additional special Resistance Roll modifications. The higher the Will of an item or a character, the greater strength it has in a 'Will Contest' between an item and a character.

Option: Other stats may be chosen to represent Will, if desired. Some suggestions are:

Pr, Em, In.....represents magical emphasis on Will
Pr, SD.....emphasis on Mental stats
In, Me.....emphasis on Wisdom stats
Em, Re.....emphasis on Intelligence stats
Pr, Re.....emphasis on the Presence (of mind)
Pr, In, Em, SD.....emphasis on the Ego (or sense of self)
Pr, In, Em, SD, Re, +Level.....emphasis on confidence

Other configurations are also easily derived. Choose whatever suits your world best. Just remember to always remain consistent.

MENTAL STATS FOR ITEMS CHART

Roll	Empathy	Low Intelligence	Medium Intelligence	High Intelligence	Very High Intelligence	Artifact	Legendary Artifact
≤ (-96)	0	2	5-9	15-24	60-74	85-89	95-97
(-61)-(-95)	1	3-4	10-14	25-39	75-84	90-94	98-99
05-60	2	5-9	15-24	40-59	85-89	95-97	100
06-24	3-4	10-14	25-39	60-74	90-94	98-99	101
25-74	5-9	15-24	40-59	75-84	95-97	100	102
75-89	10-14	25-39	60-74	85-89	98-99	101	103
90-95	15-24	40-59	75-84	90-94	100	102	104
96-120	25-39	60-74	85-89	95-97	101	103	105
121-180	40-59	75-84	90-94	98-99	102	104	106
181+	60-74	85-89	95-97	100	103	105	107

ITEM PURPOSE AND ALIGNMENT CHART

Intellect	A	B	C	D	E	F	G	H
Empathy	01-95	96	97	-	98-99	100	-	-
Low Intelligence	01-94	95-96	97	-	98-99	100	-	-
Medium Intelligence	01-92	93-94	95	96	97-98	99	100	-
High Intelligence	01-90	91-92	93	94	95-97	98	99	100
Very High Intelligence	01-85	86-87	88-89	90-91	92-94	95-96	97-98	99-100
Artifact	01-75	76-78	79-81	82-83	84-86	87-91	92-95	96-100
Legendary Artifact	01-65	66-69	70-73	74-75	76-79	80-86	87-93	94-100

The Mental Stats for Items Chart is designed to produce stats for intelligent items. Before rolling, the GM should decide the intellect of the item: Empathy, Low Intelligence, Medium Intelligence, High Intelligence, Very High Intelligence, Artifact class, or Legendary Artifact class. A roll should be made on the appropriate column for each of the necessary mental faculties, namely: Pr, In, Em, SD, and Re. The rolls will usually indicate a range of possible stats. When a range of numbers is indicated the GM can either roll for a random result within the range, select one intentionally, or simply use the highest (or lowest) stat in the range. Following the generation of these stats, the corresponding stat bonuses can be determined normally (from *ChL&CaL* Table 15.13) and then totaled to find the value of the item's Will.

The maker of an item has control over the general level of the intelligence (from empathy through very high intelligence) and usually has some control over the 'bent' of the item: whether good or evil, whether directed to a particular purpose (slaying of evil spell casters, defending the helpless, etc.), what kind of person it will serve, etc. However, the maker does not have control over the exact strength of the item's force of Will; and sometimes, both the bent and the alignment of the item can warp into something far different than intended. This, by the way, explains to some degree how so many terrible items exist in fantasy—many were never intended to be what they became. Unfortunately, this possibility becomes a more likely event the more powerful the item under construction.

The GM should roll on the Item Purpose and Alignment Chart when an item is created with intelligence, without revealing the outcome to the players. Direct the item's actions and/or influence as indicated:

- Type A item:** functions as intended by its creator.
- Type B item:** functions as intended but has a flaw or weakness, either a minor one which operates constantly, or a major one which occurs 10% of the times it is used.
- Type C item:** has a randomly determined different purpose from that originally intended.
- Type D item:** has a randomly determined different alignment from that originally intended.
- Type E item:** is the exact opposite of what the creator desired in either purpose or alignment.
- Type F item:** is the exact opposite of what the creator intended in both alignment and purpose.
- Type G item:** is as originally intended but cursed.
- Type H item:** is like both F and G, a cursed item opposite in alignment and purpose from what the creator intended.

WILL CONTESTS

An item does not always communicate its will or direction in a clearly heard form, such as by voice or telepathic contact. Instead, an item sometimes reveals its direction in the way in which it can slowly but dramatically alter the persona of the individual wielding the item. This assumes that the item is able to gain control of the individual, and that the intents of the item are different from those of the person.

The following section should be checked for control situations whenever an intelligent item is wielded by an individual with different purposes and/or moral alignment. A special approach to this type of Resistance Roll may be used—one which does not include the character's or the item's levels. The rationale behind this is that (rather constantly in fantasy) the degree of the individual's achievements seem to matter very little in these contests.



A Will Contest may result whenever a being touches the item in a 'control situation'. In addition, a Will Contest may result in a control situation when the person is within 10' of the item, but then the item's Will stat is treated as if it were half normal. The process is very simple: each intelligence involved, usually a character and an item, should make a Will Roll: 1-100 (open-ended) **plus** Will stat. Whoever has the highest Will Roll wins the contest. However, the exact results of the victory can vary as shown on the Will Contest Table 12.4.2.

PURPOSE AND ALIGNMENT

As it might be somewhat hazy what is meant by references to an item's purpose and an item's alignment, an explanation follows with examples. The possibilities (especially of purposes) are nearly endless and the GM should feel free to create any additional ones he desires.

The *alignment* of an item (or anything else for that matter) is its moral disposition. Alignment is characterized by such terms as good and evil. Alignments can fall further into sub-categories such as virtuous, principled, honorable, strictly lawful, selfish, anarchist, amoral, aberrant, honorable miscreant, diabolical, etc.

Purposes are specific tasks to be accomplished, principles to be upheld, or personal gains to be enjoyed. There are myriad purposes possible, perhaps an infinite number. Some examples follow, hopefully illustrating the breadth of possibilities:

- Defending the helpless.
- The cause of justice.
- The cause of mercy.
- Slaying the enemies of one's god.
- Slaying the enemies of the evil one.
- Ridding the world of evil spell casters.
- Ridding the world of composite creatures.
- Ridding the world of created entities.
- Ridding the world of undead.
- Ridding the world of dragons and dragonkin.
- Ridding the world of orcs and their kin.
- General mayhem; i.e., a hunger for bloodshed.
- Upholding the Good Channeling users.
- Self-aggrandizement (there are many types): Seeking a master with the highest level. Seeking a master with the greatest political power, the amassing of treasure, the seeking of magical secrets, a quest for magical items, becoming a Lord of evil.
- Etc, etc, etc, etc, etc.

ALCHEMIST MATERIALS LIST (5.1.2)

The material in this section (see Chart on facing page) is designed to be used with the Alchemical Preparations spell list (Section 11.3.2). GMs are encouraged to add new materials to this list, perhaps interpolating values from those given, or from the GM's own design or preference. GMs should feel free to alter AIF values on this list to fit their campaign or world; e.g., a GM might decide that in his world, laen is phenomenally easy to place enchantments in, etc.

The Alchemical Inertia Factors Chart is a listing of some Alchemical materials with their Alchemical Inertia Factors (AIFs). For a complete explanation see Section 11.3.2.

Option: If the GM approves, a living body may also have its resistance to magic acceptance reduced point-by-point. That is, by lessening the Alchemical Inertia Factor of a living being, magic may then be imbedded into its body creating an inherently magical entity. If constant effects are allowed, these spells might be analogous to the super-powers of comic book characters. Clearly, a GM must carefully examine this option before allowing it in his world. If this option is used, a living being should be considered to have an AIF of 10 (unless inherently non-magical, like Dwarves, who would have an AIF of 12).

ENCHANTING ITEMS (5.1.3)

This section expands on the material in Section 3.5. It expands the imbedding cost guidelines and provides optional enchanted properties for magic items.

IMPLANTATION COSTS

If the GM permits Wands, Rods, Rings, Runes, etc. to be enchanted beyond their normal means (i.e., more than 10th level spells) or if he simply desires cost values for items enchanted with spells of levels 11-50, he may use the Implantation Cost Chart provided.

The GM may want to exercise some caution, as some of the items which exist on this extension of the imbedding table (e.g., a 50th level constant ring, x6 multipliers, etc.) are very worthy of the title Artifact. The GM may want to adopt some procedure to restrict the flow of ultra-powerful magic items. One already available method is to use the Purchase and Resale Price Charts in Section 3.5.5. By inserting a simple social and cultural mechanism such as making the sale of items over a particular cost illegal, the players are forced to deal with the Black Market, a powerful controlling influence and a source of many adventures. This suggestion is made with the understanding that wealthy player characters, especially those made wealthy by the trading in of several low-value magic items, can suddenly be terrifyingly capable of buying almost anything, so far as the money aspect is concerned. Again, as always, the GM should make the decision which fits his world and is comfortable to him.

ADDITIONAL ENCHANTED PROPERTIES

The following properties may be added to magic items designed by the players or GM, or the values given may be used simply to calculate the value of some items which turn up in campaigns, scenarios, and/or C&T.

RANGE FOR UNRANGED WEAPONS

Cost = (10gp x Range in Feet)

This allows Weapons which cannot normally be thrown (e.g., Battle Axe) to be thrown up to the distance permitted by the enhancement. The GM may designate that there are no range modifiers at any range, or specify range mods as given on a weapon chart which most nearly corresponds to the range of the enchanted weapon.

INCREASED STAT BONUS

Cost = (200gp x bonus increase)

When in use this item gives one of the character's stats an additional bonus.

CHANGE STAT BONUS TO A FIXED AMOUNT

Cost = (100gp x fixed bonus)

The item causes one of character's stats to have a fixed bonus; e.g., the belt gives a character a +20 St bonus, regardless of whether his original St bonus was -10 or +35. The bonus must be at least +5.

ALCHEMICAL INERTIA FACTORS CHART

AIF	MATERIAL	AIF	MATERIAL	AIF	MATERIAL	AIF	MATERIAL
Inorganic Solids				Herbs, Nuts, & Spices			
0	Meteorite	7	Most Stone	0	Belladonna	3	Toadstools
2	Platinum	7	Steel	0	Black Pepper	3	Wintergreen
3	Gold	8	Most Clay	0	Magic Slimes	4	Aloe
4	Lodestone	8	Onyx	0	Mistletoe	4	Catnip
4	Silver	8	Salt	0	Nard	4	Clove
5	Copper	9	Granite	0	Opium	4	Ivy
5	Crystal	9	Iron	0	Sapphron	4	Wormwood
5	Fine Steel Alloy	9	True-Silver	1	Magic Moulds	5	Almonds
6	Aluminum	10	Laen	1	Poison Mushroom	5	Mint
6	Brass	10	Lead	2	Arsenic	5	Moss
7	Glass	11	Eog	2	Comphrey	5	Spices
7	Marble	12	Kregora	2	Wolfbane	5	Yeasts
Gems				3	Anise	6	Milkweed
1	Dwarf-Cut Star	3	Opal	3	Balm	6	Slimes
2	Cut Star Stone	4	Pearl	3	Basil	7	Moulds
2	Dwarf-cut Precious	5	Raw Diamond	3	Sulphur	7	Nuts
3	Cut Diamond	5	Raw Emerald	Bones, Skins, Parts, etc.			
3	Cut Emerald	5	Raw Ruby	0	Balrog Hide	2	Human Bone
3	Cut Ruby	5	Raw Sapphire	0	Ectoplasm	2	Lion Heart
3	Cut Sapphire	7	Semi-precious	0	Unicorn Horn	2	Manticore Hide
3	Jade			1	Balrog Bone	2	Minotaur Horn
Woods				1	Basilisk Bone	2	Mummy Skin
1	Treant	4	Ash	1	Bat's Eyes	2	Pegasus Feather
2	Elf Golden-leaf	4	Hazel	1	Chimera Bone	2	Tiger's Entrail
3	Elvish Ash	4	Oak	1	Dragon Bone	2	Troll Bone
3	Elvish Hazel	4	Yew	1	Dragon Scale	3	Bat's Bones
3	Elvish Oak	5	Linden	1	Dragon Tooth	3	Griffin Feather
3	Elvish Yew	7	Others	1	Elf Bone	3	Hippogriff Bone
Essences				1	Elf Skin	3	Ivory
0	Basilisk Blood	2	Spider Venom	1	Halfling Bone	3	Monster Hide
0	Black Rose	3	Great Cat Blood	1	Lycanthrope's Tooth	3	Ogre Bone
0	Dragon	3	Musk	1	Pegasus Bone	3	Ogre Hide
0	Enchanted Flower	3	Orchid	1	Pegasus Skin	3	Stag Horn
0	Holy Water	3	Pure Spring Water	1	Rhino Horn	3	Tiger Bone
0	Mandrake	3	Red Poppy	1	Troll Hide	3	Wolf's Bones
0	Magic Pool	3	Rose	1	Unicorn Bone	3	Wolf's Eyes
0	Myrrh	3	Snake Venom	1	Vampire Skin	4	Bull Horn
0	Purple Lotus	4	Fine Wine	2	Bat's Wings	4	Hippogriff Feather
0	White Poppy	4	Perfume	2	Centaur Bone	4	Wolf Skin
1	Black Lotus	4	Stag Blood	2	Ghoul Skin	5	Animal Bone
1	Black Poppy	4	Wolf Blood	2	Giant Bone	5	Animal Horn
1	Dragon Blood	5	Alcohol	2	Giant Skin	6	Sea Mammal Hide
1	Frankincense	5	Cherry Blossom	2	Griffin Bone	7	Animal Organs
1	Lotus	5	Lavender	2	Griffin Skin	8	Animal Hide
2	Dogwood Blossoms	6	Animal Blood				
2	Fine Brandy	7	Rain Water				
2	Great Eagle Blood	8	Lake/River Water				
2	Lycanthrope Blood	9	Pig's Blood				
2	Man/Elf Blood						

INCREASED SPELL CASTING LEVELS FOR ALL LISTS

Cost = (500gp x the increase)

Item allows the character to cast all of his spells as if his level were increased by a set amount. There is no change to the number of PPs he normally has and spell lists must still be learned normally. For example, the additional enchanted cost for an item that allows the user to cast spells of 2 levels higher than normal is $2 \times 500 = 1000$ gp.

INCREASED SPELL CASTING LVLS FOR 1 TYPE OF SPELL

Cost = (200 x the increase)

As above, except that the item allows the character to cast one type of spell (Attack, Defense, etc) at the increased level.

INCREASED SPELL CASTING LEVELS FOR ONE LIST

Cost = (50 x the increase)

As above, except that the item allows the character to cast all spells from a single designated list at the increased level.

UNENCUMBERING ITEMS

Cost = (100gp x pounds)

The item fulfills the normal functions of some specified equipment but it does not interfere with spell casting or cause normal encumbrance. For example, a PC buys a set of bracers which act as AT 15. The GM figures that this particular set of bracers emulates a 50 pound suit of AT 15 so the additional cost is 5000 gp; a PC desires a headband which protects as a 4 pound full helm so the additional cost is 400 gp.

OF CHANGING

Cost = (50 x no. of forms)

If an item is 'Of Changing', it may vary its forms as desired by the user. For example, a particular "Sword of Changing" may be able to be alternately a dagger or a short sword or a broad sword or a two-handed sword, as desired by the wielder. To construct such an item, all of the forms of item must be constructed of the same materials and have the same properties. To calculate the item's "base price," take the cost of the most expensive form, then add 25% (i.e., x .25) of the cost of each of the additional forms. "Empathy" (a 2x cost multiplier) must be included to switch the forms based on the will of the wielder.

MODIFYING THE PROPERTIES OF IMPLANTED SPELLS

An item may be designed with an imbedded spell that operates in a different manner than normal. The GM must be the arbitrator and judge for every application of this process. In particular he must determine the appropriateness of any specific application **and** he must determine how much to increase the standard implantation costs.

Example: A brave alchemist decides to make a weapon which will 'fight' by itself. One way of doing this would be to imbed a *Conjuring Circle* of the desired level from the *Arcane Ethereal List* (see *RMCI* Section 3.14). The GM might permit the alchemist to use the *Conjuring Circle* to actually imprison a being (e.g., spirit, demon, etc.) within the weapon rather than having the weapon cast the *Conjuring Circle* as it normally would. In this case, the weapon might fight, but the user might have to have a *Contest of Wills* (see Section 5.1.1) in order to control it. The GM might decide that such an imbedment costs 150% of normal.

INTELLIGENT ATTRIBUTES

It is possible to design an item using the intelligence traits in a different manner than specified in *ChL&CaL* and *SL*. This section presents several different options for using intelligence. If an item is given intelligence in any of these options, it should go through the process described in Section 5.1.

Since the cost of intelligence is a multiplying factor (i.e., 5x for low int., 20x for medium int., etc.), each option is given an implantation cost which must be applied in addition to the normal multiplying factors. This implantation cost(s) must be added to the base price of the item **before** the multiplying factors are applied (see Section 3.5.3).

Option 1: An item may be constructed with an entire spell list imbedded in it rather than single spells. This designates an item that in some alchemical manner has been taught the spells. The level to which the item can cast its spells on its imbedded list is limited by the level of intelligence that was imbedded, as follows: Empathy (1st), Low Intelligence (1st-2nd), Medium Intelligence (1st-5th), High Intelligence (1st-10th), and Very High Intelligence (1st-20th). PPs for the spells must come from the user **and/or** from the item itself, if Option 2 has been used in its construction.

Implantation Cost = the "daily" implantation cost (whichever is less) for the level of the spell list imbedded.

Option 2: An item may be constructed so that it has its own set of power points as follows: Empathy = 2 PP; Low = 5 PP; Medium = 10 PP; High = 20 PP; Very High = 40. These PPs may be used by the wielder **and/or** by the item itself if Option 1 has been used in its construction.

Implantation cost = 20 gp.

Option 3: An item may be constructed to prefer or despise particular classes, races, or moral alignments. The designer must specify whether it will cease to function, or whether it will even attack the despised ones. Of course, if an attack of some sort is desired, the characteristics of the attack must also be implanted in the weapon. Intelligence used in this way may have many uses: to make the weapon jealous, have a specific goal, retain relationship with one primary owner, etc. The material in Section 5.1 can be used to determine how effective the item may be in influencing its wielder.

Implantation cost = 10 gp.

Example: A broadsword (1 gp) with a spell list to 5th level (200 gp and 20x) and 10 PP (20 gp and 20x) would cost: $(1 + 200 + 20) \times (20 + 20) = 8840$ gp.

IMPLANTATION COST CHART							
SPELL LVL	TYPE OF ITEM						
	Rune Paper	Pot- ion	Daily Item	Wand	Rod	Staff	Ring
1	3	5	15	10	40	100	300
2	10	15	50	20	80	150	450
3	20	30	100	40	120	200	600
4	30	45	150	60	150	250	750
5	40	60	200	80	200	300	900
6	60	90	300	120	280	400	1200
7	80	120	400	160	360	500	1500
8	100	150	500	200	440	600	1800
9	125	200	600	240	520	700	2100
10	150	225	750	280	600	800	2400
11	200	275	900	360	720	1000	3000
12	250	325	1050	440	840	1200	3600
13	300	375	1200	520	960	1400	4200
14	350	425	1350	600	1080	1600	4800
15	400	475	1500	680	1200	1800	5400
16	500	575	1800	840	1440	2200	6600
17	600	675	2100	1000	1680	2600	7800
18	700	775	2400	1160	1920	3000	9000
19	800	875	2700	1320	2160	3400	10200
20	900	975	3000	1480	2400	3800	11400
25	1260	1365	4200	2072	3360	5320	15960
30	1764	1911	5880	2900	4704	7448	22344
50	3175	3439	10584	5220	8467	13406	40219

Spell Bonus Items:	
+1 Adder = +50 gp	—
+2 Adder = +100 gp	x2 Multiplier = +200 gp
+3 Adder = +200 gp	x3 Multiplier = +400 gp
+4 Adder = +400 gp	x4 Multiplier = +800 gp
+5 Adder = +800 gp	x5 Multiplier = +2000 gp
+6 Adder = +1600 gp	x6 Multiplier = +5000 gp

TIME AND LEVEL ALCHEMICAL REQUIREMENTS (5.1.4)

Section 3.5 presents a system for determining the price of an item based upon its magical properties and construction. This system does not require specific knowledge of the process by which the item was constructed, so often the price of an item is known but the exact spells required to make the item are not known. Thus, the guidelines for the time required to make an item from Section 3.2.4 are often difficult to apply.

This becomes a problem if characters want to have a specific item made and need to know the time and the level of the spells required. If the GM wishes to use an approximation of the level of the spells and the time required to make an item, he can use the following set of guidelines using the cost of the item. For items with multiple enchanted abilities, this process can result in lower construction times but a slightly higher "level of spell required"

Days to create =

number of special properties x square root of (base cost x 10)

Level of Spells Required =

Days to create ÷ (7 x number of special properties)

Example: Simon designs a powerful ring which costs him 2000 gp but only has one special property. It takes $1 \times \text{SQRT}(10 \times 2000) = 142$ days to create, and requires spells of up to 20th level. Simon needs to have 142 days, the money, and he needs to find at least a 20th level Alchemist.

SPECIAL WEAPON CHARACTERISTICS (5.1.5)

In this section we give some examples of enchanted abilities that can be used with the Enchanting Ways list (Alchemist Base list). Weapons in the descriptions are referred to as "swords," but the characteristics can apply to any type of weapon. The suggested levels for these spells are very rough and should be set exactly by the GM for his world.

15TH LEVEL EFFECTS

Orc Slayer: Acts as a Slaying weapon against all Orcs and similar creatures; e.g., Goblins, Kobolds, etc. A slaying weapon uses the 'Slaying' column against appropriate Large and Super Large creatures and against appropriate man-sized creatures, it gets to resolve an extra critical on the Slaying column of the Large creature critical table (if a normal critical is obtained).

Sword of Bleeding Wounds: On a 'A', 'B', or 'C' critical, it causes additional bleeding of 1 hit/rnd. On a 'D' or 'E' critical, it causes additional bleeding of 2 hits/rnd.

Sword of Warning: If lying near its owner it will telepathically alert him, even if asleep, to unauthorized presences within 100'.

Unbalancing Criticals: Weapon delivers an additional unbalancing critical of one severity level less than any normal critical delivered.

Sword of Changing: Each round, the weapon can take on any one of 4 varying forms; e.g., dagger, broadsword, hand & a half sword, or 2-handed sword.

20TH LEVEL EFFECTS

Undead Slayer: Acts as a Slaying weapon against all undead. Similar weapons can be enchanted against other very specific classes of creatures; e.g., Type V Demons, golems, etc.

Sword of Returning: At the end of the round that it is thrown, the weapon will return to the thrower's hand using *Long Door 300'*.

Sword of Frost: When drawn, it becomes extremely cold, emitting cold vapor. Weapon delivers an additional cold critical of one severity level less than any normal critical delivered.

Sword of Flame: It flames when drawn from the sheath. Weapon delivers an additional heat critical of one severity level less than any normal critical delivered.

Sword of Vibration: When drawn, it vibrates rapidly, but the wielder may hold it normally. Weapon delivers an additional impact critical of one severity level less than any normal critical delivered.

Sword of Lightning: When drawn, sparks and arcs of electricity run up and down its blade. Weapon delivers an additional electricity critical of one severity level less than any normal critical delivered.

Defender: Allows wielder to use his full OB to parry even when "stunned"; he can use half his OB to parry if "stunned unable to parry."

General Alignment Reactor: When added to an intelligent weapon, causes the weapon to initiate Will Contests (Section 5.1.1) with its wielder. This reaction does not occur if the wielder is of the same general moral alignment (good or evil) as the weapon.

25TH LEVEL EFFECTS

Special Races' Slayers: As the Slaying weapons above except that a special race may be affected: e.g., specific Mannish races, Elves, Dwarves, Treeherds, Zepher Hounds, Half-Elves, Wyverns, etc.

Giant Slayer: As the Slaying weapons above except that all humanoid 9' tall or taller may be affected: e.g., Giants, some Trolls, Cyclops, etc.

Evil Slayer: As the Slaying weapons above except that individuals knowing the following lists may be affected: Evil Magician, Evil Cleric, Evil Mentalist.

Avian Slayer: As the Slaying weapons above except that all unusual winged creatures may be affected: e.g., Sphinx, Gargoyle, Griffin, Pegasus, etc.

Conjured Entities Slayer: As the Slaying weapons above except that all magically fashioned entities (usually artificial beings) may be affected: golems, constructs, shards, elementals, etc.

Swordslayer: When the sword directly strikes an enemy's weapon, the enemy's weapon must resist a 20th level attack spell or be destroyed. This normally occurs if a melee attack by this sword is parried by part of the target's OB; if such an attack would have struck the target without the OB parry subtraction, the target's weapon is struck and must make the RR (only a 50% chance if the target is using a shield).

Holy Sword: The weapon uses the Holy Arms column when used against "evil" (or an alignment opposite that of the weapon) Large and Super Large creatures. If this weapon delivers a critical against a man-sized "evil" creature, that critical is resolved normally and then a second critical is resolved on the Holy Arms column of the Large creature critical strike table.

Guardian Defender: If wielder is struck down, the weapon floats over him and fights (with half his OB) until 1 hr passes or until it receives a "knocked down" or "killed" result (treat weapon as AT 20(75)). The weapon must have at least Low Intelligence.

30TH LEVEL EFFECTS

Free Entity Slayer: As the Slaying weapons above except that entities from other planes may be affected: e.g., Demons, Djinn, Seccubi, etc.

Dragon Slayer: As the Slaying weapons above except that one type of Great Drake (Dragon) may be affected: e.g., Cold Drakes, Sea Drakes, Fire Drakes, Sir Francis Drakes, etc.

Lesser Drake Slayer: As the Slaying weapons above except that all Lesser Drakes and similar fell creatures may be affected: e.g., Lesser Drakes, Wyverns, Basilisks, Fell Beasts, etc.

Sword of Justice: +15 in addition to any normal bonus against Evil Magicians, Evil Clerics, and Evil Mentalists, Sorcerers, Demons, etc. It is 'Holy' and will initiate a Will Contest (Section 5.1.1) to keep itself from being wielded by anyone not thoroughly good. If any other creature picks it up, the sword will attempt to (if it wins the Will Contest) attack him on the appropriate weapon table (+15 + any normal bonus) and the wielder receives no DB. Requires at least Medium Intelligence.

Sword and Armor Slayer: As a *Swordslayer* above but it also 'slays' shields (as above) and armor on areas specified by criticals.

Critical Alignment Reactor: As a *General Alignment Reactor* above but the alignment relationship must exactly match.

50TH LEVEL EFFECTS

Man Slayer: As the Slaying weapons above except that all human males may be affected.

Great Dragon Slayer: As the Slaying weapons above except that all Dragons and similar creatures may be affected.

Sword of Far Returning: As *Sword of Returning* above except that the range is unlimited and the returning is usually keyed to another item: e.g., the sword might return to a ring when it is called.

Dancing Sword: Also known as a "Living Sword." A conjured entity must be imbedded in the sword, or a free entity imprisoned in it. Thenceforth, the sword fights with the OB of the possessed spirit, regardless of the abilities of the wielder. If the wielder can command the entity within the sword through a Will Contest (Section 5.1.1), he can order it to follow instructions (e.g., fight) without the wielder's physical contact; and if the wielder is struck down the sword will guard as a "Guardian Defender" but with its own OB.

Swiftslayer: The weapon does triple normal concussion hit damage and adds +40 for first strike determination. It casts continuous *Blur* on its wielder and may cast *Haste X* on its wielder up to twice each day.

Shieldbreaker: As a *Sword and Armor Slayer* above except that all armor is treated as AT 1 if it is non-magic or if it is magic and fails a RR against a 30th level spell.

OPTIONS FOR SIMILAR BONUS ITEMS (5.1.6)

Option 1: Only allow the character to benefit from the single highest specific bonus. For example, if the character had a +10 DB ring, a +5 DB sword, and a +15 DB gauntlet, then he would only benefit from the +15 DB gauntlet. This option should be applied to all types of "defensive bonus" items, including items that confer an additional bonus for resistance rolls, elemental attack defensive bonuses, etc.

Option 2: Allow the character the full benefit of the single highest specific bonus plus half of the sum of the remaining similar bonuses.

Option 3: Allow the character the full benefit of all of his bonuses (this could result in very high bonuses).

Option 4: Treat spell bonuses separately from item bonuses (treat them separately using one of the above options for each and then add the results together for the net bonus).

Option 5: Treat spell bonuses in the same way as item bonuses (applying one of the above options to both equally).

OPTIONS FOR SPELL ADDERS (5.1.7)

Option 1: Place an upper limit on the level the adder may allow the character to cast without power points. These adders can be typed just as spell picks. A Type A Adder would allow up to a 5th level spell to be cast, a Type B Adder would allow up to a 10th level spell to be cast, etc.

Option 2: Normally an adder can be used repeatedly (after the same rest and/or meditation that enables a character to regain his own PPs). Instead, allow the adder to be used again only after a period of time based on the level of the spell used with it. For example, if the last spell used with the adder was level 5, then the adder cannot be used again for five hours. The GM could decide to apportion the time increments based on the level of the spell. For example, if the spell's level was 1-5, the time required for the adder to "recharge" might be in minutes x level of the spell. If the spell's level was 6-10, then the time required before re-use might be hours (as above). If the spell's level was 11-15, the time required might be 12 hours x level of the spell.

Option 3: The adder could be designed to allow so many levels of spells to be cast with it. For example, an adder might be considered a level 10 item. This would mean that the caster could cast 10 levels of spells (in any combination as long as the sum of the levels did not exceed 10) before the adder would have to "rest".

ITEM QUALITY BASED ON SKILL (5.1.8)

The material in this section can be used if a GM wants skill to be a major factor in the creation of an item. This system assumes that an experienced weapon-smith should be able to make a much better sword out of a given lump of steel than some tin-pot armorer who doesn't know one end of an anvil from the other—lucky flukes notwithstanding.

Note: This system can result in higher than normal bonuses for items.

To determine an item's bonus, the "maker" first makes a "creation skill roll" equal to an open-ended D100 roll plus his skill bonus for making the item.

Creation Skill Roll =

Open-ended D100 + maker's skill bonus - Balancing Factor

The appropriate skill depends upon the item being made; it is usually a Smithing or a Crafting skill. The Balancing Factor is a fixed number reflecting the power and magic item level of a campaign. We suggest -90 for a low-power campaign, -60 for a medium-power campaign, -30 for a high-power campaign, and +0 for a very-high-power campaign.

The normal bonus of an item is modified by two factors:

Modified Item Bonus = Normal Bonus

+ [(Creation Skill Roll ÷ 100) × (Normal Bonus ÷ 5)]
+ (Creation Skill Roll ÷ 30) [round off]

Example: In a high-power campaign, Miraj the smith is a master craftsman with a smithing skill of +110 with Mithril. She produces a Mithril rapier with a Normal Bonus of +20, and makes a D100 roll of 92. Thus, her Creation Skill Roll is 172 = 92 + 110 - 30. So the item's bonus is: 33 = 32.61 = 20 + 6.88 + 5.73

= 20 + [(172 ÷ 100) × (20 ÷ 5)] + (172 ÷ 30).

BREAKAGE FACTOR

Superior craftsmen may also increase an item's breakage factor—we suggest:

Modified Breakage Factor =

Normal BF + (Creation Skill Roll ÷ 10)

Example: In the example above the rapier's normal breakage factor is 100+, so the Modified Breakage Factor is 117 = (100+) + (172 ÷ 10).

PRICE MODIFIERS

Due to the value of his time, facilities, and material used, a superior craftsman often increases the price of items that he makes. In addition to normal price modifiers, we suggest the following price modifier:

Item Bonus Modification	Modified Price
≤ +5	normal cost x item bonus modification x 1
+6-10	normal cost x item bonus modification x 2
+11-15	normal cost x item bonus modification x 4
≥ +16	normal cost x item bonus modification x 8

Example: In the example above the rapier's item bonus modification is +13, so the modified price is equal to: the normal cost x 52 (= 13 x 4).

ITEM LEVEL DETERMINATION (5.1.9)

Occasionally, the GM may want to know the effective level of a magic item, either for Resistance Roll, spell effect, or other purposes. Below are some options for arriving at a nominative level designation.

Option 1: Treat the item's level as equal to the level of the wielder. This is probably too simplistic for most GMs, but it is easiest to use.

Option 2: The magic item's level is equal to the level of its creator. This is somewhat more difficult to use in practice, since random items seldom have known makers. However, the GM can determine a range of possible levels and roll randomly for level determination. For example, the GM could decide that an item was fabricated by an alchemist whose level fell in the range 21st to 40th level. He would roll 1D20 + 20 to find the nominative level.

Option 3: Determine all the effects of an item and assign them spell levels. Add the highest level plus half all other levels to determine effective level. For example, a ring granting its wearer *Haste* (6th), *Bladeturn I* (7th), and *Long Door* (8th) would be effectively 8 + (6 + 7) × 0.5 = 8 + 7 (rounded up) = 15th level. This is the most complex method of level determination, but it is entirely based on the item's aspects.

Option 4: As Options 1 and 3 together, but choose whichever level is higher.

5.2 IMBEDDED ENTITY MAGIC ITEMS

Magic items made by imbedding the spirit or essence of a being into an object are fundamentally different from those items made using standard alchemy rules. Where the core alchemy rules are very specific, with distinct spell effects delineated, imbedded entity items have ambiguous effects. It is important for the GM who allows imbedded entity items in his campaign to qualify each imbedded being and so define the resultant item's powers.

This is where the ambiguity comes in. Items created by imbedding spirits will not have readily identifiable spells associated with them. Players should have little say in the decision concerning an item's powers. It is strictly up to the GM. Thus, imbedded entity items are also a mystery to their makers at first. The character will not know the item's powers until he tries it out. Although it is probable that the first magic items were imbedded entity items, standard alchemical items are far more reliable, sophisticated, and potentially powerful.

Moral ambiguity also comes into play when fabricating imbedded entity items. Most cultures would consider the slaying of an intelligent being inherently evil, particularly if the death is unprovoked and unwarranted. To make an imbedded entity magic item, usually someone must die (to provide the spirit and magical effects). In most civilized societies, the concept of eternally imprisoning a being is repugnant; almost like damning a person to hell. Yet this is exactly what must be done to an imbedded entity—it is locked into the item for all time (until the item is destroyed). However, if you ask a player whether his character is committing an evil act by creating an imbedded entity magic item, he would probably say, "No, of course not!" This is especially true if the entity willingly accepted imbedding or if it is an inherently evil being (like a demon). A GM may want to accentuate this moral ambiguity to trouble his players or to provide ethical restrictions on the use of these spells.

Imbedded Entity magic items are relatively easy to make, but their creation is so unlike the standard alchemy rules that some explanation is in order. First, the imbedder must obtain a spirit, demon, animal, entity, elemental, subject, or victim depending on the spell list involved. Often this will be the most difficult part of the process. The item should be readily available since it is usually not possible to "store" a being's essence for any length of time; it simply dissipates or "passes on." Then the Alchemist casts a spell to imbed the essence into an item. Once accomplished, the magic item is finished, but the maker has no real idea of its full powers. He must experiment with it to learn all the nuances of its use. A few examples of this procedure follow.

Example 1: A Theocratist summons a weak air elemental then imbeds it into a staff. The GM decides that since the caster is interested in an offensive weapon, the staff will fire "bolts" of compressed air. However, since the elemental's power is not very great, the staff's attack is also not terribly powerful. The GM rules that the staff can fire a +30 (same as the elemental's original OB) "Air Bolt," which is resolved on the Bash Attack Table (maximum Large result) using Unbalancing Critical Strikes. The Theocratist has no idea of the particulars of this attack, he just laughs when his acolyte is thrown to the floor!

Example 2: A Shamanic Alchemist wants to make a "victory totem" to commemorate his enemy's crushing defeat. After beheading his captured foe in a ceremonial manner, he soaks his blade in the blood and casts an Imbed Spirit spell. The GM determines that the magic item's effects are mostly in the leadership category. The blade will grant its wielder a bonus to Leadership, Seduction, Public Speaking, and Propaganda equal to the fallen foe's average bonus (say +20). In addition, the morale of all friendly troops within 100' is increased by +20%. If the GM is feeling particularly generous, he might even allow a combat OB bonus equal to one fifth the fallen foe's OB (say +15). The Shamanic Alchemist would soon feel the benefits of giving orders while holding this weapon.

Example 3: A Thaumaturge wishes to imbed a +20 bonus to Swimming (taken from his own Swimming bonus) into a ring. When he wears this ring, his own Swimming bonus remains unchanged. If someone else puts on this ring, this +20 bonus is granted to the wearer and the Thaumaturge loses 20 points of bonus from his Swimming skill.

5.3 THE LABORATORY AND EXPERIMENTATION

Any time an Alchemist works in his laboratory, whether fabricating an item, mixing chemicals, or casting a spell, he is considered to be experimenting. Whenever an Alchemist undertakes an experiment in his laboratory there is the danger of mishap. An accident may have few consequences, or it may level the building. The tables at the book's end provide a framework for deciding if a catastrophe has occurred, but not its specific nature. This is up to the GM to decide. If the Alchemist is caught in a machine of his own devising, he receives a Mangling Critical Strike. A Blast delivers an Explosion Critical Strike. A ruptured distillation device would give a Steam Critical Strike. In addition, any other critical could be used, even Depression (all my work—ruined!). See Section 12.1.1-3. A moment of thought is usually enough to inspire the GM.



6.0 ALCHEMICAL PROFESSIONS & NEW SKILLS

"Most authors vary in their definition of this science, because there are two sorts [of Alchemy], one true and the other false... True Alchemy consists in perfecting metals, and in the maintenance of health. False Alchemy in destroying both the one and the other."

— Dom Pernety, Dictionnaire Mytho-Hermetique.

Note: Skills marked with a "+" have come out in RMCH or later.

6.1 ARCHETYPE PROFESSION (CORE-RULES ALCHEMIST)

"Every belief in magic is rooted in a sense of dependence on forces that have inexplicable power over us and for this reason are looked upon as beyond limitation. This results in a formula being sought which, via the media of the senses, admits of immediate access to the secret."

— Ludwig Uhland, Schriften zur Geschichte der Dichtung und Sage.

Core-rules Alchemists are skilled at relating magic to the physical universe. Alchemists are Pure spell users of Essence who have concentrated on spells which can manipulate matter to form items and imbed spells of all three realms (possibly Arcane magic, too). However, they require someone or something to cast the spell to be imbedded. If the Alchemist knows the spell or otherwise has access to it (e.g., a Rune), he can do this himself. An Alchemist taps into the Essence, molding this power and diverting it into physical matter, where it is stored for later use. Alchemists are the quintessential creators of magical items. Additionally, Alchemists have advantages over most spell users in mechanical areas, but the concentration on spells necessary for their profession prevents them from developing these skills very rapidly.

ALCHEMIST BASE SPELL LISTS

<i>Essence Imbedding</i>	<i>Mentalism/Channeling Imbedding</i>
<i>Enchanting Ways</i>	<i>Organic Skills</i>
<i>Inorganic Skills</i>	<i>Liquid/Gas Skills</i>

Option: Alchemists may learn two additional Base Spell Lists:

<i>Arcane Imbedding</i>	<i>Alchemical Preparations</i>
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Weapon Skills: 9, 20, 20, 20, 20, 20.

Maneuvering in Armor:

Soft Leather 9
Rigid Leather 9
Chain 10
Plate 11

Magical Skills:

Spell Lists 1/*
Runes 1/3
Staves & Wands 1/3
Channeling 7
Directed Spells 2/7

Special Skills:

Ambush 9
Linguistics 1/*
Adrenal Moves 6
Adrenal Defense 20
Martial Arts 9
Body Development 6

General Skills:

Climbing 7
Swimming 3
Riding 3
Disarming Traps 4
Picking Locks 4
Stalk & Hide 6
Perception 3

Other Skills: All other skill costs are listed below.

Prime Requisites: Em/Re

Academic Skills:

Administration 2/5
Advanced Math 2/5
Alchemy 1/3
Anthropology 2/5
Architecture 2/5
Astronomy 3/7
Basic Mathematics 1/4
Biochemistry 5
Boat Pilot 2/6
Demon/Devil Lore 1/3
Drafting 1/3
Dragon Lore 1/3
Engineering 1/2
Faerie Lore 1/3
Fauna Lore 1/4
Flora Lore 1/4
Heraldry 3/5
Herb Lore 1/3
Lock Lore 1/3
Mapping 2
Mechanition 1/2
Metal Lore 1/2
Military Organization 3/6
Mining 3
Navigation 2/6
Planetology 4

Animal Skills:

Animal Handling 2/5
Animal Training 4
Beast Master 5
Driving 3
Herding 2/6
Loading 3
Riding 3
Zoology + ... 3/7

Athletic Skills:

Athletic Games 7
Body Development 6
Climbing 7
Dance 2/6
Distance Running 3
Diving 3
Flying/Gliding 3
Rappelling 7
Rowing 3
Sailing 3
Skating 3
Skiing 3
Sprinting 3
Surfing 3
Swimming 3

Philosophy/Religious 1/2	Evaluation Skills:
Physics 2/5	Appraisal 1/2
Poison Lore 1/3	Armor Evaluation 1/3
Racial History 1/4	Metal Evaluation 1/2
Research † 1/2	Stone Evaluation 1/2
Sanity Healing Lore 2	Weapon Evaluation 1/3
Siege Engineering 2/4	
Smithing Lore † 1/2	Survival Skills:
Star-gazing 2/6	Caving 3
Stone Lore 1/2	Foraging 2/5
Tactics 2/4	Hostile Environments 3
Trading Lore 2/6	Region Lore 2/5
Weather-watching 1/4	Scrounge 2/5
Xeno-lores 4/6	Streetwise 2/7
Spec Knowledge Lore † 1/3	
Combat Skills:	Concentration Skills:
Brawling 18	Adrenal Defense 20
Disarm Foe, Armed 6	Adrenal Moves —
Disarm Foe, Unarmed 9	Balance 6
Grappling Hook 3	Body Rigidity † 20
Iai 15	Landing 6
Lancing 18	Leaping 6
Maneuvering in Armor —	Quick Draw 4
Soft Leather 9	Speed 6
Rigid Leather 9	Strength 6
Chain 10	Armored Adr. Defense † 20
Plate 11	Body Damage Stabilize 3/5
Martial Arts 9	Control Lycanthropy 3/6
Missile Artillery 3/6	Dowsing 2/5
Reverse Stroke 20	Frenzy 6
Stunned Maneuver 4	Meditation —
Subduing 6	Cleansing 2/4
Tackling † 9	Death 1/5
Tumbling, Attack 5	Healing 2/4
Tumbling, Evasion 3	Ki 3/5
Two Weapon Combo v	Sleep 1/4
Weapon —	Trance 1/4
Category #1 9	Mnemonics 1/4
Category #2 20	Spatial Location Aware 3/6
Category #3 20	
Category #4 20	Social Skills:
Category #5 20	Diplomacy 2/5
Category #6 20	Duping 3/5
Weapon Bugei † 9	Gambling 2/6
Weapon Expertise † 20	Interrogation 4
Wrestling † 9	Leadership 2/4
Yado 6	Seduction 2/5
General Skills:	Deadly Skills:
Advertising 3/5	Ambush 9
Cookery 1/2	Silent Kill 6
Crafting 1/2	Spell Ambush † 2
Fletching 1/3	Use/Remove Poison 1/4
Forging † 1/2	

Gimmickry 2/4	Subterfuge Skills:
Horticulture 1/4	Acting 3/6
Leather Working 3	Begging 2/6
Painting 2/5	Bribery 2/6
Play Instrument —	Camouflage 6
Category #1 2/6	Disarm Trap 4
Category #2 3/7	Disguise 3/6
Category #3 3	Falsification 1/3
Preserve Organic † 1/3	Hide Item 6
Rope Mastery 3	Mimery 3/6
Sculpting 1/4	Pick Locks 4
Skinning 3	Pick Pockets 3
Smithing 1/2	Set Traps 4
Stone Crafts 1/2	Stalk & Hide 6
Tactical Games 1/4	Trap Building 1/5
Wood Crafts 1/3	Trickery 3
Magical Skills:	Gymnastic Skills:
Attunement (S&W) 1/3	Acrobatics 3
Channeling 7	Contortions 5
Circle Lore 2/4	Juggling 3
Directed Spells 2/7	Jumping 4
Divination 2/4	Pole Vaulting 5
Find Weakness † 1/3	Stilt Walking 4
Magical Languages 1/*	Tightrope Walking 3
Magical Ritual 1/4	Tumbling 3
Power Manipulation † 2/3	
Power Perception 1/3	Linguistic Skills:
Power Pt. Development 2	Language 1/*
Power Projection 2/4	Lip Reading 3/5
Resist Detection † 2/5	Mimicry 2/6
Runes 1/3	Music 2/6
Scrying † 2/4	Poetic Improvisation 2/6
Sign Mastery † 1/4	Propaganda 3/5
Spell Artistry † 2/5	Public Speaking 2/6
Spell Expertise † 2/5	Signaling 1/5
Spell List Acquisition 1/*	Singing 2/6
Spell Mastery 2/5	Tale Telling 2/6
Spell Research † 1/2	Trading 3/5
Spell Trickery † 2/5	Ventriloquism 3/6
Summoning † 2/4	
Symbol Lore 1/4	Perception Skills:
Targeting Skill 2/5	Detecting Traps 2/5
Transcend Armor 4	Direction Sense 2/4
Warding Lore 1/4	General Perception 3
Weave Lore † 1/5	Lie Perception 3/5
Medical Skills:	Locate Secret Opening 2/5
Animal Healing 2/5	Poison Perception 1/4
Diagnostics 2	Read Tracks 3/7
Drug Tolerance 2/5	Sense Ambush/Assassin 3
First Aid 2/5	Sense Reality Warp 1/4
Hypnosis 2/4	Surveillance 2/6
Midwifery 4	Time Sense 1/3
Second Aid 3/6	Tracking 3
Surgery 5	
Level Bonuses:	
Academic Skills +3	Base Spell Casting +1
General Skills +2	Magical Skills +3
Perception Skills +1	

6.2 ADEPT (HISTORICAL ALCHEMIST)

"In the dark interior of an old laboratory cluttered with furnaces, crucibles, alembics, stills, and bellows, bends an old man in the act of hardening two thousand hen's eggs in huge pots of boiling water. Carefully he removes the shells and gathers them in a great heap. These he heats in a gentle flame until they are white as snow, while his co-laborer separates the whites from the yolks and putrefies them all in the manure of white horses. For eight long years the strange products are distilled and redistilled for the extraction of a mysterious white liquid and a red oil. "With these potent universal solvents the two alchemists hope to fashion the "philosopher's stone." At last the day of final testing comes. Again the breath-taking suspense, again — Failure! — their stone will not turn a single one of the base metals into the elusive gold."

— Bernard Jaffe, circa AD 1930, Crucibles.

"As concerns the godless and accursed rage for gold-making in our time, which affords so many fugitives from the gallows an opportunity to defraud the gullible and heedless public and makes even modest people see in the transmutation of metals the apex and acme of philosophy, we emphatically declare this to be false. True philosophers consider gold-making a small thing and only a by-product, the like of which they could furnish thousands of others and better."

— Johann Valentin Andreae, circa AD 1610,
Fama Fraternitatis.

The Adept is an historical Alchemist, or rather, a class derived from descriptions of Alchemists throughout history. An Adept is a hybrid spell caster from the realms of Essence and Channeling. Like Core-Rules Alchemists, they are skilled at relating magic to the physical universe, but in very specific and idiosyncratic ways. An Adept taps into the Essence, with the aid of his god, in order to alter gross physical matter into a more sublime, spiritual form (including himself). This results in unique and unusual magic items, creation of which is the central purpose of entire spell lists. Thus, an Adept is both more limited and more authentic than the Core-Rules profession.

Almost every culture on earth has had an alchemical tradition, from Lao Tzu's China to Isaac Newton's Britain! As such, Adepts come in many different varieties. Rather than describe dozens of historical alchemical professions, only one is presented — the Adept. The spell lists below form a pool, from which a player may choose the six which most closely represent his character's cultural background. Certain restrictions have been built into these spell lists to better represent authentic alchemical traditions. A GM should carefully examine both lists and restrictions to see if they fit in his campaign.

The Adept is a variant of the Alchemist profession.

ADEPT BASE SPELL LISTS

<i>Philosopher's Stone</i>	<i>Philosopher's Elixir</i>
<i>Gem Seeds</i>	<i>Palingenesis</i>
<i>Automata</i>	<i>Re-Animation</i>
<i>Black Arts</i>	<i>Brewing Lore</i>
<i>Symbolic Ways</i>	<i>Rune Mastery</i>

Weapon Skills: 7, 9, 12, 20, 20, 20.	
Maneuvering in Armor: Soft Leather 5/* Rigid Leather 6/* Chain 7/* Plate 8/*	Magical Skills: Spell Lists 1/* Runes 1/3 Staves & Wands 1/3 Channeling 2/4 Directed Spells 3/7
Special Skills: Ambush 9 Linguistics 1/* Adrenal Moves 6 Adrenal Defense 20 Martial Arts 7 Body Development 6	General Skills: Climbing 7 Swimming 3 Riding 3 Disarming Traps 6 Picking Locks 6 Stalk & Hide 6 Perception 3
Other Skills: Refer to the Development Point Costs given below for those skills unique to the Adept Profession. All other skill costs are identical to the Core-Rules Alchemist's DP costs. Prime Requisites: Em/In	
Academic Skills: Advanced Math 5 Basic Mathematics 2/4 Demon/Devil Lore 2/5 Dragon Lore 2/6 Engineering 1/3 Faerie Lore 2/6 Lock Lore 3/6 Military Organization 4 Philosophy/Religious .. 1/2/2 Physics 3 Sanity Healing Lore 6 Siege Engineering 3/5 Tactics 3 Xeno-lore 9	Survival Skills: Foraging 3 Region Lore 3 Scrounge 3/5 Combat Skills: Brawling 9 Martial Arts 7 Tackling † 7 Wrestling † 7 Concentration Skills: Body Damage Stabilize .. 2/5 Control Lycanthropy 6 Dowsing 1/3
Social Skills: Duping 2/5 Interrogation 3 Leadership 2/6 Seduction 1/5	Subterfuge Skills: Begging 1/5 Disarm Trap 6 Pick Locks 6 Pick Pockets 6
General Skills: Advertising 2/4 Horticulture 2/5 Leather Working 2/4 Skinning 2/4 Tactical Games 2/4	Medical Skills: Animal Healing 3 Diagnostics 3 First Aid 3 Hypnosis 3 Second Aid 4
Magical Skills: Channeling 2/4 Circle Lore 1/4 Directed Spells 3/7 Find Weakness † 3/5 Power Manipulation † ... 4/7	Linguistic Skills: Propaganda 2/6 Trading 2/5 Perception Skills: Sense Reality Warp 5
Level Bonuses: Academic Skills +3 General Skills +2 Base Spell Casting +2 Magical Skills +3	

6.3 PURE SPELL USING ALCHEMISTS

"The passionate workings of the soul guided by the imagination may, if sufficiently aroused, not only effect changes in its own body, but extend their influences also over other bodies, so that certain wondrous impressions on the elements and the external manifestations take place, even so that they may cause as well as cure diseases of the mind or body."

— Heinrich Cornelius Agrippa von Nettersheim,
circa AD 1510, *De Occulta Philosophia*.

ROYAL ALCHEMIST (6.3.1)

"The good of the whole kingdom is upheld by these arts of exploiting metals and sand, but no one but the priests may exercise power over them."

— Zosimos.

Royal Alchemists are variant Alchemists who depend on and serve their royal patron. Royal Alchemists are Pure spell users of Essence who have concentrated on spells which can animate matter, heal the royal household, and imbed spells of all three realms (possibly Arcane magic, too). However, they require someone or something to cast the spell to be imbedded. If the Alchemist knows the spell or otherwise has access to it (e.g., a Rune), he can do this himself. An Alchemist taps into the Essence, molding this power and diverting it into physical matter, either animating the item or storing the magic for later use. Royal Alchemists are the foremost creators of magically animated guards. However, they are also skilled in the dispensing of medicines. After all, the health of the royal family is a Royal Alchemist's first priority.

The Royal Alchemist is a variant of the Alchemist profession.

ROYAL ALCHEMIST BASE SPELL LISTS

Animations *Ment./Chan. Imbedding* (Alchemist)
Apothecary Lore *Essence Imbedding* (Alchemist)
Heuristics *Liquid/Gas Skills* (Alchemist)
Option: They may learn two additional Base Spell Lists:
Arcane Imbedding *Alchemical Preparations*

Weapon Skills: 9, 20, 20, 20, 20, 20.

Maneuvering in Armor:

Soft Leather 9
Rigid Leather 9
Chain 10
Plate 11

Magical Skills:

Spell Lists 1/*
Runes 1/3
Staves & Wands 1/3
Channeling 7
Directed Spells 2/7

Special Skills:

Ambush 9
Linguistics 1/*
Adrenal Moves 6
Adrenal Defense 20
Martial Arts 9
Body Development 6

General Skills:

Climbing 7
Swimming 3
Riding 3
Disarming Traps 6
Picking Locks 6
Stalk & Hide 6
Perception 3



Other Skills: Refer to the Development Point Costs given below for those skills unique to the Royal Alchemist Profession. All other skill costs are identical to the Core-Rules Alchemist's DP costs.

Prime Requisites: Em/Re

Academic Skills:

Administration 1/4
Engineering 1/4
Heraldry 1/4
Herb Lore 1/2
Lock Lore 4
Sanity Healing Lore 2/5

Survival Skills:

Foraging 3
Region Lore 3
Scrounge 3
Streetwise 3

Social Skills:

Diplomacy 2/5
Interrogation 3/6
Seduction 1/5

Concentration Skills:

Body Damage Stabilize 2/4
Control Lycanthropy 2/6
Meditation —
 Cleansing 1/5
 Healing 1/4

Subterfuge Skills:

Acting 2/6
Begging 3
Disarm Trap 6
Pick Locks 6
Pick Pockets 5
Set Traps 6
Trap Building 3

Medical Skills:

Diagnostics 2/6
Drug Tolerance 1/5
First Aid 2/4
Hypnosis 1/5
Midwifery 3/5
Second Aid 2/6
Surgery 3/6

Level Bonuses:

Academic Skills +3	Base Spell Casting +1
General Skills +1	Magical Skills +3
Medical Skills +1	Social Skills +1

INORGANIC ALCHEMIST (6.3.2)

"God has bestowed on certain individuals a special understanding of ores and metals. Such people know a very simple technique of making gold and silver, one that does not require mining equipment or the treatment of ores. The technique is so simple it is not at all necessary to write a book or talk about it, no more than about the origin of snow."

— Theophrastus Bombastus von Hohenheim (Paracelsus), circa AD 1525, *Coelum Philosophorum* sive *Liber Vexationum*.

Inorganic Alchemists are similar to the Core-Rules Alchemist, but with a special emphasis on metals, stone and other non-living matter. Inorganic Alchemists are Pure spell users of Essence who have concentrated on spells which can manipulate matter to form items and imbed spells of all three realms (possibly Arcane magic, too). However, they require someone or something to cast the spell to be imbedded. If the Inorganic Alchemist knows the spell or otherwise has access to it (e.g., a Rune), he can do this himself. An Inorganic Alchemist taps into the Essence, molding this power and diverting it into inorganic matter, where it is stored for later use. Inorganic Alchemists are the accomplished creators of magical items, including the famed "Philosopher's Stone." Additionally, Alchemists have advantages over most spell users in mechanical areas, but the concentration on spells necessary for their profession prevents them from developing these skills very rapidly.

The Inorganic Alchemist is a variant of the Alchemist profession.

INORGANIC ALCHEMIST BASE SPELL LISTS

Chemical Manipulations *Philosopher's Stone* (Adept Base)

Essence Imbedding (Alchemist) *Enchanting Ways* (Alchemist)

Inorganic Skills (Alchemist) *Liquid/Gas Skills* (Alchemist)

Mentalism/Channeling Imbedding (Alchemist)

Option: They may learn two additional Base Spell Lists:

Arcane Imbedding

Alchemical Preparations

Weapon Skills: 9, 20, 20, 20, 20, 20.

Maneuvering in Armor:

Soft Leather 9
Rigid Leather 9
Chain 10
Plate 11

Magical Skills:

Spell Lists 1/*
Runes 1/3
Staves & Wands 1/3
Channeling 7
Directed Spells 2/7

Special Skills:

Ambush 9
Linguistics 1/*
Adrenal Moves 6
Adrenal Defense 20
Martial Arts 9
Body Development 6

General Skills:

Climbing 7
Swimming 3
Riding 3
Disarming Traps 4
Picking Locks 4
Stalk & Hide 6
Perception 3

Other Skills: Refer to the Development Point Costs given below for those skills unique to the Inorganic Alchemist Profession. All other skill costs are identical to the Core-Rules Alchemist's DP costs.

Prime Requisites: Em/Re

Academic Skills:

Biochemistry 7
Demon/Devil Lore 2/5
Dragon Lore 2/5
Faerie Lore 2/5
Fauna Lore 2/6
Flora Lore 2/6
Herb Lore 2/6
Metal Lore 1/2/2
Mining 2/5
Planetology 2/6
Physics 1/4
Sanity Healing Lore 5
Stone Lore 1/2/2

Animal Skills:

Animal Handling 3
Animal Training 5
Beast Master 7
Herding 3
Zoology † 5

Evaluation Skills:

Armor Evaluation 1/2
Metal Evaluation 1/2/2
Stone Evaluation 1/2/2
Weapon Evaluation 1/2

Survival Skills:

Caving 2/4
Foraging 3

General Skills:

Cookery 2/4
Fletching 2/6
Horticulture 3
Leather Working 5
Preserve Organic † 3
Sculpting 1/3
Skinning 4
Stone Crafts 1/2/2
Wood Crafts 2/6

Medical Skills:

Animal Healing 6
Diagnostics 4
Drug Tolerance 3
First Aid 3
Hypnosis 3
Midwifery 6
Second Aid 4
Surgery 7

Level Bonuses:

Academic Skills +3
General Skills +3
Base Spell Casting +1
Magical Skills +3

ORGANIC ALCHEMIST (6.3.3)

"Many have said of alchemy that it is for making gold and silver. For me such is not the aim, but to consider only what virtue may lie in medicines."

— Theophrastus Bombastus von Hohenheim (Paracelsus),
circa AD 1525.

Organic Alchemists are similar to the Core-Rules Alchemist, but with a special emphasis on living beings and organic matter. Organic Alchemists are Pure spell users of Essence who have concentrated on spells which can manipulate matter to form items and imbed spells of all three realms (possibly Arcane magic, too). However, they require someone or something to cast the spell to be imbedded. If the Organic Alchemist knows the spell or otherwise has access to it (e.g., a Rune), he can do this himself. An unusual attribute of the Organic Alchemist is his ability to imbed spells onto the skin of living beings. An Organic Alchemist taps into the Essence, molding this power and diverting it into organic matter, where it is stored for later use. Organic Alchemists are accomplished creators of magical items, including the famed "Philosopher's Elixir." Additionally, Alchemists have advantages over most spell users in mechanical areas, but the concentration on spells necessary for their profession prevents them from developing these skills very rapidly.

The Organic Alchemist is a variant of the Alchemist profession.

ORGANIC ALCHEMIST BASE SPELL LISTS

Organism Skills *Philosopher's Elixir* (Adept Base)
Essence Imbedding (Alchemist) *Enchanting Ways* (Alchemist)
Organic Skills (Alchemist) *Liquid/Gas Skills* (Alchemist)
Mentalism/Channeling Imbedding (Alchemist)

Option: They may learn two additional Base Spell Lists:

Arcane Imbedding *Alchemical Preparations*

Weapon Skills: 9, 20, 20, 20, 20, 20.

Maneuvering in Armor:

Soft Leather 9
Rigid Leather 9
Chain 10
Plate 11

Magical Skills:

Spell Lists 1/*
Runes 1/3
Staves & Wands 1/3
Channeling 7
Directed Spells 2/7

Special Skills:

Ambush 9
Linguistics 1/*
Adrenal Moves 6
Adrenal Defense 20
Martial Arts 9
Body Development 6

General Skills:

Climbing 7
Swimming 3
Riding 2/6
Disarming Traps 4
Picking Locks 4
Stalk & Hide 6
Perception 3

Other Skills: Refer to the Development Point Costs given below for those skills unique to the Organic Alchemist Profession. All other skill costs are identical to the Core-Rules Alchemist's DP costs.

Prime Requisites: Em/Re

Academic Skills:

Biochemistry 3
Demon/Devil Lore 2/5
Dragon Lore 2/5
Faerie Lore 1/4
Fauna Lore 1/2
Flora Lore 1/2
Herb Lore 1/2
Metal Lore 4
Mining 5
Physics 4
Sanity Healing Lore 2/6
Smithing Lore † 2
Stone Lore 3

Animal Skills:

Animal Handling 1/4
Animal Training 3/6
Herding 1/5
Riding 2/6
Zoology † 2/6

Evaluation Skills:

Armor Evaluation 3
Metal Evaluation 3
Stone Evaluation 3
Weapon Evaluation 3

Survival Skills:

Caving 2/5
Hostile Environments 2/5

General Skills:

Crafting 1/3
Forging † 1/3
Horticulture 1/2
Leather Working 1/3
Preserve Organic † 1/2
Sculpting 3
Skinning 1/2
Smithing 5
Stone Crafts 4
Wood Crafts 1/2

Medical Skills:

Animal Healing 1/4
Diagnostics 2/5
Drug Tolerance 1/5
First Aid 1/5
Hypnosis 1/4
Midwifery 3
Second Aid 2/6
Surgery 4

Level Bonuses:

Academic Skills +3
General Skills +2
Medical Skills +1
Base Spell Casting +1
Magical Skills +3

EVIL ALCHEMIST (6.3.4)

"All these tales that are in the air these days of devils from whom one can learn the secrets of things are but absurdities which blessed reason will never accept."

— Albertus Magnus, defending himself against accusations of witchcraft.

Evil Alchemists are Pure spell users of Essence, adept at dispelling magic items, contacting demons, making demonic items, creating unnatural life-forms, and the use of poisons. An Evil Alchemist taps into the Essence, perverting this power to his own aims. Evil Alchemists are the foremost creators of demonic and evil magical items. Their spell work is often hazardous, but rewarding. Additionally, Alchemists have advantages over most spell users in mechanical areas, but the concentration on spells necessary for their profession prevents them from developing these skills very rapidly.

The Evil Alchemist is a variant of the Alchemist profession.

EVIL ALCHEMIST BASE SPELL LISTS

Discharging Ways

Life Essence Storing

Poison Mastery

Black Arts (Adept Base)

Unmaking Ways

Demon Imbedding

Re-Animation (Adept Base)



Weapon Skills: 8, 15, 20, 20, 20, 20.

Maneuvering in Armor:

Soft Leather 9
Rigid Leather 9
Chain 10
Plate 11

Special Skills:

Ambush 7
Linguistics 1/*
Adrenal Moves 6
Adrenal Defense 20
Martial Arts 8
Body Development 6

Magical Skills:

Spell Lists 1/*
Runes 1/3
Staves & Wands 1/3
Channeling 7
Directed Spells 2/7

General Skills:

Climbing 7
Swimming 3
Riding 3
Disarming Traps 4
Picking Locks 4
Stalk & Hide 4
Perception 3

Other Skills: Refer to the Development Point Costs given below for those skills unique to the Evil Alchemist Profession. All other skill costs are identical to the Core-Rules Alchemist's DP costs.

Prime Requisites: Em/Re

Academic Skills:

Anthropology 3
Demon/Devil Lore 1/2
Faerie Lore 1/4
Poison Lore 1/2/2
Sanity Healing Lore 4
Xeno-lore 3/6

Social Skills:

Diplomacy 3/6
Interrogation 2/5
Seduction 1/5

Magical Skills:

Scrying † 1/4
Spell Trickery † 2/4
Summoning † 1/2

Linguistic Skills:

Propaganda 2/4
Public Speaking 2/5
Ventriloquism 2/6

Combat Skills:

Brawling 15
Martial Arts 8
Subduing 8
Tackling † 8
Weapon Bugei † 8
Wrestling † 8

Deadly Skills:

Ambush 7
Spell Ambush † 2/6
Use/Remove Poison 1/2

Subterfuge Skills:

Acting 2/6
Bribery 2/5
Falsification 1/2
Stalk & Hide 4

Perception Skills:

Poison Perception 1/2
Sense Reality Warp 1/2

Level Bonuses:

Academic Skills +3
General Skills +1
Perception Skills +1
Base Spell Casting +1
Magical Skills +3
Deadly Skills +1

THAUMATURGE (MENTALISM ALCHEMIST) (6.3.5)

"We shall understand the world when we understand ourselves; for it and we are inseparable halves of one whole."

— Novalis.

Thaumaturges (or Mentalism Alchemists) are skilled at imbedding magic power into physical objects. Thaumaturges are Pure spell users of Mentalism who have concentrated on spells which can imbed intelligences and abilities in items, as well as imbed spells of all three realms (possibly Arcane magic, too). However, they require someone or something to cast the spell to be imbedded. If the Thaumaturge knows the spell or otherwise has access to it (e.g., a Rune), he can do this himself. A Thaumaturge fixes external power, molds it, and diverts it into physical matter, where it is stored for later use. Thaumaturges are accomplished creators of impermanent magical items. Additionally, Thaumaturges have advantages over most spell users in mechanical areas, but the concentration on spells necessary for their profession prevents them from developing these skills very rapidly.

The Thaumaturge is a variant of the Alchemist profession.

THAUMATURGE BASE SPELL LISTS

<i>Mentalism Imbedding</i>	<i>Essence/Channeling Imbedding</i>
<i>Intelligence Imbedding</i>	<i>Personal Power Imbedding</i>
<i>Organic Skills (Alchemist)</i>	<i>Liquid/Gas Skills (Alchemist)</i>

Option: They may learn two additional Base Spell Lists:

<i>Arcane Imbedding</i>	<i>Alchemical Preparations</i>
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Weapon Skills: 7, 9, 15, 20, 20, 20.	
Maneuvering in Armor: Soft Leather 3/* Rigid Leather 4/* Chain 5/* Plate 6/*	Magical Skills: Spell Lists 1/* Runes 1/5 Staves & Wands 2/4 Channeling 8 Directed Spells 2/7
Special Skills: Ambush 9 Linguistics 1/* Adrenal Moves 7 Adrenal Defense 15 Martial Arts 4 Body Development 6	General Skills: Climbing 7 Swimming 3 Riding 3 Disarming Traps 7 Picking Locks 8 Stalk & Hide 5 Perception 2
Other Skills: Refer to the Development Point Costs given below for those skills unique to the Thaumaturge Profession. All other skill costs are identical to the Core-Rules Alchemist's DP costs. Prime Requisites: Pr/SD.	

Academic Skills: Demon/Devil Lore 2/4 Dragon Lore 2/4 Engineering 2/4 Faerie Lore 1/4 Lock Lore 2/6 Mapping 3 Mechanition 1/3 Metal Lore 1/3 Physics 3/6 Poison Lore 2/4 Sanity Healing Lore 1/5 Stone Lore 1/3	Evaluation Skills: Appraisal 1/3 Armor Evaluation 1/4 Metal Evaluation 1/3 Stone Evaluation 1/3 Weapon Evaluation 1/4
Combat Skills: Brawling 8 Disarm Foe, Unarmed 6 Martial Arts 4 Stunned Maneuver 3 Tackling † 4 Weapon Bugei † 4 Wrestling † 4	Concentration Skills: Adrenal Defense 15 Adrenal Moves — Balance 7 Body Rigidity † 15 Landing 7 Leaping 7 Quick Draw 7 Speed 7 Strength 8 Armored Adr. Defense † 15 Meditation — Cleansing 1/3 Death 1/4 Healing 1/3 Ki 2/4 Sleep 1/3 Trance 1/3 Spatial Location Aware 2/5
Subterfuge Skills: Acting 2/6 Disarm Trap 7 Disguise 2/6 Pick Locks 8 Set Traps 7 Stalk & Hide 5 Trap Building 2/5	Perception Skills: Detecting Traps 3/5 General Perception 2 Lie Perception 2/5
Magical Skills: Attunement (S&W) 2/4 Channeling 8 Circle Lore 2/5 Magical Ritual 2/4 Resist Detection † 2/6 Runes 1/5 Sign Mastery † 2/5 Summoning † 2/6 Transcend Armor 6	Linguistic Skills: Lip Reading 2/6 Poetic Improvisation 2/5 Public Speaking 2/5 Tale Telling 2/5
Level Bonuses: Academic Skills +3 General Skills +1 Perception Skills +1	Medical Skills: Diagnostics 2/6 Drug Tolerance 3/6 Hypnosis 1/6 Base Spell Casting +1 Magical Skills +2 Concentration Skills +2

THEURGIST (MIRACLE-WORKER) (6.3.6)

"Were there enough mercury, I could transform whole oceans into gold."

— Raymond Lull, circa AD 1300.

Theurgists call on their gods to grant them the capability to work miracles. These miracles take the form of magic items created from ordinary items. The greatest miracle of the Theurgists is their ability to transform one substance into another; usually base metals into gold—all for the glory of their deity. Theurgists are Pure spell users of Channeling who have concentrated on spells which can manipulate matter to form items and imbed spells of all three realms (possibly Arcane magic, too). However, they require someone or something to cast the spell to be imbedded. If the Theurgist knows the spell or otherwise has access to it (e.g., a Rune), he can do this himself. A Theurgist channels the power of his deity, into physical matter, where it is stored for later use. Theurgists are the quintessential creators of precious metals and stones from common materials.

The Theurgist is a variant of the Alchemist profession.

THEURGIST BASE SPELL LISTS

<i>Transmutations</i>	<i>Channeling Imbedding</i>
<i>Mentalism/Essence Imbedding</i>	<i>Enchanting Ways (Alchemist)</i>
<i>Liquid/Gas Skills (Alchemist)</i>	<i>Organic Skills (Alchemist)</i>

Option: They may learn two additional Base Spell Lists:

<i>Arcane Imbedding</i>	<i>Alchemical Preparations</i>
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Weapon Skills: 8, 15, 20, 20, 20, 20.	
Maneuvering in Armor: Soft Leather 3/* Rigid Leather 4/* Chain 10 Plate 11	Magical Skills: Spell Lists 1/* Runes 2/5 Staves & Wands 2/5 Channeling 2/5 Directed Spells 3/7
Special Skills: Ambush 9 Linguistics 2/* Adrenal Moves 5 Adrenal Defense 20 Martial Arts 6 Body Development 6	General Skills: Climbing 6 Swimming 3 Riding 3 Disarming Traps 7 Picking Locks 8 Stalk & Hide 5 Perception 3
Other Skills: Refer to the Development Point Costs given below for those skills unique to the Theurgist Profession. All other skill costs are identical to the Core-Rules Alchemist's DP costs. Prime Requisites: In/Me.	
Academic Skills: Advanced Math 3/6 Alchemy 1/4 Astronomy 2/6 Basic Mathematics 2/5 Drafting 2/4	Athletic Skills: Athletic Games 6 Climbing 6 Dance 1/6 Rappelling 6

Engineering	3/7
Faerie Lore	1/4
Heraldry	2/5
Lock Lore	2/6
Mapping	4
Mechanition	3/7
Metal Lore	2/6
Mining	2/7
Physics	5
Poison Lore	2/4
Smithing Lore †	2/4
Star-gazing	1/5
Stone Lore	2/4

Combat Skills:

Iai	20
Lancing	20
Martial Arts	6
Subduing	4
Tackling †	6
Tumbling, Attack	4
Tumbling, Evasion	2
Weapon Bugei †	6
Wrestling †	6

General Skills:

Advertising	2/6
Cookery	1/3
Crafting	2/5
Fletching	2/5
Forging †	2/6
Gimmickry	3/6
Sculpting	2/5
Smithing	3
Stone Crafts	3
Tactical Games	2/4
Wood Crafts	2/6

Magical Skills:

Attunement (S&W)	2/5
Channeling	2/5
Directed Spells	3/7
Magical Languages	2/*
Power Projection	1/4
Runes	2/5
Scrying †	2/5
Sign Mastery †	2/5
Summoning †	3/6
Transcend Armor	5
Warding Lore	2/5
Weave Lore †	2/5

Level Bonuses:

Academic Skills	+2
General Skills	+1
Perception Skills	+1
Medical Skills	+1

Evaluation Skills:

Appraisal	2/4
Armor Evaluation	2/6
Metal Evaluation	2/5
Stone Evaluation	2/5
Weapon Evaluation	2/6

Concentration Skills:

Adrenal Moves —	
Balance	5
Landing	5
Leaping	5
Quick Draw	3
Speed	5
Strength	5
Body Damage Stabilize	2/4
Control Lycanthropy	2/5
Frenzy	3
Meditation —	
Death	3/6
Ki	2/6
Spatial Location Aware	2/5

Social Skills:

Interrogation	3/6
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Deadly Skills:

Silent Kill	3
Use/Remove Poison	1/5

Subterfuge Skills:

Acting	2/7
Disarm Trap	7
Disguise	2/7
Falsification	3
Pick Locks	8
Set Traps	8
Stalk & Hide	5
Trap Building	2/6

Linguistic Skills:

Language	2/*
Lip Reading	2/4
Propaganda	2/6
Signaling	2/5
Trading	2/6
Ventriloquism	3/7

Perception Skills:

Detecting Traps	3
Lie Perception	1/5

THEOCRATIST (6.3.7)

"The world is uniform in nature, and all creatures and things are composed of all four elements and all four natures and are essentially the same and from one source: Allah, the one God."

— Jabir ibn Hayyan.

Theocratists are zealots who act as the prime promoter and defender of their religion. Theocratists are Pure spell users of Channeling who have concentrated on spells which protect themselves, their followers, and their church. Other spell lists allow the Theocratist to channel power more easily and convert the unbelievers. A Theocratist's greatest asset is his ability to channel raw power from his deity (in the form of elementals), imbedding it into physical matter, where it is stored for later use. Theocratists are best at blessing items and people, but are also known for creating magic items from imbedded elementals.

THEOCRATIST BASE SPELL LISTS

Channeling

Item Blessing

Holy Armors

Elemental Imbedding

Religious Conversion

Perimeter Wardings

Weapon Skills: 5, 7, 9, 9, 9, 20.

Maneuvering in Armor:

Soft Leather	1/*
Rigid Leather	2/*
Chain	10
Plate	11

Magical Skills:

Spell Lists	1/*
Runes	2/5
Staves & Wands	2/4
Channeling	1/5
Directed Spells	2/7

Special Skills:

Ambush	9
Linguistics	2/*
Adrenal Moves	5
Adrenal Defense	20
Martial Arts	6
Body Development	4

General Skills:

Climbing	5
Swimming	3
Riding	3
Disarming Traps	7
Picking Locks	8
Stalk & Hide	5
Perception	3

Other Skills: Refer to the Development Point Costs given below for those skills unique to the Theocratist Profession. All other skill costs are identical to the Core-Rules Alchemist's DP costs.

Prime Requisites: In/Me.

Academic Skills:

Advanced Math	3/7
Alchemy	2/4
Astronomy	2/5
Basic Mathematics	2/6
Drafting	2/6
Engineering	2/7
Faerie Lore	1/4
Heraldry	2/4
Lock Lore	2/7
Mapping	4
Mechanition	3/7
Metal Lore	2/6
Mining	2/7
Physics	5
Poison Lore	2/5
Smithing Lore †	2/5
Star-gazing	1/4
Stone Lore	2/5

Combat Skills:

Iai	20
Lancing	20
Martial Arts	6
Subduing	3/6
Tackling †	6
Tumbling, Attack	3/6
Tumbling, Evasion	2/5
Weapon Bugei †	6
Wrestling †	6

General Skills:

Advertising	2/5
Cookery	1/4
Crafting	2/6
Fletching	2/6
Forging †	2/6
Gimmickry	3/7
Sculpting	2/6
Smithing	3
Stone Crafts	3
Tactical Games	2/4
Wood Crafts	2/6

Magical Skills:

Attunement (S&W)	2/4
Channeling	1/5
Divination	1/5
Magical Languages	2/*
Power Projection	1/4
Runes	2/5
Scrying †	2/5
Sign Mastery †	2/5
Summoning †	2/5
Transcend Armor	4
Warding Lore	2/4
Weave Lore †	2/4

Level Bonuses:

Academic Skills	+2
General Skills	+1
Perception Skills	+1
Arms Law Combat	+1

Athletic Skills:

Athletic Games	5
Body Development	4
Climbing	5
Rappelling	6

Evaluation Skills:

Appraisal	2/4
Armor Evaluation	2/5
Metal Evaluation	2/4
Stone Evaluation	2/4
Weapon Evaluation	2/5

Concentration Skills:

Adrenal Moves —	
Balance	5
Landing	5
Leaping	5
Quick Draw	3
Speed	5
Strength	5
Body Damage Stabilize ..	1/5
Control Lycanthropy	2/4
Frenzy	3
Meditation —	
Death	3/6
Ki	2/5
Spatial Location Aware ..	2/5

Social Skills:

Interrogation	2/5
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Deadly Skills:

Silent Kill	3/6
Use/Remove Poison	1/5

Subterfuge Skills:

Acting	2/7
Disarm Trap	7
Disguise	2/7
Falsification	3
Pick Locks	8
Set Traps	7
Stalk & Hide	5
Trap Building	2/6

Linguistic Skills:

Language	2/*
Lip Reading	2/4
Propaganda	2/5
Signaling	2/6
Trading	2/6
Ventriloquism	3/7

Perception Skills:

Detecting Traps	3
Lie Perception	1/4

DWARVEN ALCHEMIST (6.3.8)

"[Dwarves] mine for precious metals to work into arms and armour and other artifacts which are often endowed with magic properties. It was the Dwarves who fashioned Mjolnir (the hammer of Thor), the spear Gungnir, the necklace Brisinga-men of Freya and innumerable other marvels, including a new head of hair for Thor's wife Sif and a rope strong enough to bind the giant wolf Fenris yet as slender as a thread."

— Brian Froud, circa AD 1978, Faeries.

Dwarven Alchemists are given as an example of non-human Alchemists. Dwarven Alchemists are skilled at relating magic to the physical universe through the auspices of their Smith-god. Dwarven Alchemists are Pure spell users of Channeling who have concentrated on spells which can manipulate matter to form items and imbed spells of all three realms (possibly Arcane magic, too). However, they require someone or something to cast the spell to be imbedded. If the Alchemist knows the spell or otherwise has access to it (e.g., a Rune), he can do this himself. A Dwarven Alchemist taps into the Essence with the aid of his god, molding this power and diverting it into physical matter, where it is stored for later use. Dwarven Alchemists are the foremost non-human creators of magical items. Additionally, Dwarven Alchemists have advantages over most spell users in mechanical areas, but the concentration on spells necessary for their profession prevents them from developing these skills very rapidly.

The Dwarven Alchemist is a variant of the Alchemist profession.

DWARVEN ALCHEMIST BASE SPELL LISTS

Channeling Imbedding (Theurgist Base)

Mentalism/Essence Imbedding (Theurgist Base)

Enchanting Ways (Alchemist)

Organic Skills (Alchemist)

Inorganic Skills (Alchemist)

Liquid/Gas Skills (Alchemist)

Option: They may learn four additional Base Spell Lists:

Arcane Imbedding

Alchemical Preparations

Palingenesis (Adept Base)

Automata (Adept Base)

Weapon Skills: 5, 7, 9, 9, 9, 15.

Maneuvering in Armor:

Soft Leather 1/*
Rigid Leather 2/*
Chain 3/*
Plate 5/*

Magical Skills:

Spell Lists 1/*
Runes 1/5
Staves & Wands 1/4
Channeling 1/5
Directed Spells 2/7

Special Skills:

Ambush 9
Linguistics 1/*
Adrenal Moves 6
Adrenal Defense 20
Martial Arts 6
Body Development 5

General Skills:

Climbing 7
Swimming 3
Riding 3
Disarming Traps 4
Picking Locks 4
Stalk & Hide 6
Perception 3

Other Skills: Refer to the Development Point Costs given below for those skills unique to the Dwarven Alchemist Profession. All other skill costs are identical to the Core-Rules Alchemist's DP costs.

Prime Requisites: In/Re.



Academic Skills:

Architecture 1/5
Astronomy 5
Fauna Lore 2/5
Flora Lore 2/5
Herb Lore 2/6
Mining 1/3
Star-gazing 4
Weather-watching 3

Magical Skills:

Runes 1/5
Attunement (S&W) 1/4
Channeling 1/5

Athletic Skills:

Body Development 5

Survival Skills:

Caving 1/3

Combat Skills:

Brawling 15
Martial Arts 6
Tackling † 6
Weapon Bugei † 6
Weapon Expertise † 15
Wrestling † 6

Level Bonuses:

Academic Skills +3
General Skills +2
Perception Skills +1

Base Spell Casting +1
Magical Skills +3

6.4 HYBRID SPELL USING ALCHEMISTS

"The Great Work is, above all things, the creation of man by himself, that is to say, the full and entire conquest of his faculties and his future; it is especially the perfect emancipation of his will, assuring him universal dominion over Azoth and the domain of Magnesia, in other words, full power over the Universal Magical Agent. This Agent, disguised by the ancient philosophers under the name of the First Matter, determines the forms of modifiable substance, and we can really arrive by means of it at metallic transmutation and the Universal Medicine."

— Eliphas Levi, Transcendental Magic, London.

6.4.1 SHAMANIC ALCHEMIST

"And the body and the soul and the spirit were all united in love and had become one, in which unity the mystery had been concealed."

— Stephanos of Alexandria, circa 7th century AD.

Shamanic Alchemists manipulate denizens of the Spirit World. As such, Shamanic Alchemists can be thought of as primitive or traditional Alchemists. Shamanic Alchemists are Hybrid spell users of Channeling and Mentalism who have concentrated on spells which imbed spirits or spiritual forces into matter to form items. A Shamanic Alchemist takes an attribute, spirit, or power, and diverts it into physical matter where it is stored for later use. Shamanic Alchemists are the quintessential creators of spiritual items and totems, although they can drain and absorb magic from items as well.

The Shamanic Alchemist is a variant of the Alchemist profession.

Option: Allow a player to substitute one or two of his base lists for an equal number of Shaman base lists from RMCII Section 9.4.

SHAMANIC ALCHEMIST BASE SPELL LISTS

Attribute Imbedding

Charmcraft

Mana-Absorption

Spirit Imbedding

Spirit Totems

Spirit Calling

Weapon Skills: 7, 12, 15, 15, 15, 20.	
Maneuvering in Armor: Soft Leather 2/* Rigid Leather 3/* Chain 6/* Plate 7/*	Magical Skills: Spell Lists 1/* Runes 1/5 Staves & Wands 1/4 Channeling 2/5 Directed Spells 2/7
Special Skills: Ambush 9 Linguistics 2/* Adrenal Moves 5 Adrenal Defense 18 Martial Arts 6 Body Development 3	General Skills: Climbing 6 Swimming 3 Riding 2 Disarming Traps 7 Picking Locks 7 Stalk & Hide 4 Perception 3

Other Skills: Refer to the Development Point Costs given below for those skills unique to the Shamanic Alchemist Profession. All other skill costs are identical to the Core-Rules Alchemist's DP costs.

Prime Requisites: In/Pr.

Academic Skills:

Administration	3
Alchemy	2/4
Astronomy	2/6
Biochemistry	3
Drafting	2/5
Engineering	2/6
Lock Lore	2/6
Mechanition	2/7
Metal Lore	2/6
Smithing Lore †	2/4
Star-gazing	1/4
Stone Lore	2/4

Combat Skills:

Martial Arts	6
Tackling †	6
Weapon Bugei †	6
Wrestling †	6

General Skills:

Advertising	2/4
Cookery	2/4
Crafting	2/5
Fletching	2/5
Forging †	2/4
Gimmickry	3/6
Sculpting	2/6
Smithing	3
Stone Crafts	3
Wood Crafts	2/6

Magical Skills:

Attunement (S&W)	1/4
Channeling	2/5
Find Weakness †	3/5
Power Manipulation †	4/7
Runes	1/5

Medical Skills:

Animal Healing	1/4
Diagnostics	2/4
First Aid	1/4
Midwifery	2/6
Second Aid	2/6

Level Bonuses:

Academic Skills	+2
General Skills	+1
Perception Skills	+1
Concentration Skills	+1

Animal Skills:

Driving	2
Riding	2
Zoology †	1/3

Athletic Skills:

Body Development	3
Climbing	6

Evaluation Skills:

Appraisal	2/4
Armor Evaluation	2/7
Metal Evaluation	2/6
Stone Evaluation	2/5
Weapon Evaluation	2/7

Concentration Skills:

Adrenal Defense	18
Adrenal Moves —	
Balance	5
Body Rigidity †	18
Landing	5
Leaping	5
Quick Draw	3
Speed	5
Strength	5
Armored Adr. Defense †	18
Body Damage Stabilize	1/3
Control Lycanthropy	2/4
Frenzy	4
Spatial Location Aware	2/5

Subterfuge Skills:

Disarm Trap	7
Hide Item	4
Pick Locks	7
Set Traps	7
Stalk & Hide	4
Trap Building	2/6

Linguistic Skills:

Language	2/*
Lip Reading	2/4
Propaganda	2/5
Public Speaking	1/5
Trading	2/5

Base Spell Casting	+2
Magical Skills	+2
Outdoor Skills	+1

GEOMANCER (EARTH ALCHEMIST) (6.4.2)

"True earth arrests true lead; true lead controls true mercury. Lead and mercury return to true earth; body and mind are tranquil and still."

— Chang Po-Tuan, The Inner Teachings of Taoism.

"Above, cooking, below blazes the roaring flame. Afore goes the White Tiger leading the way; following comes the Grey Dragon. The fluttering Scarlet Bird flies the five colors. Encountering ensnaring nets, it is helplessly pressed down and cries with pathos like a child after its mother. When Yin and Yang are properly matched, tranquillity prevails."

— Go-Hung, circa AD 300.

Geomancers are Alchemists of the Earth, molding and modifying natural and magical forces on a large scale. Essentially, they turn whole regions into magic "items." Geomancers are Hybrid spell users of Essence and Channeling who have concentrated on spells which help them to understand, balance, and harness natural forces. Subsidiary lists of the Geomancers deal with divining past, present, and future as well as summoning and conversing with spiritual beings. Geomancers are foremost manipulators of earthly forces.

GEOMANCER BASE SPELL LISTS

Divinations

Earth Magic

Earthly Currents

Harmonize Forces

Region Lore

Conjury

Weapon Skills: 7, 9, 12, 20, 20, 20.

Maneuvering in Armor:

Soft Leather	9
Rigid Leather	9
Chain	10
Plate	11

Magical Skills:

Spell Lists	1/*
Runes	2/5
Staves & Wands	2/5
Channeling	2/5
Directed Spells	2/7

Special Skills:

Ambush	9
Linguistics	2/*
Adrenal Moves	5
Adrenal Defense	20
Martial Arts	7
Body Development	6

General Skills:

Climbing	4
Swimming	3
Riding	3
Disarming Traps	8
Picking Locks	8
Stalk & Hide	4
Perception	3

Other Skills: Refer to the Development Point Costs given below for those skills unique to the Geomancer Profession. All other skill costs are identical to the Core-Rules Alchemist's DP costs.

Prime Requisites: Em/In.

Academic Skills:

Advanced Math	3/6
Alchemy	2/4
Astronomy	2/5
Drafting	2/5
Engineering	2/6
Lock Lore	2/6
Mapping	1/3
Mechanition	2/4
Metal Lore	2/4
Navigation	1/3
Planetology	2/6
Smithing Lore †	2/4
Star-gazing	1/3
Stone Lore	2/4

Combat Skills:

Brawling	12
Disarm Foe, Armed	5
Disarm Foe, Unarmed	7
Martial Arts	7
Subduing	4
Tackling †	7
Tumbling, Attack	4
Tumbling, Evasion	2
Weapon Bugei †	7
Wrestling †	9

General Skills:

Advertising	2/5
Cookery	1/4
Crafting	2/5
Fletching	2/5
Forging †	2/5
Gimmickry	3/6
Sculpting	2/5
Smithing	2/5
Stone Crafts	2/5
Tactical Games	2/4
Wood Crafts	2/5

Magical Skills:

Attunement (S&W)	2/5
Channeling	2/5
Divination	1/4
Find Weakness †	3/5
Power Manipulation †	4/7
Runes	2/5
Summoning †	1/4

Medical Skills:

Animal Healing	2/5
Diagnostics	2/4

Athletic Skills:

Athletic Games	5
Climbing	4

Survival Skills:

Caving	2/6
Foraging	1/6
Hostile Environments	2/6
Region Lore	1/3

Concentration Skills:

Adrenal Moves —

Balance	5
Landing	5
Leaping	5
Quick Draw	3
Speed	5
Strength	5
Body Damage Stabilize	2/5
Control Lycanthropy	2/6
Dowsing	1/3
Frenzy	4
Meditation —	
Death	2/6
Ki	2/6
Spatial Location Aware	2/5

Social Skills:

Interrogation	2/5
Leadership	1/4

Subterfuge Skills:

Acting	2/7
Camouflage	3
Disarm Trap	8
Falsification	3
Hide Item	3
Pick Locks	8
Set Traps	8
Stalk & Hide	4

Linguistic Skills:

Language	2/*
Music	2/5
Poetic Improvisation	2/5
Signaling	2/5
Singing	2/5
Tale Telling	2/5

Perception Skills:

Direction Sense	1/3
Read Tracks	2/4
Tracking	2/4

Level Bonuses:

Academic Skills	+2
General Skills	+1
Perception Skills	+1
Base Spell Casting	+2
Magical Skills	+2
Outdoor Skills	+2



GRAND VIZIER (6.4.3)

"I have risen, I have risen like a mighty hawk—of gold—that cometh forth from his egg."

— The Papyrus of Nu, Egyptian Book of the Dead, circa 3300 BC.

Grand Viziers are variant Alchemists who serve as advisors to their royal patrons. Grand Viziers are Hybrid spell users of Essence and Mentalism who have concentrated on spells which can imbed spells of all three realms (possibly Arcane magic, too). However, they require someone or something to cast the spell to be imbedded. If the Grand Vizier knows the spell or otherwise has access to it (e.g., a Rune), he can do this himself. A Grand Vizier taps into the Essence, molding this power and diverting it into physical matter, storing the magic for later use. Grand Viziers are the foremost imbedders of magic — into items, signs, and tapestries. In addition, Grand Viziers are also adept at divination and item identification, all to aid in advising the noble patron.

The Grand Vizier is a variant of the Alchemist profession.

GRAND VIZIER BASE SPELL LISTS

Item Analysis

Sign Law

Spell Imbedding

Weaving Lore

Organic Skills (Alchemist)

Liquid/Gas Skills (Alchemist)

Divinations (Geomancer Base)

Option: They may learn two additional Base Spell Lists:

Arcane Imbedding

Alchemical Preparations

Weapon Skills: 9, 20, 20, 20, 20, 20.

Maneuvering in Armor:

Soft Leather 5/*
Rigid Leather 6/*
Chain 8/*
Plate 10/*

Magical Skills:

Spell Lists 1/*
Runes 1/3
Staves & Wands 1/3
Channeling 7
Directed Spells 2/7

Special Skills:

Ambush 9
Linguistics 1/*
Adrenal Moves 6
Adrenal Defense 20
Martial Arts 9
Body Development 8

General Skills:

Climbing 7
Swimming 3
Riding 3
Disarming Traps 5
Picking Locks 5
Stalk & Hide 6
Perception 2

Other Skills: Refer to the Development Point Costs given below for those skills unique to the Grand Vizier Profession. All other skill costs are identical to the Core-Rules Alchemist's DP costs.

Prime Requisites: Em/Pr

Academic Skills:

Administration 1/5
Engineering 1/3
Heraldry 1/4
Herb Lore 1/4
Lock Lore 2/5
Trading Lore 1/4

Survival Skills:

Foraging 3
Region Lore 3
Scrounge 3
Streetwise 2/5

Social Skills:

Diplomacy 1/5
Interrogation 3/6
Seduction 2/4

Concentration Skills:

Body Damage Stabilize 1/4
Control Lycanthropy 2/5
Meditation —
 Cleansing 2/5
 Ki 2/5

Subterfuge Skills:

Acting 2/5
Begging 3
Disarm Trap 5
Pick Locks 5
Pick Pockets 5
Set Traps 6
Trap Building 3

Perception Skills:

General Perception 2
Lie Perception 2/4
Poison Perception 1/3
Sense Ambush/Assassin 2/6

Athletic Skills:

Body Development 8

Level Bonuses:

Academic Skills +3
General Skills +1
Social Skills +1

Base Spell Casting +2
Magical Skills +2
Perception Skills +1

6.5 SEMI SPELL USING ALCHEMISTS

"These metals and minerals born in the earth are imperfect. I say, moreover, that Nature takes perfection, or gold, as her aim and works ceaselessly to attain it."

— Roger Bacon (Doctor Mirabilis), Mirror of Alchemy.

ENGINEER (6.5.1)

"Investigate the bowels of the earth. By distillation you shall find the hidden stone."

— Basilus Valentinus.

Engineers are variant Alchemists who usually serve in the ranks of an army defending a royal patron's domain. Engineers are Semi spell users who may operate in any of the three realms of magic; Essence, Channeling, or Mentalism. Engineers' spells concentrate on building and protecting fortresses, as well as explosives. Engineers are the foremost defensive specialists, renowned for their expertise in all areas of siege warfare. Engineers are often employed by local rulers, to insure that they remain sovereign.

The Engineer is a variant of the Alchemist profession.

ENGINEER BASE SPELL LISTS

Constructions

Explosives

Fortifications

Structure Wardings

Perimeter Wardings (Theocratist Base)

Weapon Skills: 3/9, 5, 6, 6, 6, 9.	
Maneuvering in Armor: Soft Leather 1/* Rigid Leather 2/* Chain 3/* Plate 5/*	Magical Skills: Spell Lists 4/* Runes 4 Staves & Wands 4 Channeling 4 Directed Spells 4
Special Skills: Ambush 5 Linguistics 3/* Adrenal Moves 2/7 Adrenal Defense 20 Martial Arts 3/9 Body Development 3/7	General Skills: Climbing 3/6 Swimming 3/6 Riding 2/6 Disarming Traps 1/6 Picking Locks 2/5 Stalk & Hide 3/7 Perception 2/6
Other Skills: Refer to the Development Point Costs given below for those skills unique to the Engineer Profession. All other skill costs are identical to the Core-Rules Alchemist's DP costs. Prime Requisites: Em/Ag or In/Ag or Pr/Ag (based on the realm of magic chosen).	
Academic Skills: Alchemy 1/5 Architecture 1/4 Drafting 1/2 Engineering 1/2/2 Heraldry 2/4 Military Organization 2/5 Mining 1/3 Philosophy/Religious 1/5	Animal Skills: Driving 2/6 Loading 2/6 Riding 2/6 Athletic Skills: Athletic Games 3/6 Body Development 3/7 Climbing 3/6

Research † 1/5
Siege Engineering 1/2/2
Tactics 1/3
Xeno-lores 6

Combat Skills:

Brawling 5
Disarm Foe, Armed 5
Disarm Foe, Unarmed 6
Grappling Hook 2/6
Martial Arts 3/9
Missile Artillery 1/2
Tackling † 3/9
Weapon Bugei † 3/9
Weapon Expertise † 9
Wrestling † 3/9

General Skills:

Cookery 1/4
Horticulture 2/5
Preserve Organic † 2/6
Rope Mastery 1/4
Sculpting 2/5
Stone Crafts 1/3

Magical Skills:

Attunement (S&W) 4
Channeling 4
Circle Lore 3
Directed Spells 4
Divination 3/7
Find Weakness † 7
Magical Languages 4/*
Magical Ritual 4
Manipulation † 10
Power Perception 2/6
Power Point Development 4
Power Projection 3/5
Resist Detection † 3/6
Runes 4
Scrying † 3/7
Sign Mastery † 3
Spell Artistry † 3/5
Spell Expertise † 3/5
Spell List Acquisition 4/*
Spell Mastery 3/5
Spell Research † 1/5
Spell Trickery † 3/5
Summoning † 3
Symbol Lore 3
Targeting Skill 3/5
Transcend Armor 3/6
Warding Lore 3
Weave Lore † 3

Rappelling 4/7
Swimming 3/6

Concentration Skills:

Adrenal Moves —
Balance 2/7
Landing 2/7
Leaping 2/7
Quick Draw 2/4
Speed 2/7
Strength 2/7
Meditation —
Cleansing 3/6
Death 2/6
Healing 3/6
Ki 4/7
Sleep 2/5
Trance 2/6

Deadly Skills:

Ambush 5
Spell Ambush † 4
Use/Remove Poison 2/5

Subterfuge Skills:

Camouflage 2/6
Disarm Trap 1/6
Hide Item 3/6
Pick Locks 2/5
Set Traps 2/4
Stalk & Hide 3/7

Linguistic Skills:

Language 3/* Power Ma-
Lip Reading 2/4
Signaling 1/2
Trading 2/6

Perception Skills:

Detecting Traps 1/4
General Perception 2/6
Locate Secret Opening ... 1/4
Poison Perception 2/4
Sense Reality Warp 4
Surveillance 1/3

Medical Skills:

Animal Healing 2/6
Diagnostics 3
Drug Tolerance 3/6
First Aid 2/6
Hypnosis 4
Second Aid 3/7
Surgery 7

Level Bonuses:

Academic Skills +3
Base Spell Casting +1
General Skills +1
Perception Skills +1
Arms Law Combat +2
Body Development +1
Magical Skills +1

TINKER (6.5.2)

"That there abides in Nature a certain pure matter, which, being discovered and brought by Art to perfection, converts itself proportionally all imperfect bodies that it touches."

— Arnaldo of Villanova.

The Tinker is a variant Alchemist who concentrates on item creation and repair. Tinkers are Semi spell users from the realm of Mentalism. Tinkers often travel from town to town, as journeymen, before settling down to guild activities. In addition, Tinkers have advantages over most spell users in mechanical and crafting areas, but the concentration on spells necessary for their profession prevents them from developing these skills very rapidly.

The Tinker is a variant of the Alchemist profession.

TINKER BASE SPELL LISTS

Mending Mastery *Metal Mastery* (Professional)
Stone Mastery (Professional) *Wood Mastery* (Professional)
Glass/Ceramic Mastery (Professional list)

Weapon Skills: 4/7, 6, 7, 8, 9, 12.

Maneuvering in Armor:

Soft Leather 2/*
Rigid Leather 2/*
Chain 4/*
Plate 6/*

Magical Skills:

Spell Lists 4/*
Runes 8
Staves & Wands 7
Channeling 13
Directed Spells 9

Special Skills:

Ambush 5
Linguistics 3/*
Adrenal Moves 2/7
Adrenal Defense 15
Martial Arts 4/8
Body Development 4/8

General Skills:

Climbing 3/7
Swimming 2/6
Riding 2/6
Disarming Traps 2/6
Picking Locks 3/6
Stalk & Hide 2/7
Perception 2/6

Other Skills: Refer to the Development Point Costs given below for those skills unique to the Tinker Profession. All other skill costs are identical to the Engineer's DP costs.

Prime Requisites: Pr/Ag

Academic Skills:

Architecture 2/5
Engineering 1/2
Heraldry 2/6
Mechanition 1/2/2
Military Organization 3/8
Mining 2/6
Philosophy/Religious 1/3
Research † 1/3
Siege Engineering 2/5
Tactics 2/5

Athletic Skills:

Athletic Games 3/7
Body Development 4/8
Climbing 3/7
Rappelling 5
Swimming 2/6

Concentration Skills:

Adrenal Defense 15
Adrenal Moves —
Body Rigidity † 15
Armored Adr. Defense † 15

Combat Skills:

Brawling 15
Disarm Foe, Unarmed 8
Grappling Hook 3
Martial Arts 4/8
Missile Artillery 3/7
Tackling † 4/8
Weapon Bugei † 4/8
Weapon Expertise † 12
Wrestling † 4/8

Deadly Skills:

Ambush 6
Silent Kill 6
Use/Remove Poison 3/7

Subterfuge Skills:

Camouflage 3
Disarm Trap 2/6
Picking Locks 3/6
Pick Pockets 2/6
Set Traps 2/6
Stalk & Hide 2/7

General Skills:

Crafting 1/2/2
Fletching 1/2
Forging † 1/2/2
Gimmickry 1/2
Wood Crafts 1/2

Linguistic Skills:

Lip Reading 2/6
Signaling 2/6

Magical Skills:

Attunement (S&W) 7
Channeling 13
Directed Spells 9
Runes 8

Perception Skills:

Detecting Traps 2/6
Locate Secret Opening ... 2/6
Surveillance 2/6
Time Sense 1/4

Level Bonuses:

Academic Skills +3	Arms Law Combat +1
General Skills +3	Magical Skills +1
Perception Skills +1	Social Skills +1

DELVER (6.5.3)

Delvers are Semi spell users who combine the realm of Essence with the realm of arms. Their base lists deal with probing the elements and imbedding signs and symbols into structures, while their arms capabilities are concentrated in mechanical skills.

DELVER BASE SPELL LISTS

Constructing Ways

Mannish Ways

Symbol Imbedding

Delving Law

Material Transport

Weapon Skills: 4/8, 6, 6, 7, 7, 7	
Maneuvering In Armor: Soft Leather 9/* Rigid Leather 9/* Chain 10/* Plate 11/*	Magical Skills: Spell Lists 4/* Runes 4 Staves & Wands 5 Channeling 13 Directed Spells 9
Special Skills: Ambush 6 Linguistics 3/* Adrenal Moves 2/7 Adrenal Defense 20 Martial Arts 4 Body Development 4/7	General Skills: Climbing 3/7 Swimming 2/6 Riding 2/6 Disarming Traps 1/5 Picking Locks 1/5 Stalk & Hide 2/7 Perception 2/7
Other Skills: Refer to the Development Point Costs given below for those skills unique to the Delver Profession. All other skill costs are identical to the Core-Rules Alchemist's DP costs. Prime Requisites: Em/Ag	

Academic Skills:

Advanced Math	3/6
Alchemy	1/4
Anthropology	1/5
Astronomy	3/5
Basic Mathematics	2/5
Demon/Devil Lore	1/4
Drafting	1/4
Dragon Lore	1/4
Engineering	1/3
Faerie Lore	1/4
Fauna Lore	1/5
Flora Lore	1/5
Heraldry	2/6
Herb Lore	1/4
Lock Lore	1/4
Mechanition	1/4
Metal Lore	1/3
Military Organization	2/5
Mining	3/6
Philosophy/Religious	1/3
Physics	3/6
Poison Lore	1/4
Racial History	1/5
Siege Engineering	1/5
Star-Gazing	2/4
Stone Lore	1/3
Tactics	1/5
Weather-Watching	1/5
Xeno-Lores	4

Magical Skills:

Divination	3/5
Magical Languages	4/*
Magical Ritual	4
Power Perception	2/5
Power Pt Development	4
Spell Mastery	3/5
Targeting Skill	3/6
Transcend Armor	3/8

Subterfuge Skills:

Falsification	1/4
Hide Item	2/5
Set Traps	2/4

Level Bonuses:

Academic Skills	+2
Base Spell Casting	+1
General Skills	+2
Perception Skills	+1

Athletic Skills:

Athletic Games	3/7
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Combat Skills:

Iai	18
Missile Artillery	2/5

Concentration Skills:

Body Damage Stabilize	1/4
Control Lycanthropy	2/6
Meditation —	
Cleansing	1/4
Death	2/4
Ki	3/5
Sleep	2/4
Trance	2/4

General Skills:

Advertising	3/6
Cookery	1/3
Crafting	1/3
Gimmickry	1/4
Horticulture	1/5
Sculpting	2/4
Stone-Crafts	2/4

Linguistic Skills:

Language (Linguistics)	3/*
Propaganda	3/6

Medical Skills:

Drug Tolerance	3/6
Hypnosis	3/6

Perception Skills:

Poison Perception	2/4
Read Tracks	3
Sense Reality Warp	3/6
Surveillance	2/5
Time Sense	1/4

Survival Skills:

Caving	3/6
Scrounge	2/6
Streetwise	2/4

Arms Law Combat	+2
Body Development	+1
Magical Skills	+1

CRAFTER (6.5.4)

The Crafter is a Semi spell user who concentrates in building/ making objects/items. Crafters differ from Craftsmen in that they can use spells related to their craft. Most Crafters never adventure, being content with the "boring" life of working.

The Crafter is a variant profession of "No Profession," and he may choose any one of the three Realms as his Realm of Power (i.e., Channeling, Essence, or Mentalism).

CRAFTER BASE SPELL LISTS

Metal Lore

Stone Lore

Wood Shaping

Constructing Ways (Delver Base)

Delving Law (Delver Base)

Mannish Ways (Delver Base)

Weapon Skills: 3/9, 4, 6, 6, 6, 9	
Maneuvering in Armor:	Magical Skills:
Soft Leather 1/*	Spell Lists 4/*
Rigid Leather 2/*	Runes 3/6
Chain 4/*	Staves & Wands 3/6
Plate 5/*	Channeling 4
	Directed Spells 4
Special Skills:	General Skills:
Ambush 3/9	Climbing 3/6
Linguistics 2/*	Swimming 3/6
Adrenal Moves 2/7	Riding 3/6
Adrenal Defense 15	Disarming Traps 2/5
Martial Arts 3/7	Picking Locks 2/5
Body Development 2/7	Stalk & Hide 3/6
	Perception 1/5
Other Skills: Refer to Development Point Costs given below for those skills unique to the Crafter Profession. All other skill costs are identical to the No Profession's DP costs.	
Prime Requisites: Ag/In, Ag/Em, Ag/Pr (based on Realm of Power chosen).	
General Skills:	Academic Skills:
Crafting 1/2	Drafting 1/4
Fletching 1/2	Engineering 1/4
Gimmickry 1/2	Lock Lore 1/3
Leather-Working 1/2	Mechanition 1/3
Rope Mastery 1/4	Metal Lore 1/2
Sculpting 1/5	Siege Engineering 1/5
Skinning 1/5	Stone Lore 1/2
Smithing 1/2	
Stone-Crafts 1/2	Evaluation Skills:
Wood-Crafts 1/2	All Evaluation Skills 1/2
Subterfuge Skills:	
Set Traps 1/5	
Trap-Building 1/3	
Level Bonuses:	
General Skills +3	Academic Skills +3
Magical Skills +1	Subterfuge Skills +1
Arms Law Combat +1	Base Spell Casting +1



6.6 NON SPELL USING ALCHEMISTS

*"This cursed craft whoso wil exercise,
He shal no gold have that may him suffice,
For al the gold he spendeth thereabout
He lose shal, thereof I have no doute."*

— Geoffrey Chaucer.

SMITH (6.6.1)

"William Marshal, a famous English champion who lived at the end of the twelfth century, won a tournament, and afterward could not be found to receive the prize. He was finally discovered at a blacksmith's, with his head on the anvil and the smith hammering his battered helmet in an effort to remove it without killing the wearer."

— Morris Bishop, circa AD 1970, The Middle Ages.

The Smith is a profession that concentrates on item fabrication, forging, smithing, and other forms of metal-working. Smiths are Non spell users (i.e., Arms users). They often specialize in one type of work, at which they excel. Smiths often travel from town to town, as journeymen, before settling down to guild activities. Most larger towns have blacksmiths and their services are indispensable to any army. In addition, Smiths have advantages over most spell users in mechanical and crafting areas.

Weapon Skills: 2/6, 3/8, 3/9, 4, 5, 6.

Maneuvering in Armor:

Soft Leather 1/*
Rigid Leather 2/*
Chain 2/*
Plate 3/*

Magical Skills:

Spell Lists 9
Runes 7
Staves & Wands 7
Channeling 20
Directed Spells 20

Special Skills:

Ambush 3
Linguistics 3/*
Adrenal Moves 2/6
Adrenal Defense 20
Martial Arts 3/8
Body Development 2/7

General Skills:

Climbing 3/7
Swimming 2/6
Riding 2/5
Disarming Traps 2/6
Picking Locks 3/7
Stalk & Hide 2/6
Perception 2/5

Other Skills: Refer to the Development Point Costs given below for those skills unique to the Smith Profession. All other skill costs are identical to the Rogue's DP costs.

Prime Requisites: Co/Ag

Academic Skills:

Alchemy 2/5
Drafting 1/3
Engineering 1/2
Mechanition 1/2
Metal Lore 1/2/2
Military Organization 3/6
Research † 2
Siege Engineering 2/5
Smithing Lore † 1/2/2
Spec Knowledge Lore† . 1/3
Stone Lore 1/2
Tactics 2/4
Trading Lore 1/4

General Skills:

Crafting 1/2
Forging † 1/2/2
Gimmickry 1/2
Smithing 1/2/2
Stone Crafts 1/2
Wood Crafts 1/2

Magical Skills:

Attunement (S&W) 7
Find Weakness † 10
Power Manipulation † 20
Power Pt. Development 9
Resist Detection † 3/6
Runes 7
Srying † 5
Sign Mastery † 5
Spell Artistry † 5
Spell List Acquisition 9
Spell Research † 2
Spell Trickery † 5
Summoning † 5
Transcend Armor 9
Weave Lore † 5

Perception Skills:

All as Fighter varies

Level Bonuses:

Academic Skills +2
General Skills +3
Outdoor Skills +1

Animal Skills:

Animal Handling 1/3

Athletic Skills:

Body Development 2/7
Swimming 2/6

Evaluation Skills:

All as Alchemist varies

Combat Skills:

Brawling 2/7
Grappling Hook 2/6
Martial Arts 3/8
Missile Artillery 2/6
Subduing 2/6
Tackling † 3/8
Tumbling, Attack 2/6
Tumbling, Evasion 2/5
Weapon Bugei † 3/8
Weapon Expertise † 6
Wrestling † 3/8

Deadly Skills:

Ambush 3
Silent Kill 3
Spell Ambush † 9
Use/Remove Poison 2/6

Subterfuge Skills:

Acting 3/6
Camouflage 2/6
Disarming Traps 2/6
Mimery 3/6
Picking Locks 3/7
Pick Pockets 2/6
Stalk & Hide 2/6
Trap Building 1/5
Trickery 3

Gymnastic Skills:

All as No Profession.. varies

6.6.2 CHARLATAN

"Recently we saw an emerald, small in size but great in beauty. Before its value could be determined, someone stepped forward, saying a circle should be drawn around a toad, and after which, the stone should be placed for the toad to look at. One of two things would now inevitably occur—if the stone was of little worth, it would crack under the toad's gaze; but it would be the toad's turn to burst should the stone possess its full natural power. All was done as the man had said and the stone, after the toad had fixed its gaze upon it for a short time, burst like a cracked nut, and part of it flowed out of the circle. Whereupon the hitherto motionless toad, as if released from the toad's power, withdrew from the circle."

— Albertus Magnus, discussing a probable charlatan at work.

"To make gold, one must start with gold."

— Bernard Trevisan, on his deathbed in AD 1490.

Charlatans are Non spell users or Arms users. The Charlatan is a profession that concentrates on misdirection, trickery, and other forms of stage-magic in order to separate noble patrons from their money. Once having fleeced his royal prey, the Charlatan sneaks away to the next town—and the next sucker. A Charlatan usually tricks his benefactor into believing he can turn lead into gold or create inexpensive magic items. With the promise of vast and easy wealth ringing in his ears, the noble usually "fronts" the Charlatan money enough to start an Alchemical laboratory. The Charlatan then skips town with the loot.



Weapon Skills: 2/8, 3/9, 4, 4, 5, 6.	
Maneuvering in Armor:	Magical Skills:
Soft Leather 1/*	Spell Lists 10
Rigid Leather 2/*	Runes 6
Chain 4/*	Staves & Wands 6
Plate 6/*	Channeling 20
	Directed Spells 20
Special Skills:	General Skills:
Ambush 4	Climbing 4
Linguistics 2/*	Swimming 2/5
Adrenal Moves 2/6	Riding 2/5
Adrenal Defense 20	Disarming Traps 3/6
Martial Arts 3/7	Picking Locks 3/6
Body Development 2/6	Stalk & Hide 1/4
	Perception 2/4
Other Skills: Refer to the Development Point Costs given below for those skills unique to the Charlatan Profession. All other skill costs are identical to the Trader's DP costs.	
Prime Requisites: Pr/Qu	
Academic Skills:	Animal Skills:
Administration 2/4	Animal Handling 2/6
Advanced Math 3/7	Animal Training 4
Alchemy 2/6	Beast Master 5
Basic Mathematics 2/5	Driving 2/4
Boat Pilot 2/6	Loading 2/4
Engineering 2/7	Riding 2/5
Fauna Lore 2/5	Zoology † 5
Flora Lore 2/5	

Navigation 2/6	Evaluation Skills:
Smithing Lore † 2/4	All as Thief varies
Trading Lore 2/6	
General Skills:	Social Skills:
Crafting 2/5	Duping 1/2
Forging † 2/5	Interrogation 2/6
Gimmickry 2/6	Seduction 1/2
Rope Mastery 2/5	
Smithing 2/6	Subterfuge Skills:
	Falsification 1/2
Magical Skills:	Hide Item 1/2
Attunement (S&W) 6	Stalk & Hide 1/4
Find Weakness † 10	Trickery 1/2
Power Manipulation † 20	
Resist Detection † 1/2	Perception Skills:
Runes 6	All as Dancer varies
Spell List Acquisition 10	
Summoning † 6	Linguistic Skills:
Warding Lore 3	Language 2/*
	Trading 2/6
Level Bonuses:	
Academic Skills +1	Arms Law Combat +1
General Skills +1	Perception Skills +2
Social Skills +2	Subterfuge Skills +3

CRAFTSMAN (6.6.3)

*"Cut that in Three which Nature hath made one,
Then strengthen yt, even by it self alone;
Wherewith then cutte the powdered sonne in twayne,
By length of tyme, and heale the wounde againe.
The self same sonne troys yet more, ye must wounde,
Still with new knives, of the same kinde, and grounde;
Our monas trewe thus use by Nature's Law,
Both bind and lewse, only with rype and rawe,
And aye thank God who only is our Guyde,
All is ynough, no more then at this tyde."*

— Dr. John Dee, circa AD 1568, Testamentum
Johannis Dee Philosophi Summi.

The Craftsman is a non-spell user who concentrates in building/making objects/items. Most Craftsmen never adventure, being content with the "boring" life of working. Each Craftsman must chose one area of "concentration": e.g., woodworker, stone mason, blacksmith, baker, architect, etc.

The Craftsman is a variant profession of "No Profession."

Weapon Skills: 4, 8, 9, 9, 9, 20

Maneuvering in Armor:

Soft Leather 2/*
Rigid Leather 3/*
Chain 6/*
Plate 9/*

Magical Skills:

Spell Lists 15
Runes 10
Staves & Wands 10
Channeling 20
Directed Spells 20

Special Skills:

Ambush 3/9
Linguistics 2/*
Adrenal Moves 5
Adrenal Defense 20
Martial Arts 4
Body Development 4

General Skills:

Climbing 3/7
Swimming 3
Riding 2/6
Disarming Traps 3/9
Picking Locks 3/9
Stalk & Hide 3/9
Perception 2/6

Other Skills:

All Skills and Lore directly related to the Craftsman specific area of concentration have a 1/2 Development Point Cost (e.g., for a blacksmith this would include: Lock Lore, Mechanition, Metal Lore, all Evaluation skills applied to metal items, Crafting, Gimmickry, and Smithing).

All Skills and Lore indirectly related to the Craftsman specific area of concentration have a 1/5 Development Point Cost (e.g., for a blacksmith this would include: Drafting, Engineering, Mining, Physics, Siege Engineering, all Evaluation skills, Sculpting, and Trap-Building).

All other skill costs are identical to the No Profession's development point cost.

Prime Requisites: Ag/SD or Ag/Re

Level Bonuses:

As per No Profession Var



6.7 NEW ALCHEMICAL SKILLS

Certain new skills described below accommodate the expanded role of Alchemy.

ALCHEMY

(Re/Me) — Academic Skill

Skill DP Cost: As Alchemy

This skill gives a bonus for identifying, manipulating, and creating various materials or substances with relatively predictable results. Also allows user to know compositions, reactions, formulae, etc. Acids, itching powders, toxins, rare metal alloys, rune paper and so on are just a few of the possible concoctions. Some combinations the GM may deem inappropriate for his world (e.g., he might forbid gunpowder or petroleum products). When using the alternate item creation rules (see Section 4.7), the Alchemy skill grants a bonus to magic item creation. This skill is modified by the condition of laboratory equipment, supplies, etc.

FORGING

(St/Ag). — General Skill

Skill DP Cost: As Smithing

Bonus for working with normal or enchanted metals and other magical materials requiring forging (either hot or cold). The character can create simple implements and devices (e.g., hinges, door mechanisms, navigational or astronomical aids, compass, etc.). This skill allows fabrication of more complex items than Smithing. Character must either have an example of the device or he must have successfully fashioned it in the past. Cf. Mechanition and Smithing, *RMC II* section 7.0 Skill Descriptions.

PRESERVE ORGANIC

(Re/Me/In) — General Skill

Skill DP Cost: As Crafting

Bonus for preserving organic material such as wood, paper, flesh, leather, vegetation, etc. Character may store organic matter in a fluid solution, a desiccated state, or through infusion with oils, wax, or other appropriate measures. If successful, the organic material in question will not decay, unless conditions change (e.g., it gets wet, insects attack it, it molds, its glass vessel is improperly sealed, and so on). This skill is most useful when coupled with Life Essence Storing or Re-Animation.

RESEARCH

(Re/In) — Magical Skill

Skill DP Cost: As Philosophy/Religious Doctrine

Bonus for locating and correlating information concerning a specific topic, question, or point of research. Use of this skill assumes the character has access to the proper and relevant research and study material. The GM may also wish to make this skill required to research new spells and magical material.

RESIST DETECTION

(Pr/SD) — Magical Skill

Skill DP Cost: As Spell Mastery

Bonus for obscuring the results of magical detection spells and Power Perception. If the character is successful, a detect-type spell or Power Perception directed at him will be scrambled and unreadable, giving conflicting information or none at all. A Charlatan is likely to employ this skill when faking the transmutation of lead to gold or in the creation of bogus magic items. If observers note that no magical metamorphosis is occurring, they would realize that a Charlatan is at work. Using Resist Detection, a Charlatan creates enough confusion that he might still succeed in the scam despite being magically scrutinized.

SCRYING

(In/Pr) — Magical Skill

Skill DP Cost: As Divinations

Bonus for using scrying devices and methods, such as crystal balls, mirrors, magic pools, etc. or spells duplicating their efforts. GMs may require an additional skill check if the target moves more than 10', or if he moves suddenly or in an unpredictable fashion. If the target moves via *Teleport*, *Long Door*, or similarly changes location through magical means, he is immediately lost from view.

SIGN MASTERY

(Me/Re) — Magical Skill

Skill DP Cost: As Circle Lore

Bonus to manipulating and using magic Signs in conjunction with the appropriate Sign Law spells. Also allows non-magical research in defining and identifying new "Signs" which he may add to his repertoire of Sign spells.

SMITHING LORE

(Re/Me) — Academic Skill

Skill DP Cost: As Smithing

Bonus for recognizing and understanding smithing techniques and procedures, including metallurgical concepts, tool use, hot and cold working, etc. Also gives information on legendary smiths and their histories. A successful roll indicates that the character may add his skill rank (not bonus) to a subsequent smithing roll. Smithing is developed separately for each sub-type of smithing, such as tin-smith, silversmith, or weaponsmith.

WEAVE LORE

(Me/Re) — Magical Skill

Skill DP Cost: As Circle Lore

Bonus to manipulating and using magic Weaves in conjunction with the appropriate Weaving Lore spells. Also allows non-magical research in defining and identifying new "Weaves" which he may add to his repertoire of Weave spells.

ZOOLOGY

(Re/Me) — Animal Skill

Skill DP Cost: Double the cost for Animal Handling

Bonus for collecting and maintaining a menagerie. This includes care and feeding of animals, knowledge of taxonomy, and histories of the animals in the collection. This skill must be developed separately for each animal genus, such as large cats, tropical birds, lizards, bats, and so on.

7.0 ALCHEMIST & ADEPT BASE SPELL LISTS

7.1 ALCHEMIST BASE LISTS (CORE-RULES ALCHEMIST)

ALCHEMIST BASE SPELL LISTS

<i>Essence Imbedding</i>	<i>Page 79</i>
<i>Mentalism/Channeling Imbedding</i>	<i>Page 80</i>
<i>Enchanting Ways</i>	<i>Page 81</i>
<i>Organic Skills</i>	<i>Page 83</i>
<i>Inorganic Skills</i>	<i>Page 84</i>
<i>Liquid/Gas Skills</i>	<i>Page 85</i>
Option: Alchemists may learn two additional Base Spell Lists:	
<i>Arcane Imbedding</i>	<i>Page 176</i>
<i>Alchemical Preparations</i>	<i>Page 177</i>

Many Alchemist base spells have a Duration of 24 hours. This refers to the duration of the spell cast, and not the duration of the item's capabilities. The Duration is given as "24 hours" because, while creating items, certain spells must be cast once per day and the caster must spend all of his "work time" making the item (see Section 3.2 Item Creation).

These Alchemist base spells allow objects to be created and worked; the time requirements, relationships between spells, and which spells are required to make certain types of items are given in Section 3.2 Item Creation of this book. These spells can only be utilized when an item is first created (or totally reformed).

See Section 3.2 Item Creation for guidelines on using the spells from the Alchemist base lists.

Important: The alchemist base lists below incorporate extensive additions and alterations to similar lists in *Spell Law*. Gamemasters should carefully examine these changes before deciding whether or not to use new alchemist spell lists.

ESSENCE IMBEDDING (7.1.1) (ALCHEMIST BASE)

	Area of Effect	Duration	Range
1-Research	self	24 hours	self
2-			
3-Imbed I	item	24 hours	self
4-Charge Wand	wand	24 hours	self
5-Imbed II	item	24 hours	self
6-Daily I	item	24 hours	self
7-Imbed III	item	24 hours	self
8-Charge Rod	rod	24 hours	self
9-Imbed IV	item	24 hours	self
10-Daily III	item	24 hours	self
11-Imbed V	item	24 hours	self
12-Charge Staff	staff	24 hours	self
13-Imbed VI	item	24 hours	self
14-Daily V	item	24 hours	self
15-Imbed VII	item	24 hours	self
20-Imbed X	item	24 hours	self
25-Daily X	item	24 hours	self
30-Constant	item	24 hours	self
50-Imbed True	item	24 hours	self
60-Lord Daily	item	24 hours	self
75-Lord Constant	item	24 hours	self
90-Daily True	item	24 hours	self
100-Constant True	item	24 hours	self

1—Research (I) Allows caster to research special imbedding spells to be used in creating items. Alternatively, grants caster a +50 bonus to his roll on the Spell Research Chart and/or Item Creation Chart, concerning imbedding spells in items.

3—Imbed I (F) Allows caster to imbed a 1st level Essence spell in an item or potion.

4—Charge Wand (F) Allows caster to charge an Essence wand.

5—Imbed II (F) As *Imbed I*, except 1st to 2nd level spells can be imbedded.

6—Daily I (F) Allows caster to imbed a 1st level spell (using an Imbed spell) that can be cast once per day.

7—Imbed III (F) As *Imbed I*, except 1st to 3rd level spells can be imbedded.

8—Charge Rod (F) As *Charge Wand*, except Essence rods can be charged.

9—Imbed IV (F) As *Imbed I*, except 1st to 4th level spells can be imbedded.

10—Daily III (F) As *Daily I*, except 1st to 3rd level spells can be imbedded: a 1st level spell could be cast 3 times per day; a 2nd or 3rd, once per day.

11—Imbed V (F) As *Imbed I*, except 1st to 5th level spells can be imbedded.

12—Charge Staff (F) As *Charge Wand*, except Essence staves can be charged.

13—Imbed VI (F) As *Imbed I*, except 1st to 6th level spells can be imbedded.

14—Daily V (F) As *Daily I*, except 1st to 5th level spells can be imbedded: a 1st level spell could be cast 4 times per day; a 2nd, 3x/day; a 3rd, 2x/day; a 4th or 5th, once per day.

15—Imbed VII (F) As *Imbed I*, except 1st to 7th level spells can be imbedded.

20—Imbed X (F) As *Imbed I*, except 1st to 10th level spells can be imbedded.

25—Daily X (F) As *Daily I*, except 1st to 10th level spells can be imbedded: a 1st level spell could be cast 5 times per day; a 2nd or 3rd, 4x/day; a 4th or 5th, 3x/day; a 6th or 7th, 2x/day; an 8th, 9th, or 10th, once per day.

30—Constant (F) As *Daily X*, except certain spells can be imbedded to operate constantly (GM discretion).

50—Imbed True (F) As *Imbed I*, except any level spell can be imbedded (will only be castable once).

60—Lord Daily (F) As *Daily I*, except 1st to 20th level spells can be imbedded: a 1st level spell could be cast 7 times per day; a 2nd or 3rd level spell, 6x/day; a 4th, 5th, or 6th, 5x/day; a 7th, 8th, or 9th, 4x/day; a 10th, 11th, or 12th, 3x/day; a 13th, 14th, or 15th, 2x/day; a 16th, 17th, 18th, 19th, or 20th, once per day. This is an optional spell, providing for the creation of magic items which are more powerful than normally allowed under the rules in Section 3.2. As such, this spell creates artifacts and others items of great power. If the GM allows use of this spell, he should probably allow the Alchemist to make such an item of power only under certain special circumstances, e.g., requiring special astrological/atmospheric conditions, special sites, special ceremonies/rituals, special equipment, special materials, extraordinary groups of individuals, sacrifices, and so on. See also Section 3.2.5 Making Artifacts.

75—Lord Constant (F) As *Lord Daily*, except certain spells can be imbedded to operate constantly (GM discretion).

90—Daily True (F) As *Lord Daily*, except 1st to 50th level spells can be imbedded: a 1st level spell could be cast 10 times per day; a 2nd or 3rd level spell, 8x/day; a 4th, 5th, or 6th, 7x/day; a 7th, 8th, 9th, or 10th, 6x/day; an 11th to 15th, 5x/day; a 16th to 20th, 4x/day; a 25th level spell, 3x/day; a 30th level spell, twice per day; and up to a 50th level spell, once per day.

100—Constant True (F) As *Daily True*, except certain spells can be imbedded to operate constantly (GM discretion).

MENTALISM/CHANNELING IMBEDDING (7.1.2)

(ALCHEMIST BASE)

Note: In order to utilize the Channeling or Mentalism aspect of this spell list, the caster must have access to spells of the Channeling or Mentalism realms. For example, he might use runes or symbols of Channeling spells, he could work closely with a Channeling spell user, or he might be a profoundly religious person who receives deity-granted spells. The details are left for the GM to decide, on a case-by-case basis.

	Area of Effect	Duration	Range
1—Research	self	24 hours	self
2—			
3—Imbed I	item	24 hours	self
4—			
5—Charge Wand	wand	24 hours	self
6—Imbed II	item	24 hours	self
7—Daily I	item	24 hours	self
8—			
9—Imbed III	item	24 hours	self
10—Charge Rod	rod	24 hours	self
11—Daily III	item	24 hours	self
12—Imbed IV	item	24 hours	self
13—			
14—Imbed V	item	24 hours	self
15—Daily V	item	24 hours	self
20—Charge Staff	staff	24 hours	self
25—Imbed X	item	24 hours	self
30—Daily X	item	24 hours	self
50—Constant	item	24 hours	self
60—Imbed True	item	24 hours	self
75—Lord Daily	item	24 hours	self
90—Lord Constant	item	24 hours	self
110—Daily True	item	24 hours	self
130—Constant True	item	24 hours	self

1—Research (I) Allows caster to research special imbedding spells to be used in creating items. Alternatively, grants caster a +50 bonus to his roll on the Spell Research Chart and/or Item Creation Chart, concerning imbedding spells in items.

3—Imbed I (F) Allows caster to imbed a 1st level Channeling or Mentalism spell in an item or potion.

5—Charge Wand (F) Allows caster to charge an Channeling or Mentalism wand.

6—Imbed II (F) As *Imbed I*, except 1st to 2nd level spells can be imbedded.

7—Daily I (F) Allows caster to imbed a 1st level spell (using an Imbed spell) that can be cast once per day.

9—Imbed III (F) As *Imbed I*, except 1st to 3rd level spells can be imbedded.

10—Charge Rod (F) As *Charge Wand*, except Channeling or Mentalism rods can be charged.

11—Daily III (F) As *Daily I*, except 1st to 3rd level spells can be imbedded: a 1st level spell could be cast 3 times per day; a 2nd or 3rd, once per day.

12—Imbed IV (F) As *Imbed I*, except 1st to 4th level spells can be imbedded.

14—Imbed V (F) As *Imbed I*, except 1st to 5th level spells can be imbedded.

15—Daily V (F) As *Daily I*, except 1st to 5th level spells can be imbedded: a 1st level spell could be cast 4 times per day; a 2nd, 3x/day; a 3rd, 2x/day; a 4th or 5th, once per day.

20—Charge Staff (F) As *Charge Wand*, except Channeling or Mentalism staves can be charged.

25—Imbed X (F) As *Imbed I*, except 1st to 10th level spells can be imbedded.

30—Daily X (F) As *Daily I*, except 1st to 10th level spells can be imbedded: a 1st level spell could be cast 5 times per day; a 2nd or 3rd, 4x/day; a 4th or 5th, 3x/day; a 6th or 7th, 2x/day; an 8th, 9th, or 10th, once per day.

50—Constant (F) As *Daily X*, except certain spells can be imbedded to operate constantly (GM discretion).

60—Imbed True (F) As *Imbed I*, except any level spell can be imbedded (will only be castable once).

75—Lord Daily (F) As *Daily I*, except 1st to 20th level spells can be imbedded: a 1st level spell could be cast 7 times per day; a 2nd or 3rd level spell, 6x/day; a 4th, 5th, or 6th, 5x/day; a 7th, 8th, or 9th, 4x/day; a 10th, 11th, or 12th, 3x/day; a 13th, 14th, or 15th, 2x/day; a 16th, 17th, 18th, 19th, or 20th, once per day. This is an optional spell, providing for the creation of magic items which are more powerful than normally allowed under the rules in Section 3.2. As such, this spell creates artifacts and others items of great power. If the GM allows use of this spell, he should probably allow the Alchemist to make such an item of power only under certain special circumstances, e.g., requiring special astrological/atmospheric conditions, special sites, special ceremonies/rituals, special equipment, special materials, extraordinary groups of individuals, sacrifices, and so on. See also Section 3.2.5 Making Artifacts.

90—Lord Constant (F) As *Lord Daily*, except certain spells can be imbedded to operate constantly (GM discretion).

110—Daily True (F) As *Lord Daily*, except 1st to 50th level spells can be imbedded: a 1st level spell could be cast 10 times per day; a 2nd or 3rd level spell, 8x/day; a 4th, 5th, or 6th, 7x/day; a 7th, 8th, 9th, or 10th, 6x/day; an 11th to 15th, 5x/day; a 16th to 20th, 4x/day; a 25th level spell, 3x/day; a 30th level spell, twice per day; and up to a 50th level spell, once per day.

130—Constant True (F) As *Daily True*, except certain spells can be imbedded to operate constantly (GM discretion).

ENCHANTING WAYS (7.1.3)

(ALCHEMIST BASE)

Note: Special enchanted abilities are not included in this list, since a Gamemaster must decide exactly which abilities items can have in his world system (e.g., slaying weapons, holy weapons, weapons with bonuses vs. certain creatures, dancing weapons, armor with special resistance capabilities, etc.).

With regard to the various types of "intelligences," some elaboration is required:

Type	Will*	Max Spell-casting Capability
Empathy	-50	Allows casting of 1st lvl spells.
Low Intelligence	-20	Allows casting of 2nd lvl spells.
Medium Intelligence	+0	Allows casting of 5th lvl spells.
High Intelligence	+20	Allows casting of 10th lvl spells.
Very High Intelligence	+75	Allows casting of 20th lvl spells.
Artifact Intelligence	+125	Allows casting of 50th lvl spells.
Legendary Intelligence	+175	Allows casting of any lvl spells.

* —This is the average of standard Will scores, considering only "06" to "95" rolls for item's mental stats, i.e., the most common values. Of course, higher or lower values are also possible. Please see Section 5.1.1 Items with Intelligences and Wills.

	Area of Effect	Duration	Range
1—Research	self	24 hours	self
2—			
3—Empathy	self	24 hours	self
4—Weapon I	self	24 hours	self
5—Armor I	self	24 hours	self
6—General I	self	24 hours	self
7—Low Intelligence	self	24 hours	self
8—Weapon II	self	24 hours	self
9—Armor II	self	24 hours	self
10—General II	self	24 hours	self
11—			
12—Medium Intelligence	self	24 hours	self
13—Weapon III	self	24 hours	self
14—Armor III	self	24 hours	self
15—General III	self	24 hours	self
20—High Intelligence	self	24 hours	self
25—Weapon IV	self	24 hours	self
30—Armor IV	self	24 hours	self
35—General IV	self	24 hours	self
40—Very High Intelligence	self	24 hours	self
50—Weapon V	self	24 hours	self
55—Armor V	self	24 hours	self
60—General V	self	24 hours	self
70—Artifact Intelligence	self	24 hours	self
80—Weapon VI	self	24 hours	self
85—Armor VI	self	24 hours	self
90—General VI	self	24 hours	self
100—Legendary Intelligence	self	24 hours	self
110—Weapon VIII	self	24 hours	self
115—Armor VIII	self	24 hours	self
120—General VIII	self	24 hours	self
140—Weapon X	self	24 hours	self
145—Armor X	self	24 hours	self
150—General X	self	24 hours	self
180—Wp/Armor/General True	self	24 hours	self

1—Research (I) Allows the caster to research enchanted abilities to be placed in items. Alternatively, grants caster a +50 bonus to his roll on the Spell Research Chart and/or Item Creation Chart, concerning enchanting items.

3—Empathy (F) Allows the alchemist to enchant an item with "empathy;" see Sections 3.2.2 and 5.1.1. Note that this spell does not conjure or provide the intelligence or spirit which is to be placed within the item. Such entities must be procured by use of another spell list, such as the Alchemist base lists: Palingenesis and Life Essence Storing; the Shaman base lists: Spirit Summoning, Spirit Mastery, and Spirit Totems; etc.

4—Weapon I (F) Allows the caster to enchant a weapon with a +5 bonus. The bonus associated with this spell is not cumulative with other spell bonuses on this list, i.e., casting both Weapon I and Weapon II will not yield a bonus coequal with Weapon III.

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. Spell adders and multipliers are treated differently; the alchemist can enchant +1 spell adders or x1.5 spell multipliers. Note that items like spell adders and spell multipliers are described in Section 3.2.2.

7—Low Intelligence (F) As *Empathy*, except the item is enchanted with a "low intelligence."

8—Weapon II (F) As *Weapon I*, except items with a +10 bonus can be enchanted.

9—Armor II (F) As *Armor I*, except items with a +10 bonus can be enchanted.

10—General II (F) As *General I*, except items with a +10 bonus can be enchanted. Also caster can enchant +2 spell adders and x2 spell multipliers.



12—Medium Intelligence (F) As *Empathy*, except the item is enchanted with a "medium intelligence."

13—Weapon III (F) As *Weapon I*, except items with a +15 bonus can be enchanted.

14—Armor III (F) As *Armor I*, except items with a +15 bonus can be enchanted.

15—General III (F) As *General I*, except items with a +15 bonus can be enchanted. Also caster can enchant +3 spell adders and x3 spell multipliers.

20—High Intelligence (F) As *Empathy*, except the item is enchanted with a "high intelligence."

25—Weapon IV (F) As *Weapon I*, except items with a +20 bonus can be enchanted.

30—Armor IV (F) As *Armor I*, except items with a +20 bonus can be enchanted.

35—General IV (F) As *General I*, except items with a +20 bonus can be enchanted. Also caster can enchant +4 spell adders and x4 spell multipliers.

40—Very High Intelligence (F) As *Empathy*, except the item is enchanted with a "very high intelligence."

50—Weapon V (F) As *Weapon I*, except items with a +25 bonus can be enchanted.

55—Armor V (F) As *Armor I*, except items with a +25 bonus can be enchanted.

60—General V (F) As *General I*, except items with a +25 bonus can be enchanted. Also caster can enchant +5 spell adders and x5 spell multipliers.

70—Artifact Intelligence (F) As *Empathy*, except the item is enchanted with a "artifact-type intelligence." This is an optional spell, providing for the enchantment of magic items with intelligences which are more powerful than normally allowed under the rules in Section 3.2. As such, this spell enchants artifacts and others items of great power. If the GM allows use of this spell, he should probably allow the Alchemist to make such an item of power only under certain special circumstances, e.g., requiring special astrological/atmospheric conditions, special sites, special ceremonies/rituals, special equipment, special materials, extraordinary groups of individuals, sacrifices, and so on. See also Section 3.2.5 Making Artifacts.

80—Weapon VI (F) As *Weapon I*, except items with a +30 bonus can be enchanted.

85—Armor VI (F) As *Armor I*, except items with a +30 bonus can be enchanted.

90—General VI (F) As *General I*, except items with a +30 bonus can be enchanted. Also caster can enchant +6 spell adders and x6 spell multipliers.

100—Legendary Intelligence (F) As *Artifact Intelligence*, except the item is enchanted with a "legendary artifact intelligence."

110—Weapon VIII (F) As *Weapon I*, except items with a +40 bonus can be enchanted.

115—Armor VIII (F) As *Armor I*, except items with a +40 bonus can be enchanted.

120—General VIII (F) As *General I*, except items with a +40 bonus can be enchanted. Also caster can enchant +8 spell adders and x8 spell multipliers.

140—Weapon X (F) As *Weapon I*, except items with a +50 bonus can be enchanted.

145—Armor X (F) As *Armor I*, except items with a +50 bonus can be enchanted.

150—General X (F) As *General I*, except items with a +50 bonus can be enchanted. Also caster can enchant +10 spell adders and x10 spell multipliers.

180—Weapon/Armor/General True (F) As *Weapon I*, *Armor I*, and/or *General I*, except items can be enchanted with a bonus equal to the caster's level divided by three (e.g. a 198th level alchemist would enchant items with a bonus of +66, +13 spell adders, or x13 spell multipliers). This is an optional spell, providing for the enchantment of magic items which are more powerful than normally allowed under the rules in Section 3.2. As such, this spell creates artifacts and others items of great power. If the GM allows use of this spell, he should probably allow the Alchemist to make such an item of power only under certain special circumstances, e.g., requiring special astrological/atmospheric conditions, special sites, special ceremonies/rituals, special equipment, special materials, extraordinary groups of individuals, sacrifices, and so on. See also Section 3.2.5 Making Artifacts.

ORGANIC SKILLS (7.1.4)

(ALCHEMIST BASE)

Note: *Rune Paper may be re-used; each sheet may hold only one spell at a time, and that spell vanishes when used, but the same paper may then be re-inscribed with another rune.*

	Area of Effect	Duration	Range
1—Work Cloth	self	24 hours	self
2—Work Leather	self	24 hours	self
3—Work Wood	self	24 hours	self
4—Rune Paper I	self	24 hours	self
5—Work Organic	self	24 hours	self
6—Rune Paper II	self	24 hours	self
7—Make Wand	self	24 hours	self
8—Rune Paper III	self	24 hours	self
9—			
10—Make Rod	self	24 hours	self
11—Rune Paper V	self	24 hours	self
12—			
13—Organic Rune	self	24 hours	self
14—Rune Paper VII	self	24 hours	self
15—Make Staff	self	24 hours	self
16—Rune Paper X	self	24 hours	self
17—Work Magic Cloth	self	24 hours	self
18—Work Magic Leather	self	24 hours	self
19—Work Magic Wood	self	24 hours	self
20—Work Organic True	self	24 hours	self
25—Lord Rune Paper	self	24 hours	self
30—Rune Paper XXX	self	24 hours	self
50—Rune Paper True	self	24 hours	self

1—Work Cloth (F) Allows caster to flawlessly fabricate and fashion non-magical cloth. All required tools and materials must be present. The time normally required to work the cloth is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Crafting—Dyeing, Embroidering, Knitting, Net Making, Quilting, Sail Making, Spinning, Tailoring, Upholstery, and/or Weaving skill rolls.

2—Work Leather (F) Allows caster to flawlessly create leather (from animal skins) and work with non-magical leather (including parchment and vellum). All required tools and materials must be present. The time normally required to work the leather is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Crafting—Dyeing, Embroidering, Furrier, Tailoring, Taxidermy, Upholstery, and/or Leather Working skill rolls.

3—Work Wood (F) Allows caster to flawlessly work non-magical wood. All required tools and materials must be present. The time normally required to work the wood is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Crafting—Coopering and/or Wood Craft skill rolls.

4—Rune Paper I (F) Allows caster to make a sheet of paper which will hold one first level spell. Also allows caster to flawlessly make and work non-magical paper. All required tools and materials must be present. The time normally required to work the paper is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Crafting—Book Maker, Calligraphy, Paper Making, and/or Scribe skill rolls.

5—Work Organic (F) As *Work Cloth*, except allows caster to work any ordinary, non-magical organic material (e.g., horn, bone, chitin, wax, feathers, hair, etc.).

6—Rune Paper II (F) As *Rune Paper I*, except that the paper will hold a 1st to 2nd level spell.

7—Make Wand (F) Allows caster to make a “wand” which may have spells imbedded in it using Essence, Mentalism, Channeling, or Arcane Imbedding.

8—Rune Paper III (F) As *Rune Paper I*, except that the paper will hold a 1st to 3rd level spell.

10—Make Rod (F) Allows caster to make a “rod” which may have spells imbedded in it using Essence, Mentalism, Channeling, or Arcane Imbedding.

11—Rune Paper V (F) As *Rune Paper I*, except that the paper will hold a 1st to 5th level spell.

13—Organic Rune (F) When cast immediately before a Rune Paper spell, this allows a rune to be placed upon any non-living organic material.

14—Rune Paper VII (F) As *Rune Paper I*, except that the paper will hold a 1st to 7th level spell.

15—Make Staff (F) Allows caster to make a “staff” which may have spells imbedded in it using Essence, Mentalism, Channeling, or Arcane Imbedding.

16—Rune Paper X (F) As *Rune Paper I*, except that the paper will hold a 1st to 10th level spell.

17—Work Magic Cloth (F) As *Work Cloth*, except caster may make or work magical cloth.

18—Work Magic Leather (F) As *Work Leather*, except caster may make or work magical leather.

19—Work Magic Wood (F) As *Work Wood*, except caster may make or work magical wood.

20—Work Organic True (F) As *Work Organic*, except caster may make or work any magical or extraordinary organic material (e.g., this might be required to work with the skins of dragons).

25—Lord Rune Paper (F) As *Rune Paper I*, except that the paper will hold a 1st to 20th level spell.

30—Rune Paper XXX (F) As *Rune Paper I*, except that the paper will hold a 1st to 30th level spell.

50—Rune Paper True (F) As *Rune Paper I*, except that the paper will hold any level of spell.

INORGANIC SKILLS (7.1.5)

(ALCHEMIST BASE)

Note: The spells manipulating material for non-magic weapons can also be used to make other non-magic objects with bonuses where strength and durability are essential (usually armor and shields).

	Area of Effect	Duration	Range
1—Work Stone	self	24 hours	self
2—Work Base Metals	self	24 hours	self
3—Work Base Alloys	self	24 hours	self
4—Work Iron	self	24 hours	self
5—Work Low Steel	self	24 hours	self
6—Work High Steel	self	24 hours	self
7—Work Keron	self	24 hours	self
8—Work Precious Metals	self	24 hours	self
9—Work White Steel	self	24 hours	self
10—Work Mithin	self	24 hours	self
11—Work Gemstone	self	24 hours	self
12—Work Black Steel	self	24 hours	self
13—Work Mithglin	self	24 hours	self
14—Work Ithilnaur	self	24 hours	self
15—Work Mithril	self	24 hours	self
20—Work Laen	self	24 hours	self
25—Work Eog	self	24 hours	self
30—Work Galvorn	self	24 hours	self
35—Work Angil	self	24 hours	self
50—Work True	self	24 hours	self

1—Work Stone (F) Allows caster to flawlessly work non-magical stone, creating items with a -50 to +0 bonus (in combat). All required tools and materials must be present. The time normally required to work the stone is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Stone Crafts and Sculpting skill rolls.

2—Work Base Metals (F) Allows caster to flawlessly work non-magical base metals such as copper, tin, lead, etc. (but not iron or alloys, see below). Caster can extract metal from ore and forge it, if the requisite equipment is available. Caster can make items with combat bonuses ranging from -30 to -15. Suggested bonuses are: -30 Magasting (S. "lead"), -20 Paer (S. "copper"), -20 Alcam (S. "tin"), and -15 Galnin (S. "aluminum"). All required tools and materials must be present. The time normally required to work the metal is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Smithing skill rolls.

3—Work Base Alloys (F) Allows caster to flawlessly work non-magical base alloys such as brass, bronze, pewter, etc. (but not iron or iron-based alloys, see below). Caster can alloy metals and forge them, if the requisite equipment is available. Caster can make items with combat bonuses ranging from -15 to -5. Some suggested bonuses are: -15 Gulinion (S. "brass"), -10 Evyth (S. "bronze"), and -5 Monel (S. "copper-nickel alloy"). All required tools and materials must be present. The time normally required to work the alloy is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Smithing skill rolls.

4—Work Iron (F) Allows caster to flawlessly work non-magical Ang (S. "iron"). Caster can extract iron from ore and forge it, if the requisite equipment is available. Caster can make items with combat bonuses of +0. Optionally, caster may also work any non-magic metal with a bonus of +0. All required tools and materials must be present. The time normally required to work the iron is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Smithing skill rolls.

5—Work Low Steel (F) Allows caster to flawlessly work non-magical Borang (S. "low-carbon steel alloy"). Caster can alloy iron with Morasarn (S. "carbon") and forge it, if the requisite equipment is available. Caster can make items with combat bonuses of +5. Optionally, caster may also work any non-magic alloy with a bonus of +5. All required tools and materials must be present. The time normally required to work the low steel alloy is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Smithing skill rolls.

6—Work High Steel (F) Allows caster to flawlessly work non-magical Arborang (S. "high-carbon steel alloy"). Caster can alloy iron with other ordinary ingredients and forge it, if the requisite equipment is available. Caster can make items with combat bonuses of +10. Optionally, caster may also work any non-magic alloy with a bonus of +10. All required tools and materials must be present. The time normally required to work the high steel alloy is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Smithing skill rolls.

7—Work Keron (F) Allows caster to flawlessly work magical alloys such as Keron (see Emer Atlas Addendum, part XI). Caster can alloy iron with other special ingredients and forge it, if the requisite equipment is available. Caster can make items with combat bonuses of +10. All required tools and materials must be present. The time normally required to work the low steel alloy is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Smithing skill rolls.

8—Work Precious Metals (F) As *Work Base Metals* and *Work Base Alloys*, except caster flawlessly works non-magical precious metals such as Celeb (S. "silver") and Mal (S. "gold"). Caster may also make alloys of any precious metals.

9—Work White Steel (F) Allows caster to flawlessly work non-magical Adarcen (S. "white steel alloy"). Caster can alloy iron with Gloin (S. "true-coal"), Mithglin (S. "titanium"), etc. and forge it, if the requisite equipment is available. Caster can make items with combat bonuses of +15. Optionally, caster may also work any non-magic alloy with a bonus of +15. All required tools and materials must be present. The time normally required to work the white steel alloy is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Smithing skill rolls.

10—Work Mithin (F) Allows caster to flawlessly work non-magical Mithin (S. "beryllium"). Caster can extract beryllium from ore and forge it, if the requisite equipment is available. Caster can make items with combat bonuses of +15. Optionally, caster may also work any non-magic metal with a bonus of +15. All required tools and materials must be present. The time normally required to work the beryllium is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Smithing skill rolls.

11—Work Gemstone (F) Allows caster to flawlessly cut, facet, and polish non-magical gemstones. All required tools and materials must be present. The time normally required to work the stone is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Stone Crafts—Gem Cutter and Crafting—Jeweler skill rolls.

12—Work Black Steel (F) Allows caster to flawlessly work non-magical Mordarcen (S. "black steel alloy"). Caster can alloy iron with other ingredients (including meteoric materials) and forge it, if the requisite equipment is available. Caster can make items with combat bonuses of +20. Optionally, caster may also work any non-magic alloy with a bonus of +20. All required tools and materials must be present. The time normally required to work the black steel alloy is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Smithing skill rolls.

13—Work Mithglin (F) Allows caster to flawlessly work non-magical Mithglin (S. "titanium"). Caster can extract titanium from ore and forge it, if the requisite equipment is available. Caster can make items with combat bonuses of +20. Optionally, caster may also work any non-magic metal with a bonus of +20. All required tools and materials must be present. The time normally required to work the titanium is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Smithing skill rolls.

14—Work Ithilnaur (F) Allows caster to flawlessly work magical Ithilnaur (S. "moon-fire"). Caster can alloy iron with titanium, Mithril, etc. and forge it, if the requisite equipment is available. Caster can make items with combat bonuses of +20. Optionally, caster may also work any magical alloy with a bonus of +20. All required tools and materials must be present. The time normally required to work the ithilnaur alloy is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Smithing skill rolls.

15—Work Mithril (F) Allows caster to flawlessly work magical Mithril (S. "True-silver"). Caster can extract Mithril from ore and forge it, if the requisite equipment is available. Caster can make items with combat bonuses of +20. Optionally, caster may also work any magical metal with a bonus of +20. All required tools and materials must be present. The time normally required to work the Mithril is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Smithing skill rolls.

20—Work Laen (F) Allows caster to flawlessly work magical Laen (S. "long-thread"). Caster can forge Laen, if the requisite equipment is available. Caster can make items with combat bonuses of +25. Optionally, caster may also work any magical material with a bonus of +25 or less. All required tools and materials must be present. The time normally required to work the Laen is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Smithing and/or Stone Crafts skill rolls.

25—Work Eog (F) Allows caster to flawlessly work magical Eog (S. "Eol's iron"). Caster can alloy Mithril and titanium with meteoric materials and forge Eog, if the requisite equipment is available. Caster can make items with combat bonuses of +30. Optionally, caster may also work any magical material with a bonus of +30 or less. All required tools and materials must be present. The time normally required to work the Eog is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Smithing skill rolls.

30—Work Galvorn (F) Allows caster to flawlessly work magical Galvorn (S. "shining black"). Caster can forge Galvorn, if the requisite equipment is available. Caster can make items with combat bonuses of +40. Optionally, caster may also work any magical material with a bonus of +40 or less. All required tools and materials must be present. The time normally required to work the Galvorn is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Smithing skill rolls.

35—Work Angil (F) Allows caster to flawlessly work magical Angil (S. "star iron"). Caster can alloy special meteoric materials and forge Angil, if the requisite equipment is available. Caster can make items with combat bonuses of +45. Optionally, caster may also work any magical material with a bonus of +45 or less. All required tools and materials must be present. The time normally required to work the Angil is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Smithing skill rolls.

50—Work True (F) Allows caster to make and work any metal, alloy, or inorganic mineral. For example, Kregora is an alloy that has intense anti-Essence, anti-Channeling, anti-Mentalism, and anti-Arcane properties, so it could only be worked through the use of this spell. All required tools and materials must be present. The time normally required to work the material is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Smithing skill rolls.

LIQUID/GAS SKILLS (7.1.6)

(ALCHEMIST BASE)

Note: Several spells on this list overlap in the areas of expertise they provide. If a GM decides to use the bonuses provided (instead of automatic success), multiple modifiers should not be cumulative.

	Area of Effect	Duration	Range
1—Work Liquid	self	24 hours	self
2—Poison I	self	24 hours	self
3—Potion I	self	24 hours	self
4—Poison III	self	24 hours	self
5—Work Gas	self	24 hours	self
6—Potion II	self	24 hours	self
7—Poison VI	self	24 hours	self
8—			
9—Potion III	self	24 hours	self
10—Poison X	self	24 hours	self
11—Work Magical Liquid	self	24 hours	self
12—Potion IV	self	24 hours	self
13—Gaseous Potion	self	24 hours	self
14—Work Magical Gas	self	24 hours	self
15—Potion V	self	24 hours	self
20—Potion VII	self	24 hours	self
25—Potion X	self	24 hours	self
30—Multiple Doses	self	24 hours	self
40—Poisons True	self	24 hours	self
50—Lord Potion	self	24 hours	self
75—Potion XXX	self	24 hours	self
100—Potion True	self	24 hours	self
120—Permanent Potion	self	24 hours	self

1—Work Liquid (F) Allows caster to flawlessly work with non-magical liquids. All required tools and materials must be present. The time normally required to work the liquid is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Alchemy, Cookery—Brewing, Distilling, Winery, etc. skill rolls.

2—Poison I (F) Allows caster to flawlessly and safely handle, prepare, and process poisons with a maximum attack of first level. All required tools and materials must be present. The time normally required to work the poison is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Alchemy, Cookery—Poisoner, Poison Lore, and/or Use/Remove Poison skill rolls.

3—Potion I (F) Allows caster to make one dose of a potion that can have a 1st level spell imbedded in it (using Essence Imbedding or Mentalism/Channeling Imbedding).

4—Poison III (F) As *Poison I*, except caster can work with poisons having a maximum attack of 3rd level.

5—Work Gas (F) Allows caster to flawlessly work with non-magical gases. All required tools and materials must be present. The time normally required to work the gas is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Alchemy skill rolls.

6—Potion II (F) As *Potion I*, except a 1st to 2nd level spell can be imbedded.

7—Poison VI (F) As *Poison I*, except caster can work with poisons having a maximum attack of 6th level.

9—Potion III (F) As *Potion I*, except a 1st to 3rd level spell can be imbedded.

10—Poison X (F) As *Poison I*, except caster can work with poisons having a maximum attack of 10th level.

11—Work Magical Liquid (F) As *Work Liquid*, except allows caster to work with magical liquids. Note that by using this spell, the caster may attempt to combine several effects into one potion (see Magic Interaction Critical Strikes Table).

12—Potion IV (F) As *Potion I*, except a 1st to 4th level spell can be imbedded.

13—Gaseous Potion (F) By casting this spell immediately before a *Potion* spell, the caster creates a gaseous potion. This is treated as a normal potion except it is not imbibed, but released into the air (usually by dashing the gaseous potion vial against a hard surface). Everyone within 1' r/lvl of the point where the gas is released will be affected, unless a successful RR is made vs the caster's level. The GM may decide that certain spells may not be made into gaseous potions.

14—Work Magical Gas (F) As *Work Gas*, except allows caster to work with magical gases. Note that by using this spell, the caster may attempt to combine several effects into one gaseous potion (see Magic Interaction Critical Strikes Table).

15—Potion V (F) As *Potion I*, except a 1st to 5th level spell can be imbedded.

20—Potion VII (F) As *Potion I*, except a 1st to 7th level spell can be imbedded.

25—Potion X (F) As *Potion I*, except a 1st to 10th level spell can be imbedded.

30—Multiple Doses (F) As *Potion I*, except allows a *Potion #* spell to be used to create multiple doses. For example, a *Potion V* could be used to create five doses of a 1st level spell, or one dose of a 3rd level spell and one dose of a 2nd level spell, or two doses of a 2nd level spell and one dose of a 1st level spell, etc.

40—Poisons True (F) As *Poison I*, except caster can work with any poisons, regardless of level or magical properties.

50—Lord Potion (F) As *Potion I*, except a 1st to 20th level spell can be imbedded.

75—Potion XXX (F) As *Potion I*, except a 1st to 30th level spell can be imbedded. This is an optional spell, providing for the creation of potions which are more powerful than normally allowed under the rules in Section 3.2. As such, this spell creates artifacts and others items of great power. If the GM allows use of this spell, he should probably allow the Alchemist to make such an item of power only under certain special circumstances, e.g., requiring special astrological/atmospheric conditions, special sites, special ceremonies/rituals, special equipment, special materials, extraordinary groups of individuals, sacrifices, and so on. See also Section 3.2.5 Making Artifacts.

100—Potion True (F) As *Potion I*, except any level of spell can be imbedded. This is an optional spell, providing for the creation of potions which are more powerful than normally allowed under the rules in Section 3.2. As such, this spell creates artifacts and others items of great power. If the GM allows use of this spell, he should probably allow the Alchemist to make such an item of power only under certain special circumstances, e.g., requiring special astrological/atmospheric conditions, special sites, special ceremonies/rituals, special equipment, special materials, extraordinary groups of individuals, sacrifices, and so on. See also Section 3.2.5 Making Artifacts.



120—Permanent Potion (F) Casting this spell on a potion creates a permanent potion. Usually, permanent potions glow with radiant power. The effects of a permanent potion remain forever potent. For example, a permanent potion of flying would grant the imbiber the permanent ability to fly. If someone drinks more than one permanent potion, the Magic Interaction Critical Strikes Table must be consulted. The GM may decide that certain spells/potions may not be made permanent or that permanent potions involve serious drawbacks (a permanent potion of Haste might halve the imbiber's life span, for instance). This is an optional spell, providing for the creation of potions which are much more powerful than normally allowed under the rules in Section 3.2. As such, this spell creates artifacts and others items of great power. If the GM allows use of this spell, he should probably allow the Alchemist to make such an item of power only under certain special circumstances, e.g., requiring special astrological/atmospheric conditions, special sites, special ceremonies/rituals, special equipment, special materials, extraordinary groups of individuals, sacrifices, and so on. See also Section 3.2.5 Making Artifacts.

7.2 ADEPT BASE LISTS (HISTORICAL ALCHEMIST)

The Adept is a hybrid spell user from the realms of Essence and Channeling. An Adept is an historical alchemist, that is, an alchemist whose spell lists are derived from real-world models. Nearly every culture on earth has alchemical traditions, from neolithic tribes to Edwardian England. Rather than describe dozens of historical alchemist professions, only one is presented—the Adept. Only the available spell lists vary depending on the culture involved.

ALCHEMIST BASE SPELL LIST POOL

<i>Philosopher's Stone</i>	Page 87
<i>Philosopher's Elixir</i>	Page 89
<i>Gem Seeds</i>	Page 90
<i>Palingenesis</i>	Page 92
<i>Automata</i>	Page 94
<i>Re-Animation</i>	Page 96
<i>Black Arts</i>	Page 97
<i>Brewing Lore</i>	Page 99
<i>Symbolic Ways</i>	Page 100
<i>Rune Mastery</i>	Page 101

The spell lists above are not necessarily available to every Adept. These lists form a pool from which the Adept may choose those he wishes to learn. Certain cultural restrictions apply, as noted below.

SUGGESTED LISTS FOR CULTURAL MILIEUS:

- *Native American* (North & South): Palingenesis, Automata, Black Arts, Brewing Lore, Symbolic Ways, and one other Shaman list.
- *Taoist* (Chinese): Philosopher's Stone, Philosopher's Elixir, Gem Seeds, Brewing Lore, Symbolic Ways, and Rune Mastery.
- *Early Medieval* (European): Philosopher's Stone, Gem Seeds, Black Arts, Brewing Lore, Symbolic Ways, and Rune Mastery.
- *Late Medieval* (European): Philosopher's Stone, Philosopher's Elixir, Gem Seeds, Palingenesis, Automata, and Black Arts.
- *Renaissance* (European): Philosopher's Stone, Philosopher's Elixir, Palingenesis, Automata, Re-Animation, and Black Arts.

These are merely some examples. Other formulations are equally possible. The GM should feel free to experiment with all the various permutations.

Some of the spell lists in this section may strike you as idiosyncratic or bizarre or nearly useless in your gaming environment. Restrictions placed on these lists provide a flavor of the Adept's spells within an historical context. Period flavor is also the reason for providing spells with Latin names. If any aspect of a list seems inappropriate in your world—change it. These spells may seem odd because there was a determined effort to capture the feel of real-world alchemy. And, as everybody knows, our world is pretty weird!

PHILOSOPHER'S STONE (7.2.1) (ADEPT BASE)

Note: *The Philosopher's Stone is not a rock, but a series of 'experiments' which produces a substance that can transform base metals into silver and gold. These 'experiments' occur in discrete steps, each of which is vitally important to the Adept's work as a whole. Consequently, failure at any stage ruins the entire effort—the alchemist must start over from scratch.*

Each spell is a stage that must be successfully completed before moving on to the next step (spell). Spells #1 to #11 must be consecutively successfully cast to produce Philosopher's Stone to convert base metals to silver (Argentum). The remainder of the spell list concerns producing Philosopher's Stone for gold (Aurum).

Each of these spells takes a (variably) long time to accomplish. After an Adept commits to casting a spell, roll high open-ended percentile dice to determine how many days are required to complete the "experiment" (spell). For example, if a "12" is rolled, then the spell takes twelve days to cast; while a "96" followed by a "34" would mean that the "experiment" requires 130 days to complete. Note how long each spell takes to complete once the Adept has cast it. Afterwards, that "experiment" (spell) always takes this length of time to complete (for that particular Adept using the same materials and methods). An alchemist may opt to perform the "experiment" in a different manner in the hope that it will take less time. The alchemist must work on the "experiment" at least eight hours a day, as well as cast the spell in question each day. Once a spell has been completed (after days of labor), an Adept may proceed to the next stage (begin working on the next, higher level spell) only if he has been successful.

Whether or not a step fails is determined after that stage is completed. An Adept's percentage chance of success is equal to his Will stat (total of In, Em, Pr, SD, and Re bonuses) added to twice his level. For example, a 12th level Adept with a Will of 45 would have a 69% chance of success ($45 + (2 \times 12) = 69$). Remember, if any stage results in failure, the alchemist must begin the whole process from the beginning. This failure percentage is applied in addition to normal spell failure (and ESF, too). Failure results in a worthless gem seed or gemstone being produced.

Regardless of whether silver or gold is the goal, similar materials are required to begin the "Great Work." The Adept combines mercury, lead (or other base metal), sulphur, antimony, plant fibre, excrement, flesh, blood, urine, and/or other unusual materials (GM discretion). This is the beginning concoction and all future 'experiments' are performed on this matter. An alchemist may vary his 'recipe' from batch to batch, until coming upon the compounds that work.

In order to utilize this spell list, a laboratory and substantial equipment must be available at all times to the Adept. The cost of this will be not less than 100 gold pieces (GM discretion). Materials and general upkeep of this lab costs 1 silver piece per spell level every week. For example, if the alchemist is currently working on a 6th level spell which takes 49 days to complete, the cost of laboratory supplies for this spell is $6 \text{ sp} \times 7 \text{ weeks} = 42 \text{ silver pieces}$.

	Area of Effect	Duration	Range
1—Calcinatio Argentum	self	V	self
2—Putrefactio Argentum	self	V	self
3—Sublimatio Argentum	self	V	self
4—Solutio Argentum	self	V	self
5—Distillatio Argentum	self	V	self
6—Coagulatio Argentum	self	V	self
7—Extractio Argentum	self	V	self
8—Digestio Argentum	self	V	self
9—Ceratio Argentum	self	V	self
10—Fermentatio Argentum	self	V	self
11—Projectio Argentum	self	V	self
12—Calcinatio Aurum	self	V	self
13—Putrefactio Aurum	self	V	self
14—Sublimatio Aurum	self	V	self
15—Solutio Aurum	self	V	self
16—Distillatio Aurum	self	V	self
17—Coagulatio Aurum	self	V	self
18—Extractio Aurum	self	V	self
19—Digestio Aurum	self	V	self
20—Ceratio Aurum	self	V	self
25—Fermentatio Aurum	self	V	self
30—Projectio Aurum	self	V	self
50—Magnum Opus	self	V	self

1—Calcinatio Argentum (FU) In this first step towards the transmutation of base metal to silver, the caster incinerates his concoction over an open flame. This involves transforming the mixture to a powder in experimental operations taking 1 to 100+ days. If the Adept is successful in this operation, he may continue with the next stage, Putrefactio Argentum.

2—Putrefactio Argentum (FU) In this second step the Adept, by adding organic matter, causes the powder to decay; purifying the substance through destruction of its present embodiment. If the Adept is successful in this operation, he may continue with the next stage, Sublimatio Argentum.

3—Sublimatio Argentum (FU) In the third stage, the alchemist evaporates the material and re-solidifies it, in order to further refine its nature. If the Adept is successful in this operation, he may continue with the next step, Solutio Argentum.

4—Solutio Argentum (FU) In the fourth experiment, the caster adds mercury and a grain of silver to the concoction heating the whole, in order to convert the solid matter to a liquid. If the Adept is successful in this operation, he may continue with the next stage, Distillatio Argentum.

5—Distillatio Argentum (FU) The fifth step requires the alchemist to continuously evaporate and condense the fluid in a hermetically sealed vessel. If the Adept is successful in this operation, he may continue with the next stage, Coagulatio Argentum.

6—Coagulatio Argentum (FU) In the sixth step, the Adept solidifies or crystallizes the liquid into a solid body. This is also called "fixation." If the Adept is successful in this operation, he may continue with the next stage, Extractio Argentum.

7—Extractio Argentum (FU) The seventh step is performed by removing the desired aspects from the solid matter through transmigration. If the Adept is successful in this operation, he may continue with the next stage, Digestio Argentum.

8—Digestio Argentum (FU) In the eighth step, the alchemist dissolves the remaining solid in a liquid, keeping the mixture at a temperature of 104° F. If the Adept is successful in this operation, he may continue with the next stage, Ceratio Argentum.

9—Ceratio Argentum (FU) The ninth step involves a process which transforms the concoction into a wax-like substance. If the Adept is successful in this operation, he may continue with the next stage, Fermentatio Argentum.

10—Fermentatio Argentum (FU) In this penultimate step, the alchemist causes the waxy substance to ferment, working itself into a higher state of existence. If the Adept is successful in this operation, he may continue with the last stage, Projectio Argentum.

11—Projectio Argentum (FU) If this final stage is successful, a fine powder or liquid is the result. By sprinkling this substance on a base metal, the alchemist transforms it into purest silver. Enough of the Philosopher's Stone is created to treat 1 pound of metal per level of the Adept. The actual transmutation process takes only a few minutes to perform.

12—Calcinatio Aurum (FU) As *Calcinatio Argentum*, except refers to the process of transmutation to gold.

13—Putrefactio Aurum (FU) As *Putrefactio Argentum*, except refers to the process of transmutation to gold.

14—Sublimatio Aurum (FU) As *Sublimatio Argentum*, except refers to the process of transmutation to gold.

15—Solutio Aurum (FU) As *Solutio Argentum*, except refers to the process of transmutation to gold. A grain of gold is required, rather than silver for this step.

16—Distillatio Aurum (FU) As *Distillatio Argentum*, except refers to the process of transmutation to gold.

17—Coagulatio Aurum (FU) As *Coagulatio Argentum*, except refers to the process of transmutation to gold.

18—Extractio Aurum (FU) As *Extractio Argentum*, except refers to the process of transmutation to gold.

19—Digestio Aurum (FU) As *Digestio Argentum*, except refers to the process of transmutation to gold.

20—Ceratio Aurum (FU) As *Ceratio Argentum*, except refers to the process of transmutation to gold.

25—Fermentatio Aurum (FU) As *Fermentatio Argentum*, except refers to the process of transmutation to gold.

30—Projectio Aurum (FU) As *Projectio Argentum*, except refers to the process of transmutation to gold.

50—Magnum Opus (FU) This spell may only be cast by alchemists who have already successfully transmuted other metals into silver or gold. After the Adept casts this spell, his next attempt to make silver or gold is automatically successful in all stages of production. Although every step (spell) must still be cast, each "experiment" requires only one day to complete. Furthermore, enough of the Philosopher's Stone is created to transmute 5 pounds of base metal per level of the caster into silver or gold. Optionally, the GM may decide to let the alchemist convert metals to platinum, Mithril, etc. (using the same structure of experimental stages). In such a case, each stage would cost from 40 to 50 Power Points to cast. For example, Calcinatio Platinum would cost 40 PPs and be treated as a 40th level spell; Coagulatio Platinum would be 45th level and cost 45 PPs; and Projectio Platinum is 50th level and costs 50 PPs.

PHILOSOPHER'S ELIXIR (7.2.2)

(ADEPT BASE)

Note: The Philosopher's Elixir is a Universal Medicine which has the ability to cure all diseases and damage to the body or mind. It is developed as a corollary to an adept's search for the Philosopher's Stone. Just as the Philosopher's Stone transmutes base metals to gold, the Great Elixir changes the base human body and mind into a perfectly healthy being. The ultimate goal of an adept is to transform himself into an non-corporeal ideal of pure light, transcending the gross material world to behold the majesty of his god.

All spells on this list produce one dose of a potion (unless otherwise noted), which has the specified effect. Each spell on this list (except the last) is an imperfect formulation of the Great Elixir; each spell is a facet of the overall magnificence of the Philosopher's Elixir. Higher level spells create potions of greater sophistication, nearer the true Universal Medicine.

Like the Philosopher's Stone spell list, each of these spells takes a (variably) long time to accomplish. After an Adept commits to casting a spell, roll high open-ended percentile dice to determine how many days are required to complete the "experiment" (spell). For example, if a "12" is rolled, then the spell takes twelve days to cast; while a "96" followed by a "34" would mean that the "experiment" requires 130 days to complete. Note how long each spell takes to complete once the Adept has cast it. Afterwards, that "experiment" (spell) always takes this length of time to complete (for that particular Adept using the same materials and methods). An alchemist may opt to perform the "experiment" in a different manner in the hope that it will take less time. The alchemist must work on the "experiment" at least eight hours a day, as well as cast the spell in question each day.

Whether or not a spell fails is determined after it is completed. An Adept's percentage chance of success is equal to his Will stat (total of In, Em, Pr, SD, and Re bonuses) added to twice his level. For example, a 12th level Adept with a Will of 45 would have a 69% chance of success ($45 + (2 \times 12) = 69$). This failure percentage is applied in addition to normal spell failure (and ESF, too). Failure results in a worthless potion being produced.

In order to utilize this spell list, a laboratory and substantial equipment must be available at all times to the Adept. The cost of this will be not less than 100 gold pieces (GM discretion). Materials and general upkeep of this lab costs 1 gold piece per spell level every week. For example, if the alchemist is currently working on a 6th level spell which takes 49 days to complete, the cost of laboratory supplies for this spell is $6 \text{ gp} \times 7 \text{ weeks} = 42 \text{ gold pieces}$.

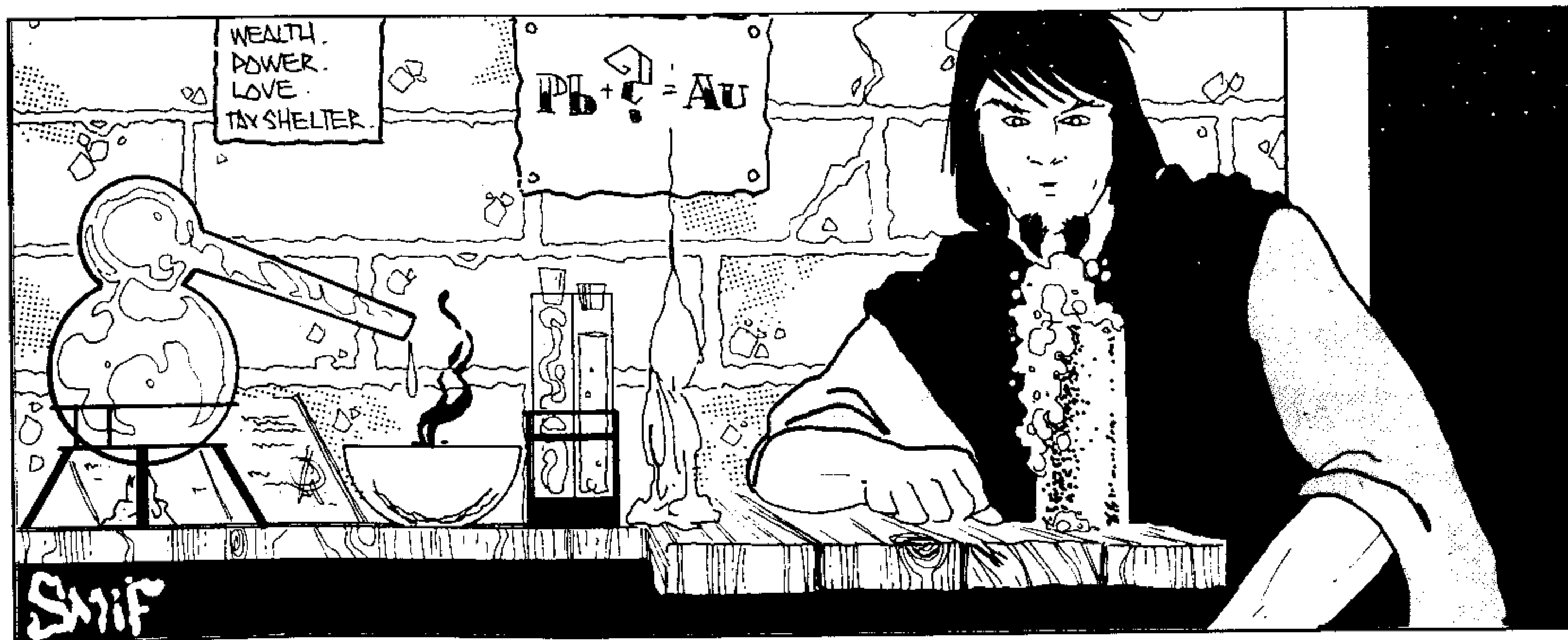
Normally, the potions and salves on this list automatically work; no Resistance Roll is necessary or possible (unless otherwise noted). If the GM believes this is too powerful, he may allow RRs, but should probably double or triple the attack level (usually based on the caster's level).

An Adept may only work on one elixir at a time.

	Area of Effect	Duration	Range
1-Aqua Ardens	self	V	self
2-Extrinseca	self	V	self
3-Mercurium Vitae	self	V	self
4-Aqua Fortis	self	V	self
5-Liquor Silicum	self	V	self
6-Aqua Vitae	self	V	self
7-Elixir Salis	self	V	self
8-Aqua Regia	self	V	self
9-Elixir Coralli	self	V	self
10-Elixir Balsami	self	V	self
11-Aqua Mortis	self	V	self
12-Alkahest	self	V	self
13-Extrinseca Magnus	self	V	self
14-Humor Vitae	self	V	self
15-Aqua Philosophorum	self	V	self
20-Aqua Metallorum	self	V	self
25-Panacea	self	V	self
30-Elixir Vitae	self	V	self
50-Aurum Potabile	self	V	self
75-Menstruum	self	P	self

1—Aqua Ardens (FU) In experimental operations taking 1 to 100+ days, the caster distills pure ethyl alcohol from some fermented beverage (e.g., beer, wine, etc.). By distilling this fluid many times, he is able to remove all impurities. Caster distills one quart per level. For offensive purposes, a one-quart "Molotov Cocktail" has a splash-radius of 2' and does a -20 Fireball attack (see Section 3.5 Thrown Projectiles in Rolemaster Companion V). If imbibed in large enough quantity, treat as a 5th level Conversion poison.

2—Extrinseca (FU) The adept produces a salve which, when rubbed on an external wound of any sort, immediately heals 1-10 hits.



3—Mercurium Vitae (FU) Caster creates a silvery potion which, when imbibed, completely restores all hair and nail losses. This is a cosmetic treatment for which vain men and women will pay exorbitant amounts.

4—Aqua Fortis (FU) The alchemist manufactures one ounce per level of a strong acid. This acid is capable of delivering 'B' severity Acid critical strikes and/or 20 structural hits per minute of exposure (if Section 6.2 Materials Integrity of Rolemaster Companion V is used). If the caster so desires, this acid may be of one particular variety (e.g., sulphuric acid, nitric acid, hydrochloric acid, etc.). This acid will not affect gold, platinum, mithril, laen, and other extraordinary or magical substances.

5—Liquor Silicum (FU) Caster makes a milky white potion that acts as a curative. By imbibing this potion, a person receives an additional Resistance Roll vs. any physical diseases currently in his system. Regardless, any damages caused by disease remain unhealed. This potion also allows the person to recover all spent Exhaustion Points.

6—Aqua Vitae (FU) The adept creates a fluid that bursts into flames on contact with air or water. This liquid is not consumed in the fire and will continue burning indefinitely. The blaze must be smothered to extinguish it. Consequently, the fluid must be kept tightly sealed at all times, in order to avoid calamity. Caster makes one pint per level. For offensive purposes, a one-pint bottle has a splash-radius of 1' (see Section 3.5 Thrown Projectiles in *RMCV*) and does a +20 Fireball attack each round someone is exposed to its flames. If imbibed, treat as a 10th level Conversion poison in addition to a +50 Fireball attack.

7—Elixir Salis (FU) Caster produces a yellowish potion that acts as a restorative. By drinking this potion, a person receives an additional Resistance Roll vs. any mental illness currently afflicting him. Even if this potion does not cure the person, he will realize that there is something wrong with his mind.

8—Aqua Regia (FU) The alchemist manufactures one ounce per level of a very strong acid. This acid is capable of delivering 'D' severity Acid critical strikes and/or 40 structural hits per minute of exposure (if Section 6.2 Materials Integrity of *RMCV* is used), even attacking gold, platinum, and other noble metals. This acid will not affect mithril, laen, eog and other magical substances.

9—Elixir Coralli (FU) The adept makes a blood red potion which will prevent pregnancy for one month per level of the caster. If a woman who is already pregnant drinks this potion, the pregnancy will be immediately (and painlessly) terminated.

10—Elixir Balsami (FU) The alchemist creates a bright green potion which, when imbibed, immediately cures all physical diseases which trouble the person. However, this potion does not repair any damages wrought by these illnesses.

11—Aqua Mortis (FU) Caster manufactures one dose of the perfect poison. Aqua Mortis instantly kills without a trace. Treat the level of the poison as triple the caster's level.

12—Alkahest (FU) The adept produces the "Universal Solvent," one ounce per level. This acid is capable of delivering "J" severity (E+D+C) Acid critical strikes and/or 100 structural hits per minute of exposure (if Section 6.2 Materials Integrity of *RMCV* is used), even attacking gold, platinum, mithril, laen, eog and other extraordinary or magical substances. At the time of creation, the caster may specify one material which the Alkahest will not dissolve. This material is usually fabricated into a container for the Alkahest. Alkahest never loses its potency, and so must be handled very carefully. Spilled Alkahest will eventually eat its way to the world's core!

13—Extrinseca Magnus (FU) The alchemist produces a salve which, when rubbed on an external wound of any sort, immediately heals the person of 1-100 hits.

14—Humor Vitae (FU) Caster creates a blue potion which, when imbibed, removes all poisons from the person's body. Drinking this potion will not heal the damages done by these poisons.

15—Aqua Philosophorum (FU) The adept makes a purple potion that promotes psychic change. This potion is usually only taken by the alchemist himself, for he feels the Aqua Philosophorum is a gift from his god. One who imbibes this elixir undergoes a spiritual transformation, losing all negative personality traits (GM discretion). For example, after drinking the Aqua Philosophorum, the caster would no longer be greedy, uncaring, arrogant, dissolute, evil, etc. In addition to becoming a better person, this potion raises both temporary and potential mental statistics (Me, Re, SD, In, Pr, and Em) by rolling on the "10-11" column of Section 15.1.2 Stat Gain Table of *ChL & CaL*. This increase is permanent. Only the first dose is beneficial; subsequent doses have no effect.

20—Aqua Metallorum (FU) The alchemist produces an orange potion that completely cures all inherent (genetic) deformities, both mental and physical. All losses are restored, so that someone born without arms would grow them over a period of a few days, while a mental defective would suddenly be in possession of all his faculties.

25—Panacea (FU) Caster makes a blue-green potion that instantly cures all diseases and removes all poisons from the imbiber's body. Optionally, grants instead another RR with a +50 bonus. All damages wrought by these diseases or poisons are completely repaired and the drinker is restored to his full health (including any lost statistics). Finally, the imbiber gets an additional Resistance Roll vs. any disease or poison. The latter effect lasts for one month per level of the caster.

30—Elixir Vitae (FU) The adept creates the "elixir of life." This iridescent potion returns the person who drinks it to a youthful state. For example, if an ancient man of 100 years drinks the Elixir Vitae, he will become a vigorous young man, apparently only 21 years old. Additionally, the Elixir Vitae prolongs life, so that ten passing years seem as only one to the person who drinks it. This potion can only be imbibed once by a person. Someone who takes a second drink will immediately (and painfully) die, their body utterly corrupting from the supernal powers of the elixir of life.

50—Aurum Potabile (FU) Caster produces a golden potion, which is the nectar of perpetual life. Those who drink it will live forever in vigorous, youthful fervor. Of course, they may still die a violent death. However, they do receive a +100 bonus vs. all diseases, poisons, and death magic (e.g., *Absolution Pure*, *Slaying Song*, *Shout True*, *Death Mastery*, *Kill*, *Life Force Drain*, *Kiss of Death*, etc.). Optionally, the GM may grant immunity to any or all of these attacks.

75—Menstruum (FU) The adept creates a luminous potion which, when imbibed, dissolves the body. In effect, the alchemist discards his body and becomes a spiritual being of pure golden light. Although usually the alchemist's spirit would transcend to a higher plane of existence and sit admiringly at the foot of his god, he is not forced to do so. Such non-corporeal beings can only be hit by magic weapons, having an Armor Type of 1 and a Defensive Bonus of 100.

GEM SEEDS (7.2.3)

(ADEPT BASE)

Note: The Gem Seeds spell list represents another aspect of an Adept's search for the Philosopher's Stone. In this case, the alchemist seeks to derive precious gemstones from common quartz. This goal is similar to transmuting base metals into gold, but the method is very different.

First, the adept must obtain a flawless example of the type of gem he wishes to create. He carefully grinds this gem into a powder, then preforms elaborate chemical operations on the resultant grit. If the alchemist is successful, he draws forth the "seed" or "soul" from the powdered gem. The seed of a gem appears as fine sand of proper color. With this seed, the adept later will transmute common quartz into the appropriate gemstone. The gem's seed literally fertilizes the quartz, causing it to "grow" into a precious gem the size of the quartz crystal used. The alchemist should use a flawless quartz crystal. Otherwise, the grown precious gem will share its imperfections, lessening its value considerably.

Like the *Philosopher's Stone* spell list, each of these spells takes a (variably) long time to accomplish. After an Adept commits to casting a spell, roll high open-ended percentile dice to determine how many days are required to complete the operation (spell). For example, if a "12" is rolled, then the spell takes twelve days to cast; while a "96" followed by a "34" would mean that the operation requires 130 days to complete. Note how long each spell takes to complete once the Adept has cast it. Afterwards, that spell or operation always takes the same length of time to complete (for that particular Adept using the same materials and methods). An alchemist may opt to perform the operation in a different manner in the hope that it will take less time. The alchemist must work on the operation at least eight hours a day, as well as cast the spell in question each day.

Whether or not a spell fails is determined after it is completed. An Adept's percentage chance of success is equal to his Will stat (total of In, Em, Pr, SD, and Re bonuses) added to twice his level. For example, a 12th level Adept with a Will of 45 would have a 69% chance of success ($45 + (2 \times 12) = 69$). This failure percentage is applied in addition to normal spell failure (and ESF, too). Failure results in a worthless gem seed or gemstone being produced.

In order to utilize this spell list, a laboratory and substantial equipment must be available at all times to the Adept. The initial cost of this will be not less than 100 gold pieces (GM discretion). Materials and general upkeep of this lab costs 1 gold piece per spell level every week. For example, if the alchemist is currently working on a 6th level spell which takes 49 days to complete, the cost of laboratory supplies for this spell is $6 \text{ gp} \times 7 \text{ weeks} = 42 \text{ gold pieces}$.

The gem types used in this list deserve some description:

Amethyst is a violet colored variety of Quartz, which when flawless is considered a precious gem. It occurs in hexagonal, prismatic crystals and has a Hardness Rating of 7 on Mohs' scale of hardness. Amethyst is the easiest gem seed to extract and propagate.

Chrysoprase is an apple green colored form of Chalcedony. It is botryoidal (resembling a bunch of grapes) in configuration and has a Hardness Rating of 6.5 to 7. If the GM concurs, other (lesser) forms of Chalcedony may also be included under this heading: Cornelian (flesh red to brown-red); Bloodstone (opaque, dark green with red spots); Agate (banded or layered in many various colors); and Jasper (all colors, mostly striped or spotted).

Garnet refers to a large group of precious gems, all having a Hardness Rating ranging from 6.5 to 7.5 and an isometric crystalline structure. Several forms of Garnet are: Grossularite (yellow, green, or copper-brown); Hessonite (cinnamon colored); Leuco Garnet (colorless); Pyrope (deep red with a brown tint); Rhodolite (rose-red to pale violet); Almendrine (red with a violet tint); Spessartite (orange to red-brown); Demantoid (green, emerald green); Melanite (opaque black); Topazolite (lemon yellow); and Uvarovite (emerald green).

Tourmaline occurs in hexagonal or trigonal prismatic crystals, with a Hardness Rating of 7 to 7.5. It comes in a wide variety of colors such as: pink, red, green, blue, violet, brown, black, yellow, multi-colored or even colorless.

Topaz has an orthorhombic prismatic crystalline structure and a Hardness Rating of 8 (in Mohs' scale). Topaz is usually yellow in color, but can have a bluish, greenish, reddish or brownish cast.

Beryl has a Hardness Rating of 7.5 to 8 and occurs in hexagonal or trigonal prisms. Beryl is usually golden, bright yellow, or pink in color. However, when it is light blue, blue or blue-green in coloration, Beryl is called Aquamarine.

Emerald is a light green, yellow-green, dark green, or emerald green variety of Beryl.

Ruby and Sapphire are both types of Corundum. Corundum occurs in hexagonal prismatic crystals and has a Hardness Rating of 9. When Corundum is any hue of red or yellowish-red, it is called Ruby. Sapphire is Corundum coming in a variety of colors: various hues of blue, bluish-green, green, purple, yellow, orange, pink, black, and colorless.

Diamond has an octahedral crystalline structure and a Hardness Rating of 10—the highest rating in Mohs' scale of hardness. Diamond may be colorless, faintly reddish, light blue, pale yellow, watery green, pallid brown, or even black.

Laen is a fantasy substance composed of magical volcanic glass. Laen has an incredibly long hexagonal crystal lattice structure. Being nearly indestructible, the hardness of Laen transcends Mohs' scale. However, consider Laen to have a nominal Hardness Rating of 11 (beyond Diamond). Laen comes in a wide variety of colors: smokey, red, green, blue, silvery, or colorless.

Adamant (Adamantine) is a mythical gemstone of unsurpassed beauty and impenetrable hardness. Adamant has an hexoctahedral crystalline structure and a nominal Hardness Rating of 12 (beyond Laen). Adamant is colorless and sparkles with an inner luminescence.

	Area of Effect	Duration	Range
1—Extract Amethyst's Seed	1 gem	V	touch
2—Extract Chrysoprase's Seed	1 gem	V	touch
3—Extract Garnet's Seed	1 gem	V	touch
4—Extract Tourmaline's Seed	1 gem	V	touch
5—Extract Topaz's Seed	1 gem	V	touch
6—Extract Beryl's Seed	1 gem	V	touch
7—Extract Emerald's Seed	1 gem	V	touch
8—Extract Ruby's Seed	1 gem	V	touch
9—Extract Sapphire's Seed	1 gem	V	touch
10—Propagate Amethyst	1 crystal	V	touch
11—Propagate Chrysoprase	1 crystal	V	touch
12—Propagate Garnet	1 crystal	V	touch
13—Propagate Tourmaline	1 crystal	V	touch
14—Propagate Topaz	1 crystal	V	touch
15—Extract Diamond's Seed	1 gem	V	touch
16—Propagate Beryl	1 crystal	V	touch
17—Propagate Emerald	1 crystal	V	touch
18—Propagate Ruby	1 crystal	V	touch
19—Propagate Sapphire	1 crystal	V	touch
20—Extract Laen's Seed	1 gem	V	touch
25—Extract Adamant's Seed	1 gem	V	touch
30—Propagate Diamond	1 crystal	V	touch
40—Propagate Laen	1 crystal	V	touch
50—Propagate Adamant	1 crystal	V	touch

1—Extract Amethyst's Seed (F) Caster isolates the essence, seed, or "soul" of a flawless Amethyst in an operation which takes 1 to 100+ days. If the adept is successful, he may utilize the resulting powder to "grow" or Propagate Amethyst.

2—Extract Chrysoprase's Seed (F) As *Extract Amethyst's Seed*, except that this spell applies to Chrysoprase (and other forms of Chalcedony—GM discretion).

3—Extract Garnet's Seed (F) As *Extract Amethyst's Seed*, except that this spell applies to the various forms of Garnet.

4—Extract Tourmaline's Seed (F) As *Extract Amethyst's Seed*, except that this spell applies to Tourmaline.

5—Extract Topaz's Seed (F) As *Extract Amethyst's Seed*, except that this spell applies to Topaz.

6—Extract Beryl's Seed (F) As *Extract Amethyst's Seed*, except that this spell applies to Beryl.

7—Extract Emerald's Seed (F) As *Extract Amethyst's Seed*, except that this spell applies to Emerald.

8—Extract Ruby's Seed (F) As *Extract Amethyst's Seed*, except that this spell applies to Ruby.

9—Extract Sapphire's Seed (F) As *Extract Amethyst's Seed*, except that this spell applies to Sapphire.

10—Propagate Amethyst (F) The adept fertilizes a quartz crystal using Amethyst's Seed. Over a period of 1 to 100+ days, the crystal becomes an Amethyst. This gem stone has the same shape, size, and quality of the original quartz. The Amethyst's Seed is used up in this operation.

11—Propagate Chrysoprase (F) As *Propagate Amethyst*, except that this spell applies to Chrysoprase (and other forms of Chalcedony—GM discretion).

12—Propagate Garnet (F) As *Propagate Amethyst*, except that this spell applies to the various forms of Garnet.

13—Propagate Tourmaline (F) As *Propagate Amethyst*, except that this spell applies to Tourmaline.

14—Propagate Topaz (F) As *Propagate Amethyst*, except that this spell applies to Topaz.

15—Extract Diamond's Seed (F) As *Extract Amethyst's Seed*, except that this spell applies to Diamond.

16—Propagate Beryl (F) As *Propagate Amethyst*, except that this spell applies to Beryl.

17—Propagate Emerald (F) As *Propagate Amethyst*, except that this spell applies to Emerald.

18—Propagate Ruby (F) As *Propagate Amethyst*, except that this spell applies to Ruby.

19—Propagate Sapphire (F) As *Propagate Amethyst*, except that this spell applies to Sapphire.

20—Extract Laen's Seed (F) As *Extract Amethyst's Seed*, except that this spell applies to Laen.

25—Extract Adamant's Seed (F) As *Extract Amethyst's Seed*, except that this spell applies to Adamant.

30—Propagate Diamond (F) As *Propagate Amethyst*, except that this spell applies to Diamond.

40—Propagate Laen (F) As *Propagate Amethyst*, except that this spell applies to Laen.

50—Propagate Adamant (F) As *Propagate Amethyst*, except that this spell applies to Adamant.

PALINGENESIS (7.2.4)

(ADEPT BASE)

Note: The spell list *Palingenesis* represents alchemical experiments to demonstrate the reality of the spirit or "soul." An alchemist in *Rolemaster* uses this list to obtain the spirits needed to create intelligent magic items. Additionally, an adept may use these spirits to gain information or provide protection.

To use the *Palingenesis* spell list, an alchemist must have elaborate equipment (e.g., glass vessels, rare chemicals, small forge, autoclave, etc.) and a quiet, undisturbed laboratory in which to work. Assume this lab costs not less than 100 gold pieces. Materials and general upkeep of the lab costs 1 gold piece per spell level. For example, if the alchemist is currently working on a 12th level spell, the cost of laboratory supplies for this spell is 12 gold pieces.

"**Essential Salts**" are derived from the ashes of formerly living plants, animals, and other creatures. These Salts contain the entirety of a being's spirit, distilled to its purest form—fine, sand-like crystals of a homogeneous hue. In this form, the spirit is totally inactive. When Essential Salts are infused in a specially heated liquid medium (e.g., glycerin, alcohol, sulphurated rosewater, tincture of camphor, waters of lead, sap from a certain tree, etc.—GM discretion), the spirit and image of the dead being are manifest (and if intelligent, able to communicate, as well). This operation is known as "resuscitation." Essential Salts may be reused by carefully evaporating off the liquid medium. Essential Salts must be stored in special air-tight (Hermetically sealed) vials in order to keep out moisture. Essential Salts decompose if exposed to moisture for extended periods, eventually becoming worthless.

"**Resuscitated Essential Spirits**" are treated as Standard Spirits for the most part (see *Rolemaster Companion II*, Section 6.2 *The Spirit World*, on pages 20 to 22). An Essential Spirit has restricted movement, since it must remain within the glass vessel housing it. The Will of an Essential Spirit is equal to ten times its level. A Will Contest may be initiated by an Essential Spirit within a number of feet equal to its level.

Regardless of the size of the being whose Essential Salts are resuscitated, its image (and spirit) will fit within the glass vessel housing it.

Essential Spirits retain all knowledge and spell lists that they had in life. Although they retain their Power Points, once used, these Power Points may not be regained except by use of the appropriate Charge... spell.

"**Guardian Essential Salts**" contain "Guardian Essential Spirits." Guardian Essential Spirits have the ability to thwart certain entities; i.e., those diametrically opposed to them. For example, a Paladin with Guardian's Ways considers his enemies to be creatures of the Unlife. Should he be reduced to his Essential Salts, those Salts would be Guardian Essential Salts versus Unlife. Guardian Essential Spirits may help protect an alchemist from malignant spirits and other entities who seek to harm him. In such a case, the adept would resuscitate a Guardian Essential Spirit either to cast spells or initiate a Will Contest in his defense. Often Guardian Essential Salts contain beings who knew the Guardian's Ways spell list in life.

The *Palingenesis* spell list, in conjunction with the appropriate spells from *Automata* (or *Enchanting Ways*, *Essence Imbedding*, *Alchemical Preparations*, etc. for other alchemists) may be used to imbed Essential Spirits in magic items. This procedure provides magical items with Wills and intelligences. Essential Salts (and Essential Spirits with them) are activated by immersion in molten materials such as glass, laen, steel, and so on. The manifest Essential Spirit is thus inextricably linked with such items. There is no need to permanently manifest the spirit (using the *Permanence* spell) since the spirit is already tied to the item by means of a High Intelligence, *Imbed X*, or other spell.

	Area of Effect	Duration	Range
1—Detect Essential Salts	5' rad.	1rnd/lvl	50'
2—Detect Guardian Essential Salts	5' rad.	1rnd/lvl	50'
3—Prepare Funerary Ashes	1 body	1 day	touch
4—Extract Essential Salts	ashes	1 day	touch
5—Tiny Plant Resuscitation	Salts	1 day	touch
6—Small Plant Resuscitation	Salts	1 day	touch
7—Medium Plant Resuscitation	Salts	1 day	touch
8—Large Plant Resuscitation	Salts	1 day	touch
9—Huge Plant Resuscitation	Salts	1 day	touch
10—Tiny Animal Resuscitation	Salts	1 day	touch
11—Small Animal Resuscitation	Salts	1 day	touch
12—Medium Animal Resuscitation	Salts	1 day	touch
13—Large Animal Resuscitation	Salts	1 day	touch
14—Huge Animal Resuscitation	Salts	1 day	touch
15—Tiny Beast Resuscitation	Salts	1 day	touch
16—Small Beast Resuscitation	Salts	1 day	touch
17—Medium Beast Resuscitation	Salts	1 day	touch
18—Large Beast Resuscitation	Salts	1 day	touch
19—Huge Beast Resuscitation	Salts	1 day	touch
20—Guardian Resuscitation	Salts	1 day	touch
25—Demon Resuscitation	Salts	1 day	touch
30—Spirit Wrack	Essential Spirit	V	touch
40—Solidity	Essential Spirit	1 day	touch
50—Permanence	Essential Spirit	P	touch

1—Detect Essential Salts (I) Allows caster to recognize Essential Salts or an infusion of Salts in their liquid medium. Also, this spell allows determination of the type of being whose spirit is held within the Essential Salts (in conjunction with a Hard (-10) Spell Mastery roll). Caster may concentrate on a different 5' radius area each round.

2—Detect Guardian Essential Salts (I) As above, but allows caster to recognize Guardian Essential Salts and know their "enemies" (i.e., the entities against whom they guard).

3—Prepare Funerary Ashes (F) Allows the adept to render the cremated remains of some being into a form suitable for extracting its Essential Salts (in a one day long operation). This spell must be cast before the spell Extract Essential Salts may be performed.

4—Extract Essential Salts (F) Allows the alchemist to extract, from Prepared Ashes, the dead being's Essential Salts in a procedure which takes one day to complete.

5—Tiny Plant Resuscitation (F) Infusing the Essential Salts of a Tiny-sized plant in a certain liquid medium (a one day long experiment) and then casting this spell causes the Essential Spirit (and image) of the Tiny plant to be manifest within a glass vessel. The image is made up of suspended particles of Essential Salts. The resuscitated Tiny plant's Essential Spirit and image will remain for up to one day before fading away and settling to the container's bottom. The fluid medium may be decanted, leaving the Essential Salts, which if dried carefully, may be used again. This spell, although having few practical applications, is a stepping-stone to bigger and better experiments to come. Historically, this spell was used by low-level adepts to demonstrate physically the reality of spiritual realms.

6—Small Plant Resuscitation (F) As *Tiny Plant Resuscitation*, except that the Essential Salts and Spirit of a Small plant is involved.

7—Medium Plant Resuscitation (F) As *Tiny Plant Resuscitation*, except that the Essential Salts and Spirit of a Medium plant is involved.

8—Large Plant Resuscitation (F) As *Tiny Plant Resuscitation*, except that the Essential Salts and Spirit of a Large plant is involved.

9—Huge Plant Resuscitation (F) As *Tiny Plant Resuscitation*, except that the Essential Salts and Spirit of a Huge plant is involved.

10—Tiny Animal Resuscitation (F) As *Tiny Plant Resuscitation*, except that the Essential Salts and Spirit of a Tiny animal is involved.

11—Small Animal Resuscitation (F) As *Tiny Plant Resuscitation*, except that the Essential Salts and Spirit of a Small animal is involved.

12—Medium Animal Resuscitation (F) As *Tiny Plant Resuscitation*, except that the Essential Salts and Spirit of a Medium animal is involved. Note that this spell allows resuscitation of and communication with Human Essential Spirits (optionally, this spell may also affect the Essential Spirits of Elves, Dwarves, Lugroki, etc.).

13—Large Animal Resuscitation (F) As *Tiny Plant Resuscitation*, except that the Essential Salts and Spirit of a Large animal is involved.

14—Huge Animal Resuscitation (F) As *Tiny Plant Resuscitation*, except that the Essential Salts and Spirit of a Huge animal is involved.

15—Tiny Beast Resuscitation (F) As *Tiny Plant Resuscitation*, except that the Essential Salts and Spirit of a Tiny beast or monster is involved.

16—Small Beast Resuscitation (F) As *Tiny Plant Resuscitation*, except that the Essential Salts and Spirit of a Small beast or monster is involved.

17—Medium Beast Resuscitation (F) As *Tiny Plant Resuscitation*, except that the Essential Salts and Spirit of a Medium beast or monster is involved.

18—Large Beast Resuscitation (F) As *Tiny Plant Resuscitation*, except that the Essential Salts and Spirit of a Large beast or monster is involved.

19—Huge Beast Resuscitation (F) As *Tiny Plant Resuscitation*, except that the Essential Salts and Spirit of a Huge beast or monster is involved.

20—Guardian Resuscitation (F) As *Tiny Plant Resuscitation*, except that this spell creates a Guardian Essential Spirit from the Essential Salts of an intelligent being. This being either must have possessed the Guardian's Ways spell list in life, or must have been naturally predisposed against some entity, agency, etc.

25—Demon Resuscitation (F) As *Tiny Plant Resuscitation*, except that this spell affects entities from other worlds, times, dimensions, planes of existence, etc. Thus any "unearthly" being can be resuscitated, not just the demons from *C&T*.

30—Spirit Wrack (FM) The targeted Essential Spirit must truthfully answer the caster's questions or else lose 50% of its remaining hits for each lie. Caster may ask one question per level.

40—Solidity (F) This spell lends an Essential Spirit corporeality and substance. The Essential Spirit is drawn out of its container, attaining physical manifestation, actual size, all its former abilities, and is treated as a living being for one day. Once its day is over, the Essential Spirit resumes its normally insubstantial state, returning to the vessel housing it as merely Essential Salts in suspension.

50—Permanence (FU) Use of this spell after casting any other spell on this list alters that spell's duration to "P." This spell is not meant as a "resurrection" or Lifegiving, and will not bring dead people back to life. The entity created by this spell is not alive per se, but simply a permanently manifested spirit (e.g., the entity will not register as alive, may be turned as undead, may initiate Will Contests, has no memory, skills or emotions (unless an emotive spirit), may not procreate, need not eat, and so on).



AUTOMATA (7.2.5)

(ADEPT BASE)

Note: In order to utilize this spell list, a laboratory and substantial equipment must be available at all times to the Adept. The initial cost of this will be not less than 100 gold pieces (GM discretion).

The "Constructs" and "Golems" mentioned in this list must be constructed from a quantity of material appropriate to the type of entity. Construction and animation of these entities costs a great deal of money and takes a long time to accomplish. These spells are marked with a "\$." A suggested base cost for a Golem or Construct body is the level of the creature cubed (i.e., Lvl x Lvl x Lvl) in gold pieces plus the cost of the material needed to make the body (a Steel Golem is going to cost a lot more than a Clay Golem). The time required to fashion the body is the level of the creature squared (i.e., Lvl x Lvl) in days. If the creator of the body engages in any other activity during the period in which he is making the body, the fabrication time is doubled. The Adept must cast the appropriate spell once per day while making the body.

Creatures & Treasures, Section 2.34 *Elementals and Artificial Beings* and *Creatures & Treasures II*, Section 6.0 *Elementals and Artificial Beings*, contain statistics and descriptions of all entities mentioned here, as well as important information relevant to their creation.

Animated objects function for only a short while and are limited in offensive potential by the type of item animated (i.e., a ballistae will always be more devastating than a comfy chair). The value of animated objects lies in their cheapness and ease of creation. Any inanimate object can be animated.



When first created, Constructs, Golems, and animated objects have no "souls" or spirits. In this state, these empty vessels act as a powerful magnet for whatever forms of disembodied consciousness lurk in the area. If one of these stray spirits enters the entity, the body will be controlled by the inhabitant-spirit. This can be very dangerous for an untrained alchemist, since the spirit possessing his monstrous new creation may vary from a simple conceptual spirit to a ghost! This is the reason that most Adepts who fashion these creatures imbue a spirit of their choosing in the entity using one of the Spirit Store spells. The base chance that a stray spirit will possess a "soulless" artificial being is 5% per minute. This may vary depending on locale (e.g., much more likely in a graveyard).

	Area of Effect	Duration	Range
1-Familiar	familiar	P	touch
2-Animation I	object	1 min/lvl	1'/lvl
3-Spell Store	entity	V	touch
4-Animation II	object	2 min/lvl	2'/lvl
5-Minor Construct §	"body"	P	touch
6-Spirit Store III	entity	P	touch
7-Possession Protection I	entity	1 hour/lvl	touch
8-Animation V	object	5 min/lvl	5'/lvl
9-Tar Golem §	"body"	P	touch
10-Clay Golem §	"body"	P	touch
11-Lesser Construct §	"body"	P	touch
12-Spirit Store VIII	entity	P	touch
13-Possession Protection II	entity	2 hours/lvl	touch
14-Animation X	object	10 min/lvl	10'/lvl
15-Stone Golem §	"body"	P	touch
16-Brass Golem §	"body"	P	touch
17-Spirit Store X	entity	P	touch
18-Possession Protection III	entity	3 hours/lvl	touch
19-Greater Construct §	"body"	P	touch
20-Iron Golem §	"body"	P	touch
25-Spirit Store XV	entity	P	touch
30-Animation XX	object	20 min/lvl	20'/lvl
35-Steel Golem §	"body"	P	touch
40-Spirit Store XX	entity	P	touch
50-Colossus §	"body"	P	touch
60-Spirit Store True	entity	P	touch

1—Familiar (M) The caster can attune himself to a Minor Construct which is afterwards called his familiar. This Minor Construct cannot be more than 10% of the caster's mass. The caster must first fabricate the Construct and then cast this spell on the it once per day for one week. This requires at least two hours of concentration (Light (+10) Meditation—Trance) every day. Caster can then control the familiar and view the world through its senses by concentrating on it (Easy (+20) Meditation—Trance). In order to gain sensory input from his familiar, the caster must be within 50'/lvl of it. If his familiar is destroyed, the caster will suffer a -25 modification to all actions for one month. A caster can replace his deceased familiar only after one full year has elapsed since its death.

2—Animation I (F) Caster can animate one Tiny-sized object to do his bidding, insofar as it is able to comply. Normally rigid structures will gain a magical flexibility and be able to move according to the caster's wishes. The maximum attributes this animated object can possibly have are: First Level, 20 Hit Points, +10 Offensive Bonus, and +5 Defensive Bonus. Armor Type is determined by the nature and construction of the animated object (GM discretion). Remember, these are maximum attributes for objects animated through use of this spell; most animated objects will operate with lesser values, depending on their individual structures (GM discretion). Caster must always remain within 1'/lvl of the animated object (Control Range) or he will lose control of it. Losing control can be represented as either termination of the spell or by automatic possession of the object by a spirit as described above (GM discretion). Of course, possession by a disembodied consciousness is always possible, even when the animated object is well within the caster's Control Range. For this reason, Animation spells require only a Routine (+30) Spell Mastery roll to terminate their effects, rendering the object once more inanimate.

3—Spell Store (PF) The adept casts this spell just prior to any spell he wishes to store in his artificial entity. This stored spell may be cast at any time, without preparation. When used to store a spell in animated objects and Constructs/Golems without spirits, the caster triggers the stored spell, determining when it is cast. In this case, the Adept may not cast any other spell as long as a spell is stored in one of his artificial entities. Intelligent Constructs/Golems (ones inhabited by a spirit) are treated differently. It is they who trigger the stored spell and choose when to cast it. The caster is under no restrictions when he stores a spell in an intelligent entity and may subsequently utilize any spell without penalty. This spell costs the same number of Power Points to cast as the spell that is to be stored, plus 3 PPs. Of course, the spell to be stored must be available to the caster.

4—Animation II (F) As *Animation I*, except that caster animates one Small-sized object for a longer time and at a greater range. Maximum possible attributes of the animated object are: 2nd Level, 40 Hit Points, +20 Offensive Bonus, and +10 Defensive Bonus. Control Range is 2'/lvl radius around the caster.

5—Minor Construct (F§) From appropriate materials, the caster forms and animates a Minor Construct's body. A newly created Construct is unintelligent and able to follow only the simplest of instructions—three words maximum. Commands might include for example, "Fetch the oranges" or "Defend this corridor" or "Kill all intruders." A Minor Construct's level and statistics can be altered from those presented in *Creatures & Treasures*, within the parameters given. Thus a Minor Construct may vary from zero to 7th level (normally 3rd level); 125 to 175 hits (normally 150 hits); +30 OB to +100 OB (normally +60 OB); etc. Creating a more powerful Minor Construct requires that a successful Spell Mastery roll be made each day of construction. Each level difference increases the difficulty of the roll. For example, to create a 4th level Minor Construct would entail a Hard (-10) Spell Mastery roll be successfully made each day; 5th level requires a Very Hard (-20) Spell Mastery; 6th level, Extremely Hard (-30); and so on. If even one day elapses without a successful Spell Mastery, the resultant Minor Construct will have normal statistics. A Minor Construct can never be higher level than its maker. Creating a less powerful Minor Construct requires no Spell Mastery rolls at all. A caster would want to make a weaker Minor Construct in order to save time and money. Savings are based purely on the construct's level, with a minimum investment of one day and one gold piece.

6—Spirit Store III (FM) Allows the caster to imbed a spirit within an artificially created entity (maximum of 3rd level) in order to give it intelligence. No control over this spirit is implied. The caster must gain the spirit's obedience through cajolery, bribery, sincerity, trust, threats, Leadership, Diplomacy, Seduction, Spirit Binding, and so on. If a spirit which the caster imbeds in one of his entities turns out to be unacceptable, the caster may attempt to banish it in the hopes of getting a more amicable spirit later on. Banishing an imbedded spirit requires another casting of this spell along with a Very Hard (-20) Spell Mastery. If successful, the spirit still gets a Resistance Roll, at the level of the entity inhabited. If unsuccessful, the spirit remains permanently resident (and probably not too pleased with the caster!). This spell does not provide the requisite spirit, which must be obtained with another spell list, such as *Palingenesis*, *Life Essence Storing*, *Spirit Summoning*, etc.

7—Possession Protection I (M) When cast on an unintelligent artificial entity, this spell grants protection (in the form of a RR) from any disembodied consciousness who wish to possess it. Target level equals the artificial entity's level, while the attack level is equal to the spirit's level. A spirit which makes an unsuccessful attempt to possess the artificial entity may not try again as long as this spell is in effect.

8—Animation V (F) As *Animation I*, except that caster animates one Medium-sized object for a longer time and at a greater range. Maximum possible attributes of the animated object are: 5th Level, 100 Hit Points, +50 Offensive Bonus, and +25 Defensive Bonus. Control Range is 5'/lvl radius around the caster.

9—Tar Golem (F§) As *Minor Construct*, except a Tar Golem may be formed and animated.

10—Clay Golem (F§) As *Minor Construct*, except a Clay Golem may be formed and animated.

11—Lesser Construct (F§) As *Minor Construct*, except a Lesser Construct may be formed and animated.

12—Spirit Store VIII (FM) As *Spirit Store III*, except allows the caster to imbed a spirit within an artificial entity of no more than 8th level.

13—Possession Protection II (M) As *Possession Protection I*, except grants two RRs vs each possession attempt.

14—Animation X (F) As *Animation I*, except that caster animates one Large-sized object for a longer time and at a greater range. Maximum possible attributes of the animated object are: 10th Level, 200 Hit Points, +100 Offensive Bonus, and +50 Defensive Bonus. Control Range is 10'/lvl radius around the caster.

15—Stone Golem (F§) As *Minor Construct*, except a Stone Golem may be formed and animated.

16—Brass Golem (F§) As *Minor Construct*, except a Brass Golem may be formed and animated.

17—Spirit Store X (FM) As *Spirit Store III*, except allows the caster to imbed a spirit within an artificial entity of no more than 10th level.

18—Possession Protection III (M) As *Possession Protection I*, except grants three RRs vs each possession attempt.

19—Greater Construct (F§) As *Minor Construct*, except a Greater Construct may be formed and animated.

20—Iron Golem (F§) As *Minor Construct*, except a Iron Golem may be formed and animated.

25—Spirit Store XV (FM) As *Spirit Store III*, except allows the caster to imbed a spirit within an artificial entity of no more than 15th level.

30—Animation XX (F) As *Animation I*, except that caster animates one Huge-sized object for a longer time and at a greater range. Maximum possible attributes of the animated object are: 20th Level, 400 Hit Points, +200 Offensive Bonus, and +100 Defensive Bonus. Control Range is 20'/lvl radius around the caster.

35—Steel Golem (F§) As *Minor Construct*, except a Steel Golem may be formed and animated.

40—Spirit Store XX (FM) As *Spirit Store III*, except allows the caster to imbed a spirit within an artificial entity of no more than 20th level.

50—Colossus (F§) As *Minor Construct*, except a Colossus may be formed and animated (see C&T II).

60—Spirit Store True (FM) As *Spirit Store III*, except allows the caster to imbed a spirit within an artificial entity of any level.

RE-ANIMATION (7.2.6)

(ADEPT BASE LIST)

Note: In order to utilize this spell list, a laboratory and substantial equipment must be available at all times to the Adept. The initial cost of this will be not less than 100 gold pieces (GM discretion).

The Homunculi, Flesh Golems, and Undead mentioned in this list must be constructed from a quantity of body parts appropriate to the type of entity. Creation and animation of these entities costs a great deal of money and takes a long time to accomplish. These spells are marked with a "\$." A suggested base cost for re-animating an Homunculous, Flesh Golem, or Undead body is the level of the creature cubed (i.e., Lvl x Lvl x Lvl) in gold pieces. The time required to prepare the body is the level of the creature squared (i.e., Lvl x Lvl) in days. If the creator of the body engages in any other activity during the period in which he is making the body, the fabrication time is doubled. The Adept must cast the appropriate spell once per day while making the body.

Creatures & Treasures, Sections 2.34 Elementals and Artificial Beings; 2.36 The Undead; and 2.37 Flying Monsters, contain statistics and descriptions of all entities mentioned here, as well as important information relevant to their creation.

When first created, Flesh Golems and Undead bodies have no "souls" or spirits. In this state, these empty vessels act as a powerful magnet for whatever forms of disembodied consciousness lurk in the area. If one of these stray spirits enters the entity, the body will be controlled by the inhabitant-spirit. This can be very dangerous for an untrained alchemist, since the spirit possessing his monstrous new creation may vary from a simple conceptual spirit to a ghost! This is the reason that most Adepts who fashion these creatures imbue a spirit of their choosing in the entity using one of the Spirit Store spells. The base chance that a stray spirit will possess a "soulless" artificial being is 5% per minute. This may vary depending on locale (e.g., much more likely in a graveyard).

	Area of Effect	Duration	Range
1—Preservation I	dead body	1 hour/lvl	touch
2—			
3—Preservation II	dead body	1 day/lvl	touch
4—			
5—Homunculous §	homunculous	24 hours	touch
6—Preservation III	dead body	1 week/lvl	touch
7—Create Undead I §	dead body	P	touch
8—Joining	body part	P	touch
9—Lesser Flesh Golem §	dead body	P	touch
10—Create Undead II §	dead body	P	touch
11—Spirit Store III	entity	P	touch
12—Minor Flesh Golem §	dead body	P	touch
13—Create Undead III §	dead body	P	touch
14—Preservation True	dead body	1 year/lvl	touch
15—Spirit Store VI	entity	P	touch
16—Major Flesh Golem §	dead body	P	touch
17—Create Undead IV §	dead body	P	touch
18—Spirit Store IX	entity	P	touch
19—Greater Flesh Golem §	dead body	P	touch
20—Create Undead V §	dead body	P	touch
25—Create Undead VI §	dead body	P	touch
30—Lord Spirit Store	entity	P	touch
50—Re-Animator §	dead body	P	touch

1—Preservation I (HF) Caster can preserve a dead body or body part, preventing any further damage from existing wounds, deterioration, or corruption. A targeted body will apparently be comatose. This spell will not prevent the target's soul from leaving his body.

3—Preservation II (HF) As *Preservation I*, except the duration is one day per level of the caster.

5—Homunculous (FM§) Allows the caster to create a homunculous which will function as his familiar. For 12 days the caster must pour his own blood into a large vat or cauldron (6 hit points of damage to himself each day). On the 13th day, puts twice as much of his blood and some of his flesh (represented as 13 hit points of damage) into the cauldron. Then this spell is cast for the final time causing flesh and blood in the vat to coalesce, generating the homunculous. During this whole process the adept must cast this spell each day and any spell failure means that he must start over from scratch. Treat the homunculous as the adept's familiar, i.e., he controls it and can experience the world through its senses by concentrating on it (must be within 500'/lvl). Since it is so closely attuned to the caster, any hits or negative activity modifications caused by wounds delivered to the homunculous (e.g., "fights at -25") are also suffered by its master. Additionally, if it is killed the adept is stunned for one day and will suffer a -50 modification to all activities for 13 weeks. Please see *C&T* Section 2.37 Flying Monsters for more details and a description of the homunculous.

6—Preservation III (HF) As *Preservation I*, except the duration is one week per level of the caster.

7—Create Undead I (F§) Given a body which has been dead less than a week (this time restriction may be extended by use of Preservation spells), the Adept can re-animate this dead body, turning it into a Class I Standard Created Undead. Since the Undead body is uncontrolled, it will attempt to attack the closest living being. The Undead can take no other activity save moving to the being and attacking. Undead may be Dispelled, Repelled, or simply smashed into little pieces.

8—Joining (F) Allows caster to re-attach a severed body part. It is firmly attached and will not fall off. Note that this spell will not work on living beings; it is expressly for use with crumbling corpses, Undead, and Flesh Golems.

9—Lesser Flesh Golem (F§) From appropriate assembled body parts, the caster forms and re-animates a Lesser Flesh Golem of 3rd level. A newly created Flesh Golem is unintelligent and able to follow only the simplest of instructions—three words maximum. Commands might include for example, "Fetch the oranges" or "Defend this corridor" or "Kill all intruders." In order to instill greater intelligence in the Flesh Golem, a Spirit Store spell is required.

10—Create Undead II (F§) As *Create Undead I*, except Adept re-animates a dead body, turning it into a Class II Standard Created Undead.

11—Spirit Store III (FM) Allows the caster to imbue a spirit within a re-animated Flesh Golem (maximum of 3rd level) in order to give it intelligence. No control over this spirit is implied. The caster must gain the spirit's obedience through cajolery, bribery, sincerity, trust, threats, Leadership, Diplomacy, Seduction, Spirit Binding, and so on. If a spirit which the caster imbeds in one of his entities turns out to be unacceptable, the caster may attempt to banish it in the hopes of getting a more amicable spirit later on. Banishing an imbedded spirit requires another casting of this spell along with a Very Hard (-20) Spell Mastery. If successful, the spirit still gets a Resistance Roll, at the level of the entity inhabited. If unsuccessful, the spirit remains permanently resident (and probably not too pleased with the caster!). This spell does not provide the requisite spirit, which must be obtained with another spell list, such as Palingenesis, Life Essence Storing, Spirit Summoning, etc.

12—Minor Flesh Golem (F§) As *Lesser Flesh Golem*, except caster re-animates a dead body, creating a Minor Flesh Golem of 5th level.

13—Create Undead III (F§) As *Create Undead I*, except Adept re-animates a dead body, turning it into a Class III Standard Created Undead.

14—Preservation True (HF) As *Preservation I*, except the duration is one year per level of the caster.

15—Spirit Store VI (FM) As *Spirit Store III*, except allows the caster to imbue a spirit within a re-animated entity of no more than 6th level.

16—Major Flesh Golem (F§) As *Lesser Flesh Golem*, except caster re-animates a dead body, creating a Major Flesh Golem of 7th level.

17—Create Undead IV (F§) As *Create Undead I*, except caster re-animates a dead body, turning it into a Class IV Standard Created Undead.

18—Spirit Store IX (FM) As *Spirit Store III*, except allows the caster to imbue a spirit within a re-animated entity of no more than 9th level.

19—Greater Flesh Golem (F§) As *Lesser Flesh Golem*, except caster re-animates a dead body, creating a Greater Flesh Golem of 9th level.

20—Create Undead V (F§) As *Create Undead I*, except Adept re-animates a dead body, turning it into a Class V Standard Created Undead.

25—Create Undead VI (F§) As *Create Undead I*, except Adept re-animates a dead body, turning it into a Class VI Standard Created Undead.

30—Lord Spirit Store (FM) As *Spirit Store III*, except allows the caster to imbue a spirit within a re-animated entity of no more than half the caster's level.

50—Re-Animator (F§) As *Lesser Flesh Golem*, except caster re-animates a dead body, creating a Flesh Golem of whatever level the dead body had in life. If this spell is first cast before the dead body's soul departs, when re-animated the Flesh Golem will retain the intelligence and spirit it had prior to dying.

BLACK ARTS (7.2.7)

(ADEPT BASE LIST)

Note: This list represents the means whereby an Adept may gain information or help from other planes of existence (the Infernal Realms). These spells and anyone who might use them should be considered Evil in nature. Spells from this list may not be used in conjunction with any sort of Control Demon spell (from another list).

Demons are assumed to be beings with a primary existence on another plane. They are brought into the caster's world via an elemental force (one not of the Demon's home plane). Thus, the demon and the caster do not receive RRs during the initial summons and contact. The demon remains in the caster's world until the Search is completed. If the demon wishes to remain, the caster must Banish it. *Creatures & Treasures*, Section 2.35 *Entities from Other Planes* and *Creatures & Treasures II*, Section 7.1 *Demons*, contain statistics and descriptions of the type of entities mentioned here.

Summoned and Contacted Demons will generally not be awesomely tough killing machines. Usually, they will represent the most intelligent, erudite, and eloquent of demon-kind. As such, they will never fight for the caster who summoned them.

Here are some suggested values, as well as the percentage chance a demon might know the answer to a question or problem:

RANGE OF STATISTICS

Demon	Lvl	Hit Points	AT (DB)	OB	Know. %
Type I	1-2	20 to 40	1(20)	+30 to +50	10%
Type II	3-5	50 to 70	3(30)	+40 to +70	25%
Type III	6-10	80 to 100	4(50)	+50 to +90	40%
Type IV	11-15	110 to 150	4(60)	+60 to +110	55%
Type V	16-20	160 to 250	8(50)	+100 to +170	70%
Type VI	21-40	260 to 350	12(60)	+130 to +200	90%

Demons gain information through common knowledge among Demons, by contacting other Demons, or by observing the human plane of existence (both mentally and/or physically).

GMs may require use of the Circle Lore skill in order to know the proper protective diagrams/circles needed to safely contain the demons summoned by Demonic Gates.

Some Gamemasters may wish to require the use of specific components, appropriate to his campaign, to fully utilize the Demonic Gates spells. For example, cold iron, blood, human sacrifice, etc. might be needed to get the attention of a demon.



	Area of Effect	Duration	Range
1—Protection Circle	varies	1 min/lvl	touch
2—Force Analysis II *	demon	1 item	10'
3—Force Information II *	demon	1 question	10'
4—Demonic Contact II	demon	V	10'
5—Force Search II *	demon	1 search	10'
6—Banish Demon II	demon	V	100'
7—Demonic Gate II	demon	2 rounds	10'
8—Force Analysis IV *	demon	1 item	10'
9—Force Information IV *	demon	1 question	10'
10—Demonic Contact IV	demon	V	10'
11—Force Search IV *	demon	1 search	10'
12—Banish Demon IV	demon	V	100'
13—Demonic Gate IV	demon	2 rounds	10'
14—Force Analysis V *	demon	1 item	10'
15—Force Information V *	demon	1 question	10'
16—Demonic Contact V	demon	V	10'
17—Force Search V *	demon	1 search	10'
18—Banish Demon V	demon	V	100'
19—Demonic Gate V	demon	2 rounds	10'
20—Force Analysis VI *	demon	1 item	10'
25—Force Information VI *	demon	1 question	10'
30—Demonic Contact VI	demon	V	10'
35—Force Search VI *	demon	1 search	10'
40—Banish Demon VI	demon	V	100'
50—Demonic Gate VI	demon	2 rounds	10'

1—Protection Circle (FD) When cast and a proper Circle or diagram is drawn, all demons within the area of effect operate with a negative modifier (see below). Protection circles can have a size up to a 1' radius per level of the caster. Caster must take 1 minute per 1' radius to draw the circle. Drawing the Circle consists of inscribing the circle onto a solid surface; for example, tracing the circle in sand (very fragile), drawing it with chalk on stone, painting it on wood, chiseling it into stone (very resistant), and so on. After the Circle is drawn, the spell for the Protection Circle may be cast (with normal casting rules for time and ESF). Protection Circles are immobile once activated. Protection Circles operate through line-of-sight viewing. They are totally blocked (and rendered ineffective) by inorganic substances, while organic materials block half their effects (50% effectiveness). Protection Circles radiate their protection either inwards or outwards. Circles radiating inwards cause any demon within it to suffer a -100 modifier to all actions (RRs do apply). A Circle radiating outwards has its area of effect outside itself, within a 100' radius. Demons within this 100' radius receive a negative modifier to all actions equal to (100 minus their distance from the circle). For example, a demon would be at -99 when 1' away from the Circle and -1 when 99' away. All demons get a Resistance Roll vs. the Protection Circle spell upon initially encountering its area of effect, and once again when crossing the threshold of the actual drawn circle. A demon must make a RR vs. the caster's level with a -25 modifier in order to try breaking through the Circle. If the demon fails, it loses 1/4 (one-quarter) of its remaining hits and does not cross the Circle. If it succeeds, it takes no damage and breaks the Circle. If the Circle is broken at any point (as above or if its inscription is even partially erased, obscured, or destroyed), the spell is cancelled and the caster loses 1/4 (one-quarter) of his remaining concussion hits. This spell can be cast without benefit of an actual circle, but in this case the maximum negative modifier is only -20, with but a 50' range, and only the caster (or a single designated target) is protected.

2—Force Analysis II (M*) Forces a Type I or II Demon who is present (or contacted) to analyze one item. The percentage chance that a demon will successfully analyze each property of the item is given above. Roll separately for each of the item's abilities. If a demon does not know an item's power, it might say so or make something up, GM's discretion. This spell fails if a 1-100 roll is less than or equal to the Demon's Type (i.e., against a Type III Demon this spell fails on a 01 to 03). See Demonic Gate II and Demonic Contact II for failure effects.

3—Force Information II (M*) As *Force Analysis II*, except that 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 a successful answer, but the chance of failure is 3 times the Demon's Type (i.e., against a Type IV Demon this spell fails on a 01 to 12).

4—Demonic Contact II (E) Caster contacts a demon by gazing into some reflective medium (e.g., mirror, glass, pool, crystal ball, etc.). The Type of demon contacted is random: 01-70 = Type I and 71-100 = Type II. If the demon is not successfully Forced (i.e., by Force Analysis #, Force Information #, or Force Search #), the demon will end the contact and the caster suffers one of the following effects. First make an open-ended 1-100 roll and add 10 times the demon's Type—if the result is 01-90, roll on the Attack section of the Spell Failure Table; and if the result is 91 or higher, the deleterious effect is determined by the type of Force spell intended: Force Analysis = lose the item. Force Information = induced coma for a number of weeks equal to the demon's Type, and Force Search = quest (GM discretion). Remember that the caster and demon do not receive any Resistance Rolls.

5—Force Search II (M*) As *Force Analysis II*, except that the demon can be forced to conduct a search for a specific person, place, or thing. The demon does not search on the caster's plane of existence unless summoned to this world by means of a Demonic Gate. There is the same chance of receiving a successful answer, but the chance of failure is five times the Demon's Type (i.e., against a Type V Demon this spell fails on a 01 to 25).

6—Banish Demon II (MF) Caster banishes a Type I or II Demon to its home plane of existence for 1 year per 10% RR failure. If the demon has been summoned by the caster and remains within a Protection Circle, the RR is modified by -50.

7—Demonic Gate II (E) Caster summons a Demon, who gradually appears over the course of two rounds. The Type of demon summoned is random: 01-70 = Type I and 71-100 = Type II. If the demon is not successfully Forced (i.e., by Force Analysis #, Force Information #, or Force Search #) before the Demon fully materializes, the demon will probably (90%) leave the caster's world and the caster suffers one of the following effects. First make an open-ended 1-100 roll and add 10 times the Demon's Type, then reference the chart below—11-20 = roll on Attack column of the Spell Failure Table. 21-40 = caster receives an 'A' critical of appropriate sort. 41-60 = caster receives a 'B' critical of appropriate sort. 61-75 = caster receives a 'C' critical of appropriate sort. 76-90 = caster receives a 'D' critical of appropriate sort. 91-100 = caster receives an 'E' critical of appropriate sort. > 100 = Demon gives caster a Quest. (GM discretion). Neither the caster nor the Demon receive a Resistance Roll.

8—Force Analysis IV (M*) As *Force Analysis II*, except that Type I to IV Demons can be forced.

9—Force Information IV (M*) As *Force Information II*, except that Type I to IV Demons can be forced.

10—Demonic Contact IV (E) As *Demonic Contact II*, except the chances for contacting the various Types of Demons are: 01-20 = Type I, 21-45 = Type II, 46-80 = Type III, and 81-100 = Type IV.

11—Force Search IV (M*) As *Force Search II*, except that Type I to IV Demons can be forced.

12—Banish Demon IV (MF) As *Banish Demon II*, except that caster can banish a Type I to IV Demon.

13—Demonic Gate IV (E) As *Demonic Gate II*, except the chances for contacting the various Types of Demons are: 01-20 = Type I, 21-45 = Type II, 46-80 = Type III, and 81-100 = Type IV.

14—Force Analysis V (M*) As *Force Analysis II*, except that Type I to V Demons can be forced.

15—Force Information V (M*) As *Force Information II*, except that Type I to V Demons can be forced.

16—Demonic Contact V (E) As *Demonic Contact II*, except the chances for contacting the various Types of Demons are: 01-10 = Type I, 11-30 = Type II, 31-60 = Type III, 61-85 = Type IV, and 86-100 = Type V.

17—Force Search V (M*) As *Force Search II*, except that Type I to V Demons can be forced.

18—Banish Demon V (MF) As *Banish Demon II*, except that caster can banish a Type I to V Demon.

19—Demonic Gate V (E) As *Demonic Gate II*, except the chances for contacting the various Types of Demons are: 01-10 = Type I, 11-30 = Type II, 31-60 = Type III, 61-85 = Type IV, and 86-100 = Type V.

20—Force Analysis VI (M*) As *Force Analysis II*, except that Type I to VI Demons can be forced.

25—Force Information VI (M*) As *Force Information II*, except that Type I to VI Demons can be forced.

30—Demonic Contact VI (E) As *Demonic Contact II*, except the chances for contacting the various Types of Demons are: 01-05 = Type I, 06-20 = Type II, 21-40 = Type III, 41-65 = Type IV, 66-90 = Type V, and 91-100 = Type VI.

35—Force Search VI (M*) As *Force Search II*, except that Type I to VI Demons can be forced.

40—Banish Demon VI (MF) As *Banish Demon II*, except that caster can banish a Type I to VI Demon.

50—Demonic Gate VI (E) As *Demonic Gate II*, except the chances for contacting the various Types of Demons are: 01-05 = Type I, 06-20 = Type II, 21-40 = Type III, 41-65 = Type IV, 66-90 = Type V, and 91-100 = Type VI.

BREWING LORE (7.2.8)

(ADEPT BASE)

Note: In order to utilize this spell list, a laboratory and substantial equipment must be available at all times to the Adept. The initial cost of this will be not less than 30 gold pieces (GM discretion). Materials and general upkeep of this lab costs 1 silver piece per spell level. For example, if the alchemist is currently working on an 11th level spell, the cost of laboratory supplies for this spell is 11 silver pieces.

Note: All of these Brewing Spells require that the appropriate equipment be available for the entire duration.

	Area of Effect	Duration	Range
1—Work Liquids	self	24 hours	self
2—Identify Drug	1 sample	—	1'
3—Brew Alcohol	1 cu./lv	1 week	10'
4—Identify Poison	1 sample	—	1'
5—Brew Stimulants	self	1 hour	self
6—Brew Potion I	1 dose	24 hours	self
7—Brew Minor Poison	self	1 hr./lv	self
8—Brew Euphorics/Narcotics	self	1 hour	self
9—Brew Healing Drugs	self	1 hour	self
10—Brew Potion III	1 dose	24 hours	self
11—Brew Hallucinogens	self	1 hour	self
12—Brew Acids	self	1 hr./lv	self
13—Brew Major Poison	self	1 hr./lv	self
14—Brew Potion V	1 dose	24 hours	self
15—Brew Truth Drug	self	1 hour	self
16—Magic Cauldron I	cauldron	1 hr./lv	touch
17—Brew Potion VII	1 dose	24 hours	self
18—Brew Antidote	self	1 hour	self
19—Magic Cauldron II	cauldron	1 hr./lv	touch
20—Brew Potion X	1 dose	24 hours	self
25—True Brewing	self	1 hour	self
30—Poisons True	self	1 hr./lv	self
50—Brewing Mastery	self	1 rnd/level	self



1—Work Liquids (F) Allows caster to work with non-magic liquids.

2—Identify Drug (I) Caster knows the origins, purity, and general worth of one drug sample. Any impurity will be known.

3—Brew Alcohol (F) Caster causes some base to rapidly ferment into an alcoholic beverage (beer, wine, etc.). This spell can also be used to distill whiskey, brandy, etc.

4—Identify Poisons (I) As *Identify Drug* except a poison is known.

5—Brew Stimulants (U) Allows caster to extract the stimulant essence from an herb (e.g., Pekoe Tea, Elben's Basket, Zulsadura, etc.).

6—Brew Potion I (F) Allows caster to brew one dose of a potion that can have a first level spell imbedded in it.

7—Brew Minor Poison (U) Allows caster to prepare, handle, and contain a known poison of up to tenth level potency (attack level).

8—Brew Euphoric/Narcotics (U) As *Brew Stimulants* except caster may extract the essence of a euphoric or narcotic herb (e.g., Rumareth, Breldiar, Grapeleaf, Arunya, Brorkwilb, Galenas, etc.).

9—Brew Healing Drug (U) As *Brew Stimulants*, except caster may extract the essence of an herb that heals hit points or analgesics, decongestants, and anaesthetics (e.g., Aloe, Thurl, Arkasu, Silraen, Margath, Maiana, Caranan, etc.).

10—Brew Potion III (F) As *Brew Potion I* except a third level spell or less may be imbedded in the potion.

11—Brew Hallucinogens (U) As *Brew Stimulants* except caster may extract the essence from an hallucinogenic herb (e.g., Gort, Hoak-Foerr, Magic Mushrooms, etc.).

12—Brew Acids (U) As *Brew Minor Poison*, but caster may work with acids.

13—Brew Major Poison (U) As *Brew Minor Poison* except allows caster to work with poisons up to twentieth level potency.

14—Brew Potion V (F) As *Brew Potion I* except a fifth level spell or less may be imbedded in the potion.

15—Brew Truth Drug (U) As *Brew Stimulant*, but caster brews a drug which causes the imbiber to tell the whole, naked truth for one hour.

16—Magic Cauldron I (F) Caster may "brew" any spell on this list at a rate of 1/hour.

17—Brew Potion VII (F) As *Brew Potion I* except a seventh level spell or less may be imbedded in the potion.

18—Brew Antidote (U) As *Brew Stimulants* except caster may extract the Essence of an antidote (e.g., Argsgargies, Eldaana, Menelar, etc.).

19—Magic Cauldron II (F) As *Magic Cauldron I* except two doses/hour may be brewed.

20—Brew Potion X (F) As *Brew Potion I* except a tenth level spell or less may be imbedded in the potion.

25—True Brewing (U) As *Brew Stimulants* except the Essence of any herb may be extracted by the caster.

30—Poisons True (U) As *Brew Minor Poisons* except caster may work with any poison.

50—Brewing Mastery (F) Caster can use one spell/round from this list.

SYMBOLIC WAYS (7.2.9)

(ADEPT BASE AND CLOSED CHANNELING LIST)

Note: A Symbol is a spell which has been permanently emplaced in a non-mobile stone surface. The Symbol must be placed on a slab of stone (block, piece, etc.) weighing at least 2000 lbs. Only one Symbol may be placed on each continuous slab. This stone may not be moved appreciably without destroying the Symbol.

If the spell emplaced is an attack spell, the attack level is the spell's level, not the level of the caster. For example, the attack level of Symbol I is always 1st level.

A Symbol may be set up to be triggered by any contingency, at the caster's option. Some examples are: time period, environmental conditions, certain movements, certain beings, certain sounds, touch, reading the Symbol, violent actions in the area, and so on. The triggering range is normally 10' or the range of the emplaced spell, whichever is greater.

Normally, if the Symbol affects a being or thing directly (e.g., healing, attacks, etc.), it can be triggered only once per day.

Someone encountering a Symbol may attempt to neutralize it temporarily by use of either Symbol Lore or Attunement. Attunement requires a much harder roll than Symbol Lore. If successful, the Symbol is suppressed for 1 minute for every skill rank possessed.

This list is substantially different from the comparable list in Spell Law. It is up to the GM to decide which version a Player Character might use.

	Area of Effect	Duration	Range
1—Detect Symbol	50' R	—	self
2—Analyze Symbol	1 Symbol	—	50'
3—Unsymbol I	1 Symbol	P	10'
4—Symbol Extension	self	24 hours	self
5—Symbol I	stone	P	10'
6—Unsymbol II	1 Symbol	P	10'
7—Symbol II	stone	P	10'
8—Unsymbol III	1 Symbol	P	10'
9—Symbol III	stone	P	10'
10—Analyze Symbol True	50' R	—	self
11—Unsymbol V	1 Symbol	P	10'
12—Symbol V	stone	P	10'
13—Preserve Edifice I	100 cu'/lvl	P	10'
14—Unsymbol VII	1 Symbol	P	10'
15—Symbol VII	stone	P	10'
16—Unsymbol VIII	1 Symbol	P	10'
17—Symbol VIII	stone	P	10'
18—Preserve Edifice II	200 cu'/lvl	P	10'
19—Unsymbol X	1 Symbol	P	10'
20—Symbol X	stone	P	10'
25—Lord Research	self	24 hours	self
30—Lord Unsymbol	1 Symbol	P	10'
35—Lord Symbol	stone	P	10'
40—Eternal Edifice	1000 cu'/lvl	P	10'
45—Constant Symbol	1 Symbol	P	10'
50—Unsymbol True	1 Symbol	P	10'
60—Symbol True	stone	P	10'

1—Detect Symbol (I) Caster knows the location of all Symbols within a 50' radius of himself.

2—Analyze Symbol (I) Caster learns which spell is emplaced within one Symbol.

3—Unsymbol I (F) Caster can remove one Symbol I (i.e., an emplaced 1st level spell). This destroys both the Symbol and the spell. The Symbol's RR is based on the level of the spell contained in the Symbol spell (target level) and the level of the Unsymbol spell (attack level).

4—Symbol Extension (F) Allows caster to emplaced a magical conduit into some material which will be inlaid in a non-mobile stone surface. This magical conduit runs from a Symbol to the trigger point (e.g., opening a door can set off a Light Symbol in the next room). The caster can create a maximum of 1 foot/lvl each day, using Symbol Extension. The Symbol Extension must be in place before the associated Symbol can be inscribed or emplaced.

5—Symbol I (F) Caster can emplace one 1st level spell on any one given non-mobile stone surface. Within three rounds, the spell to be emplaced must also be cast. Regardless of the range of this spell, the caster must remain within 10' in order to emplace it.

6—Unsymbol II (F) As Unsymbol I, except an emplaced 2nd level spell may be removed.

7—Symbol II (F) As Symbol I, except a 2nd level spell may be emplaced.

8—Unsymbol III (F) As Unsymbol I, except an emplaced 3rd level spell may be removed.

9—Symbol III (F) As Symbol I, except a 3rd level spell may be emplaced.

10—Analyze Symbol True (I) As Analyze Symbol, except caster learns which spells are emplaced in all Symbols within a 50' radius.

11—Unsymbol V (F) As Unsymbol I, except an emplaced 5th level spell may be removed.

12—Symbol V (F) As Symbol I, except a 5th level spell may be emplaced.

13—Preserve Edifice I (F) Allows a 100 cubic feet per level section of inorganic, non-mobile material to receive an extra Resistance Roll vs. natural erosion, earthquakes, fire, etc. In addition, spells such as Erosions, Powder Stone, and Cracks Call must make a RR before affecting the protected material (resists at caster's level).

14—Unsymbol VII (F) As Unsymbol I, except an emplaced 7th level spell may be removed.

15—Symbol VII (F) As Symbol I, except a 7th level spell may be emplaced.

16—Unsymbol VIII (F) As Unsymbol I, except an emplaced 8th level spell may be removed.

17—Symbol VIII (F) As Symbol I, except an 8th level spell may be emplaced.

18—Preserve Edifice II (F) As Preserve Edifice I, except allows two extra Resistance Rolls and affects a 200 cubic feet per level section.

19—Unsymbol X (F) As Unsymbol I, except an emplaced 10th level spell may be removed.

20—Symbol X (F) As Symbol I, except a 10th level spell may be emplaced.

25—Lord Research (I) See Section 3.3.1.

30—Lord Unsymbol (F) As Unsymbol I, except an emplaced 20th level spell may be removed.

35—Lord Symbol (F) As Symbol I, except a 20th level spell may be emplaced.

40—Eternal Edifice (F) RR Mod: -50. As Preserve Edifice II, except that the extra Resistance Rolls are modified (favorably, of course) by 50 and affects a 1000 cubic feet per level section. In addition, the material ages only one-tenth as fast. For example, every ten years which passes affects the magical section like only one year.

45—Constant Symbol (F) Caster makes the target Symbol function constantly or repeatedly every time it is triggered, whichever the Adept desires. GM may decide that some spells contained in Symbols may not be made Constant.

50—Unsymbol True (F) As Unsymbol I, except caster can remove any emplaced spell of a level less than his own (e.g., a 50th level Adept could remove a 45th level spell, but not a 50th level spell).

60—Symbol True (F) As Symbol I, except any level of spell may be emplaced.

RUNE MASTERY (7.2.10)

(ADEPT BASE AND OPEN ESSENCE LIST)

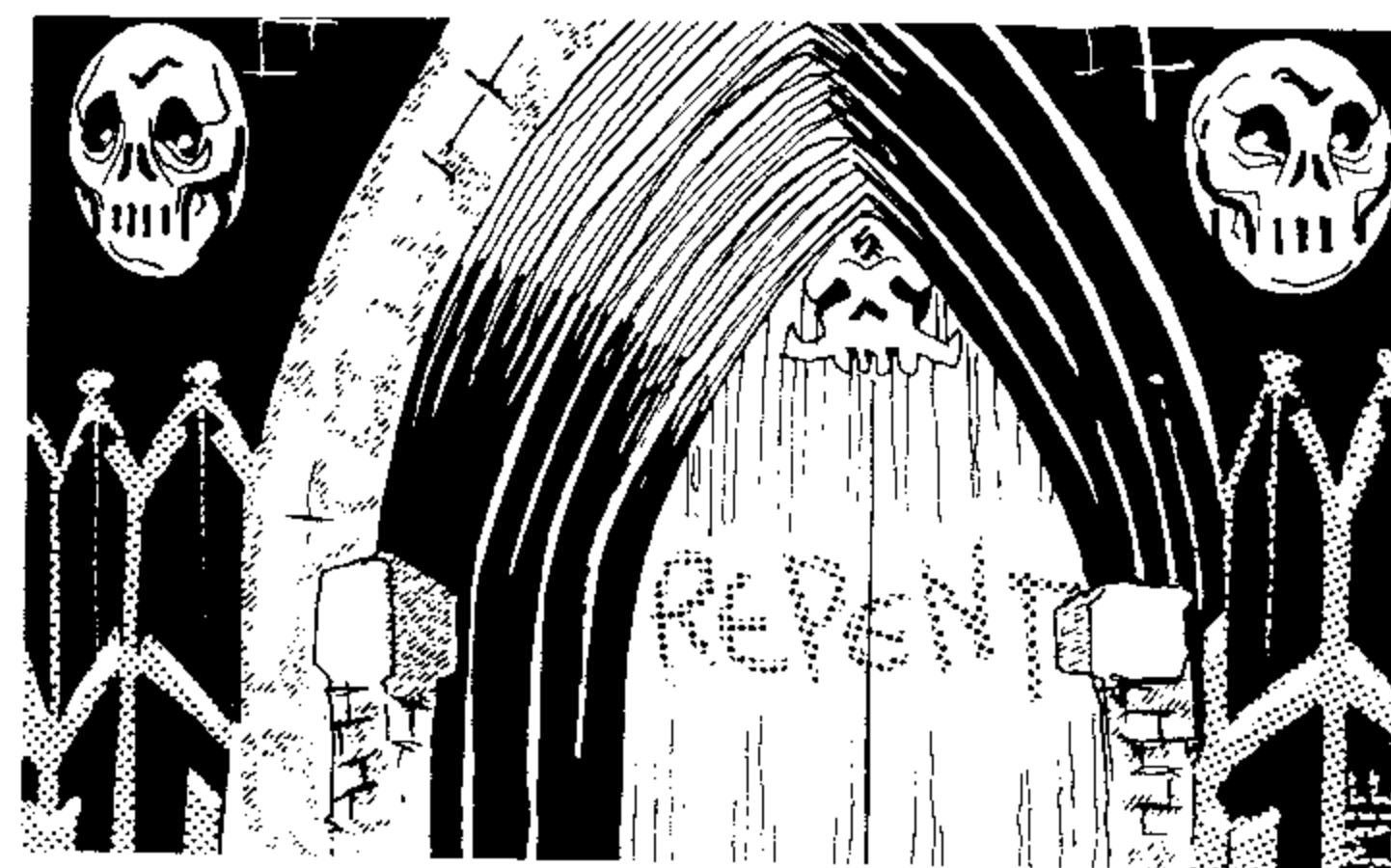
Note: A Rune is a spell which has been inscribed on a specially prepared piece of paper or parchment. Later, another character may decipher and cast this Rune by using the Runes skill (please see Character Law & Campaign Law, Section 3.7.3 Other Magical Skills).

Rune Paper may be re-used; each sheet may hold only one spell at a time, and that spell vanishes when used, but the same paper may then be re-inscribed with another rune.

The Adept must have rune paper in order to inscribe Runes. The various Rune Paper # spells (from Organic Skills) allow rune paper to be made which will hold various spell levels. For example, rune paper made with a Rune Paper III spell will only hold 1st, 2nd, or 3rd level spells. Alternatively, if the GM desires or if the Organic Skills spell list is unavailable in the campaign, normal paper or parchment of the highest quality may also be inscribed with Runes.

A Mark can be inscribed on any non-mobile surface and affects the being who triggers it. A Mark may be set up to be triggered by any contingency, at the caster's option. Some examples are: time period, environmental conditions, certain movements, certain beings, certain sounds, touch, reading the Mark, violent actions in the area, and so on. The Mark is cancelled when a being fails a Resistance Roll against it.

This spell list is substantially different from the comparable list in Spell Law. It is up to the GM to decide which version a Player Character may use.



3—Mark of Angst (F) RR Mod: -20. This Mark causes the target to feel anxious, uneasy, apprehensive, worried, etc. for 1 minute per 1% RR failure. This feeling of disquietude might cause the target to leave the area.

4—Rune II (F) As *Rune I*, except caster can inscribe 1st to 2nd level spells.

5—Mark of Pain (F) RR Mod: -20. This Mark causes the target to function at -10 to all activities for 1 minute per 1% RR failure.

6—Rune III (F) As *Rune I*, except caster can inscribe 1st to 3rd level spells.

7—Mark of Exhaustion (F) RR Mod: -20. This Mark causes the target to lose 75% of his Exhaustion Points for 1 minute per 1% RR failure.

8—Rune IV (F) As *Rune I*, except caster can inscribe 1st to 4th level spells.

9—Mark of Agony (F) RR Mod: -20. This Mark causes the target to function at -30 to all activities for 1 minute per 1% RR failure.

10—Rune V (F) As *Rune I*, except caster can inscribe 1st to 5th level spells.

11—Mark of Stunning (F) RR Mod: -20. This Mark stuns the target for 1 minute per 1% RR failure.

12—Rune VI (F) As *Rune I*, except caster can inscribe 1st to 6th level spells.

13—Mark of Fear (F) RR Mod: -20. This Mark causes the target to flee the Mark's location in terror for 1 minute per 5% RR failure.

14—Rune VII (F) As *Rune I*, except caster can inscribe 1st to 7th level spells.

15—Mark of Sleep (F) RR Mod: -20. This Mark causes the target to fall into a deep sleep from which he cannot be awakened for 1 minute per 1% RR failure.

16—Rune VIII (F) As *Rune I*, except caster can inscribe 1st to 8th level spells.

17—Mark of Blinding (F) RR Mod: -20. This Mark blinds the target (-90) for 1 hour per 10% RR failure.

18—Rune IX (F) As *Rune I*, except caster can inscribe 1st to 9th level spells.

19—Mark of Paralysis (F) RR Mod: -20. This Mark causes the target to be paralyzed for 1 hour per 10% RR failure.

20—Rune X (F) As *Rune I*, except caster can inscribe 1st to 10th level spells.

25—Lord Research (I) The use of this spell is described in Section 3.3.1.

30—Rune XV (F) As *Rune I*, except caster can inscribe 1st to 15th level spells.

40—Lord Rune (F) As *Rune I*, except caster can inscribe 1st to 20th level spells.

50—Mass Mark (F) As any *Mark* spell desired, except that it can affect a number of targets up to the level of the caster before it is cancelled.

60—True Rune (F) As *Rune I*, except caster can inscribe any level of spell.

	Area of Effect	Duration	Range
1—Spell Store	self	V	self
2—Rune I	rune paper	V	touch
3—Mark of Angst	surface	V	touch
4—Rune II	rune paper	V	touch
5—Mark of Pain	surface	V	touch
6—Rune III	rune paper	V	touch
7—Mark of Exhaustion	surface	V	touch
8—Rune IV	rune paper	V	touch
9—Mark of Agony	surface	V	touch
10—Rune V	rune paper	V	touch
11—Mark of Stunning	surface	V	touch
12—Rune VI	rune paper	V	touch
13—Mark of Fear	surface	V	touch
14—Rune VII	rune paper	V	touch
15—Mark of Sleep	surface	V	touch
16—Rune VIII	rune paper	V	touch
17—Mark of Blinding	surface	V	touch
18—Rune IX	rune paper	V	touch
19—Mark of Paralysis	surface	V	touch
20—Rune X	rune paper	V	touch
25—Lord Research	self	24 hours	self
30—Rune XV	rune paper	V	touch
40—Lord Rune	rune paper	V	touch
50—Mass Mark	surface	V	touch
60—True Rune	rune paper	V	touch

1—Spell Store (FS) The Adept may cast this spell along with any spell he wants to store; then the Stored spell may be cast at any later time, without preparation. The Storing spell costs the same number of Power Points as the spell stored plus 1 PP. No other spell may be cast while a spell is stored.

2—Rune I (F) This spell inscribes a spell on a specially prepared piece of paper or parchment (see Organic Skills and Section 3.2); the Rune can then be used to cast the inscribed spell once. The caster expends the Power Points to cast the inscribed spell and the Power Points to cast the Runes # spell. Rune I can only inscribe 1st level spells. Rune paper can be reused. A Rune can be set to affect its reader.

8.0 PURE SPELL USER BASE SPELL LISTS

8.1 ROYAL ALCHEMIST BASE LISTS

ROYAL ALCHEMIST BASE SPELL LISTS

<i>Animations</i>	Page 102
<i>Heuristics</i>	Page 104
<i>Apothecary Lore</i>	Page 105
<i>Ment./Chan. Imbedding (Alchemist Base)</i>	Page 80
<i>Essence Imbedding (Alchemist Base)</i>	Page 79
<i>Liquid/Gas Skills (Alchemist Base)</i>	Page 85
Option: They may learn two additional Base Spell Lists:	
<i>Arcane Imbedding</i>	Page 176
<i>Alchemical Preparations</i>	Page 177

The Royal Alchemist is a Pure spell user from the realm of Essence.

ANIMATIONS (8.1.1) (ROYAL ALCHEMIST BASE)

Note: The structure of the animated object determines what sort of creature it will be. That is, conglomerations of separate parts are considered Constructs, while solid objects are various kinds of Golems.

In order to utilize this spell list, a laboratory and substantial equipment must be available at all times to the Adept. The initial cost of this will be not less than 100 gold pieces (GM discretion).

The "Constructs" and "Golems" mentioned in this list must be constructed from a quantity of material appropriate to the type of entity. Construction and animation of these entities costs a great deal of money and takes a long time to accomplish. These spells are marked with a \$. A suggested base cost for a Golem or Construct body is the level of the creature cubed (i.e., Lvl x Lvl x Lvl) in gold pieces plus the cost of the material needed to make the body (a Steel Golem is going to cost a lot more than a Clay Golem). The time required to fashion the body is the level of the creature squared (i.e., Lvl x Lvl) in days. If the creator of the body engages in any other activity during the period in which he is making the body, the fabrication time is doubled. The Royal Alchemist must cast the appropriate spell once per day while making the body.

Creatures & Treasures, Section 2.34 Elementals and Artificial Beings, and Creatures & Treasures II, Section 6.0 Elementals and Artificial Beings, contain statistics and descriptions of some entities mentioned here, as well as important information relevant to their creation.

As opposed to Golems and Constructs, animated objects function for only a short while and are limited in offensive potential by the type of item animated. The value of animated matter lies in its cheapness and ease of creation. Any inanimate substance can be animated.

When first created, Constructs, Golems, and animated objects have no "souls" or spirits. In this state, these empty vessels act as a powerful magnet for whatever forms of disembodied consciousness lurk in the area. If one of these stray spirits enters the entity, the body will be controlled by the inhabitant-spirit. This can be very dangerous for an untrained alchemist, since the spirit possessing his monstrous new creation may vary from a simple conceptual spirit to a ghost! This is the reason that most Alchemists who fashion these creatures imbed a spirit of their choosing in the entity using one of the Spirit Store spells. The base chance that a stray spirit will possess a "soulless" artificial being is 5% per minute. This may vary depending on locale (e.g., much more likely in a graveyard).

	Area of Effect	Duration	Range
1-Research	self	24 hours	self
2-Detect Automaton *	10'/lvl	C	self
3-Minor Construct §	1 body	P	touch
4-Spirit Store III	1 entity	P	touch
5-Animate Gas	1 cu'/lvl	10 min/lvl(C)	1'/lvl
6-Minor Golem §	1 body	P	touch
7-Animate Liquid	1 cu'/lvl	10 min/lvl(C)	1'/lvl
8-Lesser Construct §	1 body	P	touch
9-Spirit Store VIII	1 entity	P	touch
10-Animate Solid	1 cu'/lvl	10 min/lvl(C)	1'/lvl
11-Lesser Golem §	1 body	P	touch
12-Return Flight *	1 entity	V	100'/lvl
13-Animate Energy	1 cu'/lvl	10 min/lvl(C)	1'/lvl
14-Entity Control • *	1 entity	V	10'/lvl
15-Greater Construct §	1 body	P	touch
16-Major Golem §	1 body	P	touch
17-Spirit Store XV	1 entity	P	touch
18-Empathic Gas	1 cu'/lvl	10 min/lvl	1'/lvl
19-Empathic Liquid	1 cu'/lvl	10 min/lvl	1'/lvl
20-Empathic Solid	1 cu'/lvl	10 min/lvl	1'/lvl
25-Greater Golem §	1 body	P	touch
30-Empathic Energy	1 cu'/lvl	10 min/lvl	1'/lvl
35-Return Teleport *	1 entity	V	1mi./lv
40-Golem True §	1 body	P	touch
45-Spirit Store True	1 entity	P	touch
50-Shard §	1 body	P	touch
55-Eye Entity §	1 body	P	touch
65-Vile §	1 body	P	touch
75-Solaar §	1 body	P	touch

1—Research (I) Allows caster to research special abilities for an animated object/creature and to determine the necessary spells required to achieve this. Alternatively, grants caster a +50 bonus to his roll on the Spell Research Chart and/or Item Creation Chart, concerning animated objects and imbedding spells in them.

2—Detect Automaton (PI*) Caster is aware of the presence of all animated objects or artificial creatures within his range.

3—Minor Construct (F§) From appropriate materials, the caster forms and animates a Minor Construct's body. A newly created Construct is unintelligent and able to follow only the simplest of instructions—three words maximum. Commands might include for example, "Fetch the oranges" or "Defend this corridor" or "Kill all intruders." A Minor Construct's level and statistics can be altered from those presented in C&T, within the parameters given. Thus a Minor Construct may vary from zero to 7th level (normally 3rd level); 125 to 175 hits (normally 150 hits); +30 OB to +100 OB (normally +60 OB); etc. Creating a more powerful Minor Construct requires that a successful Spell Mastery roll be made each day of construction. Each level difference increases the difficulty of the roll. For example, to create a 4th level Minor Construct would entail a Hard (-10) Spell Mastery roll be successfully made each day; 5th level requires a Very Hard (-20) Spell Mastery; 6th level, Extremely Hard (-30); and so on. If even one day elapses without a successful Spell Mastery, the resultant Minor Construct will have normal statistics. A Minor Construct can never be higher level than its maker. Creating a less powerful Minor Construct requires no Spell Mastery rolls at all. A caster would want to make a weaker Minor Construct in order to save time and money. Savings are based purely on the construct's level, with a minimum investment of one day and one gold piece.

4—Spirit Store III (FM) Allows the caster to imbue a spirit within a Construct or Golem (maximum of 3rd level) in order to give it intelligence. No control over this spirit is implied. The caster must gain the spirit's obedience through cajolery, bribery, sincerity, trust, threats, Leadership, Diplomacy, Seduction, Spirit Binding, and so on. If a spirit which the caster imbeds in one of his entities turns out to be unacceptable, the caster may attempt to banish it in the hopes of getting a more amicable spirit later on. Banishing an imbedded spirit requires another casting of this spell along with a Very Hard (-20) Spell Mastery. If successful, the spirit still gets a Resistance Roll, at the level of the entity inhabited. If unsuccessful, the spirit remains permanently resident (and probably not too pleased with the caster!). This spell does not provide the requisite spirit, which must be obtained with another spell list, such as *Palingenesis*, *Life Essence Storing*, *Spirit Summoning*, etc.

5—Animate Gas (F) Caster animates up to 1 cubic foot per level of any gaseous substance within range (1'/lvl). Gas may be moved at will by the caster at a rate of 1 foot per level of caster per round, subject to environmental conditions (e.g., wind, rain, etc.). The animated gas may travel no further from the caster than 10'/lvl, or he will lose control of it. This means either the spell is terminated or that the animated gas has been possessed by a stray spirit (GM discretion). Caster may use a poisonous gas to attack susceptible targets, if the GM allows this. Animated Gas has 1 hit point per level of the caster who created it; its level is 1/8 (one-eighth) of the caster's level; its Armor Type is 1; and its Defensive Bonus is 3 per level of caster (Note that it has no normal OB).

6—Minor Golem (F§) As *Minor Construct*, except that Golems of 5th level (or less) may be formed and animated.

7—Animate Liquid (F) Caster animates up to 1 cubic foot per level of any liquid substance within range (1'/lvl). The liquid may be moved at will by the caster at a rate of 1 foot per level of caster per round, subject to environmental conditions (e.g., slopes, obstructions, etc.). The animated liquid may travel no further from the caster than 10'/lvl, or he will lose control of it. This means either the spell is terminated or that the animated liquid has been possessed by a stray spirit (GM discretion). Animated Liquid has 2 hit points per level of the caster who created it; its level is 1/4 (one-fourth) of the caster's level; its Armor Type is 1; its Defensive Bonus is 2 per level of caster; and it may make a Bash attack once per round with a +2 Offensive Bonus per level of the caster.

8—Lesser Construct (F§) As *Minor Construct*, except that a Lesser Construct may be formed and animated.

9—Spirit Store VIII (FM) As *Spirit Store III*, except allows the caster to imbue a spirit within an artificial entity of no more than 8th level.

10—Animate Solid (F) Caster animates up to 1 cubic foot per level of any solid material within range (1'/lvl). The solid substance may be moved at will by the caster at a rate of 1 foot per level of caster per round, subject to environmental conditions (e.g., obstructions, structure of object, etc.). The solid object gains magical flexibility in order to allow it to move. The animated solid may travel no further from the caster than 10'/lvl, or he will lose control of it. This means either the spell is terminated or that the animated solid object has been possessed by a stray spirit (GM discretion). An Animated Solid has 4 hit points per level of the caster who created it; its level is 1/2 (one-half) of the caster's level; see *RMCV*, Section 6.2 Material Integrity on pages 30 to 33 for a suggested Armor Type for the animated solid object; its Defensive Bonus is 1 per level of caster; and it may make a Bash (or other appropriate) attack once per round with a +5 Offensive Bonus per level of the caster.

11—Lesser Golem (F§) As *Minor Construct*, except that Golems of 10th level (or less) may be formed and animated.

12—Return Flight (F*) Allows caster to return his animated object/creature back to himself via flight. This flight will be by the shortest possible route at 10' per level of caster per round. This spell will remain in effect until it is canceled, the caster dies, the object returns to caster, or the object is destroyed.

13—Animate Energy (FE) Caster animates up to 1 cubic foot per level of any energy (magical or not) within range (1'/lvl). Some possible energy sources are an electric eel, pool of lava, elemental spell, magic item, elemental source, lake, and so on. The energy may be moved at will by the caster at a rate of 1 foot per level of caster per round, subject to environmen-

tal conditions (e.g., barriers, anti-magic zones, etc.). The animated energy may travel no further from the caster than 10'/lvl, or he will lose control of it. This means either the spell is terminated or that the animated solid object has been possessed by a stray spirit (GM discretion). An Animated Energy has 5 hit points per level of the caster who created it; its level is equal to the caster's level; its Armor Type is 1; its Defensive Bonus is 1 per level of caster; and it may make a Bolt or Ball attack (of the appropriate type) once per round with a +3 Offensive Bonus per level of the caster (for Bolts) or a +1 Offensive Bonus per level of the caster (for Ball attacks).

14—Entity Control (F*) Caster attempts to wrest control of an animated object/entity from the controlling alchemist. Each spell user must make a RR vs his opponent's level. When an alchemist fails to make his Resistance Roll, he loses control of the animated object and the other magic-user gains control of the entity. If the initiating spell caster fails, he may not recast this spell on the same object/entity.

15—Greater Construct (F§) As *Minor Construct*, except a Greater Construct may be formed and animated.

16—Major Golem (F§) As *Minor Construct*, except that Golems of 15th level (or less) may be formed and animated.

17—Spirit Store XV (FM) As *Spirit Store III*, except allows the caster to imbue a spirit within an artificial entity of no more than 15th level.

18—Empathic Gas (F) As *Animated Gas*, except that the animated gas has an Empathic intelligence and need not be concentrated upon to be controlled by the caster. An Empathic Gas may travel any distance from the caster and still be under his orders. The Empathic Gas will attempt to complete simple commands given by the caster for the duration of the spell. These commands may not involve more than three words.

19—Empathic Liquid (F) As *Animated Liquid*, except that the animated liquid has an Empathic intelligence and need not be concentrated upon to be controlled by the caster. An Empathic Liquid may travel any distance from the caster and still be under his orders. The Empathic Liquid will attempt to complete simple commands given by the caster for the duration of the spell. These commands may not involve more than three words.

20—Empathic Solid (F) As *Animated Solid*, except that the animated solid has an Empathic intelligence and need not be concentrated upon to be controlled by the caster. An Empathic Solid may travel any distance from the caster and still be under his orders. The Empathic Solid will attempt to complete simple commands given by the caster for the duration of the spell. These commands may not involve more than three words.

25—Greater Golem (F§) As *Minor Construct*, except that Golems of 25th level (or less) may be formed and animated.

30—Empathic Energy (FE) As *Animated Energy*, except that the animated energy has an Empathic intelligence and need not be concentrated upon to be controlled by the caster. Empathic Energy may travel any distance from the caster and still be under his orders. Empathic Energy will attempt to complete simple commands given by the caster for the duration of the spell. These commands may not involve more than three words.

35—Return Teleport (F*) As *Return Flight*, except caster's artificial entity is returned to him via "teleportation." Caster must either see his entity (even through a crystal ball, for example) or else know its exact location.

40—Golem True (F§) As *Minor Construct*, except that Golems of any level (up to the caster's level) may be formed and animated.

45—Spirit Store True (FM) As *Spirit Store III*, except allows the caster to imbue a spirit within an artificial entity of any level.

50—Shard (F§) The caster must prepare a laboratory for the growth and storage of the shards. Because of their bizarre configuration and mystical dependence on each other, 5 lesser shards must be created before 1 greater shard may be grown. The caster must spend gold pieces equal to (shard level x shard level x 10 gold pieces) per growth tank. These costs are in addition to those mentioned above, and they include the compounds, media, poisons, gems, and creature parts necessary. Each tank may only grow one shard at a time. In a number of weeks equal to the level of the new shard, the thing will come to life.

55—Eye Entity (F§) As *Minor Construct*, except that an Eye Entity (of any type) may be formed and animated.

65—Vile (F§) As *Minor Construct*, except that a Vile may be formed and animated.

75—Solaar (F§) As *Minor Construct*, except that a Solaar may be formed and animated.

HEURISTICS (8.1.2)

(ROYAL ALCHEMIST BASE)

Note: Using this list, a Royal Alchemist imbeds intellect into his animated creatures (made with Animations). A spirit must be stored within the animated entity in order for these spells to affect it. After a spell's duration expires, the knowledge is lost—the entity reverts to its former level of intelligence.

The caster must possess the knowledge, ability, or skill ranks which he wishes to impart to his animated entity. That is, he cannot grant knowledge of gold smithing, if he himself does not know how to do it.

This list can only be used with animated entities made through use of the Animations spell list. If the GM wishes, this list can also be used with Automata.

	Area of Effect	Duration	Range
1—Prepare Automaton	entity	1 minute	touch
2—Imbed Basic Knowledge	entity	10 min/lvl	touch
3—Rudimentary Reasoning	entity	10 min/lvl	touch
4—Imbed Bonus V	entity	10 min/lvl	touch
5—Extension I	spell	1 hour/lvl	touch
6—Programmed Mission I	entity	10 min/lvl	touch
7—Imbed Intermediate Knowledge	entity	10 min/lvl	touch
8—Independent Reasoning	entity	10 min/lvl	touch
9—Imbed Bonus X	entity	10 min/lvl	touch
10—Extension II	spell	1 day/lvl	touch
11—Programmed Mission II	entity	10 min/lvl	touch
12—Imbed Advanced Knowledge	entity	10 min/lvl	touch
13—Contingent Reasoning	entity	10 min/lvl	touch
14—Imbed Bonus XV	entity	10 min/lvl	touch
15—Extension III	spell	1 week/lvl	touch
16—Programmed Mission III	entity	10 min/lvl	touch
17—			
18—Imbed Expert Knowledge	entity	10 min/lvl	touch
19—Lord Imbed Bonus	entity	10 min/lvl	touch
20—Extension IV	spell	1 month/lvl	touch
25—Extension V	spell	1 year/lvl	touch
30—Artificial Intelligence	entity	10 min/lvl	touch
50—Permanence	entity	P	touch

1—Prepare Automaton (F) Caster prepares an animated entity to receive temporary intelligence through use of spells from this list. The Royal Alchemist must cast all spells affecting the entity within 1 minute of casting this spell.

2—Imbed Basic Knowledge (F) Caster imparts basic knowledge of a subject to the animated entity. The entity can grasp and understand basic ideas about the subject. Additionally, this spell may be used to allow the entity to speak (approximately equivalent to skill rank 2).

3—Rudimentary Reasoning (F) Caster imparts rudimentary reasoning powers to his animated entity. This takes the form of Reasoning and Memory statistics with a range of values from 06 to 25. After this spell is cast, roll a D20 and add 5 (D20+5) to determine Re and Me stats randomly. Generally, the entity will be able to follow orders well enough, but has no ability for independent thought.

4—Imbed Bonus V (F) Caster imparts five skill ranks (a +25 bonus) of a chosen Skill to the animated entity.

5—Extension I (F) Caster extends the length of time an animated entity retains imbedded knowledge to 1 hour per level.

6—Programmed Mission I (F) Caster can program an animated entity to complete one task. The solution to this task may be complex.

7—Imbed Intermediate Knowledge (F) As *Imbed Basic Knowledge*, except that the entity can understand more involved concepts, although there is still a good chance of misinterpretation. Speech abilities are equivalent to skill rank 4.

8—Independent Reasoning (F) As *Rudimentary Reasoning*, except that the entity is capable of independent thought. Memory and Reasoning stats vary from 26 to 75 (D50+25).

9—Imbed Bonus X (F) Caster imparts ten skill ranks (a +50 bonus) of a chosen Skill to the animated entity.

10—Extension II (F) Caster extends the length of time an animated entity retains imbedded knowledge to 1 day per level.

11—Programmed Mission II (F) As *Programmed Mission I*, except two tasks are programmed.

12—Imbed Advanced Knowledge (F) As *Imbed Basic Knowledge*, except that the entity can understand complex concepts, with only a slight chance of misinterpretation. The Entity can become reasonably fluent in a language, equivalent to skill rank 6.

13—Contingent Reasoning (F) As *Independent Reasoning*, except that the entity is capable of dealing with most problems that might arise. The entity can react to new situations, assigning priorities to further actions, and act accordingly. Extemporaneous actions and the ability to handle emergencies are also imparted to the entity. Memory and Reasoning stats vary from 76 to 95 (D20+75).

14—Imbed Bonus XV (F) Caster imparts 15 skill ranks (a +60 bonus) of a chosen Skill to the animated entity.

15—Extension III (F) Caster extends the length of time an animated entity retains imbedded knowledge to 1 week per level.

16—Programmed Mission III (F) As *Programmed Mission I*, except three tasks are programmed.

18—Imbed Expert Knowledge (F) As *Imbed Basic Knowledge*, except that the entity can understand extremely complex concepts, with no chance of misinterpretation. It is essentially an authority on the subject. The Entity can become completely fluent in a language, equivalent to skill rank 8.

19—Lord Imbed Bonus (F) Caster imparts 20 skill ranks (a +70 bonus) of a chosen Skill to the animated entity.

20—Extension IV (F) Caster extends the length of time an animated entity retains imbedded knowledge to 1 month per level.

25—Extension V (F) Caster extends the length of time an animated entity retains imbedded knowledge to 1 year per level.

30—Artificial Intelligence (F) Caster imparts genuine sentience to the animated entity. It can now learn from experience and even gets Experience Points; it may progress to higher levels. Roll randomly for all mental statistics as if drawing up a character (i.e., determine both Temporary and Potential stats).

50—Permanence (F) Caster can alter the Duration of any subsequent spells cast from this list to "Permanent." The permanent spells affect only one entity.

APOTHECARY LORE (8.1.3)

(ROYAL ALCHEMIST BASE)

Note: This spell list allows the caster to produce drugs and medicines. Each spell creates one dose of the pharmaceutical described.

Although made entirely through chemical means, the substances created require only a fraction of the time normally needed to manufacture them. Each spell takes one hour to cast; that is, to produce one dose of the drug. If kept sealed in glass and away from extremes of heat or cold, each medicine will last indefinitely.

Before casting a spell, the alchemist must state whether the drug is to be ingested (eaten, inhaled, drunk, chewed, smoked, etc.) or topically applied. A Royal Alchemist can produce either variety with equal efficacy.

In order to utilize this spell list, a laboratory and substantial equipment must be available at all times to the Alchemist. The cost of this laboratory will be not less than 50 gold pieces (GM discretion). Materials and general upkeep of this lab costs 1 silver piece per spell level. For example, if the alchemist is currently working on a 6th level spell, the cost of laboratory supplies for this spell is 6 silver pieces.

Spells marked with a "\$" may cause the opposite effects, if so desired. The nature of the spell's effects must be stated beforehand.

Note: Unless otherwise noted, a manufactured drug's Addiction Factor may be whatever the caster decides (usually up to his level). If the GM wishes, a drug's AF simply equals the spell's level used to manufacture it.

	Area of Effect	Duration	Range
1—Analyze Drugs/Poisons	1' R	1 min/lvl	self
2—Stimulant Drug §	1 dose	P	touch
3—Analgesic/Anesthetic Drug	1 dose	P	touch
4—Nausea Relieving Drug §	1 dose	P	touch
5—Antihistamine Drug §	1 dose	P	touch
6—Euphoric/Narcotic Drug	1 dose	P	touch
7—Antipyretic Medicine	1 dose	P	touch
8—Antiseptic Medicine	1 dose	P	touch
9—Anti-parasitic Medicine	1 dose	P	touch
10—Sensory Enhancing Drug §	1 dose	P	touch
11—Fertility Drug §	1 dose	P	touch
12—Hallucinogenic Drug	1 dose	P	touch
13—Detoxifying Drug §	1 dose	P	touch
14—Surface Restorative	1 dose	P	touch
15—Blood Clotter	1 dose	P	touch
16—Muscle Restorative	1 dose	P	touch
17—Bone Knitter	1 dose	P	touch
18—Nerve Restorative	1 dose	P	touch
19—Organ Restorative	1 dose	P	touch
20—Hemorrhage Curative	1 dose	P	touch
25—Anti-paralysis Drug §	1 dose	P	touch
30—Brain Restorative	1 dose	P	touch
50—True-Restorative Medicine	1 dose	P	touch

1—Analyze Drugs/Poisons (UI) Allows caster to perceive any drugs or poisons within a 1' radius of his person. In addition, caster learns the substance's origins, purity, and general worth. The alchemist also knows a poison's type (i.e., Circulatory, Conversion, Muscle, Nerve, Reduction, or Respiratory), Attack Level, and antidote (if any exists).

2—Stimulant (Depressant) Drug (F§) Caster produces, through a chemical process, one dose of a drug which can have either a stimulating or depressing effect on the central nervous system. These drugs' effects last for 10 minutes per level of the caster. The attack level of this drug is reckoned as the caster's level, if the target wishes to resist its effects. Otherwise, effects are automatic. A person affected by a stimulant is +10 to all actions, while a depressant causes them to act at -10. Additionally, a stimulant allows an additional RR vs sleep attacks. Depressants halve a target's level for purposes of sleep attack resolution.

3—Analgesic/Anesthetic Drug (F) Caster makes one dose of a drug which can have either an analgesic or anesthetic effect on the person who partakes of it. These drugs' effects last for 20 minutes per level of the caster. The attack level of this drug is equal to the caster's level, if the target wishes to resist its effects. Otherwise, the drug's effects are automatic. An analgesic provides temporary relief for minor muscular pain, while an anesthetic induces unconsciousness, stupor, or a state of insensibility to pain (rendering the patient unable to act).

4—Nausea Relieving (Inducing) Drug (F§) Caster makes one dose of a drug which either relieves or causes nausea in the person who partakes of it. These drugs' effects last for 10 minutes per level of the caster. The attack level of this drug is equal to the caster's level, if the target wishes to resist its effects. Otherwise, the drug's effects are automatic. A nausea relieving drug provides temporary relief for the queasiness and vertigo associated with nausea, while a nausea inducing drug causes the person affected to operate at -20 to all actions (he is overcome by retching and severe dizziness).

5—Antihistamine (Allergenic) Drug (F§) Caster produces one dose of a drug which either relieves or causes an allergic reaction in the person who partakes of it. These drugs' effects last for 20 minutes per level of the caster. The attack level of this drug is equal to the caster's level, if the target wishes to resist its effects. Otherwise, the drug's effects are automatic. An antihistamine provides temporary relief for the sneezing, watery eyes, rashes, etc. associated with an allergic reaction (to pollen, poison ivy, cat fur, and so on). An Allergenic drug causes the person affected to operate at -20 to all actions (he is overcome by sneezing, rashes, etc.).

6—Euphoric/Narcotic Drug (F) Caster produces one dose of an euphoric or narcotic drug. These drugs' effects last for 10 minutes per level of the caster. The attack level of this drug is reckoned as the caster's level, if the target wishes to resist its effects. Otherwise, effects are automatic. A person affected by an euphoric drug is -10 to all actions, but very happy. A narcotic drug causes the person to act at -10. Additionally, a narcotic drug will put the person into a sleep-like trance within 5 to 30 minutes of taking it. These manufactured drugs' Addiction Factors may be whatever the caster decides (up to double his level).

7—Antipyretic Medicine (HF) Caster makes one dose of an antipyretic or fever reducing medicine. This medicine's effects last for 30 minutes per level of the caster. The attack level of this medicine is reckoned as the caster's level, if the target wishes to resist its effects. Otherwise, effects are automatic. Taking this medicine will reduce a patient's fever by one degree per level of the caster. This medication's Addiction Factors may be whatever the caster decides (up to half his level).

8—Antiseptic Medicine (HF) Caster produces one dose of an antiseptic medicine. This medicine's effects last for 30 minutes per level of the caster. The attack level of this medicine is reckoned as the caster's level, if the target wishes to resist its effects. Otherwise, effects are automatic. Taking this medicine will reduce the effects of an infection, killing bacteria and viruses on contact. This medication's Addiction Factors may be whatever the caster decides (up to half his level).

9—Anti-parasitic Medicine (HF) Caster makes one dose of an anti-parasitic medicine. This medicine's effects last for 30 minutes per level of the caster. The attack level of this medicine is reckoned as the caster's level, if the target wishes to resist its effects. Otherwise, effects are automatic. Taking this medicine will reduce the effects of a parasitic infestation, killing parasites on contact. This medication's Addiction Factors may be whatever the caster decides (up to half his level).

10—Sensory Enhancing (Reducing) Drug (F§) Caster produces one dose of a drug which either enhances or reduces sensory perceptions in the person who partakes of it. These drugs' effects last for 10 minutes per level of the caster. The attack level of this drug is equal to the caster's level, if the target wishes to resist its effects. Otherwise, the drug's effects are automatic. A sensory enhancing drug adds +30 to a person's perception roll. Sensory reducing drugs, on the other hand, modify a person's perception by -30. Alternatively, these drugs may affect only one sense (e.g., visual, auditory, etc. perceptions).

11—Fertility (Infertility) Drug (FH§) Caster makes one dose of a drug which renders the person who partakes of it either fertile or infertile. These drugs' effects last for 1 day per level of the caster. The attack level of this drug is equal to the caster's level, if the target wishes to resist its effects. Otherwise, the drug's effects are automatic. A fertility drug insures conception will occur, while an infertility drug might also be called "birth control."

12—Hallucinogenic Drug (F) Caster produces one dose of an hallucinogenic drug. These drugs' effects last for 10 minutes per level of the caster. The attack level of this drug is reckoned as the caster's level, if the target wishes to resist its effects. Otherwise, effects are automatic. A person affected by an hallucinogenic drug is at -50 to all actions, but he is very happy and experiencing wild hallucinations. This manufactured drug's Addiction Factors may be whatever the caster decides (up to double his level).

13—Detoxifying (Poisonous) Drug (FH§) Caster makes one dose of a drug which acts as the antidote to one poison (determined prior to casting the spell). If the caster desires, he may instead create one dose of poison of any type (Circulatory, Conversion, Nerve, Muscle, Reduction, or Respiratory). The attack level of this drug or poison is equal to the caster's level, if the target wishes to resist its effects. Otherwise, the drug's effects are automatic. The drug's Addiction Factor may be whatever the caster decides (up to his level).

14—Surface Restorative (HF) Caster produces one dose of a medicine which heals 3 hit per level of the caster from the person who partakes of it. For example, a 20th level caster can make a medicine which will heal 60 hit points of surface damage. The attack level of this drug is equal to the caster's level, if the target wishes to resist its effects. Otherwise, the drug's effects are automatic.

15—Blood Clotter (HF) Caster makes one dose of a medicine which halts blood loss (i.e., hits per round) of one wound in a person who partakes of it. The attack level of this drug is equal to the caster's level, if the target wishes to resist its effects. Otherwise, the drug's effects are automatic.

16—Muscle Restorative (HF) Caster produces one dose of a medicine which repairs a damaged muscle or tendon in a person who partakes of it. The attack level of this drug is equal to the caster's level, if the target wishes to resist its effects. Otherwise, the drug's effects are automatic.

17—Bone Knitter (HF) Caster makes one dose of a medicine which repairs a damaged or shattered bone, joint, or the surrounding cartilage in a person who partakes of it. The attack level of this drug is equal to the caster's level, if the target wishes to resist its effects. Otherwise, the drug's effects are automatic.

18—Nerve Restorative (HF) Caster produces one dose of a medicine which repairs a damaged nerve in a person who partakes of it. The attack level of this drug is equal to the caster's level, if the target wishes to resist its effects. Otherwise, the drug's effects are automatic.

19—Organ Restorative (HF) Caster makes one dose of a medicine which repairs any damaged organ (except brain) in a person who partakes of it. The attack level of this drug is equal to the caster's level, if the target wishes to resist its effects. Otherwise, the drug's effects are automatic.

20—Hemorrhage Curative (HF) Caster produces one dose of a medicine which halts the blood loss (i.e., hits per round) of one internal injury in a person who partakes of it. The attack level of this drug is equal to the caster's level, if the target wishes to resist its effects. Otherwise, the drug's effects are automatic.

25—Anti-paralysis (Paralyzing) Drug (FH§) Caster makes one dose of a drug which either relieves or causes paralysis in the person who partakes of it. These drugs' effects last for 10 minutes per level of the caster. The attack level of this drug is equal to the caster's level, if the target wishes to resist its effects. Otherwise, the drug's effects are automatic. An anti-paralysis drug relieves any paralysis which afflicts the patient (even organic in nature). A paralyzing drug causes the person affected to operate at -100 to all actions.

30—Brain Restorative (HF) Caster makes one dose of a medicine which repairs any damage to the brain of a person who partakes of it. Even lost memories or experience levels are regained. Any insanities, possessions, or mental curses are also removed. The attack level of this drug is equal to the caster's level, if the target wishes to resist its effects. Otherwise, the drug's effects are automatic.

50—True-Restorative Medicine (HF) Caster produces one dose of a medicine which repairs any physical injuries in a person who partakes of it. The attack level of this drug is equal to the caster's level, if the target wishes to resist its effects. Otherwise, the drug's effects are automatic.

8.2 INORGANIC & ORGANIC ALCHEMIST BASE LISTS

INORGANIC ALCHEMIST BASE SPELL LISTS

<i>Chemical Manipulations</i>	Page 107
<i>Philosopher's Stone</i> (Adept Base)	Page 87
<i>Essence Imbedding</i> (Alchemist Base)	Page 79
<i>Enchanting Ways</i> (Alchemist Base)	Page 81
<i>Inorganic Skills</i> (Alchemist Base)	Page 84
<i>Liquid/Gas Skills</i> (Alchemist Base)	Page 85
<i>Mentalism/Channeling Imbedding</i> (Alchemist Base)	Page 80
Option: They may learn two additional Base Spell Lists:	
<i>Arcane Imbedding</i>	Page 176
<i>Alchemical Preparations</i>	Page 177

ORGANIC ALCHEMIST BASE SPELL LISTS

<i>Organism Skills</i>	Page 108
<i>Philosopher's Elixir</i> (Adept Base)	Page 89
<i>Essence Imbedding</i> (Alchemist Base)	Page 79
<i>Enchanting Ways</i> (Alchemist Base)	Page 81
<i>Organic Skills</i> (Alchemist Base)	Page 83
<i>Liquid/Gas Skills</i> (Alchemist Base)	Page 85
<i>Mentalism/Channeling Imbedding</i> (Alchemist Base)	Page 80
Option: They may learn two additional Base Spell Lists:	
<i>Arcane Imbedding</i>	Page 176
<i>Alchemical Preparations</i>	Page 177

Both Inorganic Alchemists and Organic Alchemists are Pure spell users from the realm of Essence.

CHEMICAL MANIPULATIONS (8.2.1)

(INORGANIC ALCHEMIST BASE)

Note: Spells on this list are used by an alchemist to ensure success in a chemical experiment or operation. Spell Failure is treated normally, i.e., there is no chance of a catastrophic failure (no explosions, etc.). On the other hand, critical success cannot occur, so no serendipitous discoveries are possible. Thus chemical operations performed using this list are safe, but will never yield accidental discoveries. Note that none of these spells will work on living tissue.

	Area of Effect	Duration	Range
1—Research	self	V	self
2—Determine Proportions	1 experiment	—	self
3—Weigh/Measure	1 lb/lvl	1 round	touch
4—Decant	1 pint/lvl	1 round	touch
5—Melt	1 cu'/lvl	1 minute	touch
6—Boil	1 cu'/lvl	1 minute	touch
7—Freeze	1 cu'/lvl	1 minute	touch
8—Desiccate	1 cu'/lvl	1 minute	touch
9—Distill	1 pint/lvl	1 minute	touch
10—Precipitate	1 cu'/lvl	1 round	touch
11—Oxidize	1 cu'/lvl	1 minute	touch
12—Reduce	1 cu'/lvl	1 minute	touch
13—Analyze	1 cu'/lvl	—	touch
14—Refine	1 cu'/lvl	1 minute	touch
15—Make/Work Poison	1 oz/lvl	V	touch
16—Make/Work Acid/Base	1 pint/lvl	V	touch
17—Electrolyze	1 experiment	1 minute	touch
18—Isolate Element	1 cu'/lvl	10 minutes	touch
19—Synthesize	1 cu'/lvl	10 minutes	touch
20—Make/Work Gas	1 cu'/lvl	V	touch
25—Make/Work Liquid	1 pint/lvl	V	touch
30—Make/Work Solid	1 cu'/lvl	V	touch
50—Chemical Mastery	self	1 min/lvl	self

1—Research (I) This spell provides information pertaining to a specific alchemical research topic. Caster learns the proper procedure, apparatus, and chemicals necessary to achieve the desired effect (GM discretion). Casting time will vary depending on the research topic.

2—Determine Proportions (I) Caster learns the exact proportions of chemical ingredients necessary to perform an experiment.

3—Weigh/Measure (U) This spell allows the caster to accurately weigh or measure chemicals in any form. No special apparatus is necessary.

4—Decant (U) Caster may safely separate an existing solid from the liquid components. This is especially useful when dealing with toxic or hazardous chemicals.

5—Melt (UF) Caster causes one solid to become liquid. Proper apparatus is required.

6—Boil (UF) Caster causes one liquid to become gaseous. Proper apparatus is required.

7—Freeze (UF) Caster causes one liquid to become solid. Proper apparatus is required.

8—Desiccate (UF) Caster may remove the desired amount of moisture from any chemical substance.

9—Distill (UF) Caster may safely separate one desired liquid from a solution through the process of distillation.

10—Precipitate (UF) Caster causes a solid in solution to separate and accumulate at the bottom of a vessel.

11—Oxidize (UF) Caster causes a substance or object to oxidize (e.g., iron corrodes, silver tarnishes, wood burns, etc.) to the desired extent. Taken to extremes, this spell may return steel to its component ores. This spell may be used to reverse Reduce spell effects.

12—Reduce (UF) Caster causes a substance or object to be reduced (e.g., ore becomes metal, etc.) to the desired extent. This spell may be used to reverse Oxidize spell effects.

13—Analyze (IU) Caster learns the purity, properties, and origin of one chemical substance. Caster also knows if it has been manufactured (and how) or if it is naturally occurring.

14—Refine (UF) Caster causes a contaminated or impure substance to become absolutely pure.

15—Make/Work Poison (UF) Allows caster to safely handle, prepare, and process inorganic poisons (e.g., arsenic, lead, cyanide, etc.).

16—Make/Work Acid/Base (UF) Allows caster to safely handle, prepare, and process acids (nitric, phosphoric, hydrochloric, etc.) and bases (caustic lye, ammonia, etc.).

17—Electrolyze (UFE) Electrical energy may be used to bring about chemical changes or chemical reactions may be used to produce electrical energy. For example, allows caster to plate one metal onto another or store electrical energy (i.e., batteries). GM discretion.

18—Isolate Element (UF) Allows caster to separate any chemical substance into its component (chemical) elements (e.g., steel becomes iron and carbon; sulfuric acid becomes sulphur, water, and oxygen; bronze becomes copper, tin, and lead; etc.). This spell may be used to reverse Synthesize spell effects.

19—Synthesize (UF) Caster can synthesize any chemical compound, provided he has all requisite materials available. This spell may be used to reverse Isolate Element spell effects.

20—Make/Work Gas (UF) Allows caster to safely handle, prepare, and process magical or non-magical gases (e.g., dragon's breath, helium, etc.).

25—Make/Work Liquid (UF) Allows caster to safely handle, prepare, and process magical or non-magical liquids (e.g., potions, demon blood, mercury, etc.).

30—Make/Work Solid (UF) Allows caster to safely handle, prepare, and process magical or non-magical solids (e.g., laen, tungsten, etc.).

50—Chemical Mastery (U) Caster can use one lower level spell (on this list) each round.

ORGANISM SKILLS (8.2.2)

(ORGANIC ALCHEMIST BASE LIST)

Note: This list makes possible the imbedding of enchantments onto the outer surface of a living creature via the inscribing of an enchanted Tattoo.

Description of Tattoo Effect: A Tattoo effect is centered on a living creature within an actual tattoo inscribed on the creature, and can hold one type of a number of enchanted effects. A Tattoo may be created that is a Tattoo-Rune, a Tattoo that holds a Daily Imbedded or Charged Imbedded spell, or optionally a special Tattoo. If used to hold Runes, a Tattoo is identical to an equivalent number Rune Paper. If used to hold an Imbedded spell, the Tattoo can only hold a spell effect whose level is equal to or less than the number of the Tattoo spell used in the creation process. A Tattoo is used in the normal manner of the effect it holds, except that the bearer need not touch the Tattoo as it is already in contact with his aura.

A Tattoo will last as long as the creature it is inscribed on lives. It will be affected by wounds or abrasions only if a deep wound completely bisects the design, at which time the Tattoo (and design) may erase, inflicting damage as per Erase Tattoo (there is a 20% chance of erasure at the time of the wounding, and a 10% chance each day after that until the area is healed). If any creature has over 90% of its body surface inscribed with enchanted Tattoos, all of the Tattoos will short-circuit and spontaneously erase (within 1-100 hours after the last Tattoo inscribed is completed) inflicting erasure damage for every Tattoo as per Erase Tattoo.

Any being other than the Tattoo creator and bearer must make normal attunement attempts if they wish to use Tattoos inscribed on another. If the bearer is cooperating, the being gains a +20 to the roll in addition to any other modifiers, and if the bearer does not desire the being to be attuned to any of his Tattoos, there is a -50 modification.

Creation of Tattoos: A Tattoo is prepared just like other spell storing items according to the normal alchemical creation rules if it is going to hold enchantments such as Imbedded spells with Daily effects, intelligence, constant effect, charges, etc. If the Tattoo is only going to hold a Rune, the Tattoo creation process is similar to that of Rune Paper creation.

Before starting any Tattoo, the surface must be made receptive by having Prepare Flesh cast on it. A Tattoo may be inscribed on any outer covering of a living creature (skin, hide, scales, etc.), but it must be bare for inscription (so if you want to put Tattoos on your familiar, you have to shave it down or pluck it first).

During the weeks of inscribing a Tattoo, the creator must actually use pigments and needles or other instruments to draw a design on the bearer, and the design must be at least equal to the number of square inches required by the Tattoo spell used. The result will depend on the caster's artistic and technical ability (reflected by a Static Action roll using the caster's skill in Craft: Tattooing), unless a Transfer Design spell is used to reproduce another's work exactly.

Once the design is complete after the weeks of using Tattoo or Make Tattoo-(Wand/Rod/Staff), the actual spells to be imbedded (using the Enchanting Ways, Essence Imbedding, Ment./Chan. Imbedding, Sigil/Rune Imbedding, or other lists) must be started within 24 hours using the standard item-creation rules.

Option: Tattoos may also hold other enchanted effects (at the GM's option). If the Enhancement spell is cast every day along with the other spells used in the Tattoo creation, the Tattoo can be set to hold non-standard enchantments or may possess additional abilities. One Enhancement spell must be cast each day during the Tattoo creation for each extra feature added. In addition, GMs may wish to rule that any expansion beyond the standard features of a Tattoo through the use of Enhancement will add to the total inscription time (perhaps one extra week or month for each extra feature added).

Example: Enhancement may be cast every day along with the other spells used in the creation of a Transparent Tattoo to adjust it so that the Tattoo will become instantly visible (or will shift back to its transparent state) when the bearer wishes.

Example: Enhancement may be cast just once upon an area that is to have a normal Transparent tattoo inscribed, adding an effect that allows anyone who bears the exact same design (inscribed using Store Design and Transfer Design) to see the tattoo. For example, all the members of the Order of the Larch have a small Transparent tattoo of a larch tree inscribed on their foreheads upon initiation into the group, a design which only other members bearing the tattoo can see normally.

Example: More versatile effects may be achieved by the use of multiple Enhancement spells. For instance, referring to the last example, the leader of a secret order that uses tattoos (Transparent or not) as a membership badge may have used two (or more) Enhancement spells to inscribe the Order's symbol on his palm as a Tattoo-stamp. This allows him to place his tattoo onto the flesh of a person and rapidly impress the design, allowing swift processing of new members into the organization. (Note that in no way could an enchanted Tattoo capable of holding spells be slapped onto a being in this manner, no matter how many Enhancement spells are employed.)

	Area of Effect	Duration	Range
1-Detect Tattoo	5'R	1 rnd/lvl	50'
2-Identify Tattoo	1 Tattoo/rnd	1 rnd/lvl	touch
3-Prepare Flesh	V	24hr	touch
4-Store Design	1 Tattoo	1 rnd/lvl	touch
5-Transfer Design	self	V	touch
6-Tattoo II	self	24hr	touch
7-Transparent Pigments	1 Tattoo	24hr	touch
8-Tattoo III	self	24hr	touch
9-Make Tattoo-Wand	self	24hr	touch
10-Tattoo IV	self	24hr	touch
11-Erase Tattoo	1 Tattoo	-	touch
12-Tattoo V	self	24hr	touch
13-Make Tattoo-Rod	self	24hr	touch
14-Tattoo VI	self	24hr	touch
15-Redraw Design	1 Tattoo	1 hr/lvl	touch
16-Tattoo VII	self	24hr	touch
17-Make Tattoo-Staff	self	24hr	touch
18-Tattoo VIII	self	24hr	touch
19-Enhancement	1 Tattoo	V	touch
20-Tattoo X	self	24hr	touch
25-Lord Tattoo	self	24hr	touch
30-Deep Hues	1 Tattoo	24hr	touch
50-Tattoo True	self	24hr	touch

1-Detect Tattoo (I) Detects Tattoos on beings within the area of effect (including Tattoos drawn with Transparent Pigments). A 5'R may be examined each round.

2-Identify Tattoo (I) This spell tells the caster what type of Tattoo has been touched (Tattoo-Rune, Tattoo-Wand, Imbedded-Tattoo, etc.), but not any of the specific abilities of the Tattoo—that requires the regular attunement attempt or the use of such spells as Decipher Rune/Sigil.

3-Prepare Flesh (F) When cast on the bare outer surface of a living creature, this spell primes an area to enable the inscribing of a Tattoo. The total square inches of the projected Tattoo must be set at the time the first Prepare Flesh spell is cast. An outline of the caster's choice is laid down at this time (which may be matched with any Stored design the caster knows) and the actual tattooing must remain within this area. Any attempt to overlap two Tattoos will result in the dispelling of both upon completion (with the standard penalties from the Erase Tattoo spell being applied for both). This spell allows any living outer integument to be used as a surface for a Tattoo (the area will be permeable to the instruments and pigments even if such tattooing is not normally possible). If Prepare Flesh is cast each day of the Tattoo creation, there will be no pain or chance of infection.

4—Store Design (I) This spell allows the caster to store a design within his mind permanently (from a normal tattoo, an enchanted Tattoo, or even just a drawing). A *Stored* design may either be used as a guide to inscribe a (normal or enchanted) tattoo using the caster's tattooing skill, or it may be duplicated exactly using *Transfer Design*. An area of 1 square inch may be stored per round.

5—Transfer Design (P) This spell allows the caster to exactly copy a design he has committed to memory through *Store Design* onto another surface. If just a normal tattoo is to be inscribed, the design may be duplicated at the rate of 4 square inches per hour; if it is to be the component of an enchanted Tattoo, the spell lasts 24 hours and it must be cast once per day along with the other spells used in the normal Tattoo creation process.

6—Tattoo II (F) Allows the creation of enchanted Tattoos on an area primed with *Prepare Flesh*. The first time *Tattoo* is cast, the caster must choose the type of effect that the Tattoo is to hold (*Rune*, *Daily Imbed*, etc.) and the Tattoo will only be able to contain that type of enchantment. It takes one week per number of the Tattoo spell used to complete the inscription, which must be at least one-half a square inch in size for every level of the Tattoo spell. Tattoo II must be at least three square inches, and can hold up to second level Runes or other effects.

7—Transparent Pigments (F) When this spell is cast once per day along with the other spells in the Tattoo creation process, the design will become invisible at the completion of the work. It will be visible thereafter only under *Detect Tattoo*, *Detect Essence*, or by the caster or bearer of the design at will. Any tattoo created using this spell will not hinder such things as tanning in the area of the design, nor will it have any unusual texture detectable. If normal tattoos are created using this effect, this spell must be cast once per hour during the inscribing time.

8—Tattoo III (F) As *Tattoo II*, except the Tattoo must be four square inches, and can hold up to a third level spell or effect.

9—Make Tattoo-Wand (F) Allows the creation of a Tattoo which will hold a rechargeable imbedded spell (or spells) as a wand would, as per the normal alchemical rules used (*Spell Law* 9.92). The inscribing process takes 9 weeks, and the design must be at least 5 square inches in size.

10—Tattoo IV (F) As *Tattoo II*, except the Tattoo must be 5 square inches and can hold up to a fourth level spell or effect.

11—Erase Tattoo (F) This spell will instantly remove one normal or enchanted tattoo from a creature, but the process inflicts 2 hits per square inch for a normal tattoo or 5 hits per square inch for an enchanted Tattoo when the spell is cast. The erased area may be reinscribed normally. If the bearer of the tattoo is unwilling, the tattoo gets a RR at the bearer's level to resist this spell.

12—Tattoo V (F) As *Tattoo II*, except the Tattoo must be six square inches and can hold up to a fifth level spell or effect.

13—Make Tattoo-Rod (F) As *Make Tattoo-Wand*, except a Tattoo can be made that will act as a rod, the process takes 13 weeks, and requires a design of at least 10 square inches.

14—Tattoo VI (F) As *Tattoo II*, except the Tattoo must be at least seven square inches and can hold up to a sixth level spell or effect.

15—Redraw Design (F) This spell allows the design of a normal or enchanted tattoo to be changed or moved. The caster must use *Prepare Flesh*, instruments and new pigments, and either the caster's skill or a pattern known through *Store Design* in the process. The colors may be changed or the design may be partially or totally redrawn, but the total square inches must remain constant. One square inch may be changed per hour. The entire design may also be moved to another area of the creature's body with the following restrictions. The design may not cross another (enchanted or normal) tattoo and must remain whole and continuous at all times. The total square inches may not be changed, although their configuration can be shifted as long as the whole design is still continuous. (This will distort the pattern of the design and may require redrawing.) A design may be moved at the rate of one inch per hour. The movement or redrawing of a tattoo design inflicts 10 hits/hr of influence on the creature.



16—Tattoo VII (F) As *Tattoo II*, except the Tattoo must be eight square inches and can hold up to a seventh level spell or effect.

17—Make Tattoo-Staff (F) As *Make Tattoo-Wand*, except a Tattoo can be made that will act as a staff, the process takes 17 weeks, and requires a design of at least 20 square inches.

18—Tattoo VIII (F) As *Tattoo II*, except the Tattoo must be nine square inches and can hold up to an eighth level spell or effect.

19—Enhancement (F) This spell allows the creation of Tattoos that can hold certain optional enchanted effects (as per Option above).

20—Tattoo X (F) As *Tattoo II*, except the Tattoo must be ten square inches, and can hold up to a tenth level spell or effect.

25—Lord Tattoo (F) As *Tattoo II*, except the Tattoo must be twelve and one-half square inches, and can hold up to a twentieth level spell or effect.

30—Deep Hues (F) This spell allows a Tattoo to be created that can hold a higher level effect than its total square inches would normally allow. It must be cast once per day along with the other spells used in the Tattoo creation process, and also extends the time required to complete the inscription. For every additional week that the Tattoo creation time is extended while using this spell, the *Tattoo* or *Make Tattoo*-effect may be inscribed on a design that is one square inch smaller than normally required by the spell. The limit to this is that any Tattoo must be at least one square inch in size. (So that if a *Tattoo-Rod* is created using *Deep Hues*, an extra five weeks may be added to the inscription time to allow the effect to be placed on a five square inch total design.)

50—Tattoo True (F) As *Tattoo II*, except the Tattoo must be twenty-five square inches, and can hold any level spell or effect.

8.3 EVIL ALCHEMIST BASE LISTS

EVIL ALCHEMIST BASE SPELL LISTS

<i>Discharging Ways</i>	Page 110
<i>Unmaking Ways</i>	Page 111
<i>Life Essence Storing</i>	Page 112
<i>Demon Imbedding</i>	Page 113
<i>Poison Mastery</i>	Page 114
<i>Re-Animation (Adept Base)</i>	Page 96
<i>Black Arts (Adept Base)</i>	Page 97

The Evil Alchemist is a Pure spell user from the realm of Essence.

DISCHARGING WAYS (8.3.1)

(EVIL ALCHEMIST BASE LIST)

Note: Items are allowed a Resistance Roll. If they fail this RR, they are affected by the spell. Item level is determined by one of the methods in Section 5.1.9, Item Level Determination.

For purposes of this spell list, a "charged" item is defined as an item that will function a set number of times. Therefore, spells from this list will not only affect "Charged" items (i.e., wands, rods, and staves), but also "Single Use" items (e.g., runes, potions, etc.) and "Daily" items as well. These spells will only work on charged, single-use, and daily items, however.

	Area of Effect	Duration	Range
1—Detect "Charged" Items	5' R	C	100'
2—Discharge Essence I	1 item	C	100'
3—Discharge Mentalism I	1 item	C	100'
4—Discharge Channeling I	1 item	C	100'
5—Discharge Arcane I	1 item	C	100'
6—Continuation I *	spell	1 min./lvl	100'
7—Discharge Essence II	10' R	C	100'
8—Discharge Mentalism II	10' R	C	100'
9—Discharge Channeling II	10' R	C	100'
10—Discharge Arcane II	10' R	C	100'
11—Continuation II *	spell	1 hour/lvl	100'
12—Discharge Essence III	50' R	C	100'
13—Discharge Mentalism III	50' R	C	100'
14—Discharge Channeling III	50' R	C	100'
15—Discharge Arcane III	50' R	C	100'
16—Continuation III *	spell	1 day/lvl	100'
17—Discharge Essence IV	100' R	C	100'
18—Discharge Mentalism IV	100' R	C	100'
19—Discharge Channeling IV	100' R	C	100'
20—Discharge Arcane IV	100' R	C	100'
25—Absorb Item Power *	1 item	V	touch
30—Discharge Essence V	300' R	C	100'
35—Discharge Mentalism V	300' R	C	100'
40—Discharge Channeling V	300' R	C	100'
45—Discharge Arcane V	300' R	C	100'
50—Discharge True *	spell	P	100'

1—Detect "Charged" Items (PI) Detects any "charged" item within the Area of Effect. If the item is active, caster also knows which realm of magic it is. The caster can concentrate on a different 5' radius area each round.

2—Discharge Essence I (F) As long as the caster concentrates on a "charged" item from the realm of Essence, it will not function. After the caster ceases his concentration, the item will once again become magical and usable. Regardless, if the item is a wand, rod, or staff with magical charges in it, one of those charges is permanently used up each time the Evil Alchemist casts this spell upon it; i.e., it must be Recharged to be regained.

3—Discharge Mentalism I (F) As *Discharge Essence I*, except only an item from the realm of Mentalism is affected.

4—Discharge Channeling I (F) As *Discharge Essence I*, except only an item from the realm of Channeling is affected.

5—Discharge Arcane I (F) As *Discharge Essence I*, except only an item from the Arcane realm is affected.

6—Continuation I (FP*) When this spell is cast immediately after one of the Discharge spells, the caster need no longer concentrate on the spell; it will continue to function for 1 minute per level without any further attention from him.

7—Discharge Essence II (F) As *Discharge Essence I*, except all "charged" items from the realm of Essence within a 10' radius area cease functioning. Additionally, if applicable, two charges are lost.

8—Discharge Mentalism II (F) As *Discharge Mentalism I*, except all "charged" items from the realm of Mentalism within a 10' radius area cease functioning. Additionally, if applicable, two charges are lost.

9—Discharge Channeling II (F) As *Discharge Channeling I*, except all "charged" items from the realm of Channeling within a 10' radius area cease functioning. Additionally, if applicable, two charges are lost.

10—Discharge Arcane II (F) As *Discharge Arcane I*, except all "charged" items from the Arcane realm within a 10' radius area cease functioning. Additionally, if applicable, two charges are lost.

11—Continuation II (FP*) When this spell is cast immediately after one of the Discharge spells, the caster need no longer concentrate on the spell; it will continue to function for 1 hour per level without any further attention from him.

12—Discharge Essence III (F) As *Discharge Essence I*, except all "charged" items from the realm of Essence within a 50' radius area cease functioning. Additionally, if applicable, three charges are lost.

13—Discharge Mentalism III (F) As *Discharge Mentalism I*, except all "charged" items from the realm of Mentalism within a 50' radius area cease functioning. Additionally, if applicable, three charges are lost.

14—Discharge Channeling III (F) As *Discharge Channeling I*, except all "charged" items from the realm of Channeling within a 50' radius area cease functioning. Additionally, if applicable, three charges are lost.

15—Discharge Arcane III (F) As *Discharge Arcane I*, except all "charged" items from the Arcane realm within a 50' radius area cease functioning. Additionally, if applicable, three charges are lost.

16—Continuation III (FP*) When this spell is cast immediately after one of the Discharge spells, the caster need no longer concentrate on the spell; it will continue to function for 1 day per level without any further attention from him.

17—Discharge Essence IV (F) As *Discharge Essence I*, except all “charged” items from the realm of Essence within a 100’ radius area cease functioning. Additionally, if applicable, four charges are lost.

18—Discharge Mentalism IV (F) As *Discharge Mentalism I*, except all “charged” items from the realm of Mentalism within a 100’ radius area cease functioning. Additionally, if applicable, four charges are lost.

19—Discharge Channeling IV (F) As *Discharge Channeling I*, except all “charged” items from the realm of Channeling within a 100’ radius area cease functioning. Additionally, if applicable, four charges are lost.

20—Discharge Arcane IV (F) As *Discharge Arcane I*, except all “charged” items from the Arcane realm within a 100’ radius area cease functioning. Additionally, if applicable, four charges are lost.

25—Absorb Item Power (F*) Caster absorbs the magical power from a recently (within 1 rnd) Discharged item into his body. Caster gains the ability to actuate this captured spell power once for every charge Discharged. For example, if the caster has just Discharged five charges from a Wand of Shockbolts, and then Absorbs these charges, he will subsequently be able to throw five Shockbolts, just as if he were wielding the wand. Another example is a Discharged Rune of Flying, which would allow the caster to fly, as if he had used the Rune. Spells must be activated normally (e.g., using Attunement, Runes, etc.). The GM may want to set a maximum time limit for retention of these captured powers, e.g., they must be used within 24 hours or else they are wasted.

30—Discharge Essence V (F) As *Discharge Essence I*, except all “charged” items from the realm of Essence within a 300’ radius area cease functioning. Additionally, if applicable, five charges are lost.

35—Discharge Mentalism V (F) As *Discharge Mentalism I*, except all “charged” items from the realm of Mentalism within a 300’ radius area cease functioning. Additionally, if applicable, five charges are lost.

40—Discharge Channeling V (F) As *Discharge Channeling I*, except all “charged” items from the realm of Channeling within a 300’ radius area cease functioning. Additionally, if applicable, five charges are lost.

45—Discharge Arcane V (F) As *Discharge Arcane I*, except all “charged” items from the Arcane realm within a 300’ radius area cease functioning. Additionally, if applicable, five charges are lost.

50—Discharge True (FP*) When this spell is cast immediately after one of the Discharge spells, the item(s) are permanently discharged; i.e., such items lose all magical abilities and may not be Recharged—they must be re-made.

UNMAKING WAYS (8.3.2)

(EVIL ALCHEMIST BASE LIST)

Note: Items are allowed a Resistance Roll. If they fail this RR, they are affected by the spell. Item level is determined by one of the methods in Section 5.1.9, Item Level Determination.

For purposes of this spell list, a “constant” item is defined as an item wielded or held by someone that functions at all times. Therefore, spells from this list will not only affect “Constant” items (i.e., rings), but also “Intelligent” items and “Bonus” (e.g., Weapons, Shields, etc.) items as well. Magical traps, golems, symbols, and the like are not wielded by anyone, per se, and so do not fall under the definition of a “constant” item for purposes of this list (i.e., they are not affected by these spells).

	Area of Effect	Duration	Range
1—Detect “Constant” Items	5’ R	C	100’
2—Annul Essence I	1 item	C	100’
3—Annul Mentalism I	1 item	C	100’
4—Annul Channeling I	1 item	C	100’
5—Annul Arcane I	1 item	C	100’
6—Weaken Bonus	1 item	C	100’
7—Annul Essence II	10’ R	C	100’
8—Annul Mentalism II	10’ R	C	100’
9—Annul Channeling II	10’ R	C	100’
10—Annul Arcane II	10’ R	C	100’
11—Continuance I *	spell	10 min/lvl	100’
12—Annul Essence III	50’ R	C	100’
13—Annul Mentalism III	50’ R	C	100’
14—Annul Channeling III	50’ R	C	100’
15—Annul Arcane III	50’ R	C	100’
16—Continuance II *	spell	1 hour/lvl	100’
17—Annul Essence IV	100’ R	C	100’
18—Annul Mentalism IV	100’ R	C	100’
19—Annul Channeling IV	100’ R	C	100’
20—Annul Arcane IV	100’ R	C	100’
25—Absorb Item Power *	1 item	V	touch
30—Annul Essence V	300’ R	C	100’
35—Annul Mentalism V	300’ R	C	100’
40—Annul Channeling V	300’ R	C	100’
45—Annul Arcane V	300’ R	C	100’
50—Unmake *	spell	P	100’

1—Detect “Constant” Items (PI) Detects any “constant” item within the Area of Effect. If the item is active, caster also knows which realm of magic it is. The caster can concentrate on a different 5’ radius area each round.

2—Annul Essence I (F) As long as the caster concentrates on a “constant” item from the realm of Essence, one of its abilities will not function. After the caster ceases his concentration, the item will once again become magical and functional.

3—Annul Mentalism I (F) As *Annul Essence I*, except only an item from the realm of Mentalism is affected.

4—Annul Channeling I (F) As *Annul Essence I*, except only an item from the realm of Channeling is affected.

5—Annul Arcane I (F) As *Annul Essence I*, except only an item from the Arcane realm is affected.

6—Weaken Bonus (F) Weakens a magic item’s bonus by up to -1 per level, as long as the caster concentrates. For example, if a 15th level Evil Alchemist casts this spell on a +20 sword, which misses its RR, then its bonus is reduced to +5 for as long as the caster concentrates. Note that a negative modifier might result.

7—Annul Essence II (F) As *Annul Essence I*, except two abilities from every “constant” Essence item within a 10’ radius area cease functioning.

8—Annul Mentalism II (F) As *Annul Mentalism I*, except two abilities from every “constant” Mentalism item within a 10’ radius area cease functioning.

9—Annul Channeling II (F) As *Annul Channeling I*, except two abilities from every “constant” Channeling item within a 10’ radius area cease functioning.

10—Annul Arcane II (F) As *Annul Arcane I*, except two abilities from every “constant” Arcane item within a 10’ radius area cease functioning.

11—Continuance I (FP*) When this spell is cast immediately after one of the Annul spells, the caster need no longer concentrate on the spell; it will continue to function for 10 minutes per level without any further attention from him.

12—Annul Essence III (F) As *Annul Essence I*, except three abilities from every "constant" Essence item within a 50' radius area cease functioning.

13—Annul Mentalism III (F) As *Annul Mentalism I*, except three abilities from every "constant" Mentalism item within a 50' radius area cease functioning.

14—Annul Channeling III (F) As *Annul Channeling I*, except three abilities from every "constant" Channeling item within a 50' radius area cease functioning.

15—Annul Arcane III (F) As *Annul Arcane I*, except three abilities from every "constant" Arcane item within a 50' radius area cease functioning.

16—Continuance II (FP*) When this spell is cast immediately after one of the Annul spells, the caster need no longer concentrate on the spell; it will continue to function for 1 hour per level without any further attention from him.

17—Annul Essence IV (F) As *Annul Essence I*, except four abilities from every "constant" Essence item within a 100' radius area cease functioning.

18—Annul Mentalism IV (F) As *Annul Mentalism I*, except four abilities from every "constant" Mentalism item within a 100' radius area cease functioning.

19—Annul Channeling IV (F) As *Annul Channeling I*, except four abilities from every "constant" Channeling item within a 100' radius area cease functioning.

20—Annul Arcane IV (F) As *Annul Arcane I*, except four abilities from every "constant" Arcane item within a 100' radius area cease functioning.

25—Absorb Item Power (F*) Caster absorbs the magical power from a recently (within 1 rnd) Annulled item into his body. Caster gains the ability to actuate this captured spell power as if casting that spell. For example, if the caster has just Annulled a Ring of Invisibility, and then Absorbs this power, he will subsequently be able to cast an Invisibility spell, with all the same parameters. The GM may want to set a maximum time limit for retention of these captured powers, e.g., they must be used within 24 hours or else they are wasted.

30—Annul Essence V (F) As *Annul Essence I*, except five abilities from every "constant" Essence item within a 300' radius area cease functioning.

35—Annul Mentalism V (F) As *Annul Mentalism I*, except five abilities from every "constant" Mentalism item within a 300' radius area cease functioning.

40—Annul Channeling V (F) As *Annul Channeling I*, except five abilities from every "constant" Channeling item within a 300' radius area cease functioning.

45—Annul Arcane V (F) As *Annul Arcane I*, except five abilities from every "constant" Arcane item within a 300' radius area cease functioning.

50—Unmake (FP*) When this spell is cast immediately after one of the Annul spells, the pertinent spell abilities of the item(s) are rendered permanently unmagical; i.e., such items lose those magical abilities. Items which lose all their spell abilities in this way are Unmade.

LIFE ESSENCE STORING (8.3.3)

(EVIL ALCHEMIST BASE LIST)

Note: Life Essence is the spirit which resides in each living body. When death occurs, this spirit (or soul) is liberated and either remains on earth (as a haunt) or "passes on" (to its Plane-of-Just-Rewards—i.e., a heaven or a hell). When a being is alive, the Life Essence (or Life Force) cannot be directly summoned, it may not initiate Will Contests, and does not function as a spirit in any sense. However, at the point of death (Articulo Mortis), the freed spirit of Life Essence may be trapped and stored for later use (by casting spells from this list). The caster first traps the fleeting Life Essence spirit, then imbeds it into a prepared temporary storage receptacle called a Life Essence Vessel. The caster may later take this trapped spirit and imbed it in an item as an "intelligence" (using another list).

	Area of Effect	Duration	Range
1—			
2—Detect Life Essence	target	1 rnd/lvl	10'
3—			
4—Determine Articulo Mortis	target	V	touch
5—			
6—Prepare Personal Vessel	V	1 day/lvl	touch
7—			
8—Trap Spirit	spirit	1 rnd/lvl	10'
9—			
10—Lesser Life Force Imbedding	spirit	—	10'
11—			
12—Prepare Other Vessel	V	1 day/lvl	touch
13—			
14—			
15—Minor Life Force Imbedding	spirit	—	10'
16—			
17—			
18—Storage Extension I	vessel	1 week/lvl	touch
19—			
20—Major Life Force Imbedding	spirit	—	10'
25—Storage Extension II	vessel	1 month/lvl	touch
30—Storage Extension III	vessel	1 year/lvl	touch
50—True Life Force Imbedding	spirit	—	10'

2—Detect Life Essence (I) Allows caster to detect for Life Essence within a target. Target may be any being or object. A different target may be examined each round.

4—Determine Articulo Mortis (I) "Articulo Mortis" means the point of death, the moment a being dies. When caster touches a moribund being (i.e., one who will be dead within a day), he gains knowledge of the approximate time of the being's imminent death. Accuracy may be determined either by Spell Mastery or randomly. This spell helps the caster determine the proper time to trap and imbed a soul.

6—Prepare Personal Vessel (F) Caster takes a part of a dying being's body (e.g., hand, eye, head, etc.) and prepares it to accept the imbedded Life Essence; creating a Life Essence Vessel. This vessel may store a being's Life Force only for the spell's duration or until the vessel is destroyed. Afterwards, the spirit is free and may not again be trapped or imbedded (i.e., it is no longer a Life Force). Optionally, the GM may require a Will Contest between the caster and the Life Force within the Personal Vessel. If the Life Force wins, it has complete control of the vessel (e.g., an eye can see, a hand can move, etc.).

8—Trap Spirit (FM) Caster keeps the Life Force spirit (of a being which has just expired) from leaving the body. Note that the caster has only a few rounds in which to trap the Life Essence before the dead being's Soul departs (use Soul Departure stats in *ChL&CaL*, *RMCI*, *C&T*, and *C&TII*). Once trapped, the caster must cast the appropriate Life Force Imbedding spell, which places the Life Essence in a previously prepared Vessel. If the caster fails to cast any of these spells or if he is not fully prepared, this spell will trap the Life Force only for the spell's duration, after which it is free and may not be trapped again.

10—Lesser Life Force Imbedding (F) Imbeds the trapped Life Essence of a dying being (up to fifth level) within a prepared Vessel. The Life Force remains stored in this vessel for one day per level of the caster (or longer, if Storage Extension is also used).

12—Prepare Other Vessel (F) As *Prepare Personal Vessel*, except any receptacle may be used to house the Life Force (e.g., jar, bottle, box, etc.). When using this spell, no Will Contest is possible.

15—Minor Life Force Imbedding (F) As *Lesser Life Force Imbedding*, except imbeds a 6th to 12th level Life Force within a prepared vessel.

18-Storage Extension I (FP) When cast after a Prepare... Vessel spell, this spell lengthens the time a Life Force may be stored within that Life Essence Vessel.

20-Major Life Force Imbedding (F) As *Lesser Life Force Imbedding*, except imbeds a 13th to 20th level Life Force within a prepared vessel.

25-Storage Extension II (FP) As *Storage Extension I*, except for duration.

30-Storage Extension III (FP) As *Storage Extension I*, except for duration.

50-True Life Force Imbedding (F) As *Lesser Life Force Imbedding*, except imbeds a Life Force greater than 20th level within a prepared vessel.

DEMON IMBEDDING (8.3.4)

(EVIL ALCHEMIST BASE LIST)

Note: This list allows an Evil Alchemist to imbed the essence of a demon into an object, which then takes on magical properties associated with the demon (e.g., a fire demon could become a flaming sword). The type of item is entirely up to the caster, but the nature of magical abilities conferred on it should be carefully considered by the GM.

Demons do not look favorably upon being imbedded into inanimate objects and being the tool of a mere mortal. Trapped demons will always try to break their fetters. Each time an Evil Alchemist fails his Attunement roll while attempting to use an item with an imbedded demon, there is a chance it will break free. This percentage chance is equal to two times the demon's Type (e.g., a Type III demon would have a 6% chance of escaping each time the wielder fails his Attunement roll when trying to use the magical properties of the item).

Often an escaped demon will attempt to rend its captor limb from limb before setting off for the infernal realms. The chance of attack is equal to fifteen times the demon's Type (e.g., a Type IV demon would attack its captor 60% of the time).

Creatures & Treasures, Section 2.35 *Entities from Other Planes* and *Creatures & Treasures II*, Section 7.1 *Demons*, contain statistics and descriptions of the entities mentioned here, as well as other important information which might help a GM decide on the nature of the ability bestowed.

	Area of Effect	Duration	Range
1-			
2-Detect Demon	5' R	1 min/lvl(C)	100'
3-			
4-Type Demon	demon	—	100'
5-Imbed Demon I *	demon	V	10'
6-			
7-			
8-			
9-			
10-Imbed Demon II *	demon	V	10'
11-			
12-			
13-			
14-			
15-Imbed Demon III *	demon	V	10'
20-Imbed Demon IV *	demon	V	10'
25-Imbed Demon V *	demon	V	10'
30-Imbed Demon VI *	demon	V	10'
50-Permanent	item	P	touch

2-Detect Demon (I) Detects demons (and demonic influence) within the Area of Effect. Caster can concentrate on a different 5' radius area every round.

4-Type Demon (I) Determines a target demon's "Type." This lets the Evil Alchemist know which of the following spells to cast on the demon.

5-Imbed Demon I (FM*) Allows caster to imbed the essence of a Type I demon into an inanimate object for use as a magic item. The item's magical effects are determined by the GM. Please see the above note for further details.

10-Imbed Demon II (FM*) As *Imbed Demon I*, except affects a Type II demon.

15-Imbed Demon III (FM*) As *Imbed Demon I*, except affects a Type III demon.

20-Imbed Demon IV (FM*) As *Imbed Demon I*, except affects a Type IV demon.

25-Imbed Demon V (FM*) As *Imbed Demon I*, except affects a Type V demon.

30-Imbed Demon VI (FM*) As *Imbed Demon I*, except affects a Type VI demon.

50-Permanent (F) When this spell is cast on an item with a demon imbedded inside of it, that item becomes permanently magical, i.e., the demon will forever remain trapped. The demon has one last chance to escape, and if it fails to do so, will remain permanently imbedded in the item.



POISON MASTERY (8.3.5)

(EVIL ALCHEMIST BASE LIST)

	Area of Effect	Duration	Range
1—Poison Lore	self	1-100 min	self
2—			
3—Poison Application I	1 weapon	varies	touch
4—Minor Poison	self	1 hr/lvl	self
5—Poison Analysis	1 sample	—	10'
6—Resist Poison * S	self	C	self
7—Poison Application II	1 weapon	varies	touch
8—			
9—Neutralize Poison * S	self	C	self
10—Major Poison	self	1 hr/lvl	self
11—			
12—Poison Application III	1 weapon	varies	touch
13—			
14—Poison Touch	self	varies	self
15—Neutralize Poison True * S	self	C	self
20—Poisons True	self	1 hr/lvl	self
25—Evil Eye	1 target	1 hr/lvl	10'
30—Poison Mist	10' R	1 rnd/lvl	20'
50—Evil Eye True	1 target	1 hr/lvl	2'/lvl

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

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

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

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

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

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

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

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

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

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

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

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

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

30—Poison Mist (F) Caster may disperse an appropriate poison into a lingering cloud. All passing through must make RRs or be affected. Breezes, etc. may cause the cloud to move.

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

8.4 THAUMATURGE BASE LISTS

THAUMATURGE BASE SPELL LISTS

<i>Mentalism Imbedding</i>	Page 115
<i>Essence/Channeling Imbedding</i>	Page 116
<i>Intelligence Imbedding</i>	Page 117
<i>Personal Power Imbedding</i>	Page 118
<i>Organic Skills (Alchemist Base)</i>	Page 83
<i>Liquid/Gas Skills (Alchemist Base)</i>	Page 85
Option: They may learn two additional Base Spell Lists:	
<i>Arcane Imbedding</i>	Page 176
<i>Alchemical Preparations</i>	Page 177

The Thaumaturge is a Pure spell user from the realm of Mentalism. His spells deal with imbedding magical power into objects, which are then used as magic items.

MENTALISM IMBEDDING (8.4.1)

(THAUMATURGE BASE LIST)

Note: The duration of 24 hours refers to the duration of the spell cast and not the duration of the item capabilities that the spell is used to create. The duration is 24 hours because while creating items, certain spells must be cast once a day and the caster must spend all his "work time" making the item.

	Area of Effect	Duration	Range
1—Research	self	24 hours	self
2—			
3—Imbed I	item	24 hours	self
4—Charge Wand	wand	24 hours	self
5—Imbed II	item	24 hours	self
6—Daily I	item	24 hours	self
7—			
8—Imbed III	item	24 hours	self
9—Charge Rod	rod	24 hours	self
10—Daily III	item	24 hours	self
11—Imbed IV	item	24 hours	self
12—			
13—Charge Staff	staff	24 hours	self
14—Imbed V	item	24 hours	self
15—Daily V	item	24 hours	self
20—Imbed VII	item	24 hours	self
25—Imbed X	item	24 hours	self
30—Daily X	item	24 hours	self
40—Constant	item	24 hours	self
50—Imbed True	item	24 hours	self
65—Lord Daily	item	24 hours	self
80—Lord Constant	item	24 hours	self
100—Daily True	item	24 hours	self
110—Constant True	item	24 hours	self

1—Research (I) Allows caster to research special imbedding spells to be used in creating items. Alternatively, grants caster a +50 bonus to his roll on the Spell Research Chart and/or Item Creation Chart, concerning imbedding spells in items.

3—Imbed I (F) Allows caster to imbed a 1st level Mentalism spell in an item or potion.

4—Charge Wand (F) Allows caster to charge a Mentalism wand.

5—Imbed II (F) As *Imbed I*, except 1st to 2nd level spells can be imbedded.

6—Daily I (F) Allows caster to imbed a 1st level spell (using an Imbed spell) that can be cast once per day.

8—Imbed III (F) As *Imbed I*, except 1st to 3rd level spells can be imbedded.

9—Charge Rod (F) As *Charge Wand*, except Mentalism rods can be charged.

10—Daily III (F) As *Daily I*, except 1st to 3rd level spells can be imbedded: a 1st level spell could be cast 3 times per day; a 2nd or 3rd, once per day.

11—Imbed IV (F) As *Imbed I*, except 1st to 4th level spells can be imbedded.

13—Charge Staff (F) As *Charge Wand*, except Mentalism staves can be charged.

14—Imbed V (F) As *Imbed I*, except 1st to 5th level spells can be imbedded.

15—Daily V (F) As *Daily I*, except 1st to 5th level spells can be imbedded: a 1st level spell could be cast 4 times per day; a 2nd, 3x/day; a 3rd, 2x/day; a 4th or 5th, once per day.

20—Imbed VII (F) As *Imbed I*, except 1st to 7th level spells can be imbedded.

25—Imbed X (F) As *Imbed I*, except 1st to 10th level spells can be imbedded.

30—Daily X (F) As *Daily I*, except 1st to 10th level spells can be imbedded: a 1st level spell could be cast 5 times per day; a 2nd or 3rd, 4x/day; a 4th or 5th, 3x/day; a 6th or 7th, 2x/day; an 8th, 9th, or 10th, once per day.

40—Constant (F) As *Daily X*, except certain spells can be imbedded to operate constantly (GM discretion).

50—Imbed True (F) As *Imbed I*, except any level spell can be imbedded (will only be castable once).

65—Lord Daily (F) As *Daily I*, except 1st to 20th level spells can be imbedded: a 1st level spell could be cast 7 times per day; a 2nd or 3rd level spell, 6x/day; a 4th, 5th, or 6th, 5x/day; a 7th, 8th, or 9th, 4x/day; a 10th, 11th, or 12th, 3x/day; a 13th, 14th, or 15th, 2x/day; a 16th, 17th, 18th, 19th, or 20th, once per day. This is an optional spell, providing for the creation of magic items which are more powerful than normally allowed under the rules in Section 3.2. As such, this spell creates artifacts and others items of great power. If the GM allows use of this spell, he should probably allow the Alchemist to make such an item of power only under certain special circumstances, e.g., requiring special astrological/atmospheric conditions, special sites, special ceremonies/rituals, special equipment, special materials, extraordinary groups of individuals, sacrifices, and so on. See also Section 3.2.5 Making Artifacts.

80—Lord Constant (F) As *Lord Daily*, except certain spells can be imbedded to operate constantly (GM discretion).

100—Daily True (F) As *Lord Daily*, except 1st to 50th level spells can be imbedded: a 1st level spell could be cast 10 times per day; a 2nd or 3rd level spell, 8x/day; a 4th, 5th, or 6th, 7x/day; a 7th, 8th, 9th, or 10th, 6x/day; an 11th to 15th, 5x/day; a 16th to 20th, 4x/day; a 25th level spell, 3x/day; a 30th level spell, twice per day; and up to a 50th level spell, once per day.

110—Constant True (F) As *Daily True*, except certain spells can be imbedded to operate constantly (GM discretion).

CHANNELING/ESSENCE IMBEDDING (8.4.2)

(THAUMATURGE BASE LIST)

Note: The duration of 24 hours refers to the duration of the spell cast and not the duration of the item capabilities that the spell is used to create. The duration is 24 hours because while creating items, certain spells must be cast once a day and the caster must spend all his "work time" making the item.

In order to utilize the Channeling aspect of this spell list, the caster must have access to spells of the Channeling realm. For example, he might use runes or symbols of Channeling spells, he could work closely with a Channeling spell user, or he might be a profoundly religious person who receives deity-granted spells. The details are left for the GM to decide, on a case-by-case basis.

	Area of Effect	Duration	Range
1—			
2—Research	self	24 hours	self
3—			
4—Imbed I	item	24 hours	self
5—			
6—Charge Wand	wand	24 hours	self
7—Imbed II	item	24 hours	self
8—Daily I	item	24 hours	self
9—			
10—Imbed III	item	24 hours	self
11—Charge Rod	rod	24 hours	self
12—Daily III	item	24 hours	self
13—Imbed IV	item	24 hours	self
14—			
15—Imbed V	item	24 hours	self
20—Daily V	item	24 hours	self
25—Charge Staff	staff	24 hours	self
30—Imbed X	item	24 hours	self
35—Daily X	item	24 hours	self
50—Constant	item	24 hours	self
65—Imbed True	item	24 hours	self
80—Lord Daily	item	24 hours	self
100—Lord Constant	item	24 hours	self
120—Daily True	item	24 hours	self
140—Constant True	item	24 hours	self

2—Research (I) Allows caster to research special imbedding spells to be used in creating items. Alternatively, grants caster a +50 bonus to his roll on the Spell Research Chart and/or Item Creation Chart, concerning imbedding spells in items.

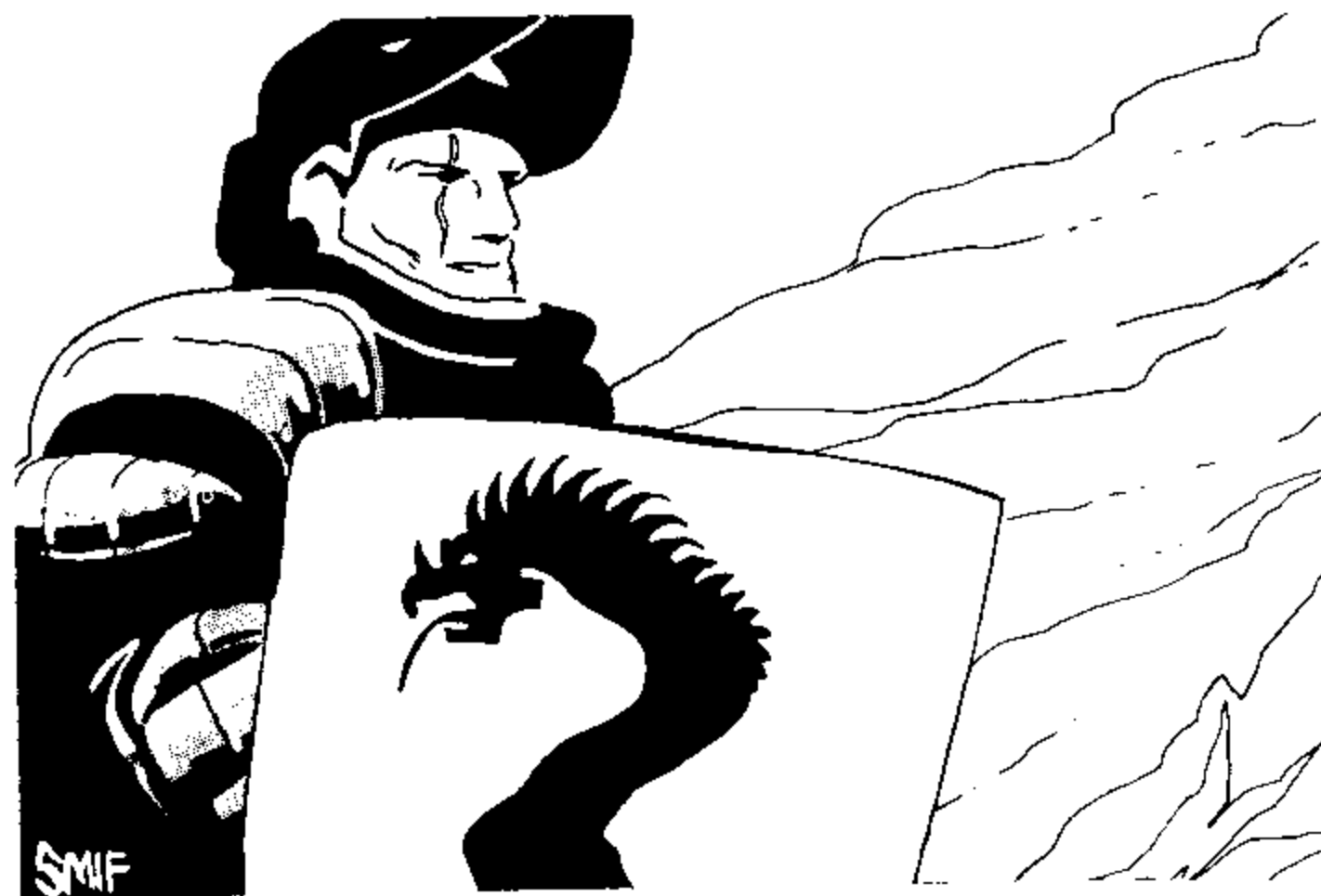
4—Imbed I (F) Allows caster to imbed a 1st level Channeling or Essence spell in an item or potion.

6—Charge Wand (F) Allows caster to charge a Channeling or Essence wand.

7—Imbed II (F) As *Imbed I*, except 1st to 2nd level spells can be imbedded.

8—Daily I (F) Allows caster to imbed a 1st level spell (using an Imbed spell) that can be cast once per day.

10—Imbed III (F) As *Imbed I*, except 1st to 3rd level spells can be imbedded.



11—Charge Rod (F) As *Charge Wand*, except Channeling or Essence rods can be charged.

12—Daily III (F) As *Daily I*, except 1st to 3rd level spells can be imbedded: a 1st level spell could be cast 3 times per day; a 2nd or 3rd, once per day.

13—Imbed IV (F) As *Imbed I*, except 1st to 4th level spells can be imbedded.

15—Imbed V (F) As *Imbed I*, except 1st to 5th level spells can be imbedded.

20—Daily V (F) As *Daily I*, except 1st to 5th level spells can be imbedded: a 1st level spell could be cast 4 times per day; a 2nd, 3x/day; a 3rd, 2x/day; a 4th or 5th, once per day.

25—Charge Staff (F) As *Charge Wand*, except Channeling or Essence staves can be charged.

30—Imbed X (F) As *Imbed I*, except 1st to 10th level spells can be imbedded.

35—Daily X (F) As *Daily I*, except 1st to 10th level spells can be imbedded: a 1st level spell could be cast 5 times per day; a 2nd or 3rd, 4x/day; a 4th or 5th, 3x/day; a 6th or 7th, 2x/day; an 8th, 9th, or 10th, once per day.

50—Constant (F) As *Daily X*, except certain spells can be imbedded to operate constantly (GM discretion).

65—Imbed True (F) As *Imbed I*, except any level spells can be imbedded (will only be castable once).

80—Lord Daily (F) As *Daily I*, except 1st to 20th level spells can be imbedded: a 1st level spell could be cast 7 times per day; a 2nd or 3rd level spell, 6x/day; a 4th, 5th, or 6th, 5x/day; a 7th, 8th, or 9th, 4x/day; a 10th, 11th, or 12th, 3x/day; a 13th, 14th, or 15th, 2x/day; a 16th, 17th, 18th, 19th, or 20th, once per day. This is an optional spell, providing for the creation of magic items which are more powerful than normally allowed under the rules in Section 3.2. As such, this spell creates artifacts and others items of great power. If the GM allows use of this spell, he should probably allow the Alchemist to make such an item of power only under certain special circumstances, e.g., requiring special astrological/atmospheric conditions, special sites, special ceremonies/rituals, special equipment, special materials, extraordinary groups of individuals, sacrifices, and so on. See also Section 3.2.5 Making Artifacts.

100—Lord Constant (F) As *Lord Daily*, except certain spells can be imbedded to operate constantly (GM discretion).

120—Daily True (F) As *Lord Daily*, except 1st to 50th level spells can be imbedded: a 1st level spell could be cast 10 times per day; a 2nd or 3rd level spell, 8x/day; a 4th, 5th, or 6th, 7x/day; a 7th, 8th, 9th, or 10th, 6x/day; an 11th to 15th, 5x/day; a 16th to 20th, 4x/day; a 25th level spell, 3x/day; a 30th level spell, twice per day; and up to a 50th level spell, once per day.

140—Constant True (F) As *Daily True*, except certain spells can be imbedded to operate constantly (GM discretion).

INTELLIGENCE IMBEDDING (8.4.3)

(THAUMATURGE BASE LIST)

Note: This list allows a Thaumaturge to imbed the essence of a person's intellect, personality, or soul into an object, which then takes on magical properties associated with the person (e.g., a Seer could become a crystal ball). The type of item is entirely up to the caster, but the nature of magical abilities conferred on it should be carefully considered by the GM. Some suggestions for imbedded powers are: often used spells/lists, bonuses, Power Points, and so on.

The body of the imbedded intelligence will become catatonic. It must be tended, or the body will soon die of dehydration and/or starvation. During the period when the body's intelligence is trapped in an object, the body is subject to Intelligence Imbedding spells and other forms of possession.

Folks do not look favorably upon being imbedded into objects and being the trapped at the whim of some fool. Imbedded people will always attempt to break their fetters. Each time a Thaumaturge fails his Attunement roll while attempting to use an item with an imbedded intelligence, there is a chance the person's spirit will break free. This percentage chance is equal to the individual's level (e.g., a 10th level Healer would have a 10% chance of escaping each time someone fails his Attunement roll when trying to use the magical properties of the item into which his intelligence has been imbedded).

	Area of Effect	Duration	Range
1—Presence • *	20' R	C	self
2—			
3—Imbed Mentalism-user I	target	V	10'
4—Imbed Essence-user I	target	V	10'
5—Imbed Channeling-user I	target	V	10'
6—Imbed Hybrid-user I	target	V	10'
7—Imbed Arcane-user I	target	V	10'
8—Imbed Mentalism-user II	target	V	10'
9—Imbed Essence-user II	target	V	10'
10—Imbed Channeling-user II	target	V	10'
11—Imbed Hybrid-user II	target	V	10'
12—Imbed Arcane-user II	target	V	10'
13—Imbed Mentalism-user III	target	V	10'
14—Imbed Essence-user III	target	V	10'
15—Imbed Channeling-user III	target	V	10'
16—Imbed Hybrid-user III	target	V	10'
17—Imbed Arcane-user III	target	V	10'
18—Lord Imbed Mentalism-user	target	V	10'
19—Lord Imbed Essence-user	target	V	10'
20—Lord Imbed Channeling-user	target	V	10'
25—Lord Imbed Hybrid/Arcane	target	V	10'
30—Imbedding Mastery	target	V	10'
50—Permanent	item	P	touch

1—Presence (PI)** Caster is aware of the presence of all sentient, thinking beings within 20'.

3—Imbed Mentalism-user I (FM) Allows caster to imbed the essence of an intelligent Mentalism spell caster into an object for use as a magic item. Target may not be higher than 5th level. The item's magical effects are determined by the GM. Please see the above note, for further details.

4—Imbed Essence-user I (FM) As *Imbed Mentalism-user I*, except an Essence spell caster is imbedded.

5—Imbed Channeling-user I (FM) As *Imbed Mentalism-user I*, except a Channeling spell caster is imbedded.

6—Imbed Hybrid-user I (FM) As *Imbed Mentalism-user I*, except a Hybrid spell caster is imbedded.

7—Imbed Arcane-user I (FM) As *Imbed Mentalism-user I*, except an Arcane spell caster is imbedded.

8—Imbed Mentalism-user II (FM) As *Imbed Mentalism-user I*, except no higher than a 10th level spell caster may be imbedded.

9—Imbed Essence-user II (FM) As *Imbed Essence-user I*, except no higher than a 10th level spell caster may be imbedded.

10—Imbed Channeling-user II (FM) As *Imbed Channeling-user I*, except no higher than a 10th level spell caster may be imbedded.

11—Imbed Hybrid-user II (FM) As *Imbed Hybrid-user I*, except no higher than a 10th level spell caster may be imbedded.

12—Imbed Arcane-user II (FM) As *Imbed Arcane-user I*, except no higher than a 10th level spell caster may be imbedded.

13—Imbed Mentalism-user III (FM) As *Imbed Mentalism-user I*, except no higher than a 15th level spell caster may be imbedded.

14—Imbed Essence-user III (FM) As *Imbed Essence-user I*, except no higher than a 15th level spell caster may be imbedded.

15—Imbed Channeling-user III (FM) As *Imbed Channeling-user I*, except no higher than a 15th level spell caster may be imbedded.

16—Imbed Hybrid-user III (FM) As *Imbed Hybrid-user I*, except no higher than a 15th level spell caster may be imbedded.

17—Imbed Arcane-user III (FM) As *Imbed Arcane-user I*, except no higher than a 15th level spell caster may be imbedded.

18—Lord Imbed Mentalism-user (FM) As *Imbed Mentalism-user I*, except no higher than a 20th level spell caster may be imbedded.

19—Lord Imbed Essence-user (FM) As *Imbed Essence-user I*, except no higher than a 20th level spell caster may be imbedded.

20—Lord Imbed Channeling-user (FM) As *Imbed Channeling-user I*, except no higher than a 20th level spell caster may be imbedded.

25—Lord Imbed Hybrid/Arcane-user (FM) As either *Imbed Hybrid-user I* or *Imbed Arcane-user I*, except no higher than a 20th level spell caster may be imbedded.

30—Imbedding Mastery (FM) As *Imbed Mentalism-user I*, except any level of spell caster from any Realm of magic may be imbedded.

50—Permanent (F) When this spell is cast on an item with an intelligence imbedded inside of it, that item becomes permanently magical, i.e., the person's spirit will forever remain trapped. The intelligence has one last chance to escape, and if it fails to do so, will remain permanently imbedded in the item.

PERSONAL POWER IMBEDDING (8.4.4)

(THAUMATURGE BASE LIST)

Note: This list allows a Thaumaturge to imbed his own essence into an object, which then takes on magical properties associated with the caster. The type of item is entirely up to the caster, but the nature of magical abilities conferred on it should be carefully considered by the GM.

When a Thaumaturge imbeds his levels, spell lists, skill bonuses, or power points into an item, he loses the inherent and automatic use of these abilities. He must now use the item to access those powers. Only with the use of the highest level spell on this list, *Retain Power*, can the Thaumaturge retain these imbedded abilities.

Although a Thaumaturge may imbed his own levels into an item, the experience points needed to go up levels does not change, i.e., he gains experience and goes up levels according to his previous schedule, as if he had not imbedded any levels. This ruling prevents a high level Thaumaturge from advancing a level every 10,000 experience points—as if he were a low level character.

	Area of Effect	Duration	Range
1—Personal Level Imbedding I	item	P	touch
2—Personal Bonus Imbedding I	item	P	touch
3—Personal PP Imbedding V	item	P	touch
4—Personal Bonus Imbedding II	item	P	touch
5—Personal Level Imbedding III	item	P	touch
6—Personal Bonus Imbedding III	item	P	touch
7—Personal List Imbedding V	item	P	touch
8—Personal Bonus Imbedding IV	item	P	touch
9—Personal Level Imbedding V	item	P	touch
10—Personal Bonus Imbedding V	item	P	touch
11—Personal PP Imbedding XV	item	P	touch
12—Personal Bonus Imbedding VI	item	P	touch
13—Personal Level Imbedding VII	item	P	touch
14—Personal Bonus Imbedding VII	item	P	touch
15—Personal List Imbedding X	item	P	touch
16—Personal Bonus Imbedding VIII	item	P	touch
17—Lord Personal PP Imbed.	item	P	touch
18—Personal Bonus Imbedding IX	item	P	touch
19—Personal Level Imbedding X	item	P	touch
20—Personal Bonus Imbedding X	item	P	touch
25—Lord Personal List Imbedding	item	P	touch
30—Pers. Lvl/Bonus Imbedding XV	item	P	touch
35—Pers. PP Imbed. Mastery	item	P	touch
40—Lord Pers. Lvl/Bonus Imbed.	item	P	touch
50—Pers. Lvl/Bonus Imbed. Mastery	item	P	touch
60—Pers. List Imbedding Mastery	item	P	touch
75—Retain Power *	self	P	touch



1—Personal Level Imbedding I (F) Allows caster to imbed one of his own Experience Levels into an object for use as a magic item. This item now resists and functions one level higher. Although caster loses this level (for purposes of RR, etc.), he loses no skill ranks. Also, when using the item, its level adds to his own (this functions only for the original imbedder whose levels are in the item). This spell may only be cast once every month. Please see the above note for further details.

2—Personal Bonus Imbedding I (F) Caster imbeds one of his own Skill Ranks into an object for use as a magic item. This item now grants a +5 bonus to the appropriate skill roll, when used. Caster determines whether the item requires an Attunement roll or functions constantly (GM discretion). The Thaumaturge loses this skill rank, permanently (Unless *Retain Power* is cast afterwards, of course). This spell may only be cast once every month. Please see the above note for further details.

3—Personal Power Point Imbedding V (F) Allows caster to imbed up to 5 of his own Power Points into an object for use as a magic item. These PPs are available every day, just like normal PPs; they may be used to cast any Mentalism spell (up to 5th). Caster determines whether the item requires an Attunement roll or simply a spell failure roll, as in normal spell-casting (GM discretion). The Thaumaturge permanently loses these Power Points (Unless *Retain Power* is cast afterwards, of course). This spell may only be cast once every month. Please see the above note for further details.

4—Personal Bonus Imbedding II (F) As *Personal Bonus Imbedding I*, except 2 of the caster's skill ranks (+10 bonus) may be imbedded in an item.

5—Personal Level Imbedding III (F) As *Personal Level Imbedding I*, except 3 of the caster's levels may be imbedded in an item.

- 6—Personal Bonus Imbedding III (F)** As *Personal Bonus Imbedding I*, except 3 of the caster's skill ranks (+15 bonus) may be imbedded in an item.
- 7—Personal List Imbedding V (F)** Allows caster to imbed the first 5 levels (1st to 5th) from one of his own Spell Lists into an object for use as a magic item. These spells are available once every day. Caster determines whether the item functions constantly, requires an Attunement roll, or simply a spell failure roll, as in normal spell-casting (GM discretion). The Thaumaturge permanently loses these spells; they are no longer in his repertoire. This spell may only be cast once every month. Please see the above note for further details.
- 8—Personal Bonus Imbedding IV (F)** As *Personal Bonus Imbedding I*, except 4 of the caster's skill ranks (+20 bonus) may be imbedded in an item.
- 9—Personal Level Imbedding V (F)** As *Personal Level Imbedding I*, except 5 of the caster's levels may be imbedded in an item.
- 10—Personal Bonus Imbedding V (F)** As *Personal Bonus Imbedding I*, except 5 of the caster's skill ranks (+25 bonus) may be imbedded in an item.
- 11—Personal Power Point Imbedding XV (F)** As *Personal Power Point Imbedding V*, except that up to 15 of the caster's Power Points may be imbedded into an item.
- 12—Personal Bonus Imbedding VI (F)** As *Personal Bonus Imbedding I*, except 6 of the caster's skill ranks (+30 bonus) may be imbedded in an item.
- 13—Personal Level Imbedding VII (F)** As *Personal Level Imbedding I*, except 7 of the caster's levels may be imbedded in an item.
- 14—Personal Bonus Imbedding VII (F)** As *Personal Bonus Imbedding I*, except 7 of the caster's skill ranks (+35 bonus) may be imbedded in an item.
- 15—Personal List Imbedding X (F)** As *Personal List Imbedding V*, except that the first 10 spells (1st to 10th) from one of his spell lists is imbedded in an item.
- 16—Personal Bonus Imbedding VIII (F)** As *Personal Bonus Imbedding I*, except 8 of the caster's skill ranks (+40 bonus) may be imbedded in an item.
- 17—Lord Personal Power Point Imbedding (F)** As *Personal Power Point Imbedding V*, except that up to 20 of the caster's Power Points may be imbedded into an item.
- 18—Personal Bonus Imbedding IX (F)** As *Personal Bonus Imbedding I*, except 9 of the caster's skill ranks (+45 bonus) may be imbedded in an item.
- 19—Personal Level Imbedding X (F)** As *Personal Level Imbedding I*, except 10 of the caster's levels may be imbedded in an item.
- 20—Personal Bonus Imbedding X (F)** As *Personal Bonus Imbedding I*, except 10 of the caster's skill ranks (+50 bonus) may be imbedded in an item.
- 25—Lord Personal List Imbedding (F)** As *Personal List Imbedding V*, except that the first 20 spells (1st to 20th) from one of his spell lists is imbedded in an item.
- 30—Personal Level/Bonus Imbedding XV (F)** As *Personal Level Imbedding I* or *Personal Bonus Imbedding I*, except either 15 of the caster's levels or 15 of his skill ranks (+60 bonus) may be imbedded in an item.
- 35—Personal Power Point Imbedding Mastery (F)** As *Personal Power Point Imbedding V*, except that any number of the caster's Power Points may be imbedded into an item.
- 40—Lord Personal Level/Bonus Imbedding (F)** As *Personal Level Imbedding I* or *Personal Bonus Imbedding I*, except either 20 of the caster's levels or 20 of his skill ranks (+70 bonus) may be imbedded in an item.
- 50—Personal Level/Bonus Imbedding Mastery (F)** As *Personal Level Imbedding I* or *Personal Bonus Imbedding I*, except any number of the caster's levels or skill ranks may be imbedded in an item.
- 60—Personal List Imbedding Mastery (F)** As *Personal List Imbedding V*, except that a whole spell lists may be imbedded in an item.
- 75—Retain Power (F*)** When this spell is cast immediately after one of the above spells, the caster does not lose his imbedded powers. Thus the item created can augment his abilities. This spell can only be cast once each month.

8.5 THEURGIST BASE LISTS

THEURGIST BASE SPELL LISTS

<i>Transmutations</i>	Page 119
<i>Channeling Imbedding</i>	Page 120
<i>Mentalism/Essence Imbedding</i>	Page 121
<i>Enchanting Ways</i> (Alchemist Base)	Page 81
<i>Liquid/Gas Skills</i> (Alchemist Base)	Page 85
<i>Organic Skills</i> (Alchemist Base)	Page 83
Option: They may learn two additional Base Spell Lists:	
<i>Arcane Imbedding</i>	Page 176
<i>Alchemical Preparations</i>	Page 177

The Theurgist is a Pure spell user from the realm of Channeling. His spells deal with the creation of magic items through a divine agency.

TRANSMUTATIONS (8.5.1) (THEURGIST BASE LIST)

Note: Items without a level designation which are not being held, worn, or protected by someone resist as if they were 5th level, with respect to the spells on this list. (Or use the guidelines given in Section 3.4.5 or 5.1.9.) Magical materials get double their level with regard to Resistance Rolls vs. any spell from this list.

"§" means that the spell is reversible; the transmutation can be performed in either direction. For example, *Stone/Earth* is also *Earth/Stone*; this spell can either turn stone into earth or transmute earth into stone. GMs may wish to make some extraordinary materials (e.g., Mithril, kregora, etc.) outside the scope of this spell list.

	Area of Effect	Duration	Range
1—Ice/Water §	10 cu'/lvl	P	100'
2—Earth/Mud §	10 cu'/lvl	P	100'
3—Earth/Sand §	10 cu'/lvl	P	100'
4—Wood/Earth §	10 cu'/lvl	P	100'
5—Stone/Earth §	10 cu'/lvl	P	100'
6—Metal/Stone §	10 cu'/lvl	P	100'
7—Flesh/Stone §	target	P	100'
8—Mud/Water §	10 cu'/lvl	P	100'
9—Sand/Dust §	10 cu'/lvl	P	100'
10—Liquid/Water §	10 cu'/lvl	P	100'
11—Water/Air §	10 cu'/lvl	P	100'
12—Dust/Air §	10 cu'/lvl	P	100'
13—Gas/Air §	10 cu'/lvl	P	100'
14—Air/Fire §	10 cu'/lvl	P	100'
15—Transmute II	10 cu'/lvl	P	100'
20—Transmute III	10 cu'/lvl	P	100'
25—Transmute IV	10 cu'/lvl	P	100'
30—Transmute V	10 cu'/lvl	P	100'
50—Transmutations	self	1 rnd/lvl	100'

1—Ice/Water (F§) Melts 10 cubic ft/lvl of ice, instantly. This spell is reversible, i.e., water may be made to freeze.

2—Earth/Mud (F§) As *Ice/Water*, except turns earth into soft mud.

3—Earth/Sand (F§) As *Ice/Water*, except turns earth into sand.

4—Wood/Earth (F§) As *Ice/Water*, except turns wood into earth.

5—Stone/Earth (F§) As *Ice/Water*, except turns stone into earth.

6—Metal/Stone (F§) As *Ice/Water*, except turns metal into stone.

- 7—Flesh/Stone (F§)** As *Ice/Water*, except turns the flesh of one target to stone. The target is not dead per se, but held in stasis within his stony body. When the spell is reversed on a previous target (*Stone/Flesh*), he is once again alive. If *Stone/Flesh* is used on ordinary stone, the result is a mass of undifferentiated flesh (which may or may not be poisonous to eat, GM discretion).
- 8—Mud/Water (F§)** As *Ice/Water*, except turns mud into water.
- 9—Sand/Dust (F§)** As *Ice/Water*, except turns sand to fine dust.
- 10—Liquid/Water (F§)** As *Ice/Water*, except turns any liquid into pure water.
- 11—Water/Air (F§)** As *Ice/Water*, except turns water into air.
- 12—Dust/Air (F§)** As *Ice/Water*, except turns dust into air.
- 13—Gas/Air (F§)** As *Ice/Water*, except turns any gas into breathable air. The reverse (*Air/Gas*) can turn air to poison gas.
- 14—Air/Fire (F§)** As *Ice/Water*, except turns air into fire. Treat this conflagration as a +10 Fireball attack. The reverse (*Fire/Air*) will quell any blaze.
- 15—Transmute II (F)** Affects the targeted volume as any two “§” type spells in the same round and as one spell for RR purposes. For example, a wooden gate may be changed to earth and then to sand; a wall of earth may be transmuted to stone and then any metal; a pool of water becomes air and then fire; etc.
- 20—Transmute III (F)** As *Transmute II*, except three spells may be combined, such as turning ice to water to air to fire.
- 25—Transmute IV (F)** As *Transmute II*, except four spells may be combined, e.g., changing flesh to stone to earth to sand to dust.
- 30—Transmute V (F)** As *Transmute II*, except five spells may be combined, e.g., altering metal into stone into earth into mud into water into air.
- 50—Transmutations (F)** Caster may use a lower spell from this list each R

CHANNELING IMBEDDING (8.5.2)

(THEURGIST BASE LIST)

Note: The duration of 24 hours refers to the duration of the spell cast and not the duration of the item capabilities that the spell is used to create. The duration is 24 hours because while creating items, certain spells must be cast once a day and the caster must spend all his “work time” making the item.

	Area of Effect	Duration	Range
1—Research	self	24 hours	self
2—			
3—Imbed I	item	24 hours	self
4—Charge Wand	wand	24 hours	self
5—Imbed II	item	24 hours	self
6—Daily I	item	24 hours	self
7—			
8—Imbed III	item	24 hours	self
9—Charge Rod	rod	24 hours	self
10—Daily III	item	24 hours	self
11—Imbed IV	item	24 hours	self
12—			
13—Charge Staff	staff	24 hours	self
14—Imbed V	item	24 hours	self
15—Daily V	item	24 hours	self
20—Imbed VII	item	24 hours	self
25—Imbed X	item	24 hours	self
30—Daily X	item	24 hours	self
40—Constant	item	24 hours	self
50—Imbed True	item	24 hours	self
70—Lord Daily	item	24 hours	self
85—Lord Constant	item	24 hours	self
100—Daily True	item	24 hours	self
110—Constant True	item	24 hours	self

1—Research (I) Allows caster to research special imbedding spells to be used in creating items. Alternatively, grants caster a +50 bonus to his roll on the Spell Research Chart and/or Item Creation Chart, concerning imbedding spells in items.

3—Imbed I (F) Allows caster to imbed a 1st level Channeling spell in an item or potion.

4—Charge Wand (F) Allows caster to charge a Channeling wand.

5—Imbed II (F) As *Imbed I*, except 1st to 2nd level spells can be imbedded.

6—Daily I (F) Allows caster to imbed a 1st level spell (using an Imbed spell) that can be cast once per day.

8—Imbed III (F) As *Imbed I*, except 1st to 3rd level spells can be imbedded.

9—Charge Rod (F) As *Charge Wand*, except Channeling rods can be charged.

10—Daily III (F) As *Daily I*, except 1st to 3rd level spells can be imbedded: a 1st level spell could be cast 3 times per day; a 2nd or 3rd, once per day.

11—Imbed IV (F) As *Imbed I*, except 1st to 4th level spells can be imbedded.

13—Charge Staff (F) As *Charge Wand*, except Channeling staves can be charged.

14—Imbed V (F) As *Imbed I*, except 1st to 5th level spells can be imbedded.

15—Daily V (F) As *Daily I*, except 1st to 5th level spells can be imbedded: a 1st level spell could be cast 4 times per day; a 2nd, 3x/day; a 3rd, 2x/day; a 4th or 5th, once per day.

20—Imbed VII (F) As *Imbed I*, except 1st to 7th level spells can be imbedded.

25—Imbed X (F) As *Imbed I*, except 1st to 10th level spells can be imbedded.

30—Daily X (F) As *Daily I*, except 1st to 10th level spells can be imbedded: a 1st level spell could be cast 5 times per day; a 2nd or 3rd, 4x/day; a 4th or 5th, 3x/day; a 6th or 7th, 2x/day; an 8th, 9th, or 10th, once per day.

40—Constant (F) As *Daily X*, except certain spells can be imbedded to operate constantly (GM discretion).

50—Imbed True (F) As *Imbed I*, except any level spell can be imbedded (will only be castable once).

70—Lord Daily (F) As *Daily I*, except 1st to 20th level spells can be imbedded: a 1st level spell could be cast 7 times per day; a 2nd or 3rd level spell, 6x/day; a 4th, 5th, or 6th, 5x/day; a 7th, 8th, or 9th, 4x/day; a 10th, 11th, or 12th, 3x/day; a 13th, 14th, or 15th, 2x/day; a 16th, 17th, 18th, 19th, or 20th, once per day. This is an optional spell, providing for the creation of magic items which are more powerful than normally allowed under the rules in Section 3.2. As such, this spell creates artifacts and others items of great power. If the GM allows use of this spell, he should probably allow the Alchemist to make such an item of power only under certain special circumstances, e.g., requiring special astrological/atmospheric conditions, special sites, special ceremonies/rituals, special equipment, special materials, extraordinary groups of individuals, sacrifices, and so on. See also Section 3.2.5 Making Artifacts.

85—Lord Constant (F) As *Lord Daily*, except certain spells can be imbedded to operate constantly (GM discretion).

100—Daily True (F) As *Lord Daily*, except 1st to 50th level spells can be imbedded: a 1st level spell could be cast 10 times per day; a 2nd or 3rd level spell, 8x/day; a 4th, 5th, or 6th, 7x/day; a 7th, 8th, 9th, or 10th, 6x/day; an 11th to 15th, 5x/day; a 16th to 20th, 4x/day; a 25th level spell, 3x/day; a 30th level spell, twice per day; and up to a 50th level spell, once per day.

110—Constant True (F) As *Daily True*, except certain spells can be imbedded to operate constantly (GM discretion).

MENTALISM/ESSENCE IMBEDDING (8.5.3)

(THEURGIST BASE LIST)

Note: The duration of 24 hours refers to the duration of the spell cast and not the duration of the item capabilities that the spell is used to create. The duration is 24 hours because while creating items, certain spells must be cast once a day and the caster must spend all his "work time" making the item.

	Area of Effect	Duration	Range
1—			
2—Research	self	24 hours	self
3—			
4—Imbed I	item	24 hours	self
5—			
6—Charge Wand	wand	24 hours	self
7—Imbed II	item	24 hours	self
8—Daily I	item	24 hours	self
9—			
10—Imbed III	item	24 hours	self
11—Charge Rod	rod	24 hours	self
12—Daily III	item	24 hours	self
13—Imbed IV	item	24 hours	self
14—			
15—Imbed V	item	24 hours	self
20—Daily V	item	24 hours	self
25—Charge Staff	staff	24 hours	self
30—Imbed X	item	24 hours	self
35—Daily X	item	24 hours	self
50—Constant	item	24 hours	self
65—Imbed True	item	24 hours	self
80—Lord Daily	item	24 hours	self
100—Lord Constant	item	24 hours	self
120—Daily True	item	24 hours	self
140—Constant True	item	24 hours	self

2—Research (I) Allows caster to research special imbedding spells to be used in creating items. Alternatively, grants caster a +50 bonus to his roll on the Spell Research Chart and/or Item Creation Chart, concerning imbedding spells in items.

4—Imbed I (F) Allows caster to imbed a 1st level Mentalism or Essence spell in an item or potion.

6—Charge Wand (F) Allows caster to charge a Mentalism or Essence wand.

7—Imbed II (F) As *Imbed I*, except 1st to 2nd level spells can be imbedded.

8—Daily I (F) Allows caster to imbed a 1st level spell (using an Imbed spell) that can be cast once per day.

10—Imbed III (F) As *Imbed I*, except 1st to 3rd level spells can be imbedded.

11—Charge Rod (F) As *Charge Wand*, except Mentalism or Essence rods can be charged.

12—Daily III (F) As *Daily I*, except 1st to 3rd level spells can be imbedded: a 1st level spell could be cast 3 times per day; a 2nd or 3rd, once per day.

13—Imbed IV (F) As *Imbed I*, except 1st to 4th level spells can be imbedded.

15—Imbed V (F) As *Imbed I*, except 1st to 5th level spells can be imbedded.

20—Daily V (F) As *Daily I*, except 1st to 5th level spells can be imbedded: a 1st level spell could be cast 4 times per day; a 2nd, 3x/day; a 3rd, 2x/day; a 4th or 5th, once per day.

25—Charge Staff (F) As *Charge Wand*, except Mentalism or Essence staves can be charged.

30—Imbed X (F) As *Imbed I*, except 1st to 10th level spells can be imbedded.

35—Daily X (F) As *Daily I*, except 1st to 10th level spells can be imbedded: a 1st level spell could be cast 5 times per day; a 2nd or 3rd, 4x/day; a 4th or 5th, 3x/day; a 6th or 7th, 2x/day; an 8th, 9th, or 10th, once per day.

50—Constant (F) As *Daily X*, except certain spells can be imbedded to operate constantly (GM discretion).

65—Imbed True (F) As *Imbed I*, except any level of spell can be imbedded (will only be castable once).

80—Lord Daily (F) As *Daily I*, except 1st to 20th level spells can be imbedded: a 1st level spell could be cast 7 times per day; a 2nd or 3rd level spell, 6x/day; a 4th, 5th, or 6th, 5x/day; a 7th, 8th, or 9th, 4x/day; a 10th, 11th, or 12th, 3x/day; a 13th, 14th, or 15th, 2x/day; a 16th, 17th, 18th, 19th, or 20th, once per day. This is an optional spell, providing for the creation of magic items which are more powerful than normally allowed under the rules in Section 3.2. As such, this spell creates artifacts and others items of great power. If the GM allows use of this spell, he should probably allow the Alchemist to make such an item of power only under certain special circumstances, e.g., requiring special astrological/atmospheric conditions, special sites, special ceremonies/rituals, special equipment, special materials, extraordinary groups of individuals, sacrifices, and so on. See also Section 3.2.5 Making Artifacts.

100—Lord Constant (F) As *Lord Daily*, except certain spells can be imbedded to operate constantly (GM discretion).

120—Daily True (F) As *Lord Daily*, except 1st to 50th level spells can be imbedded: a 1st level spell could be cast 10 times per day; a 2nd or 3rd level spell, 8x/day; a 4th, 5th, or 6th, 7x/day; a 7th, 8th, 9th, or 10th, 6x/day; an 11th to 15th, 5x/day; a 16th to 20th, 4x/day; a 25th level spell, 3x/day; a 30th level spell, twice per day; and up to a 50th level spell, once per day.

140—Constant True (F) As *Daily True*, except certain spells can be imbedded to operate constantly (GM discretion).

8.6 THEOCRATIST BASE LISTS

THEOCRATIST BASE SPELL LISTS

<i>Channeling</i>	<i>Page 122</i>
<i>Item Blessing</i>	<i>Page 123</i>
<i>Holy Armors</i>	<i>Page 124</i>
<i>Elemental Imbedding</i>	<i>Page 125</i>
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The Theocratist is a Pure spell user from the realm of Channeling. His spells relate to protecting his church.

CHANNELING (8.6.1) (THEOCRATIST BASE LIST)

Note: This spell list aids the Theocratist in directly contacting his deity-figure.

	Area of Effect	Duration	Range
1—			
2—Channeling I •	self	1 round	self
3—Channels I *	friend	—	varies
4—Stunning *	target	1 rnd/5%f.	100'
5—Channeling II •	self	1 round	self
6—Channels III *	friend	—	varies
7—Deep Sleep *	target	1 rnd/5%f.	100'
8—Channeling III •	self	1 round	self
9—Channels V *	friend	—	varies
10—Blinding *	target	10 min/5%f.	100'
11—			
12—Channeling IV •	self	1 round	self
13—Channels VIII *	friend	—	varies
14—Absolution *	target	1 week/10%l.	50'
15—Celestial Shout *	20' R	—	self
16—Channeling V •	self	1 round	self
17—Channels X *	friend	—	varies
18—Returning *	self	—	self
19—			
20—Absolution Pure *	target	V	50'
25—Rereturning *	self	—	self
30—Lord Channels *	friend	—	varies
35—True Absolution *	target	P	50'
40—Channels XXX *	friend	—	varies
50—Deific Rift	varies	1 round	varies
75—Channels Mastery *	friend	—	varies

2—Channeling I (U•) Caster adds a +10 bonus to an immediately following (non-spell based) Channeling Skill Roll.

3—Channels I (F*) When this spell is cast, the 1st level that the Theocratist subsequently casts next round will be “channelled” to another spell user of the Channeling realm. The “channelled” spell is transmitted to the other spell user when it would have normally taken effect. The other spell user must immediately use this “channelled” spell. All normal restrictions apply to the transmitted spell. The transmitting caster must be able to see the

recipient or know exactly where he is (i.e., direction and distance or specific locale). The recipient of the “channelled” spell must know exactly when this spell is coming. For example, if a Channeling spell user is at a certain altar at midnight of the full moon ready to receive a spell; then another Theocratist (or deity) could use Channels I to send him a 1st level spell (if he knew the altar’s location and the correct time of transmission). For a description of the non-spell based Channeling Skill, see *ChL&CaL*, Section 3.7.

4—Stunning (F*) RR Mod: -10. Caster points his arm at a target and projects raw spell power (Mana or Essance) directly from his deity. Target is stunned 1 round for every 5% by which he fails his Resistance Roll.

5—Channeling II (U•) As *Channeling I*, except that bonus is +20.

6—Channels III (F*) As *Channels I*, except that a 1st to 3rd level spell may be transmitted.

7—Deep Sleep (F*) RR Mod: -10. As *Stunning*, except target falls into a deep sleep.

8—Channeling III (U•) As *Channeling I*, except that bonus is +30.

9—Channels V (F*) As *Channels I*, except that a 1st to 5th level spell may be transmitted.

10—Blinding (F*) RR Mod: -10. As *Stunning*, except target is blinded for 10 minutes per 5% RR failure.

12—Channeling IV (U•) As *Channeling I*, except that bonus is +40.

13—Channels VIII (F*) As *Channels I*, except that a 1st to 8th level spell may be transmitted.

14—Absolution (F*) RR Mod: -20. Target’s “soul” is torn from his body. It remains in whatever realm lost “souls” go for 10 weeks per 10% RR failure. The target’s “soul” can be returned early only through the use of a Lifegiving spell. Target’s body is comatose until his “soul” is restored; even for subconscious activity he is at -75. Target’s body must be cared for, or it will suffer from dehydration, starvation, exposure, etc.

15—Celestial Shout (F*) RR Mod: -10. All beings within a 20’ radius who are not of the caster’s own religious affiliations are affected by this spell. Those failing to resist by 01-50 are stunned 1 round per 5% RR failure; those who fail by 51-100 are rendered unconscious for 1 round per 5% RR failure; and those failing by more than 100 are instantly killed.

16—Channeling V (U•) As *Channeling I*, except that bonus is +50.

17—Channels X (F*) As *Channels I*, except that a 1st to 10th level spell may be transmitted.

18—Returning (F*) Caster is returned to a predefined place (a sort of teleportation). Caster must have lived in this locale for at least 30 days (meditating 16 hours each day) in order to define it as his “place of returning.” Only one such place may be defined at any one time; to change it, the new locale must be defined as above.

20—Absolution Pure (F*) RR Mod: -20. As *Absolution*, except that target’s “soul” can only be brought back using Lifegiving.

25—Rereturning (F*) For up to 1 round per level after caster has used Returning, he may cast this spell and be returned to within 20’ of the point from which he initially Returned.

30—Lord Channels (F*) As *Channels I*, except that a 1st to 20th level spell may be transmitted.

35—True Absolution (F*) RR Mod: -20. As *Absolution*, except that target’s “soul” is utterly destroyed. Only a True Wish can restore it.

40—Channels XXX (F*) As *Channels I*, except that a 1st to 30th level spell may be transmitted.

50—Deific Rift (F) Opens a direct channel to the Theocratist’s deity. Results of this will depend on the deity’s personality, motives, and powers. Any spell which the deity can cast may be transmitted through the rift.

75—Channels Mastery (F*) As *Channels I*, except that any level of spell may be transmitted.

ITEM BLESSING (8.6.2)

(THEOCRATIST BASE LIST)

Note: Item bonuses are conferred by the Theocratist's deity. As such, spells on this list cannot affect items which already have magical bonuses. Additionally, only people of the same religious affiliations as the Theocratist may utilize these "Blessing Bonuses." To any others, "blessed" items will act normally; they have no magical bonuses. Generally, blessed weapons can only be used against enemies of the Theocratist's religion.

If the wielder is involved in a holy quest (GM discretion), a blessed item may be considered a "deity-granted" magic item (see Section 4.6). In this capacity, the item's blessing can last until completion of the quest.

	Area of Effect	Duration	Range
1—Bless General Item I	item	1 rnd/lvl	touch
2—Bless Defensive Item I	item	1 rnd/lvl	touch
3—Bless Weapon I	item	1 rnd/lvl	touch
4—Bless General Item II	item	1 rnd/lvl	touch
5—Bless Defensive Item II	item	1 rnd/lvl	touch
6—Bless Weapon II	item	1 rnd/lvl	touch
7—Bless General Item III	item	1 rnd/lvl	touch
8—Bless Defensive Item III	item	1 rnd/lvl	touch
9—Bless Weapon III	item	1 rnd/lvl	touch
10—Bless General Item IV	item	1 rnd/lvl	touch
11—Bless Defensive Item IV	item	1 rnd/lvl	touch
12—Bless Weapon IV	item	1 rnd/lvl	touch
13—Bless General Item V	item	1 rnd/lvl	touch
14—Bless Defensive Item V	item	1 rnd/lvl	touch
15—Bless Weapon V	item	1 rnd/lvl	touch
16—Bless General Item VI	item	1 rnd/lvl	touch
17—Bless Defensive Item VI	item	1 rnd/lvl	touch
18—Bless Weapon VI	item	1 rnd/lvl	touch
19—Bless General Item VII	item	1 rnd/lvl	touch
20—Bless Defensive Item VII	item	1 rnd/lvl	touch
25—Bless Weapon VII	item	1 rnd/lvl	touch
30—Bless General Item VIII	item	1 rnd/lvl	touch
35—Bless Defensive Item VIII	item	1 rnd/lvl	touch
40—Bless Weapon VIII	item	1 rnd/lvl	touch
45—Bless General Item IX	item	1 rnd/lvl	touch
50—Bless Defensive Item IX	item	1 rnd/lvl	touch
55—Bless Weapon IX	item	1 rnd/lvl	touch
60—Bless General Item X	item	1 rnd/lvl	touch
65—Bless Defensive Item X	item	1 rnd/lvl	touch
70—Bless Weapon X	item	1 rnd/lvl	touch

1—Bless General Item I (F) Caster imbeds a temporary +10 bonus in a General-type of item (i.e., any item not defensive in nature nor a weapon). Note that Power Point multipliers or adders may not be created with this spell.

2—Bless Defensive Item I (F) Caster imbeds a temporary +10 bonus in a Defensive object (e.g., armor, shield, greaves, etc.).

3—Bless Weapon I (F) Caster imbeds a temporary +10 bonus in a weapon.

4—Bless General Item II (F) As *Bless General Item I*, except that the bonus is +20.

5—Bless Defensive Item II (F) As *Bless Defensive Item I*, except that the bonus is +20.

6—Bless Weapon II (F) As *Bless Weapon I*, except that the bonus is +20.

7—Bless General Item III (F) As *Bless General Item I*, except that the bonus is +30.

8—Bless Defensive Item III (F) As *Bless Defensive Item I*, except that the bonus is +30.

9—Bless Weapon III (F) As *Bless Weapon I*, except that the bonus is +30.

10—Bless General Item IV (F) As *Bless General Item I*, except that the bonus is +40.

11—Bless Defensive Item IV (F) As *Bless Defensive Item I*, except that the bonus is +40.

12—Bless Weapon IV (F) As *Bless Weapon I*, except that the bonus is +40.

13—Bless General Item V (F) As *Bless General Item I*, except that the bonus is +50.

14—Bless Defensive Item V (F) As *Bless Defensive Item I*, except that the bonus is +50.

15—Bless Weapon V (F) As *Bless Weapon I*, except that the bonus is +50.

16—Bless General Item VI (F) As *Bless General Item I*, except that the bonus is +60.

17—Bless Defensive Item VI (F) As *Bless Defensive Item I*, except that the bonus is +60.

18—Bless Weapon VI (F) As *Bless Weapon I*, except that the bonus is +60.

19—Bless General Item VII (F) As *Bless General Item I*, except that the bonus is +70.

20—Bless Defensive Item VII (F) As *Bless Defensive Item I*, except that the bonus is +70.

25—Bless Weapon VII (F) As *Bless Weapon I*, except that the bonus is +70.

30—Bless General Item VIII (F) As *Bless General Item I*, except that the bonus is +80.

35—Bless Defensive Item VIII (F) As *Bless Defensive Item I*, except that the bonus is +80.

40—Bless Weapon VIII (F) As *Bless Weapon I*, except that the bonus is +80.

45—Bless General Item IX (F) As *Bless General Item I*, except that the bonus is +90.

50—Bless Defensive Item IX (F) As *Bless Defensive Item I*, except that the bonus is +90.

55—Bless Weapon IX (F) As *Bless Weapon I*, except that the bonus is +90.

60—Bless General Item X (F) As *Bless General Item I*, except that the bonus is +100.

65—Bless Defensive Item X (F) As *Bless Defensive Item I*, except that the bonus is +100.

70—Bless Weapon X (F) As *Bless Weapon I*, except that the bonus is +100.

HOLY ARMORS (8.6.3)

(THEOCRATIST BASE LIST)

Note: The magical armors created by this list do not interfere in any way with spell casting or maneuvers.

	Area of Effect	Duration	Range
1—			
2—Bonus I *	self	1 rnd/lvl	self
3—Armor Type 5	self	1 rnd/lvl	self
4—Armor Type 6	self	1 rnd/lvl	self
5—Armor Type 7	self	1 rnd/lvl	self
6—Armor Type 8	self	1 rnd/lvl	self
7—Bonus II *	self	1 rnd/lvl	self
8—Armor Type 9	self	1 rnd/lvl	self
9—Armor Type 10	self	1 rnd/lvl	self
10—Armor Type 11	self	1 rnd/lvl	self
11—Bonus III *	self	1 rnd/lvl	self
12—Armor Type 13	self	1 rnd/lvl	self
13—Armor Type 14	self	1 rnd/lvl	self
14—Armor Type 15	self	1 rnd/lvl	self
15—Armor Type 16	self	1 rnd/lvl	self
16—Bonus IV *	self	1 rnd/lvl	self
17—Armor Type 17	self	1 rnd/lvl	self
18—Armor Type 18	self	1 rnd/lvl	self
19—Armor Type 19	self	1 rnd/lvl	self
20—Armor Type 20	self	1 rnd/lvl	self
25—Extension I *	armor	1 min/lvl	self
30—Armor Others *	target	1 rnd/lvl	10'
40—Extension II *	armor	10 min/lvl	self
50—Mass Armor	varies	1 rnd/lvl	100'

2—Bonus I (F*) Creates a bright aura about the caster, and when used in conjunction with one of the Armor Type X spells, adds +5 to the caster's Defensive Bonus.

3—Armor Type 5 (F) Creates a bright aura about the caster which grants him the benefits of Armor Type 5, i.e., Soft Leather Jerkin.

4—Armor Type 6 (F) Creates a bright aura about the caster which grants him the benefits of Armor Type 6, i.e., Soft Leather Coat.

5—Armor Type 7 (F) Creates a bright aura about the caster which grants him the benefits of Armor Type 7, i.e., Reinforced Soft Leather Coat.

6—Armor Type 8 (F) Creates a bright aura about the caster which grants him the benefits of Armor Type 8, i.e., Reinforced Full-Length Soft Leather Coat.

7—Bonus II (F*) As *Bonus I*, except adds +10 to caster's DB.

8—Armor Type 9 (F) Creates a bright aura about the caster which grants him the benefits of Armor Type 9, i.e., Rigid Leather Breastplate.

9—Armor Type 10 (F) Creates a bright aura about the caster which grants him the benefits of Armor Type 10, i.e., Rigid Leather Breastplate and Greaves.

10—Armor Type 11 (F) Creates a bright aura about the caster which grants him the benefits of Armor Type 11, i.e., Half-Hide Plate.

11—Bonus III (F*) As *Bonus I*, except adds +15 to caster's DB.

12—Armor Type 13 (F) Creates a bright aura about the caster which grants him the benefits of Armor Type 13, i.e., Chain Mail Shirt.



13—Armor Type 14 (F) Creates a bright aura about the caster which grants him the benefits of Armor Type 14, i.e., Chain Mail Shirt and Greaves.

14—Armor Type 15 (F) Creates a bright aura about the caster which grants him the benefits of Armor Type 15, i.e., Full Chain Mail.

15—Armor Type 16 (F) Creates a bright aura about the caster which grants him the benefits of Armor Type 16, i.e., Chain Hauberk.

16—Bonus IV (F*) As *Bonus I*, except adds +20 to caster's DB.

17—Armor Type 17 (F) Creates a bright aura about the caster which grants him the benefits of Armor Type 17, i.e., Metal Breastplate.

18—Armor Type 18 (F) Creates a bright aura about the caster which grants him the benefits of Armor Type 18, i.e., Metal Breastplate and Greaves.

19—Armor Type 19 (F) Creates a bright aura about the caster which grants him the benefits of Armor Type 19, i.e., Half Plate Armor.

20—Armor Type 20 (F) Creates a bright aura about the caster which grants him the benefits of Armor Type 20, i.e., Full Plate Armor.

25—Extension I (F*) This spell extends the Duration of any spell listed above to 1 minute per level.

30—Armor Others (F*) This spell alters the Range and Area of Effect of any spell from this list to 10' and "target," respectively. Target must be of the same religious affiliation as the caster.

40—Extension II (F*) This spell extends the Duration of any spell listed above to 10 minutes per level.

50—Mass Armor (F) Caster may use any Armor Type spell on one target per level. Of course, all of these targets must be of the same religious affiliation as the caster.

ELEMENTAL IMBEDDING (8.6.4)

(THEOCRATIST BASE LIST)

Note: A Theocratist's deity sometimes sends minions to aid him. These allies take the form of Elementals, since they represent the rawest forms of power and are relatively easy to manifest. This spell list allows a Theocratist to summon and imbed an Elemental into an object, which then takes on magical properties associated with the Elemental (e.g., a Fire Elemental could become a flaming sword). The type of item is entirely up to the caster, but the nature of magical abilities conferred on it should be carefully considered by the GM.

Each time an item with an imbedded Elemental inside is used, there is a chance it will break free. This percentage chance is equal to one fifth of the Elemental's level. For example, a Weak Elemental would have a 2% chance of escaping each time the magical properties of the item are utilized. Freed Elementals immediately vanish, transcending to their proper plane of existence.

Creatures & Treasures, Section 2.34 Elementals and Artificial Beings, contains statistics and descriptions of the entities mentioned here, as well as other important information which might help a GM decide on the nature of the ability bestowed.

	Area of Effect	Duration	Range
1—Imbed Water Servant	Servant	V	10'
2—Imbed Air Servant	Servant	V	10'
3—Imbed Cold Servant	Servant	V	10'
4—Imbed Light Servant	Servant	V	10'
5—Imbed Earth Servant	Servant	V	10'
6—Imbed Fire Servant	Servant	V	10'
7—Summon Elemental Servant	Servant	—	10'
8—Imbed Weak Water Elemental	Elemental	V	10'
9—Imbed Weak Air Elemental	Elemental	V	10'
10—Imbed Weak Cold Elemental	Elemental	V	10'
11—Imbed Weak Light Elemental	Elemental	V	10'
12—Imbed Weak Earth Elemental	Elemental	V	10'
13—Imbed Weak Fire Elemental	Elemental	V	10'
14—Summon Weak Elemental	Elemental	—	10'
15—Imbed Water Guardian	Guardian	V	10'
16—Imbed Air Guardian	Guardian	V	10'
17—Imbed Cold Guardian	Guardian	V	10'
18—Imbed Light Guardian	Guardian	V	10'
19—Imbed Earth Guardian	Guardian	V	10'
20—Imbed Fire Guardian	Guardian	V	10'
25—Summon Elemental Guardian	Guardian	—	10'
30—Imbed Strong Water Elemental	Elemental	V	10'
35—Imbed Strong Air Elemental	Elemental	V	10'
40—Imbed Strong Cold Elemental	Elemental	V	10'
45—Imbed Strong Light Elemental	Elemental	V	10'
50—Imbed Strong Earth Elemental	Elemental	V	10'
55—Imbed Strong Fire Elemental	Elemental	V	10'
60—Summon Strong Elemental	Elemental	—	10'

1—Imbed Water Servant (FEM) Allows caster to imbed a Water Servant into an inanimate object for use as a magic item. The item's magical effects are determined by the GM. Please see the above note for further details.

2—Imbed Air Servant (FEM) As *Imbed Water Servant*, except that caster imbeds an Air Servant.

3—Imbed Cold Servant (FEM) As *Imbed Water Servant*, except that caster imbeds a Cold Servant.

4—Imbed Light Servant (FEM) As *Imbed Water Servant*, except that caster imbeds a Light Servant.

5—Imbed Earth Servant (FEM) As *Imbed Water Servant*, except that caster imbeds an Earth Servant.

6—Imbed Fire Servant (FEM) As *Imbed Water Servant*, except that caster imbeds a Fire Servant.

7—Summon Elemental Servant (E) Caster summons an Elemental Servant, for imbedding within an item (using spells from this list). Caster does not control the Elemental Servant; it simply remains motionless, awaiting its imbedding. If attacked, an unimbedded Elemental Servant will immediately return to its proper elemental plane of existence.

8—Imbed Weak Water Elemental (FEM) As *Imbed Water Servant*, except that caster imbeds a Weak Water Elemental.

9—Imbed Weak Air Elemental (FEM) As *Imbed Water Servant*, except that caster imbeds a Weak Air Elemental.

10—Imbed Weak Cold Elemental (FEM) As *Imbed Water Servant*, except that caster imbeds a Weak Cold Elemental.

11—Imbed Weak Light Elemental (FEM) As *Imbed Water Servant*, except that caster imbeds a Weak Light Elemental.

12—Imbed Weak Earth Elemental (FEM) As *Imbed Water Servant*, except that caster imbeds a Weak Earth Elemental.

13—Imbed Weak Fire Elemental (FEM) As *Imbed Water Servant*, except that caster imbeds a Weak Fire Elemental.

14—Summon Weak Elemental (E) As *Summon Elemental Servant*, except concerns a Weak Elemental.

15—Imbed Water Guardian (FEM) As *Imbed Water Servant*, except that caster imbeds a Water Guardian.

16—Imbed Air Guardian (FEM) As *Imbed Water Servant*, except that caster imbeds an Air Guardian.

17—Imbed Cold Guardian (FEM) As *Imbed Water Servant*, except that caster imbeds a Cold Guardian.

18—Imbed Light Guardian (FEM) As *Imbed Water Servant*, except that caster imbeds a Light Guardian.

19—Imbed Earth Guardian (FEM) As *Imbed Water Servant*, except that caster imbeds an Earth Guardian.

20—Imbed Fire Guardian (FEM) As *Imbed Water Servant*, except that caster imbeds a Fire Guardian.

25—Summon Elemental Guardian (E) As *Summon Elemental Servant*, except concerns an Elemental Guardian.

30—Imbed Strong Water Elemental (FEM) As *Imbed Water Servant*, except that caster imbeds a Strong Water Elemental.

35—Imbed Strong Air Elemental (FEM) As *Imbed Water Servant*, except that caster imbeds a Strong Air Elemental.

40—Imbed Strong Cold Elemental (FEM) As *Imbed Water Servant*, except that caster imbeds a Strong Cold Elemental.

45—Imbed Strong Light Elemental (FEM) As *Imbed Water Servant*, except that caster imbeds a Strong Light Elemental.

50—Imbed Strong Earth Elemental (FEM) As *Imbed Water Servant*, except that caster imbeds a Strong Earth Elemental.

55—Imbed Strong Fire Elemental (FEM) As *Imbed Water Servant*, except that caster imbeds a Strong Fire Elemental.

60—Summon Strong Elemental (E) As *Summon Elemental Servant*, except concerns a Strong Elemental.

RELIGIOUS CONVERSION (8.6.5)

(THEOCRATIST BASE LIST)

Note: This spell list allows the Theocratist to "convert" a listener to his religious views. The duration given for the various Conversion spells refers to the length of time a target must listen to the caster in order to be affected. It is assumed that the Theocratist's deity aids him in this religious conversion, so if either caster or target are deemed "unworthy" by the deity, these spells will have no effect.

These spells may only be cast once at a target. If he fails his RR, he is converted. If he succeeds, then no amount of discussion will persuade him to adopt the new religion.

Some GMs will find the idea of a Resistance Roll associated with religious conversion inappropriate. Another method of determining the outcome of a conversion attempt is resolution by means of a Will-vs-Will Contest.

	Area of Effect	Duration	Range
1—Detect Outlook •	target	—	10'
2—Determine Religion •	target	—	10'
3—Proselytize I *	target	V	self
4—			
5—Conversion I	target	1 week	10'
6—Proselytize II *	target	V	self
7—			
8—			
9—Proselytize III *	target	V	self
10—Conversion II	target	1 day	10'
11—			
12—Proselytize IV *	target	V	self
13—			
14—			
15—Conversion III	target	1 hour	10'
16—			
17—Unchanneling	target	1 day	100'
18—Proselytize VI *	target	V	self
19—			
20—True Conversion	target	1 minute	10'
25—Mass Conversion I	varies	1 week	50'
30—Proselytize True *	target	V	self
35—Mass Conversion II	varies	1 day	50'
50—Mass Conversion III	varies	1 hour	50'
75—Mass True Conversion	varies	1 minute	50'

1—Detect Outlook (PI•) Caster learns target's "outlook" (i.e., Aggressive, Aloof, Altruistic, Belligerent, Berserk, Carefree, Cruel, Dominating, Good, Greedy, Hostile, Hungry, Inquisitive, Jumpy, Normal, Passive, Playful, Protective, Timid, or Other—see C&T Section 2.1).

2—Determine Religion (PI•) Caster determines the target's religion.

3—Proselytize I (U*) Caster adds a +5 bonus to an immediately following Philosophy/Religious Doctrine, Propaganda, Public Speaking, or Seduction Skill roll.

5—Conversion I (M) Caster attempts to "convert" a target to his own religious views during a week-long "sermon." Please see the Notes above for further information.

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

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

10—Conversion II (M) As *Conversion I*, except the "sermon" need last only one day.

12—Proselytize IV (U*) As *Proselytize I*, except that the bonus is +20.

15—Conversion III (M) As *Conversion I*, except the "sermon" need last only one hour.

17—Unchanneling (F) Target loses all Channeling Power Points and thus cannot cast Channeling spells for 24 hours (includes spells cast using spell bonus items). This can also be used against items which could normally cast spells. Usually, this will only work against other religious groups, but can be used on worshippers who have transgressed against the will of the deity.

18—Proselytize VI (U*) As *Proselytize I*, except that the bonus is +30.

20—True Conversion (M) As *Conversion I*, except the "sermon" need last only one minute.

25—Mass Conversion I (M) As *Conversion I*, except that one target per level may be affected.

30—Proselytize True (U*) As *Proselytize I*, except that the bonus is +50.

35—Mass Conversion II (M) As *Conversion II*, except that one target per level may be affected.

50—Mass Conversion III (M) As *Conversion III*, except that one target per level may be affected.

75—Mass True Conversion (M) As *True Conversion*, except that one target per level may be affected.

PERIMETER WARDINGS (8.6.6)

(THEOCRATIST BASE LIST)

A castle is both a fortress and a home. A lord has to have someplace to call home and serve as a haven. Once built, a castle will serve as the legacy of his family for generations, each succeeding lord strengthening and expanding it.

Magic capable of completely destroying a castle is extremely rare, but does exist. Even when you consider that most of the extremely destructive spells will require a spellcaster to expend most of his power points and entail great personal risk the threat would still have to be considered. In a fantasy milieu, battle-magic is too pivotal a military advantage to ignore. Just magical scrying and communications would make radical changes in warfare and would have changed the outcome of many a battle in our own history.

However, for every military advancement, there soon comes a counter development. If a castle is susceptible to magical attacks, then soon wards to defend against them would be developed. While it may not be possible to make a castle immune to magical destruction, it could be possible to make it too expensive in time and magic to be worthwhile.

An even more important consideration is the means of protecting a castle or palace from magical spies, saboteurs and assassins. What ruler could stand against seers scrying his every plan and assassins teleporting into his bedroom at the most inopportune times? A castle or any fortress would ultimately provide magical protection as well as physical protection. In a world of magic, a fortress must not only be a place of physical protection but of mystical protection as well.

Note: Perimeter enchantments are a powerful combination of protective warding and circle spells. The perimeter is defined when the structure is built (usually the outer walls), must be fixed in place, and is built into the fabric of the structure. Any spell warding against that attempts to cross the perimeter (i.e. the caster is trying to cast a spell to effect someone or something that is on the other side of the perimeter) must resist vs. the level of the ward or be dispelled. Most wards function much like protective circles in that they only affect whatever tries to cross their perimeter (e.g., a Scrying Ward perimeter enchantment will do nothing to stop a Seer from using scrying spells on someone inside the perimeter if he is also in the perimeter). The exception is field wards which resist any attempt to cast the warded-against magic inside their area of effect.

The level of the wardings is equal to the level of the caster of the warding enchantment. In some situations, the warding may resist at a higher level. For example, a Forbidding Ward vs. Demons of the Second Pale would be stronger (higher level) if the walls of the structure are in the shape of a circle, and it might be even stronger if the structure were in the shape of a pentagram. Such special cases would depend on the nature of the world in which the campaign is taking place.

The perimeter enchantment is also like a protective circle in that if the perimeter is broken, the wardings will cease to function until repaired and restored. Simply punching a hole through the structure will not affect the wardings. The only way to break a perimeter is to totally sever the perimeter's structure. This is rather hard, since that means that one section from the foundation up must be razed, but it can be done.

All spells marked "†" are perimeter spells. Perimeter spells start at the foundation of a structure and reach to the top of the structure. The enchantments will form a roughly dome-shaped area over the structure as outlined by their perimeter. Perimeter spells take their level in weeks to cast plus one week per 100' circumference of the area warded. Multiple enchantments must be done while the structure is under construction, and if the structure will take longer to construct than the minimum enchantment time then the caster can (and usually will) space out the casting of the spells. Only when the structure is done and the last of the required number of spells have been cast will it be protected.

	Area of Effect	Duration	Range
1—Research	touch	24 hours	self
2—Privacy Screen †	V	P	touch
3—			
4—			
5—Scrying Ward I †	V	P	touch
6—Inner Wardings	V	P	touch
7—Phase Ward I †	V	P	touch
8—Gating Ward I †	V	P	touch
9—Sentry Ward	V	P	touch
10—Scrying Ward II †	V	P	touch
11—Pass Ward	V	P	touch
12—Phase Ward II †	V	P	touch
13—Gating Ward II †	V	P	touch
14—Field Warding †	V	P	touch
15—Scrying Ward III †	V	P	touch
16—Sentry Stone	V	P	touch
17—Phase Ward III †	V	P	touch
18—Gating Ward III †	V	P	touch
19—Outer Warding †	V	P	touch
20—Forbidding Ward †	V	P	touch
25—Perimeter Ward I †	V	P	touch
30—Center Stone	V	P	touch
35—Phase Ward True †	V	P	touch
40—Gating Ward True †	V	P	touch
45—Forbidding Ward True †	V	P	
50—Perimeter Ward II †	V	P	touch

1—Research (I) Caster gains a +25 bonus to attempts made at researching the purpose, origin, and effects of specific ward.

2—Privacy Screen (F) This ward dampens any sound coming from within or without the room. This has no effect on the ability of the occupants of the room to hear each other. All effected listening perceptions are at -50.

5—Scrying Ward I (F) Any scrying magic attempting to pass the perimeter must resist the level of the warding or be dispelled. **Note:** Scrying is defined as the use of spells that allow the seeing, hearing, or predicting of the future, present, or past.

6—Inner Wardings (F) This simple enchantment allows a perimeter enchantment to be directed inward. The perimeter ward will now only effect outgoing spells (i.e., spells crossing the perimeter from the inside).

7—Phase Ward I (F) If the "phase" spell fails to resist versus the level of the wardings it is dispelled and the caster fails to pass through. **Note:** Phasing is defined as any of the merging, passing, or phasing spells.

8—Gating Ward I (F) If the gating spell fails to resist versus the level of the wardings it is dispelled and the caster goes nowhere. **Note:** Gating is defined as any of the teleport, leaving, gate, or long door spells.

9—Sentry Ward (F) Causes wardings of structure to glow any time they are activated. A ward is active any time a warded-against spell attempts to cross it. If the viewer doesn't know which wards mean what, then a Medium (+0) Warding Lore roll will reveal what wards have been activated.

10—Scrying Ward II (F) As *Scrying Ward I*, except the RR is now at -25.

11—Pass Ward (F) Allows the enchanter to set up a pass or back door in any *Scrying Ward*, *Phase Ward*, or *Gating Ward* enchantment. This can take two forms: either an area can be set inside the perimeter that is not covered by it, or a physical token or key can be made that allows the bearer to bypass the wardings. Multiple keys can be made.

12—Phase Ward II (F) As *Phase Ward I*, except the RR is at -25.

13—Gating Ward II (F) As *Gating Ward I*, except the RR is at -25.

14—Field Warding (F) This ward can be combined with any other ward to produce a *Field Ward*. The wards will now not only attempt to dispel any warded-against magic that crosses the perimeter, but also any attempt to cast the warded-against magic inside the perimeter (e.g., a *Field Scrying Ward III* will cause any attempt to scry within the perimeter to resist at -50, even if the caster is also within the perimeter).

15—Scrying Ward III (F) As *Scrying Ward I*, except the RR is now at -50.

16—Sentry Stone (F) As *Sentry Ward* except the caster can enchant a stone that will glow anytime any of the perimeter wardings are activated. If the viewer doesn't know which wards mean what, then a Medium (+0) ward lore roll will inform the viewer what wards have been activated. The stone must be fixed and inside the perimeters.

17—Phase Ward III (F) As *Phase Ward I*, except the RR is at -50.

18—Gating Ward III (F) As *Gating Ward I*, except the RR is at -50.

19—Outer Warding (F) This warding can be combined with a warding enchantment, and allows it to be set to only effect incoming spells (i.e., only spells crossing the warding from the outside).

20—Forbidding Ward (F) This ward can forbid a specific class of creature or being (e.g., Demons of the Second Pale, Orcs, or Undead) from crossing the perimeter. **Note:** This also applies to attempts to use gating or phasing spells. The creature will take an 'A' Essence critical and must make a RR vs. the level of the wardings. Failure means the creature is thrown backward. Success means that it has gotten through the ward. Even if the creature is successful in entering, it will feel great unease in the area (-10 to all actions). This ward requires some of the essence or a bone of the creature to be forbidden to be mixed into the fabric of the structure along the perimeter. The enchanter may only know a few specific creatures that he can ward against. These are up to the GM, but a few suggestions are the various Demons of the Pale, undead spirits, and elementals.

25—Perimeter Ward I (F) This spell will dispel any active spell crossing its perimeter that fails to resist the level of the wardings. This spell may not be used with *Outer Wardings*.

30—Center Stone (F) This allows a perimeter ward enchantment to be placed or centered on a stone in the structure. The stone is the focus of the enchantment, which even allows the enchantment to be added to an existing structure. The stone can hold multiple wards which each takes the standard time to enchant. The center stone is keyed to the structure and will only work within it. If the stone is moved the wardings will cease to function until it is returned to its resting place. This will allow the wardings to be turned on and off, but be careful the stone isn't destroyed or removed.

35—Phase Ward True (F) No phasing magic will work across the perimeter of this warding.

40—Gating Ward True (F) No gating magic will work across the perimeter of this warding.

45—Forbidding Ward True (F) As *Forbidding Ward*, except the critical is now a 'C' and the RR is at -50.

50—Perimeter Ward II (F) As *Perimeter Ward I*, except that this spell may be used with *Outer Wardings*.

9.0 HYBRID SPELL USER BASE SPELL LISTS

9.1 SHAMANIC ALCHEMIST BASE LISTS

SHAMANIC ALCHEMIST BASE SPELL LISTS

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<i>Charmcraft</i>	<i>Page 129</i>
<i>Mana-Absorption</i>	<i>Page 132</i>
<i>Spirit Imbedding</i>	<i>Page 133</i>
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<i>Spirit Calling</i>	<i>Page 135</i>

The Shamanic Alchemist is a Hybrid spell user from the realms of Channeling and Mentalism. His spells deal with imbedding Spirits and spiritual forces within items (or totems).

Option: Allow a player to substitute one or two of his base lists for an equal number of Shaman base lists from RMCH Section 9.4.

ATTRIBUTE IMBEDDING (9.1.1) (SHAMANIC ALCHEMIST BASE LIST)

Note: This spell list allows a Shamanic Alchemist to remove a specific attribute from an animal, being, or beast and imbed it into an item. This item then grants the user abilities associated with the stolen attribute (e.g., an eagle's excellent distance vision could be imbedded into spectacles which would allow the wearer to see across great distances). Some suggestions for imbedded powers are: statistic bonuses, physical abilities, augmented combat bonuses, Skill Ranks (and bonuses) and so on. Usually, truly powerful attributes (e.g., dragon's breath, Medusa's gaze, Manticore's poison spikes, Undead spell effects, etc.) cannot be imbedded in an item (GM discretion).

When a Shamanic Alchemist imbeds attributes from a target into an item, the entity loses the use of these abilities (if it fails the Resistance Roll). Only by utilizing the item can anyone have access to those powers. The entity will recover its lost attribute when the spell duration has expired or, if permanent, by use of a Remove Curse or Transference Wish.

	Area of Effect	Duration	Range
1-Identify Attributes	target	—	10'
2-Enchant I	item	1 min/lvl	touch
3-Animal Attribute Imbedding I	animal	V	touch
4-Being Attribute Imbedding I	being	V	touch
5-Beast Attribute Imbedding I	beast	V	touch
6-Enchant II	item	1 hr/lvl	touch
7-Animal Attribute Imbedding III	animal	V	touch
8-Being Attribute Imbedding III	being	V	touch
9-Beast Attribute Imbedding III	beast	V	touch
10-Enchant III	item	1 day/lvl	touch
11-Animal Attribute Imbedding V	animal	V	touch
12-Being Attribute Imbedding V	being	V	touch
13-Beast Attribute Imbedding V	beast	V	touch
14-Enchant IV	item	1 wk/lvl	touch
15-Animal Attribute Imbedding VII	animal	V	touch
16-Being Attribute Imbedding VII	being	V	touch
17-Beast Attribute Imbedding VII	beast	V	touch
18-Enchant V	item	1 mo/lvl	touch
19—			
20-Attribute Imbedding X	entity	V	touch
25-Attribute Imbedding XV	entity	V	touch
30-Enchant VI	item	1 yr/lvl	touch
35-Lord Attribute Imbedding	entity	V	touch
50-Attribute Imbedding True	entity	V	touch
60-Enchant True	item	P	touch

1—Identify Attributes (I) Caster identifies the attribute(s) present in target (one animal, beast, or being) which may be potentially imbedded in an item. When cast upon an item, the caster learns which imbedded attributes, if any, are active within it. This spell will also relate the approximate power (level) of one attribute specified by caster.

2—Enchant I (F) This spell prepares an item to receive one attribute. An item must be "Enchanted" before it can house an imbedded attribute. This attribute is placed into the item by means of higher level "Attribute Imbedding" spells. An attribute will remain imbedded in an item only as long as the "Enchant" spell lasts. When an "Enchant" spell expires, all imbedded attributes leave the item and return to the animal or beast from whence they came.

3—Animal Attribute Imbedding I (FM) Allows caster to imbed a specified attribute from a targeted animal into an object for use as a magic item. Target may not be higher than 1st level. The item's imbedded effects are determined by the GM and generally should not exceed first level spell-like effects. Some suggested attributes are: statistic bonuses (Strength, Constitution, Agility, etc.); combat bonuses (Claw attacks, OB bonus, DB bonus); Skill Ranks (and associated bonuses); natural physical abilities, and so on. Note that only bonuses up to +5 may be imbedded and only 1 Skill Rank may be imbedded. As an example, caster wishes to imbed the ability to see underwater into a silver ring. He catches a small fish for this purpose (target animal must be living) and prepares the ring by casting an Enchant I spell. Next he casts Animal Attribute Imbedding I to place this attribute in the ring. (Unfortunately for the fish, the attribute of underwater vision is now in the item.) The ring will allow its user to see underwater for 1 minute per level before losing this ability, which then reverts to the fish. Another example is taking a kangaroo's "Leaping" attribute and imbedding it into a pair of boots.

4—Being Attribute Imbedding I (FM) As *Animal Attribute Imbedding I*, except an attribute from an intelligent, first-level (humanoid) being is imbedded. Other unique attributes which may be imbedded include specific Knowledge skills (one skill rank), memories, thoughts, emotions, personality traits, mental states, and so on. For example, the berserk rage of a madman can be imbedded into an article of clothing, which would drive the wearer into a frenzy (this could be thought of as a curse).

5—Beast Attribute Imbedding I (FM) As *Being Attribute Imbedding I*, except an attribute from a first level beast (monster, unnatural creature, plant, etc.) is imbedded. Other unique attributes which may be imbedded include inherent Spell-like effects up to 1st level (e.g., *Heat Resistance*, *Telekinesis I*, *Sleep V*, etc.), a +5 resistance to poison, disease, stun etc., special attacks (e.g., ambush, multiple attacks), and so on. For example, a beast which is unaffected by bleeding damage would be able to confer an attribute similar to *Clot I*.

6—Enchant II (F) As *Enchant I*, except for Duration.

7—Animal Attribute Imbedding III (FM) As *Animal Attribute Imbedding I*, except target may be no more than 3rd level; bonuses greater than +15 may not be imbedded; and only 3 Skill Ranks or approximately 3rd level spell effects are possible.

8—Being Attribute Imbedding III (FM) As *Being Attribute Imbedding I*, except target may be no more than 3rd level; bonuses greater than +15 may not be imbedded; and only 3 Skill Ranks or approximately 3rd level spell effects are possible.

9—Beast Attribute Imbedding III (FM) As *Beast Attribute Imbedding I*, except target may be no more than 3rd level; bonuses greater than +15 may not be imbedded; and only 3 Skill Ranks or approximately 3rd level spell effects are possible.

10—Enchant III (F) As *Enchant I*, except for Duration.

11—Animal Attribute Imbedding V (FM) As *Animal Attribute Imbedding I*, except target may be no more than 5th level; bonuses greater than +25 may not be imbedded; and only 5 Skill Ranks or approximately 5th level spell effects are possible. Also, the animal's natural Armor Type may be imbedded, providing the wielder with this AT.

12—Being Attribute Imbedding V (FM) As *Being Attribute Imbedding I*, except target may be no more than 5th level; bonuses greater than +25 may not be imbedded; and only 5 Skill Ranks or approximately 5th level spell effects are possible. Also, the being's natural Armor Type may be imbedded, providing the wielder with this AT.

13—Beast Attribute Imbedding V (FM) As *Beast Attribute Imbedding I*, except target may be no more than 5th level; bonuses greater than +25 may not be imbedded; and only 5 Skill Ranks or approximately 5th level spell effects are possible. Also, the beast's natural Armor Type may be imbedded, providing the wielder with this AT.

14—Enchant V (F) As *Enchant I*, except for Duration.

15—Animal Attribute Imbedding VII (FM) As *Animal Attribute Imbedding V*, except target may be no more than 7th level; bonuses greater than +35 may not be imbedded; and only 7 Skill Ranks or approximately 7th level spell effects are possible.

16—Being Attribute Imbedding VII (FM) As *Being Attribute Imbedding V*, except target may be no more than 7th level; bonuses greater than +35 may not be imbedded; and only 7 Skill Ranks or approximately 7th level spell effects are possible.

17—Beast Attribute Imbedding VII (FM) As *Beast Attribute Imbedding V*, except target may be no more than 7th level; bonuses greater than +35 may not be imbedded; and only 7 Skill Ranks or approximately 7th level spell effects are possible.

18—Enchant V (F) As *Enchant I*, except for Duration.

20—Attribute Imbedding X (FM) As *Beast Attribute Imbedding V*, except target may be an animal, being, or beast and of no more than 10th level; bonuses greater than +50 may not be imbedded; and only 10 Skill Ranks or approximately 10th level spell effects are possible.

25—Attribute Imbedding XV (FM) As *Beast Attribute Imbedding V*, except target may be an animal, being, or beast and of no more than 15th level; bonuses greater than +60 may not be imbedded; and only 15 Skill Ranks or approximately 15th level spell effects are possible.

30—Enchant VI (F) As *Enchant I*, except for Duration.

35—Lord Attribute Imbedding (FM) As *Beast Attribute Imbedding V*, except target may be an animal, being, or beast and of no more than 20th level; bonuses greater than +70 may not be imbedded; and only 20 Skill Ranks or approximately 20th level spell effects are possible. In addition, extra-ordinarily powerful attributes (or spell effects) may be imbedded (GM discretion).

50—Attribute Imbedding True (FM) As *Lord Attribute Imbedding*, except target may be any level and there are no bonus, magical, or Skill Rank limitations.

60—Enchant True (F) As *Enchant I*, except Duration is permanent.

CHARMCRAFT (9.1.2)

(SHAMANIC ALCHEMIST BASE LIST)

Note: A Charm is an item with an enchantment that is set to protect its bearer (or the item itself) from one specific spell by providing an additional Resistance Roll against it.

Description of Charm Effect: Charms may be set to block the type of spells which are specifically directed at a target (most Force and Mental Attack spells such as *Agony*, *Shatter*, *Hallucination*, *Inner Thoughts*, *Sigil of Sleep*, etc.), but not Elemental Attack spells.

Each Charm is set to guard against a specific spell, and it will also be effective against all the lower level versions of that spell, but not higher level versions. (A Charm against *Sleep X* will also block *Sleep VIII* and *Sleep V*, but not *Lord Sleep*.)

When the spell that a Charm guards against is cast a target who is bonded to the Charm and is bearing it within 1' of his body, the attacking spell must make a RR or be canceled before having a chance to affect its target. The attack level of the RR is the level of the caster/creator of the Charm and the defense level is the level of the caster of the attacking spell. If the Attacking spell succeeds in this RR, the Charm is dispelled and the spell attacks its target in the normal manner.

Only one Charm will be effective against each incoming spell every round (i.e., you don't get two extra RRs against a *Word of Pain* if you hold two Charms against it, you only get one). But if two different spellcasters each threw a *Word of Pain* at you in the same round both Charms would activate to give you one extra RR for each spell. (The Layered Charm effect is a special exception to this.)

A Charm will last until it is unsuccessful in blocking the spell it is set against (the attacking spell makes its RR) at which time the Charm will dissipate as will the anchored matrix that was holding it to the item. The exceptions to this would be if a Layered Charm or Deep Anchor spell was used to give the Charm the ability to sustain multiple failures before fading or to extend the life of the aura-matrix after the associated Charm has faded. A Charm will remain potent no matter how many spell attacks it successfully cancels; only a failure to block a spell will shatter the Charm.

Each Charm will only protect one living being, or one item if at the time of casting the Charm spell is oriented (at the caster's option) to affect only the object it is inscribed on instead of a bearer of the item. For instance, a priceless gem may have a Charm against *Shatter* on it, but the Charm would then have no effect on any other object or being.

For a being to gain the benefit of bearing a Charm, he must first bond himself to each Charm when initially encountering it by holding it and concentrating on it for 10 minutes (an Easy-difficulty Meditation skill roll). A being bonded to a Charm may quickly transfer his bond to another being (including an animal) by touching the Charm and the being at the same time and concentrating for 1 round (a Medium-difficulty Meditation skill roll) after which the being touched will be bonded instead of the previous bearer. Only one being may be bonded to a Charm at one time, and the Charm will only protect that specific individual until bonded to another.

When a Charm is bonded to in this manner it becomes oriented to the bearer's life-force and will protect him whenever it is close enough to directly link up (within 1' of the bearer's body). A being's life-aura only has the capacity to handle a link-up with a certain number of Charms at one time.

A being may be bonded to 1 Charm, plus 1 additional Charm for every 5 levels he has achieved. An item which possesses more than one Charm effect (through the use of Multiple Charms) is considered the equivalent of a single Charm for this purpose, since all of the Charms associated with the item are linked up simultaneously whenever someone attunes to it. If a being's life-aura capacity for Charm bonding is filled and he wishes to use another Charm, he may select one of any of his present bondings and negate it (the item need not be present), opening a slot for the new Charm.

Creation of Charms: To create a Charm, the following procedure must be followed. Any non-living solid object may be used to hold a Charm (a button to be sewn on a robe, the robe itself, a rabbit's foot, a feather, a hat, a piece of jewelry, a weapon or piece of armor, etc.) but it must be small enough to hold or wear (within 1' of the bearer's body if of the type that protects a bonded bearer). The item can have no other spells on or in it; any attempt to imbue another spell into an item which possesses a Charm or to cast Charm onto any previously enchanted object will result in the immediate dispelling of the Charm and its anchored matrix.

If the GM is using Alchemical Inertia Factors (AIFs) in his game (see Section 5.1.2) any item to have a Charm inscribed on it must have a fully enchanted aura first (AIF of 0). If AIFs are not used, the GM should restrict what can be made into a Charm by requiring a certain duality level in the material of the item itself, with more expensive/rare material being necessary to hold higher level Charms.

The object must first be provided with a matrix to hold the Charm by having Anchor cast on it once per day for a number of consecutive weeks equal to one-half the level of the Charm spell that is to be placed on the item; after the last of the required number of Anchor spells is cast, a Charm spell must be cast on the resulting matrix within 24 hours or it will fade. (So an object which is to have a Charm X spell placed on it must first have Anchor cast on it once per day for 5 consecutive weeks.)

After the weeks of using Anchor to create a matrix of the required level capacity, all the final spells that actually inscribe the Charm effect (Charm, the spell which the Charm is to protect against, Multiple Charms, Deep Anchor or Layered Charm, plus one Anchor spell to lock it all in) must then be cast once per day for a number of days equal to the RR attack level strength desired (up to the level of the caster). This process may be halted early to create a Charm with a lower RR attack level strength than the caster's level. All of Multiple Charm's separate Charms will gain an equal RR attack level strength for each day of inscription (1/day).

If the matrix is to receive more than one Charm spell, or any other effects, it must have a higher level capacity to hold each additional spell. Adding more than one Charm spell to an item requires the use of the Multiple Charms spell and the addition of one-half the level of each extra Charm spell after the first to the level capacity total of the matrix before the Charm spells can be cast on the item. To add Deep Anchor I onto an item, the normal level capacity of the matrix must first be increased by 50%; Deep Anchor II requires a level capacity that is double what the desired Charm spells usually require. Each Layered Charm effect requires that an extra 20 levels (an additional 10 weeks of casting Anchor) be added to the matrix.

Option 1: A GM may wish to allow Charms to be created that are effective against Informational and/or Passive spells (such as Charms against Location, Detect Traps, Delving, Mind Typing, Truth, Origins, Study, etc.) as well as Force and Mental Attack spells. This will change the power of the Charm effect and should be examined in the context of the GM's game before being used.

Option 2: A GM may also wish to rule that the Anchor spell may only be cast once per day by any individual spellcaster (or any other number of times per day that balances with the power level of enchanted item creation that is desired in the game), thus limiting the number of Charms that may be worked on at one time.

Examples:

A necklace that holds a Charm (with a RR attack strength of level 4) against Charm Kind (2 weeks + 4 days to create, and a PP cost of 9 PP during each of the inscribing days).

An arrow protected by a Charm (L6): Deflections I (3 weeks + 6 days, 14PP).

An earring Charm (L4): Question III (2 weeks + 4 days, 10PP).

A sword protected by a Charm (L8): Bladeturn I (4 weeks + 8 days, 18PP).

A ribbon braided into a horse's mane that is a Charm (L10): Animal Mastery I (3 weeks + 10 days, 14PP); or one with a Deep Anchor II effect (L17, 6 weeks + 17 days, 31PP); or with a Multiple Charms effect: Animal Mastery I x 3 (L5, 6 weeks + 5 days, 47PP).

A trapped lock that has a Charm (L10, Multiple II): Opening II, Disarm I (7 weeks + 10 days, 42PP).

A valuable jeweled ring held on display in a museum and protected from one avenue of enchantment aided theft by a Charm (L20, Layered): Telekinesis 500 (20 weeks + 20 days, 62PP).

A cloak clasp that is a Charm (L20, Multiple IV, each Layered): True Charm (x2), Master of Kind (x2), Lord Sleep (x1, one of the layers having been shattered), Hold True (x2), (54 weeks + 20 days, 178PP).

A suit of Chain that holds a Charm (L30, Deep Anchor II): Essence Charm (30 weeks + 60 days, 50 PP); or with Deep Anchor I instead (23 weeks + 60 days, 46PP).

A city gate that is protected by a Charm (L50): Charm True (25 weeks + 200 days, 53 PP).

	Area of Effect	Duration	Range
1-Detect Charm	5' R	1 rnd/lvl	50'
2-Decipher Charm	1 item/rnd	1 rnd/lvl	touch
3-Anchor	1 item	24 hr	touch
4-Charm IV	1 item	V	touch
5-			
6-Charm VI	1 item	V	touch
7-Multiple Charms II	1 item	V	touch
8-Charm VIII	1 item	V	touch
9-			
10-Charm X	1 item	V	touch
11-Multiple Charms III	1 item	V	touch
12-Charm XII	1 item	V	touch
13-Deep Anchor I	1 item	V	touch
14-Charm XIV	1 item	V	touch
15-Multiple Charms IV	1 item	V	touch
16-Charm XVI	1 item	V	touch
17-Deep Anchor II	1 item	V	touch
18-Charm XVIII	1 item	V	touch
19-Layered Charm	1 item	V	touch
20-Lord Charm	1 item	V	touch
25-Unlimited Charm	1 item	V	touch
30-Essence Charm	1 item	V	touch
35-Mentalism Charm	1 item	V	touch
40-Channeling Charm	1 item	V	touch
45-Hybrid Charm	1 item	V	touch
50-Charm True	1 item	V	touch

1—Detect Charm (I) Detects the presence of Charms within the area of effect. A 5'R may be examined each round.

2—Decipher Charm (I) Gives the caster detailed information on all the specifics of one Charm per round, including the exact spell(s) that it guards against, the strength of each effect (the level of the creator), whether any are Layered Charms, and if the item is inscribed with a Deep Anchor effect. Each Charm that the caster examines in this way may also be automatically bonded to him if so desired (and if he has the capacity to link-up).

3—Anchor (F) This spell creates a matrix in an item that allows a Charm to be inscribed on it. For every consecutive week that *Anchor* is cast (1/day) on an object, the matrix gains a capacity of two levels. A Charm spell may only be inscribed onto a matrix that has a level capacity equal to or greater than its own level. The matrix that is anchored to an item will last only as long as the Charm it holds is potent (unless a *Deep Anchor* spell is used).

4—Charm IV (F) This spell inscribes a Charm effect onto the matrix that is placed on an item through *Anchor*. When Charm is cast on the prepared item it becomes receptive and the next spell cast onto the item within one minute (by the caster or another cooperating spell-user) will be harmlessly absorbed and will activate the Charm against that specific spell. At the time of casting Charm the caster can choose to orient the Charm to either protect a bonded bearer or the item itself. Charm IV can be set to guard against a spell of fourth level or lower.

6—Charm VI (F) As Charm IV, except a Charm may be inscribed that will guard against a spell of sixth level or lower.

7—Multiple Charms II (F) When this spell is cast on an item's matrix after the required number of weeks of using the *Anchor* spell but before Charm has been cast, the matrix gains the ability to hold two Charms instead of one. The matrix must have the level capacity to hold the sum of the highest level Charm spell plus one-half the level of each additional Charm spell to be placed on the item.

8—Charm VIII (F) As Charm IV, except a Charm may be inscribed that will guard against a spell of eighth level or lower.

10—Charm X (F) As Charm IV, except a Charm may be inscribed that will guard against a spell of tenth level or lower.

11—Multiple Charms III (F) As Multiple Charms II, except the matrix gains the capacity to hold three charms.

12—Charm XII (F) As Charm IV, except a Charm may be inscribed that will guard against a spell of twelfth level or lower.

13—Deep Anchor I (F) When this spell is cast on an item's matrix before a Charm spell is cast the matrix gains the ability to remain in the item it has been anchored to after its associated Charm has faded. An impression of the Charm is retained by the empty matrix, so that it will slowly regenerate the exact Charm that it held. When dispelled, a Charm that possesses *Deep Anchor I* will reset itself after one week. Every time a Charm is regenerated through the *Deep Anchor* effect it loses 50% of its RR attack strength level (the level of its creator), rounding down. When it reaches a RR attack strength level of 1, the *Deep Anchor* effect fades and the Charm will dispel after its next blocking attempt. (E.g., a Charm X with a *Deep Anchor I* effect that is created by a 20th level caster will take 1 week to regenerate the first time it is dispelled, after which it will have a RR attack strength level of level 10; the next regeneration will leave it at level 5; the next at level 2; the last regeneration will reduce it to a level-1 attack strength one-shot Charm.) After a *Deep Anchored* Charm regenerates for the first time, the matrix becomes unstable so that the Charm will dispel each time it is activated in an attempt to block a spell, even if it succeeds in turning the spell away. (So *Deep Anchored* Charms are much weaker than standard Charms once they regenerate after their first failure.) *Deep Anchor* may not be added to an a matrix that will also possess *Layered Charm*.

14—Charm XIV (F) As Charm IV, except a Charm may be inscribed that will guard against a spell of fourteenth level or lower.

15—Multiple Charms IV (F) As Multiple Charms II, except the matrix gains the capacity to hold four charms.

16—Charm XVI (F) As Charm IV, except a Charm may be inscribed that will guard against a spell of sixteenth level or lower.

17—Deep Anchor II (F) As *Deep Anchor I*, except that the Charm will regenerate one day after fading, and it is more difficult to add this spell onto an item's matrix (see Creation of Charms above).

18—Charm XVIII (F) As Charm IV, except a Charm may be inscribed that will guard against a spell of eighteenth level or lower.

19—Layered Charm (F) When this spell is cast on an item's matrix, the next Charm spell inscribed will gain the ability to sustain two failures before fading out. If a Layered Charm fails to cancel an attacking spell, only the first layer is shattered. The second layer of protection will then activate immediately so that the spell must make a second RR within that round before having a chance to reach its target. If it also succeeds in the second RR, the Charm is then shattered, but if the spell fails the RR the single remaining layer will be retained and will act as a standard (one-failure) Charm until dispelled normally. Two Layered Charms against the same spell may not be combined in any way; the maximum number of extra RRs that a target may gain by the use of Charms is two (plus the target's normal RR if all Charm-interposed RRs fail to stop the attacking spell).

20—Lord Charm (F) As Charm IV, except a Charm may be inscribed that will guard against a spell of twentieth level or lower.

25—Unlimited Charm (F) As Charm IV, except a Charm may be inscribed that will guard against a single specific spell of any level.

30—Essence Charm (F) As Charm IV, except this spell creates a Charm that will guard against any twentieth or lower level spell of the Essence realm that is cast at the bearer or item (but still restricted to the types of spells that a Charm may guard against—that is, no Elemental Attack spells). This type of Charm may not be enhanced by a *Layered Charm* or *Multiple Charms* effect, although it may be inscribed on a matrix that possesses *Deep Anchor*. It is also more difficult to inscribe this kind of Charm. Each day of inscription only adds one-half a level to the RR attack level strength desired (doubling the number of inscription days).

35—Mentalism Charm (F) As *Essence Charm*, except effective against any Mentalism spell.

40—Channeling Charm (F) As *Essence Charm*, except effective against any Channeling spell.

45—Hybrid Charm (F) As *Essence Charm*, except effective against any spell which combines two or more realms (the Hybrid spell-user Base realms: Channeling/Essence, Essence/Mentalism, and Channeling/Mentalism, plus Arcane spells if used in the GM's game).

50—Charm True (F) As *Essence Charm*, except this spell creates a Charm that is effective against any spell of any realm or level. This is the most difficult type of Charm to create, and each day of inscription only adds one-quarter of a level to the RR attack level strength (thus quadrupling the number of inscription days).

MANA-ABSORPTION (9.1.3)

(SHAMANIC ALCHEMIST BASE LIST)

Note: Items are allowed a Resistance Roll. If they fail this RR, they are affected by the spell. Item level is determined by one of the methods in Section 5.1.9, Item Level Determination, or 3.4.5, Spell Attacks vs Items.

In drained items, physical properties are retained, but all magical power is gone. In other words, an unmagiced +10 warhammer would remain a warhammer and, if made of high steel, still +10 (albeit a non-magical bonus).

The "+" symbol mean that the spell may be used in conjunction with the various Absorb spells.

	Area of Effect	Duration	Range
1-Detect Magic *	5' R	1 min/lvl(C)	100'
2-Discharge I † *	1 item	P	100'
3-Cancel Bonus I *	1 item	C	100'
4-Cancel Daily I † *	1 item	1 day	100'
5-Cancel Constant I † *	1 item	C	100'
6-Absorb I *	varies	P	100'
7-Discharge III † *	1 item	P	100'
8-Cancel Bonus II *	1 item	C	100'
9-Cancel Daily II † *	1 item	1 day	100'
10-Cancel Constant II † *	1 item	1 min/lvl	100'
11-Absorb II *	varies	P	100'
12-Discharge V † *	1 item	P	100'
13-Cancel Bonus III *	1 item	C	100'
14-Cancel Daily III † *	1 item	1 day	100'
15-Cancel Constant III † *	1 item	10 min/lvl	100'
16-Absorb III *	varies	P	100'
17-Discharge VII † *	1 item	P	100'
18-Cancel Bonus IV *	1 item	C	100'
19-Cancel Daily IV † *	1 item	1 day	100'
20-Cancel Constant IV † *	1 item	1 hour/lvl	100'
25-Absorb IV *	varies	P	100'
30-Discharge True † *	1 item	P	100'
35-Cancel Bonus True *	1 item	C	100'
40-Cancel Daily True † *	1 item	1 day	100'
45-Cancel Constant True † *	1 item	1 day/lvl	100'
50-Absorb True *	varies	P	100'

1-Detect Magic (PI*) Caster detects any active spell or item. Caster can concentrate on a different 5' radius area each round.

2-Discharge I (F†*) Caster causes one "charged" (wands, staves, etc.) or "single-use" (rune, potion, etc.) magic item to lose one charge. The loss is permanent, i.e., the item must be "re-charged" in order to restore it.

3-Cancel Bonus I (F*) One "bonus" magic item (spell adder, spell multiplier, OB bonus weapon, etc.) loses potency, as long as the caster concentrates. An Adder or Multiplier is reduced by a factor of one (e.g., a +2 Adder would be temporarily reduced to +1, while a x3 Multiplier would become only x2). Other bonus items (i.e., magic shields, armor, weapons, and general items) are reduced by a factor of five. For example, a +15 sword would be only +10. Note that the benefits and effects of +1 Adders, x2 Multipliers, and +5 Bonus Items are negated as long as the caster concentrates.

4-Cancel Daily I (F†*) One of the spell effects of a "Daily Use" item is cancelled for one day. For example, a Daily II item which allows the wielder to Fly twice per day would lose one of those Fly spell effects, just as if it had been used up. Thus, a Daily I item would not be able to function at all, until the next day.

5-Cancel Constant I (F†*) As long as the caster concentrates, one "Constant" magic item (e.g., a Ring of Invisibility) is rendered ineffectual.

6-Absorb I (FP*) This spell may be used in two different ways. In conjunction with one of the spells on the list marked with a "†," the caster may absorb Power Points taken from a magic item, based on the level of spell(s) cancelled. The Absorb I spell must be cast within 3 rounds of the Cancel spell in order to be effective. Caster gains 20% of the spells' levels, which he has just cancelled, as Power Points. For example, a Daily I item of True Charm (10th level) which has been cancelled, would grant the caster 2 PPs if he cast Absorb I within 3 rounds of the Cancel Daily I spell. Another way to use this spell is defensively. When a spell is cast against the Shamanic Alchemist, the incoming spell must first make a successful Resistance Roll before the Shamanic Alchemist is forced to make his own RR. For the first RR, the Attack Level is the Shamanic Alchemist's level and the Target Level equals the level of the caster of the incoming spell. If this first RR is successful, then the incoming spell is resolved normally. If the first RR is failed however, the incoming spell is cancelled and the Shamanic Alchemist gains 20% of the spell's level in Power Points. Of course, the Shamanic Alchemist may never acquire more Power Points than his normal allowance; any overage is wasted. The GM may want to restrict the use of this spell. For instance, he may state that only cancelled spells from the realm of Mentalism can grant the Shamanic Alchemist Power Points. Another way to limit this spell is to force the player to specify the exact realm of magic he is trying to Absorb (e.g., an *Absorb Arcane I* is useless against a Channeling spell). Other restrictions are also possible.

7-Discharge III (F†*) As *Discharge I*, except that the magic item loses 3 charges.

8-Cancel Bonus II (F*) As *Cancel Bonus I*, except that Adders and Multipliers are reduced by a factor of 2 and Bonus Items lose +10 of their bonus.

9-Cancel Daily II (F†*) As *Cancel Daily I*, except 2 uses of a Daily item are used up for one day.

10-Cancel Constant II (F†*) As *Cancel Constant I*, except for Duration.

11-Absorb II (FP*) As *Absorb I*, except that the caster gains 40% of the spells' levels, which he has just cancelled, as Power Points.

12-Discharge V (F†*) As *Discharge I*, except that the magic item loses 5 charges.

13-Cancel Bonus III (F*) As *Cancel Bonus I*, except that Adders and Multipliers are reduced by a factor of 3 and Bonus Items lose +15 of their bonus.

14-Cancel Daily III (F†*) As *Cancel Daily I*, except 3 uses of a Daily item are used up for one day.

15-Cancel Constant III (F†*) As *Cancel Constant I*, except for Duration.

16-Absorb III (FP*) As *Absorb I*, except that the caster gains 60% of the spells' levels, which he has just cancelled, as Power Points.

17-Discharge VII (F†*) As *Discharge I*, except that the magic item loses 7 charges.

18-Cancel Bonus IV (F*) As *Cancel Bonus I*, except that Adders and Multipliers are reduced by a factor of 4 and Bonus Items lose +20 of their bonus.

19-Cancel Daily IV (F†*) As *Cancel Daily I*, except 4 uses of a Daily item are used up for one day.

20-Cancel Constant IV (F†*) As *Cancel Constant I*, except for Duration.

25-Absorb IV (FP*) As *Absorb I*, except that the caster gains 80% of the spells' levels, which he has just cancelled, as Power Points.

30-Discharge True (F†*) As *Discharge I*, except that the magic item loses a number of charges equal to half of the caster's level.

35-Cancel Bonus True (F*) As *Cancel Bonus I*, except that Adders and Multipliers are reduced by a factor equal to the caster's level divided by five and Bonus Items lose a number equal to the caster's level from their bonus.

40—Cancel Daily True (F†*) As *Cancel Daily I*, except all uses of a Daily item are used up for one day.

45—Cancel Constant True (F†*) As *Cancel Constant I*, except for Duration.

50—Absorb True (FP*) As *Absorb I*, except that the caster gains 100% of the spells' levels, which he has just cancelled, as Power Points. In addition, any item which the Shamanic Alchemist has cancelled and then absorbed, loses all its magical abilities—permanently.

SPIRIT IMBEDDING (9.1.4)

(SHAMANIC ALCHEMIST BASE LIST)

Note: This list allows a Shamanic Alchemist to imbed a disembodied Spirit into an object, which then takes on magical properties associated with the Spirit (e.g., a Rational Spirit could become a ring which adds a bonus to the wearer's Reasoning bonus). The type of item is entirely up to the caster, but the nature of magical abilities conferred on it should be carefully considered by the GM.

Spirits do not look favorably upon being imbedded into inanimate objects and being at the beck and call of whoever wields the item. Trapped Spirits will always try to flee their prison. Each time an item with an imbedded Spirit is used, there is a chance it will escape. This percentage chance is equal to one tenth of the Spirit's Will stat (e.g., a 5th level Spirit, with a Will of 50 would have a 5% chance of escaping each time the magical properties of the item are utilized). Alternatively, the GM could base escape on the Spirit's winning a "Will-vs-Will Contest."

RMCH, Section 6.2 The Spirit World, contains statistics and descriptions of the entities mentioned here, as well as other important information which might help a GM decide on the nature of the ability bestowed.

This list differs from Spirit Totems in that imbedded items are more useful to other (non-shamanic) wielders. Also, Spirits do not mind being imbued into Spirit Totems (they usually become part of the community), but detest being imbedded into an item, forced to utilize their ability at the behest of whoever possesses it. Spirit Imbedding is simply rude.

	Area of Effect	Duration	Range
1—Detect Spirit	5' R	C	100'
2—Spirit Imbedding I *	Spirit	V	10'
3—Analyze Spirit *	Spirit	—	50'
4—Spirit Imbedding II *	Spirit	V	10'
5—Determine Ability *	varies	—	10'
6—Spirit Imbedding III *	Spirit	V	10'
7—			
8—Spirit Imbedding IV *	Spirit	V	10'
9—			
10—Spirit Imbedding V *	Spirit	V	10'
11—			
12—Spirit Imbedding VI *	Spirit	V	10'
13—			
14—Spirit Imbedding VII *	Spirit	V	10'
15—			
16—Spirit Imbedding VIII *	Spirit	V	10'
17—			
18—Spirit Imbedding IX *	Spirit	V	10'
19—			
20—Spirit Imbedding X *	Spirit	V	10'
25—Spirit Imbedding XII *	Spirit	V	10'
30—Spirit Imbedding XV *	Spirit	V	10'
40—Lord Spirit Imbedding *	Spirit	V	10'
50—Permanent	item	P	touch
60—Spirit Imbedding True *	Spirit	V	10'

1—Detect Spirit (I) Detects Spirits (and Spiritual influences) within the Area of Effect. Caster can concentrate on a different 5' radius area every round.

2—Spirit Imbedding I (FM*) Allows caster to imbed a 1st level Spirit (maximum Will of 10) into an inanimate object for use as a magic item. The item's magical effects are determined by the GM. Please see the above note, for further details.

3—Analyze Spirit (I*) Determines what kind of spirit (Rational, Conceptual, etc.) a target Spirit is, as well as its level, purity, taint, and Will. This lets the Shamanic Alchemist know which of the spells from this list to cast on the Spirit.

4—Spirit Imbedding II (FM*) As *Spirit Imbedding I*, except affects a 1st to 2nd level Spirit (maximum Will of 20).

5—Determine Ability (I*) This spell may be cast on either a Spirit or an item which has an imbedded Spirit within it. Determines what the nature and approximate strength of the magical ability is (or would be).

6—Spirit Imbedding III (FM*) As *Spirit Imbedding I*, except affects a 1st to 3rd level Spirit (maximum Will of 30).

8—Spirit Imbedding IV (FM*) As *Spirit Imbedding I*, except affects a 1st to 4th level Spirit (maximum Will of 40).

10—Spirit Imbedding V (FM*) As *Spirit Imbedding I*, except affects a 1st to 5th level Spirit (maximum Will of 50).

12—Spirit Imbedding VI (FM*) As *Spirit Imbedding I*, except affects a 1st to 6th level Spirit (maximum Will of 60).

14—Spirit Imbedding VII (FM*) As *Spirit Imbedding I*, except affects a 1st to 7th level Spirit (maximum Will of 70).

16—Spirit Imbedding VIII (FM*) As *Spirit Imbedding I*, except affects a 1st to 8th level Spirit (maximum Will of 80).

18—Spirit Imbedding IX (FM*) As *Spirit Imbedding I*, except affects a 1st to 9th level Spirit (maximum Will of 90).

20—Spirit Imbedding X (FM*) As *Spirit Imbedding I*, except affects a 1st to 10th level Spirit (maximum Will of 100).

25—Spirit Imbedding XII (FM*) As *Spirit Imbedding I*, except affects a 1st to 12th level Spirit (maximum Will of 120).

30—Spirit Imbedding XV (FM*) As *Spirit Imbedding I*, except affects a 1st to 15th level Spirit (maximum Will of 150).

40—Lord Spirit Imbedding (FM*) As *Spirit Imbedding I*, except affects a 1st to 20th level Spirit (maximum Will of 200).

50—Permanent (F) When this spell is cast on an item with a Spirit imbedded within it, that item becomes permanently magical, i.e., the Spirit will remain forever trapped. The Spirit has one last chance to escape, and if it fails to do so, will remain permanently imbedded in the item.

60—Spirit Imbedding True (FM*) As *Spirit Imbedding I*, except affects any level of Spirit of any Will (but not "Immovable Will").

SPIRIT TOTEMS (9.1.5)

(SHAMANIC ALCHEMIST BASE LIST)

Note: Using this list, a Shamanic Alchemist can imbue a totemic object or location with a spirit. Each item or site houses a specific spirit, if only for a short time, to perform a function within a society.

Examples of such totems from our world are numerous and varied. Pre-historic cave paintings found at Lascaux may have had spiritual significance to their creators—imbued with the animal spirits of ice-age mammals early-man hunted. Pictographs carved on stone cliffs or rocks are a more enduring example of this practice. Pueblo Indian shamans create sand paintings on the ground to evoke the desired healing spirit. Rock gardens in Buddhist temples radiate spirits of contemplation and serenity. Totem poles of the Northwest Coast Indians house the clan spirits of families. Many items of African cultures have shamanic significance including guardian shrines, ancestral figures, fetish figures, and dance masks.

This list provides a means for Shamanic Alchemists to imbue certain specially prepared items (or sites) with an appropriate spirit. The power of the spirit is based upon its Will and level (Will equals ten times the spirit's level). An imbued spirit is linked to the physical world by means of this object (or site) which is called a "totem." Totem generally refers to an object which is the emblem of a specific family or clan, but it is used here in a broader sense meaning any specially prepared material(s) or area which is imbued with a spirit. The prepared totem may be simply a personal charm (e.g., for fertility, luck, or courage) or it may function community-wide to provide a sense of harmony, to guard shrines, or heal people. The object or site must be fully prepared prior to the casting of any Spirit Totem spells upon it. Only one spirit of any type can inhabit a totem at one time. The totem may be made of any type of material and need not be created or used specifically by the Shamanic Alchemist. If the Spirit Totem is physically damaged or destroyed, the imbued spirit leaves the totem.

	Area of Effect	Duration	Range
1—Enchant Totem I	one totem	1 hr./lvl	touch
2—Imbue Animal Totem	5' R	V	touch
3—Identify Totem	one totem	—	50'
4—Imbue Ritual Totem	50' R	V	touch
5—Imbue Household Totem	one house	V	touch
6—Enchant Totem II	one totem	1 day./lvl	touch
7—Imbue Nature Totem	5' R	V	touch
8—Imbue Fertility Totem	5' R	V	touch
9—Imbue Clan Totem	one family	V	touch
10—Imbue Emotive Totem	50' R	V	touch
11—Enchant Totem III	one totem	1 week./lvl	touch
12—Imbue Healing Totem	10' R	V	touch
13—Imbue Beast Totem	5' R	V	touch
14—Imbue Guardian Totem	50' R	V	touch
15—Unmake Totem	one totem	P	touch
16—Enchant Totem IV	one totem	1 month./lvl	touch
17—Imbue Luck Totem	5' R	V	touch
18—Imbue Ancestral Totem	10' R	V	touch
19—Imbue Cursed Totem	5' R	V	touch
20—Imbue Haunted Totem	50' R	V	touch
25—Enchant Totem V	one totem	1 year./lvl	touch
30—Soul-Storing Totem S*	one totem	V	touch
50—Permanent Totem	one totem	P	touch

1—Enchant Totem I (F) This spell magically prepares a totemic object or site to receive a spirit. The casting time will vary and may require rituals of anointing the object or location with blood, saliva, perfumes, smoke, etc. For the duration of this spell the totem is capable of housing any one spirit placed within it by means of an *Imbue... Totem* spell. When the duration has expired, the imbued spirit returns to the Spirit Realm. A totemic "site" is an area containing one painting, drawing, sculpture, carving, etc. It could also be the decorated interior of a small cave, hut, or shrine.

2—Imbue Animal Totem (F) This spell imbues one enchanted totemic object or site with the desired Animal Spirit, providing that spirit is present in the area of effect (either through a *Spirit Calling* spell or naturally occurring). If no such spirit is available, the spell has no effect. While the totem remains enchanted, the spirit is bound to the object and may interact with the world through Will Contests. The spirit has no physical manifestation other than the totem (unless the appropriate *Spirit Manifestation* spell is cast). The spirit receives a RP if it is unwilling to imbue a totem. Such a totem is usually an emblem of personal identity and its wearer assumes one beneficial trait imparted by the Animal Spirit. As examples, a fox totem imparts cunning; an eagle totem grants fierceness or distance vision; an ox totem gives endurance; a deer totem yields grace; and so on. (GM discretion).

3—Identify Totem (I) Caster learns whether target is a Spirit Totem, what type of spirit is imbued within the totem, and the creator of the totem, if he is known to the caster.

4—Imbue Ritual Totem (F) As *Imbue Animal Totem*, except one Ritual Spirit is placed within the totem. Such spirits are summoned to commemorate various rites of passage within a society, including: birth, initiations, passage into adulthood, marriage, and death. The Ritual Spirit evokes a proper mood for the occasion and ensures all oaths or vows are sincere. Bodies buried under the appropriate Ritual Spirit are immune to effects of Undead creation and/or animation.



5—Imbue Household Totem (F) As *Imbue Animal Totem*, except one Household Spirit is placed within the totem. This spirit functions on many levels, from keeping the house free of insects and vermin or discouraging unwelcome guests to imparting a sense of stability and order to the household. When the appropriate Spirit Manifestation spell is cast upon it, the Household Spirit will perform minor chores of cleaning and cooking.

6—Enchant Totem II (F) As *Enchant Totem I*, except for duration.

7—Imbue Nature Totem (F) As *Imbue Animal Totem*, except that one Nature Spirit is placed within the totem. The spirit may be that of a minor faerie or fey race, a tree, plant, or other naturally occurring spirit. A Nature Spirit aids in outdoor and survival skills, imparting knowledge about the surrounding terrain. This totem adds a +1 bonus/level of the spirit to the appropriate Region Lore, Fauna Lore, Flora Lore, Herb Lore, Foraging, Tracking, Read Tracks, or other survival skills (GM discretion).

8—Imbue Fertility Totem (F) As *Imbue Animal Totem*, except one Fertility Spirit is imbued within the totem. Within the spirit's domain, all beings (animals and plants) are fertile and able to conceive healthy and abundant off-spring.

9—Imbue Clan Totem (F) As *Imbue Animal Totem*, except this places a Clan Spirit within a totem. This spirit identifies a group of related people and imbues them with certain traits associated with the symbol. It functions much as a personal animal totem, but affects an extended family. Also acts as a "military standard" granting a +1 per level (of the spirit) bonus to Morale for all family members who can see it.

10—Imbue Emotive Totem (F) As *Imbue Animal Totem*, except an Emotive Spirit is placed within the totem. Such spirits take many forms, including anger, joy, sorrow, pride, jealousy, etc. Any person within the area of effect must succeed in a Will Contest or be affected by the Emotive Spirit.

11—Enchant Totem III (F) As *Enchant Totem I*, except for duration.

12—Imbue Healing Totem (F) As *Imbue Animal Totem*, except one Spirit of Healing is imbued within the totem. A Spirit of Healing functions in different ways, depending on the circumstances. If a patient is ailing from disease, the Healing Spirit engages in a Will Contest with the Spirit of Sickness in the patient. The victorious spirit dispels the loser from the patient's body. If a patient is injured, a spirit possesses the injured person and through its Will empowers a patient's own body to heal itself. Such a totem provides a bonus of +2/level of the spirit for RR vs disease and poison and halves normal healing time.

13—Imbue Beast Totem (F) As *Imbue Animal Totem*, except the spirit of a desired beast/monster is placed within the totem. Like the animal totem, this often functions as a personal totem but imparts greater or more esoteric powers to its wielder. For example, resistance to cold, great strength, dark vision, or mental powers. The power imparted depends on the Beast Spirit available. (GM discretion.)

14—Imbue Guardian Totem (F) As *Imbue Animal Totem*, except this spell places one Guardian Spirit within the totem. Such a totem is charged with the protection of a specific person, place or thing. Any malicious being within the totem spirit's area of effect must make a successful Will Contest each round to remain in the area.

15—Unmake Totem (F) Caster permanently dispells the spirit from one totemic object or site and removes the enchantment from the totem, rendering it incapable of housing a spirit.

16—Enchant Totem IV (F) As *Enchant Totem I*, except for duration.

17—Imbue Luck Totem (F) As *Imbue Animal Spirit*, except a Beneficial Spirit is placed within the totem. For the duration, the possessor may be blessed with good luck, health, wealth, etc. This totem essentially bestows a +1 bonus/level of the spirit to all rolls (GM discretion).

18—Imbue Ancestral Totem (F) As *Imbue Animal Totem*, except this spell places the spirit of a deceased relative within a totem. This ensures that the ancestor's spirit rests peacefully and prevents it from becoming Undead for the totem's duration. The wisdom of the Ancestral Spirit is available to guide and protect the living descendants while imbued in such a totem (i.e., the Ancestor may communicate with the clan's chief shaman). This totem must contain a bone or bone fragment of the desired ancestor.

19—Imbue Cursed Totem (F) As *Imbue Animal Totem*, except a Malevolent Spirit is placed within the totem. Such a totem is generally used to seek revenge against the caster's enemies. It might bring the new owner a rash of bad luck, "accidental" injury, or illness. This totem essentially bestows a -1 modifier/level of the spirit to all rolls (GM discretion).

20—Imbue Haunted Totem (F) As *Imbue Animal Totem*, except one Undead Spirit is placed within a totem. Such a spirit retains the abilities it had prior to placement in the totem, including Fear, possession, draining Life Energy, etc. It affects all within the area of effect who fail their RR (or Will Contest, if the GM prefers). A Haunted Totem is used either to trap (or localize) undead forces or to curse the shaman's enemies.

25—Enchant Totem V (F) As *Enchant Totem I*, except for duration.

30—Soul-Storing Totem (FS*) Unlike other *Imbue...* spells, this spell places the Shamanic Alchemist's own spirit within an enchanted totem at the time of his death. The totem must be worn by the Shamanic Alchemist and an Enchant Totem must have been placed upon it prior to his death. The imbued spirit continues to function as a Shamanic Totem by casting spells and influencing people (within 1/level) who are affected by its Will. A Shamanic Alchemist's spirit totem may attempt to possess anyone who touches the totem (resolved either as RR or Will Contest at the GM's discretion). If successful, this spirit takes over the new body and relegates the defeated spirit to the shaman's totem.

50—Permanent Totem (F) As *Enchant Totem I*, except that totem is permanently enchanted.

SPIRIT CALLING (9.1.6)

(SHAMANIC ALCHEMIST BASE LIST)

Note: Please see RMCII, Section 6.2 *The Spirit World*, for information on the entities mentioned in this spell list.

	Area of Effect	Duration	Range
1—Purify Spirit	Spirit	P	10'
2—Converse I	Spirit	1 min/lvl	self
3—Spirit Calling I	Spirit	3 rounds	100'
4—Converse II	Spirit	1 min/lvl	self
5—Spirit Calling III	Spirit	3 rounds	100'
6—Converse III	Spirit	1 min/lvl	self
7—Spirit Calling V	Spirit	3 rounds	100'
8—Converse IV	Spirit	1 min/lvl	self
9—Spirit Calling VII	Spirit	3 rounds	100'
10—Converse V	Spirit	1 min/lvl	self
11—Spirit Calling X	Spirit	3 rounds	100'
12—Converse VI	Spirit	1 min/lvl	self
13—Spirit Calling XIII	Spirit	3 rounds	100'
14—Converse VII	Spirit	1 min/lvl	self
15—Spirit Calling XV	Spirit	3 rounds	100'
16—Converse VIII	Spirit	1 min/lvl	self
17—Spirit Calling XVII	Spirit	3 rounds	100'
18—Converse IX	Spirit	1 min/lvl	self
19—Lord Spirit Calling	Spirit	3 rounds	100'
20—Converse X	Spirit	1 min/lvl	self
25—Spirit Calling True	Spirit	3 rounds	100'
30—Lord Converse	Spirit	1 min/lvl	self
50—Converse True	Spirit	1 min/lvl	self

1—Purify Spirit (H) This spell allows the Shamanic Alchemist to cleanse one Summoned Spirit of any taint to its wholeness and oneness. Note that this spell only stops the taint from spreading and removes its original presence. It does not cure any damage to the spirit incurred from interaction with the caster.

2—Converse I (I) Allows the Shamanic Alchemist to communicate with a 1st level Spirit. Communication might not be verbal (depending on the nature of the Spirit), but in mental images, concepts, or simply feelings. Understanding between both parties is assured, nevertheless. The caster may have to suffer a Depression Critical Strike (GM discretion) due to the utter dissimilarity of Spirits to corporeal life.

3—Spirit Calling I (FM) The caster summons a 1st level Spirit from the Spirit World, which "appears" within 100' of him. This Spirit will remain motionless and non-hostile for 3 rounds. After this time the Spirit is free to do as it wills, unless Imbedded. If the name of a specific spirit is known, the caster may summon that particular Spirit. Otherwise, a random Spirit is Summoned. Note that the Spirit is not constrained to communicate with the Shamanic Alchemist, unless the appropriate Converse spell is cast on it.

4—Converse II (I) As *Converse I*, except affects a 1st or 2nd level Spirit.

5—Spirit Calling III (FM) As *Spirit Calling I*, except summons a 1st to 3rd level Spirit (determine randomly).

6—Converse III (I) As *Converse I*, except affects a 1st to 3rd level Spirit.

7—Spirit Calling V (FM) As *Spirit Calling I*, except summons a 1st to 5th level Spirit (determine randomly).

8—Converse IV (I) As *Converse I*, except affects a 1st to 4th level Spirit.

9—Spirit Calling VII (FM) As *Spirit Calling I*, except summons a 1st to 7th level Spirit (determine randomly).

10—Converse V (I) As *Converse I*, except affects a 1st to 5th level Spirit.

11—Spirit Calling X (FM) As *Spirit Calling I*, except summons a 1st to 10th level Spirit (determine randomly).

12—Converse VI (I) As *Converse I*, except affects a 1st to 6th level Spirit.

13—Spirit Calling XIII (FM) As *Spirit Calling I*, except summons a 1st to 13th level Spirit (determine randomly).

14—Converse VII (I) As *Converse I*, except affects a 1st to 7th level Spirit.

15—Spirit Calling XV (FM) As *Spirit Calling I*, except summons a 1st to 15th level Spirit (determine randomly).

16—Converse VIII (I) As *Converse I*, except affects a 1st to 8th level Spirit.

17—Spirit Calling XVII (FM) As *Spirit Calling I*, except summons a 1st to 17th level Spirit (determine randomly).

18—Converse IX (I) As *Converse I*, except affects a 1st to 9th level Spirit.

19—Lord Spirit Calling (FM) As *Spirit Calling I*, except summons a 1st to 20th level Spirit (determine randomly).

20—Converse X (I) As *Converse I*, except affects a 1st to 10th level Spirit.

25—Spirit Calling True (FM) As *Spirit Calling I*, except summons a 1st to 50th level Spirit (or whatever the GM deems appropriate) (determine randomly).

30—Lord Converse (I) As *Converse I*, except affects a 1st to 20th level Spirit.

50—Converse True (I) As *Converse I*, except affects any level of Spirit.

9.2 GEOMANCER BASE LISTS

GEOMANCER BASE SPELL LISTS

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<i>Conjury</i>	Page 142

The Geomancer is a Hybrid spell user from the realms of Essence and Channeling. His spells deal with understanding and balancing natural forces.

DIVINATIONS (9.2.1) (GEOMANCER BASE LIST)

Note: *Intuition, Scrying, and Past Visions* spells usually require the caster to gaze into a reflecting surface, such as a mirror, pool, crystal ball, etc. If the GM desires, the caster may also be required to Meditate (Trance) before and during the casting of these spells.

The Divination spells require the caster to use some form of "apparatus" with which predictions are made. Some examples are: Tarot Cards, I Ching sticks, Qabbals (from RMC1), movements of heavenly bodies (Astrology), dice, the entrails of goats, tea leaves, dust scattered on sacred ground, and so on. It is suggested that Geomancers are able to cast Divination spells only within the boundaries of an Earthnode, Earthly Current, or Harmonized Ground (GM discretion). Grand Viziers should not suffer from this restriction.

	Area of Effect	Duration	Range
1—Guess	self	—	self
2—Intuition I	self	—	self
3—Scrying I	self	C	1 mile/lvl
4—Intuition III	self	—	self
5—Past Visions I	self	C	touch
6—Intuition V	self	—	self
7—Vision Guide	self	V	touch
8—Past Visions II	self	C	touch
9—Scrying V	self	C	5 miles/lvl
10—Divination I	self	V	self
11—Intuition X	self	—	self
12—Past Visions III	self	C	touch
13—Past Store *	self	—	self
14—Scrying X	self	C	10 miles/lvl
15—Divination II	self	V	self
16—Intuition True	self	—	self
17—Past Visions IV	self	C	touch
18—			
19—Lord Scrying	self	C	20 miles/lvl
20—Divination III	self	V	self
25—Past Visions V	self	C	touch
30—Divination IV	self	V	self
35—Past Visions VI	self	C	touch
40—Scrying True	self	C	unlimited
50—Divination True	self	V	self
60—Past Visions True	self	C	touch

1—Guess (I) When faced with one or more choices about which he has little or no information (e.g., which path leads out of a maze) the caster may cast this spell and the GM will determine which way he goes (or which choice he makes), biasing the choice by a favorable 50% (i.e., roll percentile dice; his choice would be correct on 01 to 50 and incorrect on 51 to 100).

2—Intuition I (I) Caster receives a vision of what will probably happen in the next minute if he takes a specified action. This only shows the most likely outcome, not every possible resolution.

3—Scrying I (I) Caster is able to view what is happening at that very moment around a specific person, place, or thing which he knows well—even though the scene is up to 1 mile per level distant. Caster has normal visual capabilities when viewing the scene (e.g., no Woodsight allowed).

4—Intuition III (I) As *Intuition I*, except caster may gaze 3 minutes into the probable future.

5—Past Visions I (I) Caster receives a vision up to 10 minutes per level into the past (includes sight and sound). This vision must be associated with a place or item touched at the time the spell is cast.

6—Intuition V (I) As *Intuition I*, except caster may gaze 5 minutes into the probable future.

7—Vision Guide (IU) When cast just before a Past Visions spell, it grants the caster the ability to scan the past by “feeling the temporal location of significant events.” This is similar to “Reviewing” the past (VCR jargon).

8—Past Visions II (I) As *Past Visions I*, except that the time limit is 1 hour/level.

9—Scrying V (I) As *Scrying I*, except the scene viewed may be up to 5 miles per level distant.

10—Divination I (I) Caster is able to make a prediction concerning a person, place, or thing. This prediction will be correct 50% of the time, plus 1% per level (e.g., a 20th level caster would be correct 70% of the time). The prediction may concern events no farther than 1 day per level into the future. Predictions will never be specific, but rather general or even enigmatic. Predictions must be interpreted. For example, the prediction about the king’s future might be “The Hermit” with “The Tower” as immediate motivation; it is up to the caster or the king to interpret the significance of these.

11—Intuition X (I) As *Intuition I*, except caster may gaze 10 minutes into the probable future.

12—Past Visions III (I) As *Past Visions I*, except that the time limit is 1 day/level.

13—Past Store (IU*) Caster may cast this spell while in a Past Visions spell. It saves an image of a person or place that can later be used in conjunction with another Past Visions, to key in on the saved image in another place or time.

14—Scrying X (I) As *Scrying I*, except the scene viewed may be up to 10 miles per level distant.

15—Divination II (I) As *Divination I*, except that the time limit is 1 month/level into the future.

16—Intuition True (I) As *Intuition I*, except caster may gaze 1 minute per level into the probable future.



17—Past Visions IV (I) As *Past Visions I*, except that the time limit is 1 month/level.

19—Lord Scrying (I) As *Scrying I*, except the scene viewed may be up to 20 miles per level distant.

20—Divination III (I) As *Divination I*, except that the time limit is 1 year/level into the future.

25—Past Visions V (I) As *Past Visions I*, except that the time limit is 1 year/level.

30—Divination IV (I) As *Divination I*, except that the time limit is 10 years/level into the future.

35—Past Visions VI (I) As *Past Visions I*, except that the time limit is 10 years/level.

40—Scrying True (I) As *Scrying I*, except the scene viewed may be up any distance away—there is no range limit.

50—Divination True (I) As *Divination I*, except that the time limit is 100 years/level into the future.

60—Past Visions True (I) As *Past Visions I*, except that the time limit is 100 years/level.

EARTH MAGIC (9.2.2)

(GEOMANCER BASE LIST)

Note: An *Earthnode* is the intersection of two or more *Earthly Currents*. *Earthnodes* also form where *Primal Essence* energy wells up from the ground in a single, localized area. Although nodes are generally located at the surface, they may also exist below ground or in the air (GM discretion). *Earthly Currents* spells will function within *Earthnodes*, however *Earth Magic* will not work in a single *Earthly Current* (insufficient *Primal Essence* is available). All spells from this list (except 1st level) will only function within the confines of an *Earthnode*. For more information on *Earthnodes* refer to *Rolemaster Companion I*, Section 2.2 *Earthnodes*, pp. 5-6.

	Area of Effect	Duration	Range
1—Earth Sense	self	—	self
2—Node Store	self	1 hour	self
3—Earth Light	10' R	1 min/lvl	100'
4—Earth Presence *	100' R	1 min/lvl(C)	node
5—Earth Nourishment	self	1 day	self
6—Node Guide	self	—	self
7—Earth Alarm	node	V	touch
8—Earth Cloak	self	V	self
9—Earth Door	self	—	self
10—Earth Gather I	self	C	node
11—Earth Keeping * S	self	V	self
12—Earthnode Concealment	node	V	node
13—Earth Commune	self	—	self
14—Node Return	self	—	self
15—Earth Gather II	self	C	node
20—Earth Gate	self	—	self
25—Node Seal	node	P	node
30—Earth Regeneration * S	self	P	self
40—Node Guardian	target	V	touch
50—Earth Mastery	self	1 rnd/lvl	self

1—Earth Sense (I) Caster determines whether he is within the radius of an *Earthnode*. If the answer is yes, he learns the direction and distance to the center of the *Earthnode* as well as its size.

2—Node Store (IU) Caster memorizes the location of the *Earthnode* he is currently within and attunes himself to it for purposes of casting all higher level spells on this list. This spell takes one hour to perform.

3—Earth Light (E) A soft, diffuse light radiates from the desired point within the *Earthnode*, illuminating a 10' radius area.

4—Earth Presence (I*) Caster is aware of the presence of all sentient/thinking beings within a 100' radius.

5—Earth Nourishment (U) Caster derives one day's nourishment directly from the *Earthnode*, needing neither food nor drink for the spell's duration.

6—Node Guide (I) Caster learns the direction and distance to the nearest *Earthnode*.

7—Earth Alarm (IP) Caster sets an alarm within an *Earthnode* or a specified area of an *Earthnode*. This alarm is triggered by any unauthorized presence (specified by the caster) entering that area. The alarm will alert the Geomancer at any distance. It may be silent or as loud as desired. No more than one alarm may be active at one time.

8—Earth Cloak (F) Geomancer is undetectable by sight, sound, smell or even magical "detects" so long as he remains within the *Earthnode* in which he cast this spell. Caster also may not cast any other magic, move faster than a walk, make an attack, or suffer a violent blow without becoming visible.

9—Earth Door (F) The caster may safely "teleport" from one site within an *Earthnode* to any other location within the same node.

10—Earth Gather I (FU) Caster may recover spent power points directly from the *Earthnode* at a rate of 1 power point for every three minutes that he concentrates. Note that the Geomancer must still spend the 10 pp for this spell. Caster may never increase power points beyond his maximum.

11—Earth Keeping (HS*) Upon receiving a death-blow the caster enters a state of suspended animation, until he is cured or his brain is destroyed. This suspended animation lasts only 2 hours per level. If caster cannot be revived within this time period he will die.

12—Earthnode Concealment (F) Caster conceals the *Earthnode* from all magical detection, making it appear to be ordinary terrain. This cloak is cancelled if any *Earth Magic* or *Earthly Current* magic is used.

13—Earth Commune (I) The Geomancer asks a "Yes" or "No" question which will be correctly answered. The question must concern past or present events. Future happenings cannot be divined using *Earth Commune*. This spell may only be cast once per day and only once per week at any one *Earthnode*.

14—Node Return (F) Caster safely returns (teleports) to a pre-defined *Earthnode*. Caster must have lived in this node for thirty days to define it as his "node of returning." Only one such place may be defined at any one time.

15—Earth Gather II (FU) As *Earth Gather I*, except caster may recover 1 power point every minute.

20—Earth's Gate (F) The caster may safely "teleport" from one *Earthnode* to any other Stored *Earthnode* within 10 miles per level.

25—Node Seal (F) The Geomancer seals off the power of an *Earthnode* from use by any other entity except for himself. No spells concerning the *Earthnode* can be cast while the node is Sealed, including those of the caster. Spells cast prior to the Sealing will function normally.

30—Earth Regeneration (HS*) After massive damage has been sustained or if any organ (except brain) is destroyed, the Geomancer may use *Earth Keeping* and this spell. All damage is regenerated in 10 to 100 hours.

40—Node Guardian (FH) By using this spell, the Geomancer may commission a willing target to be an "eternal" guardian of the *Earthnode*, following all instructions which the caster gives. So long as the being fulfills the conditions of the contract he will not age and if injured will automatically regenerate 1 hit per round, gradually healing all other injuries. The conditions of the contract may vary but all contracts must contain the following specifications: the being must have submitted to this of his own free will, he will submit to the wishes of the Geomancer, he may not leave the *Earthnode*, and he will defend the *Earthnode* and caster (if possible). If a Guardian breaks the contract he will resume aging at a normal rate, but will not suffer for the years spent as a Guardian.

50—Earth Mastery (FU) Caster may cast a spell from this list each round for one round per level.

EARTHLY CURRENTS (9.2.3)

(GEOMANCER BASE LIST)

Note: Earthly currents consist of magical energy (Primal Essence) flowing through the surface of the earth, in rivers or veins. A Geomancer has a natural affinity for this power which enables him to divine the presence and character of the earthly current; to intuit how best to bring human activities into harmony with it; and even to influence its flow. The energy patterns formed by earthly currents vary in relation to the landscape. In wild, steep, or rugged regions, the course of the current is rapid and violent. If the Geomancer wants to make the region habitable, these currents must be tamed and directed. In flat featureless country the current moves sluggishly, with a tendency to stagnate. Here a Geomancer must stimulate the current into action.

Earthly currents form sites of power, often associated with Earth Nodes (nodes occur at points where two or more currents intersect). It is not unusual to find sacred sites, religious structures, seats of power, and so on located along the course of Earthly Currents. Earthly currents are also known by quite a few other names including Ley Lines, Earth Webs, Telluric Forces, Vital Currents, Serpent Currents, Dragon's Veins, and Essence Flows.

The advantage of finding Auspicious Sites within the Earthly Currents are manifold. Such regions bestow good fortune upon their inhabitants. Evil or unlucky spirits can never enter such areas; only beneficial spirits have influence there. All activities within an Auspicious Site receives a +5 bonus, except for Divination, Dowsing, and Meditation which have a +10 bonus. Spell casters recover power points in two-thirds the normal time. Furthermore, spells cost only 75% of the normal power points required. To gain these bonuses, all three "Auspicious" spells must be cast on an area. In addition, a GM should require all natural forces in such a site to be "balanced" using the Harmonize Forces Geomancer list.

	Area of Effect	Duration	Range
1—Detect Current	self	—	1 mile/lvl
2—Current Store	self	1 hour	self
3—Auspicious Site	self	1 hour	self
4—Locate Current I	self	—	1 mile/lvl
5—Current Sense	100' R	1 min/lvl	self
6—Auspicious Time	self	1 hour	self
7—Analyze Current	self	—	self
8—Locate Current II	self	—	10 miles/lvl
9—Auspicious Configuration	self	1 hour	self
10—Tap Current I	self	V	touch
11—Current Bridge	varies	1 min/lvl	10'
12—Locate Current III	self	—	100 mi./lvl
13—Current Guide	self	V	self
14—Divert Current	current	C	touch
15—Tap Current II	self	V	touch
20—Ride Current	self	V	touch
25—Direct Current	current	P	touch
30—Current Channel	target	—	100'
50—Current Mastery	self	1 min/lvl	self

1—Detect Current (I) Caster is able to determine the direction and approximate distance to the nearest Earthly Current within range.

2—Current Store (PI) Caster memorizes the location of one Earthly Current he is within and attunes himself to it for the purpose of using higher level spells on this list. One hour is required to cast this spell.

3—Auspicious Site (PI) Caster attunes himself to an Earthly Current (using Current Store) to divine the most auspicious site on which to begin construction of any building. One hour is required to cast this spell.

4—Locate Current I (I) As *Detect Current*, but caster knows the exact location of the nearest Earthly Current.

5—Current Sense (I) Caster is aware of the presence of all sentient/thinking beings within the "stored" Earthly Current. Caster will also know of any "familiar" presences, although not their location. "Familiar" for purposes of this spell means any intelligent being with whom the caster has previously communicated or observed for at least five minutes.

6—Auspicious Time (PI) Caster attunes himself to an Earthly Current (using Current Store) to divine the most auspicious moment to begin construction of any building. One hour is required to cast this spell.

7—Analyze Current (I) Caster analyzes one "stored" current to determine the current's direction, extent, character (sluggish, stagnant, wild, or untamed) and also gains an idea of its relative strength (weak, moderate, powerful). This spell imparts the knowledge of how best to direct the course of the current using higher level spells.

8—Locate Current II (I) As *Locate Current I*, except for range.

9—Auspicious Configuration (PI) Caster attunes himself to an Earthly Current (using Current Store) to divine the most auspicious architectural shape or position of buildings within a group. One hour is required to cast this spell. All three Auspicious spells must be cast in order to gain the benefits listed in the Notes above.

10—Tap Current I (F) Caster touches a "stored" Current and replenishes his power point supply at a rate of 1 per five minutes. Caster may not exceed his normal maximum. Note that the caster must still spend ten power points for this spell.

11—Current Bridge (F) Caster creates a temporary bridge of force from a "stored" Current which crosses an otherwise impassable terrain feature (chasm, river, etc.). An Earthly Current must intersect this impassable feature at the point of bridging.

12—Locate Current III (I) As *Locate Current I*, except for range.

13—Current Guide (PIF) Allows caster to utilize a *Teleport* spell (from the Lofty Bridges list) in complete safety by keying in on a "stored" Earthly Current as a guide.

14—Divert Current (F) Caster may divert a "stored" Current slightly along its path by bending it up to one degree of arc per hundred miles. This allows Current riders to control their destination somewhat. The Current slowly returns to its original configuration after the caster stops concentrating.

15—Tap Current II (F) As *Tap Current I*, but caster replenishes his power points supply at a rate of 1 per two minutes. Caster may not exceed his normal maximum. Note that the caster must still spend fifteen power points for this spell.

20—Ride Current (F) Caster may enter a "stored" Current and ride along its lines of energy at 50 to 100 miles per hour. Caster need not concentrate and may remain in the Current up to one hour per level (or until the Current ends, whichever comes first). At this point he is expelled from the Current.

25—Direct Current (F) As *Divert Current*, except caster alters a Current's course by up to five degrees of arc per hundred miles and the changes are permanent.

30—Current Channel (F) While in contact with a "stored" Current, caster may channel its energy into a bolt of destructive power. This bolt attack is resolved on the Lightning Bolt Attack Table with the Primary crit being Essence Criticals, the Secondary being Plasma Criticals, and the Tertiary being Disruption Criticals.

50—Current Mastery (FU) Caster may employ one lower level spell on this list every round.

HARMONIZE FORCES (9.2.4)

(GEOMANCER BASE LIST)

Note: The goal of this list is to balance the disparate forces at work in nature to produce regions of extraordinary harmony, tranquillity, and beauty. When all forces are harmonized, the region (and its inhabitants) experiences great peace, joy, abundance, and so on. Essentially this creates sacred ground. Several pertinent effects are: no spirit (even the dead) may engage in malicious activities, no dead bodies may be animated, evil beings will be repelled (RR vs caster's level), no pestilence will invade the region, beings from other planes of existence cannot enter, etc. Other beneficial effects are possible when this list is used in conjunction with Earthly Currents. A GM may, at his option, assign additional powers.

It should be noted that Water, Wood, Earth, Metal, and Fire are the classical Chinese elements of matter. Human, Spiritual, and Magical forces must be brought into harmony with these elements.

All of the spells in a set (Harmonize ... I, Harmonize ... II, etc.) must be cast together in order to be effective. That is why they are marked with a "±."

	Area of Effect	Duration	Range
1—Harm. Human Activities I ±	100'x100'	P	touch
2—Harmonize Water I ±	100'x100'	P	touch
3—Harmonize Wood I ±	100'x100'	P	touch
4—Harmonize Earth I ±	100'x100'	P	touch
5—Harmonize Metal I ±	100'x100'	P	touch
6—Harmonize Fire I ±	100'x100'	P	touch
7—Harm. Spiritual Forces I ±	100'x100'	P	touch
8—Harm. Magical Forces I ±	100'x100'	P	touch
9—Harm. Human Activities II ±	1 sq mile	P	touch
10—Harmonize Water II ±	1 sq mile	P	touch
11—Harmonize Wood II ±	1 sq mile	P	touch
12—Harmonize Earth II ±	1 sq mile	P	touch
13—Harmonize Metal II ±	1 sq mile	P	touch
14—Harmonize Fire II ±	1 sq mile	P	touch
15—Harm. Spiritual Forces II ±	1 sq mile	P	touch
16—Harm. Magical Forces II ±	1 sq mile	P	touch
17—Harm. Human Activities III ±	100 sq mi.	P	touch
18—Harmonize Water III ±	100 sq mi.	P	touch
19—Harmonize Wood III ±	100 sq mi.	P	touch
20—Harmonize Earth III ±	100 sq mi.	P	touch
25—Harmonize Metal III ±	100 sq mi.	P	touch
30—Harmonize Fire III ±	100 sq mi.	P	touch
35—Harm. Spiritual Forces III ±	100 sq mi.	P	touch
40—Harm. Magical Forces III ±	100 sq mi.	P	touch
50—Harmonize Forces True	100 sq mi.	P	touch

1—Harmonize Human Activities I (PIF±) Caster determines the appropriate Human activity (e.g., farming, weaving, study, mining, administration, etc.) for the area in question; then harmonizes those activities with other natural forces using the other Harmonize spells. Any activities in conflict with this will negate the spell effect.

2—Harmonize Water I (PIF±) Caster harmonizes all waters in an area with respect to all other natural forces. This spell also prevents minor flooding or droughts in the area of effect. No other Harmonize spells are needed for these latter benefits.

3—Harmonize Wood I (PIF±) Caster harmonizes all growing plants in an area with respect to all other natural forces. This spell also increases (or decreases) plant fertility and growth rate (GM discretion). Caster learns about the presence of the most prevalent plant species in the Area of Effect (AOE).

4—Harmonize Earth I (PIF±) Caster harmonizes the earth in an area with respect to all other natural forces. This spell also creates fertile ground or earth appropriate for the ideal Human activity.

5—Harmonize Metal I (PIF±) Caster harmonizes metals above and below ground with respect to all other natural forces. This spell also informs the caster of any metal ore deposits naturally occurring in the AOE.

6—Harmonize Fire I (PIF±) Caster determines the ideal amount of fire which Humans may use in the AOE and still remain in harmony with other natural forces. If volcanic activity exists, caster harmonizes it with other natural forces, calming eruptions (slow, oozing magma rather than explosive, unpredictable eruptions).

7—Harmonize Spiritual Forces I (PIF±) Caster harmonizes all spiritual forces (including spirits of the dead) with respect to all other natural forces. This spell also discourages evil spirits in the AOE.

8—Harmonize Magical Forces I (PIF±) Caster harmonizes naturally occurring magical forces (e.g., Essence Flows, Earthnodes, or Earthly Currents) with respect to all other natural forces. This is the spell that binds all previous spells together, creating the Geomancer's sacred ground (and the special benefits accrued).

9—Harmonize Human Activities II (PIF±) As *Harmonize Human Activities I*, except for increased Area of Effect.

10—Harmonize Water II (PIF±) As *Harmonize Water I*, except for increased Area of Effect.

11—Harmonize Wood II (PIF±) As *Harmonize Wood I*, except for increased Area of Effect.

12—Harmonize Earth II (PIF±) As *Harmonize Earth I*, except for increased Area of Effect.

13—Harmonize Metal II (PIF±) As *Harmonize Metal I*, except for increased Area of Effect.

14—Harmonize Fire II (PIF±) As *Harmonize Fire I*, except for increased Area of Effect.

15—Harmonize Spiritual Forces II (PIF±) As *Harmonize Spiritual Forces I*, except for increased Area of Effect.

16—Harmonize Magical Forces II (PIF±) As *Harmonize Magical Forces I*, except for increased Area of Effect.

17—Harmonize Human Activities III (PIF±) As *Harmonize Human Activities I*, except for increased Area of Effect.

18—Harmonize Water III (PIF±) As *Harmonize Water I*, except for increased Area of Effect.

19—Harmonize Wood III (PIF±) As *Harmonize Wood I*, except for increased Area of Effect.

20—Harmonize Earth III (PIF±) As *Harmonize Earth I*, except for increased Area of Effect.

25—Harmonize Metal III (PIF±) As *Harmonize Metal I*, except for increased Area of Effect.

30—Harmonize Fire III (PIF±) As *Harmonize Fire I*, except for increased Area of Effect.

35—Harmonize Spiritual Forces III (PIF±) As *Harmonize Spiritual Forces I*, except for increased Area of Effect.

40—Harmonize Magical Forces III (PIF±) As *Harmonize Magical Forces I*, except for increased Area of Effect.

50—Harmonize Forces True (PIF) As all *Harmonize...III* spells combined.

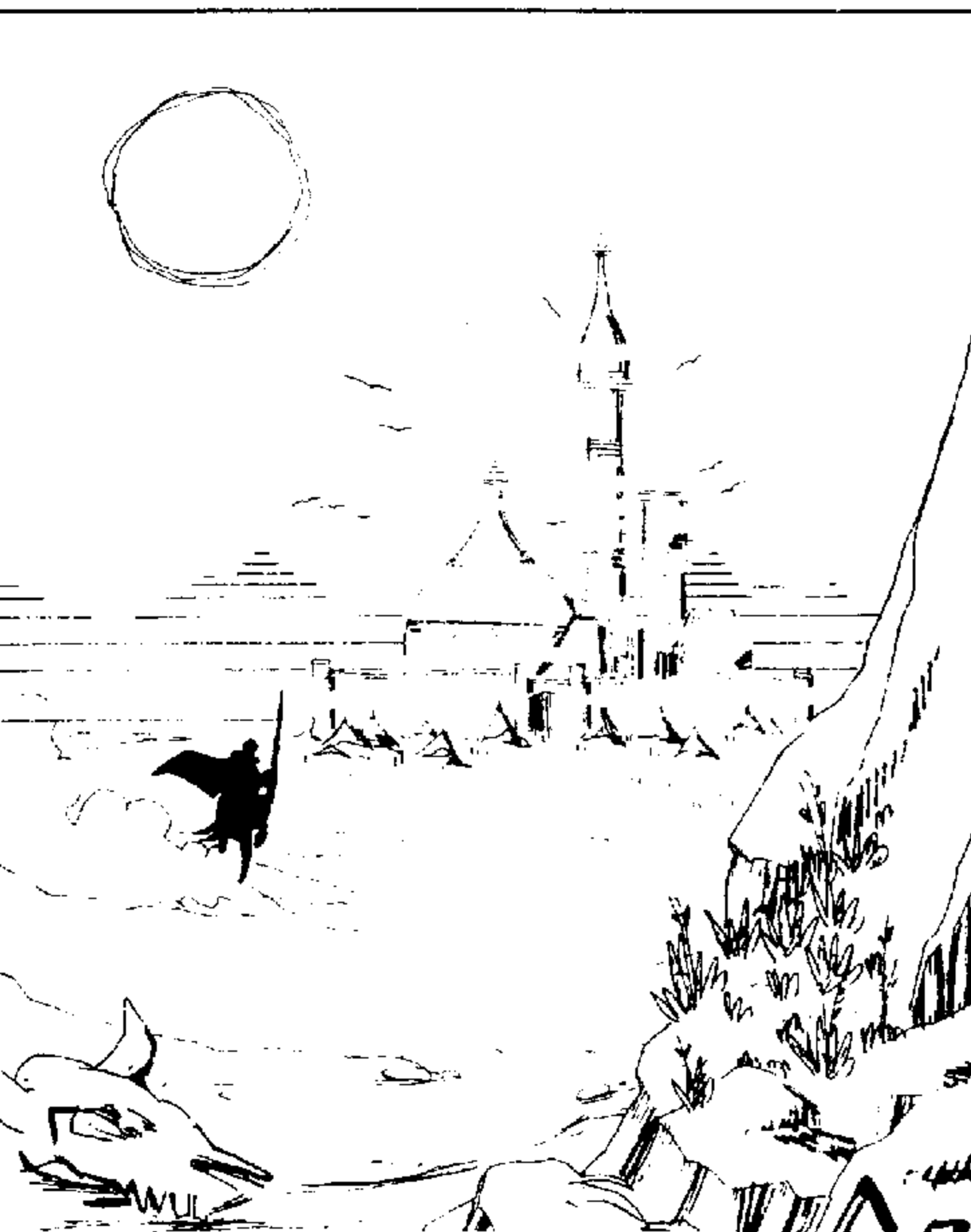
REGION LORE (9.2.5)

(GEOMANCER BASE LIST)

Note: In order to utilize spells higher than 2nd level from this list, the geomancer must have lived in the area at least a week.

All spells on this list can only be cast outdoors.

	Area of Effect	Duration	Range
1—Path Lore	self	—	10' R
2—Plant Lore	self	—	touch
3—Water Finding	self	—	1 mi.R
4—Resist Elements	self	1 min/lvl	self
5—Herb Finding	self	1 rnd/lvl	100'
6—Food Finding	self	—	1 mi.R
7—Path Finding	self	C	1 mi.R
8—Shelter Finding	self	—	1 mi.R
9—Weather Prediction I	self	—	1 mi.R
10—Lay of the Land	self	—	1 mi.R
11—Nature's Awareness I	self	C	100' R
12—Animal Tongues	self	1 min/lvl	self
13—Plant Tongues	self	1 min/lvl	self
14—Weather Prediction V	self	—	1 mi.R
15—Nature's Awareness V	self	C	500' R
20—Region Lore	self	—	5 mi.R
25—Path True	self	C	self
30—Nature's Awareness True	self	C	1 mi.R
50—Region Master	self	1 rnd/lvl	self



1—Path Lore (I) Caster learns the origin and closest "site of interest" of any path within a 10' radius. This site must be within 1 mile of the Geomancer.

2—Plant Lore (I) Caster learns the nature, origin, value, and medicinal properties of any 1 plant or herb.

3—Water Finding (I) Caster locates nearest source of running water, exposed groundwater, etc. exceeding 1 gallon within a 1 mile radius. Geomancer also learns the approximate size and quality of this water source.

4—Resist Elements (D) This spell protects the Geomancer from natural heat up to 200 degrees F, as well as natural coldness down to -40 degrees F. Caster also receives a +10 bonus to his RRs vs. heat and cold spells; and a +10 bonus to his DB vs. all heat and cold based elemental attacks.

5—Herb Finding (I) Allows caster to locate any 1 specific variety of herb that is sought (must be within a 100' radius of the Geomancer), regardless of physical obstacles; gives exact direction, distance, and quantity.

6—Food Finding (I) Caster learns location, type, and approximate quantity of edible food (e.g., recently dead animal, food animal, plants, etc.) within a 1 mile radius; food source must exceed .5 lb.

7—Path Finding (I) Caster learns the location(s) of any path(s) within a 1 mile radius; gives distance and direction to the path, but not the path's course.

8—Shelter Finding (I) Caster learns location, type, and approximate size of any waterproof, covered space exceeding 125 cubic feet within a 1 mile radius of the Geomancer; shelter must have an opening (man-sized or greater) bordering on open air.

9—Weather Prediction I (I) Gives caster a 95% chance of predicting time, type, and severity of weather over the next day.

10—Lay of the Land (I) Caster gets an idea of the approximate configurations and locations of all prominent terrain features (including water sources) within a 1 mile radius.

11—Nature's Awareness I (I) Allows caster to monitor animate activity in the area (100' radius). He will be aware of all movements, both subtle and overt. The Geomancer may not move while concentrating. Alternatively, the Geomancer must be in a meditative trance before casting this spell, if the GM desires.

12—Animal Tongues (I) Allows caster to understand and "speak" the language of any 1 animal species.

13—Plant Tongues (I) Allows caster to understand and "speak" the language of any 1 plant species.

14—Weather Prediction V (I) As *Weather Prediction I*, except for a period of 5 days.

15—Nature's Awareness V (I) As *Nature's Awareness I*, except that the radius is 500'.

20—Region Lore (I) Caster learns exact configurations and locations of all prominent terrain features (including water sources, vegetation of note, and underground features like caves) within a 5 mile radius.

25—Path True (I) Allows caster to ascertain the proper path to what he seeks (including the exact course to follow). This path must always follow a land course. The Geomancer may be any distance from his chosen destination (except across oceans). For example, the Geomancer will always know the best way to the city of Syclax.

30—Nature's Awareness True (I) As *Nature's Awareness I*, except that the radius is 1 mile.

50—Region Master (U) The Geomancer is able to cast one spell from this list each round for one round per level.

CONJURY (9.2.6)

(GEOMANCER BASE LIST)

Note: Please see *Rolemaster Companion II*, Section 6.2 *The Spirit World*, for information on the entities mentioned in this spell list.

	Area of Effect	Duration	Range
1—Purify Spirit	Spirit	P	10'
2—Converse I	Spirit	1 min/lvl	self
3—Spirit Summons I	Spirit	3 rounds	100'
4—Spirit Possession I	target	1 min/10%f.	100'
5—Exorcize Spirit I	target	P	10'
6—Converse III	Spirit	1 min/lvl	self
7—Spirit Summons III	Spirit	3 rounds	100'
8—Spirit Possession III	target	1 min/10%f.	100'
9—Exorcize Spirit III	target	P	10'
10—Converse V	Spirit	1 min/lvl	self
11—Spirit Summons V	Spirit	3 rounds	100'
12—Spirit Possession V	target	1 min/10%f.	100'
13—Exorcize Spirit V	target	P	10'
14—Converse VII	Spirit	1 min/lvl	self
15—Spirit Summons VII	Spirit	3 rounds	100'
16—Spirit Possession VII	target	1 min/10%f.	100'
17—Exorcize Spirit VII	target	P	10'
18—Converse X	Spirit	1 min/lvl	self
19—Spirit Summons X	Spirit	3 rounds	100'
20—Spirit Possession X	target	1 min/10%f.	100'
25—Exorcize Spirit X	target	P	10'
30—Lord Converse	Spirit	1 min/lvl	self
35—Lord Spirit Summons	Spirit	3 rounds	100'
40—Lord Spirit Possession	target	1 min/10%f.	100'
45—Lord Exorcize Spirit	target	P	10'
50—True Conjury	varies	varies	varies

1—Purify Spirit (H) This spell allows the Geomancer to cleanse one Summoned Spirit of any taint to its wholeness and oneness. Note that this spell only stops the taint from spreading and removes its original presence. It does not cure any damage to the spirit incurred from interaction with the caster.

2—Converse I (I) Allows the Geomancer to communicate with a 1st level Spirit. Communication might not be verbal (depending on the nature of the Spirit), but in mental images, concepts, or simply feelings. Understanding between both parties is assured, nevertheless. The caster may have to suffer a Depression Critical Strike (GM discretion) due to the utter dissimilarity of Spirits to corporeal life.

3—Spirit Summons I (FM) The caster summons a 1st level Spirit from the Spirit World, which "appears" within 100' of him. This Spirit will remain motionless and non-hostile for 3 rounds. After this time the Spirit is free to do as it wills, unless Possessing or Exorcized. If the name of a specific spirit is known, the caster may summon that particular Spirit. Otherwise, a random Spirit is Summoned. Note that the Spirit is not constrained to communicate with the Geomancer, unless the appropriate Converse spell is cast upon it.

4—Spirit Possession I (FM) Caster causes a 1st level Spirit to "possess" or temporarily inhabit the target's body. The possessing Spirit controls all actions of this body; the Geomancer has no direct say over what its actions will be, although he may converse with it. For example, a Bacchanalian Spirit would begin to party, a Spirit of War would begin to fight, a Spirit of the dead would continue its former life from the moment it died, and so on. At the end of the possession, a Will-vs-Will Contest occurs, to see who will continue to control the body. If the Spirit loses this Contest, it returns to the Spirit Plane. If the target's possessed personality loses, it remains subservient to the Will of the possessing Spirit. If this possessing spirit is Exorcized the target's soul will immediately regain control of his body.

5—Exorcize Spirit I (FM) Caster immediately banishes a 1st level Spirit back to the Spirit World. If cast on a dead spirit such as a ghost, this spell will act as a Repel Undead spell, repelling one level of undead. Note that this is only functional against undead which have dead spirits in them; unintelligent undead, assumed to be merely animated corpses would remain unaffected.

6—Converse III (I) As *Converse I*, except affects a 1st to 3rd level Spirit.

7—Spirit Summons III (FM) As *Spirit Summons I*, except summons a 1st to 3rd level Spirit (determine randomly).

8—Spirit Possession III (FM) As *Spirit Possession I*, except affects a 1st to 3rd level Spirit.

9—Exorcize Spirit III (FM) As *Exorcize Spirit I*, except banishes a 1st to 3rd level Spirit.

10—Converse V (I) As *Converse I*, except affects a 1st to 5th level Spirit.

11—Spirit Summons V (FM) As *Spirit Summons I*, except summons a 1st to 5th level Spirit (determine randomly).

12—Spirit Possession V (FM) As *Spirit Possession I*, except affects a 1st to 5th level Spirit.

13—Exorcize Spirit V (FM) As *Exorcize Spirit I*, except banishes a 1st to 5th level Spirit.

14—Converse VII (I) As *Converse I*, except affects a 1st to 7th level Spirit.

15—Spirit Summons VII (FM) As *Spirit Summons I*, except summons a 1st to 7th level Spirit (determine randomly).

16—Spirit Possession VII (FM) As *Spirit Possession I*, except affects a 1st to 7th level Spirit.

17—Exorcize Spirit VII (FM) As *Exorcize Spirit I*, except banishes a 1st to 7th level Spirit.

18—Converse X (I) As *Converse I*, except affects a 1st to 10th level Spirit.

19—Spirit Summons X (FM) As *Spirit Summons I*, except summons a 1st to 10th level Spirit (determine randomly).

20—Spirit Possession X (FM) As *Spirit Possession I*, except affects a 1st to 10th level Spirit.

25—Exorcize Spirit X (FM) As *Exorcize Spirit I*, except banishes a 1st to 10th level Spirit.

30—Lord Converse (I) As *Converse I*, except affects a 1st to 20th level Spirit.

35—Lord Spirit Summons (FM) As *Spirit Summons I*, except summons a 1st to 20th level Spirit (determine randomly).

40—Lord Spirit Possession (FM) As *Spirit Possession I*, except affects a 1st to 20th level Spirit.

45—Lord Exorcize Spirit (FM) As *Exorcize Spirit I*, except banishes a 1st to 20th level Spirit.

50—True Conjury (FMI) As either *Converse I*, *Spirit Summons I*, *Spirit Possession I*, or *Exorcize Spirit I*, except affects a Spirit of any level.

9.3 GRAND VIZIER BASE LISTS

GRAND VIZIER BASE SPELL LISTS

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<i>Sign Law</i>	Page 144
<i>Spell Imbedding</i>	Page 145
<i>Weaving Lore</i>	Page 146
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<i>Liquid/Gas Skills</i> (Alchemist Base)	Page 85
<i>Divinations</i> (Geomancer Base)	Page 136
Option: They may learn two additional Base Spell Lists:	
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<i>Alchemical Preparations</i>	Page XX

The Grand Vizier is a Hybrid spell user from the realms of Essence and Mentalism. His spells deal with advising a royal patron.

ITEM ANALYSIS (9.3.1) (GRAND VIZIER BASE LIST)

	Area of Effect	Duration	Range
1—Item Assessment	self	—	touch
2—Item Tale	self	—	touch
3—Detect Power	self	—	touch
4—Detect Curse	self	—	touch
5—Power Lore	self	—	touch
6—Item Analysis I	self	—	touch
7—Weave/Sign Analysis	self	—	touch
8—Text Analysis	self	1 min/lvl(C)	touch
9—Mechanism Analysis	self	—	touch
10—Delving	self	—	touch
11—Spell Analysis	self	—	100'
12—Item Analysis II	self	—	touch
13—Curse Analysis	self	—	touch
14—Death Analysis	self	—	touch
15—Power Analysis	self	—	100'
16—Symbol Analysis	self	—	touch
17—Ward Analysis	self	—	touch
18—Rune Analysis	self	—	touch
19—Circle Analysis	self	—	touch
20—Item Analysis III	self	—	touch
25—Mass Analyses	self	1 rnd/lvl	touch
30—Item Analysis IV	self	—	touch
50—Item Analysis True	self	—	touch

1—Item Assessment (I) Caster can assess the value of a non-magical item (e.g., jewelry, metal, house, boat, livestock, crafted item, etc.) to within 10%. This also allows the Grand Vizier to calculate respective values for the different cultures with which he is familiar.

2—Item Tale (I) Gives caster a general idea of the place of origin of a non-magical item, the race of the being who made it, when it was made (within 100 years), and whether it has any cultural or historical significance.

3—Detect Power (I) Detects magical power in an item, but not its realm or potency.

4—Detect Curse (I) Caster learns if there is a curse on an item, but not its specific nature.

5—Power Lore (I) Caster learns the origin of an item's magical power. For example, he would learn whether a magic item had been made by spells, imbedded entities, ritual, or divine intervention.

6—Item Analysis I (I) For each of an item's abilities, caster has a 20% chance of determining what enchanted abilities the item has. Once an Item Analysis spell has been cast on an item, it may not be cast on that item again until the caster has reached a new level of experience.

7—Weave/Sign Analysis (I) One Weave or Sign may be safely examined (without setting it off) to determine its general purpose, approximate level, its type, and its general effect.

8—Text Analysis (I) Caster can read text written in an unknown language; understanding all concepts, vocabulary, syntax, idioms, and cultural references. Caster will not know a text's implications or any answers to riddles.

9—Mechanism Analysis (I) Gives caster a +20 bonus when working with the particular mechanism. Anyone he describes this to will receive a +10 bonus. Also gives caster the nature and origin of the mechanism, as well as how it was obtained and made.

10—Delving (I) Gives significant details concerning an item's construction and purpose (but not specific powers).

11—Spell Analysis (I) Provides the Grand Vizier with information on an active or inactive spell, giving its duration, type, and the profession of its caster (but not exactly which spell it is).

12—Item Analysis II (I) As *Item Analysis I*, except that there is a 40% chance for discovering each ability.

13—Curse Analysis (I) Gives the origin of a curse, the source of its power, an idea of its effectiveness (i.e., level), and its general effects.

14—Death Analysis (I) Gives information concerning a being's death, such as how it died (e.g., weapon, disease, poison, spell, etc.) and when death occurred (within 1 day/level if no body is present; unlimited otherwise).

15—Power Analysis (I) One item, person, or place may be examined to see if it has power, which realm(s) it is from, a general idea of its origins, and its basic nature (type and approximate level).

16—Symbol Analysis (I) One Symbol may be safely examined (without setting it off) to determine its general purpose, approximate level, its type, and its general effect.

17—Ward Analysis (I) One Ward may be safely examined (without setting it off) to determine its general purpose, approximate level, its type, and its general effect.

18—Rune Analysis (I) One Rune may be safely examined (without setting it off) to determine its general purpose, approximate level, its type, and its general effect.

19—Circle Analysis (I) One Circle may be safely examined (without setting it off) to determine its general purpose, approximate level, its type, and its general effect.

20—Item Analysis III (I) As *Item Analysis I*, except that there is a 60% chance for discovering each ability.

25—Mass Analyses (IU) As any lower level spell on this list, except one item per round may be examined.

30—Item Analysis IV (I) As *Item Analysis I*, except that there is a 80% chance for discovering each ability.

50—Item Analysis True (I) As *Item Analysis I*, except that all abilities are automatically known.

SIGN LAW (9.3.2)

(GRAND VIZIER BASE LIST)

Note: A Sign makes an item (usually a weapon) temporarily magical. Signs are a lesser form of enchantment than an Alchemist would normally perform. The Signs do not "permeate" the item as ordinary enchantments do. Rather, they are implanted on the "outside" of the item and fade quickly. Great anti-magic areas or Dispelling Ways magic cause the immediate fading of Signs. An item may only have one Weapon Sign on it at a time. Sign's modifiers are not cumulative. It is suggested that Bladerunes not be used in the same campaign as Sign Law.

	Area of Effect	Duration	Range
1—Prime Item	item	—	touch
2—Weapon Sign I	weapon	1 min/lvl	touch
3—Empathic Sign	item	1 min/lvl	touch
4—Shield Sign	item	1 min/lvl	touch
5—Weapon Sign II	weapon	1 min/lvl	touch
6—Haste Sign	item	1 rnd/lvl	touch
7—Return Sign	weapon	1 min/lvl	touch
8—Cleaving Sign	weapon	1 min/lvl	touch
9—Weapon Sign III	weapon	1 min/lvl	touch
10—Slaying Sign	weapon	1 min/lvl	touch
11—Long Flight Sign	weapon	1 min/lvl	touch
12—Resistance Sign	item	1 min/lvl	touch
13—Multiple Attack Sign	weapon	1 min/lvl	touch
14—Weapon Sign IV	weapon	1 min/lvl	touch
15—Defender Sign	item	1 min/lvl	touch
20—Weapon Sign V	weapon	1 min/lvl	touch
25—Critical Sign	weapon	1 min/lvl	touch
30—Death Sign	weapon	1 min/lvl	touch
50—Permanency	Sign	P	touch

1—Prime Item (F) The caster prepares the item to receive a Sign.

2—Weapon Sign I (F) Increases the weapon's OB by +10. This bonus is in addition to the item's normal OB, magical or non-magical.

3—Empathic Sign (F) This Sign causes the item to attune itself to one wielder as defined by the caster. This wielder must be present and also touch the item. If any other being attempts to wield the item, all Signs become ineffective, fading immediately.

4—Shield Sign (F) When cast just before a Weapon Sign spell, the conferred OB bonus becomes a DB bonus instead.

5—Weapon Sign II (F) As *Weapon Sign I*, except bonus is +20.

6—Haste Sign (F) Wielder of the item gets double the normal actions in a round.

7—Return Sign (F) Whenever the weapon is thrown or fire (e.g., from a bow), the item flies back to the wielder who may catch it if desired (otherwise it falls at his feet). The distance is traversed very rapidly (approximately 2000'/rnd), but the item cannot pass through intervening obstacles.

8—Cleaving Sign (F) If an attack with a weapon having this Sign succeeds in causing a critical that specifies a body area, any armor that the weapon has struck will be shattered and rendered useless or bones in an unarmored area will be shattered. If such an attack delivers only concussion hits or a critical strike that does not specify a body part, roll randomly to see if the target's weapon or his shield are shattered (usually 30%/70%). Magic items and natural material (e.g., bones, hide, skin, etc.) receives a RR, and will not be affected if successful.

9—Weapon Sign III (F) As *Weapon Sign I*, except bonus is +30.

10—Slaying Sign (F) This Sign causes the item to act as a weapon "of Slaying" vs. a particular race or type of creature (chosen by the caster at the time the Sign was created). On any hit which achieves a critical strike, the wielder is permitted an additional roll on the Slaying Table.

11—Long Flight Sign (F) Allows a weapon normally not capable of being thrown to be thrown with its normal melee OB and range modifications of a light crossbow. Alternately, allows a throwable weapon to be thrown with normal ranges multiplied by 10.

12—Resistance Sign (D) Causes the wielder to figure all Resistance Rolls as if he were ten levels higher (up to the caster's level).

13—Multiple Attack Sign (F) Allows wielder to make a number of attacks each round equal to the caster's level divided by 5, rounded down.

14—Weapon Sign IV (F) As *Weapon Sign I*, except bonus is +40.

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

20—Weapon Sign V (F) As *Weapon Sign I*, except bonus is +50.

25—Critical Sign (F) If the attack succeeds in causing a critical strike, the attack will cause an additional critical (determined by the caster at the time of casting) equal in severity to the original.

30—Death Sign (F) As *Critical Sign*, except that the extra Critical Strike may be a "Slaying" crit (good vs. any target).

50—Permanency (F) The caster may cast this spell in conjunction with any Sign spell. The Sign is then permanently in effect on the item (unless dispelled).

SPELL IMBEDDING (9.3.3)

(GRAND VIZIER BASE LIST)

Note: The duration of 24 hours refers to the duration of the spell cast and not the duration of the item capabilities that the spell is used to create. The duration is 24 hours because while creating items, certain spells must be cast once a day and the caster must spend all his "work time" making the item.

	Area of Effect	Duration	Range
1—			
2—Research	self	24 hours	self
3—			
4—			
5—Imbed I	item	24 hours	self
6—Charge Wand	wand	24 hours	self
7—			
8—Imbed II	item	24 hours	self
9—Daily I	item	24 hours	self
10—Imbed III	item	24 hours	self
11—Charge Rod	rod	24 hours	self
12—Imbed IV	item	24 hours	self
13—Daily III	item	24 hours	self
14—Imbed V	item	24 hours	self
15—			
16—Daily V	item	24 hours	self
17—			
18—Charge Staff	staff	24 hours	self
19—			
20—Imbed VIII	item	24 hours	self
25—Imbed X	item	24 hours	self
30—Daily X	item	24 hours	self
50—Constant	item	24 hours	self
60—Imbed True	item	24 hours	self
75—Lord Daily	item	24 hours	self
90—Lord Constant	item	24 hours	self
110—Daily True	item	24 hours	self
130—Constant True	item	24 hours	self

2—Research (I) Allows caster to research special imbedding spells to be used in creating items. Alternatively, grants caster a +50 bonus to his roll on the Spell Research Chart and/or Item Creation Chart, concerning imbedding spells in items.

5—Imbed I (F) Allows caster to imbed any 1st level spell in an item or potion.

6—Charge Wand (F) Allows caster to charge a wand.

8—Imbed II (F) As *Imbed I*, except 1st to 2nd level spells can be imbedded.

9—Daily I (F) Allows caster to imbed a 1st level spell (using an Imbed spell) that can be cast once per day.

10—Imbed III (F) As *Imbed I*, except 1st to 3rd level spells can be imbedded.

11—Charge Rod (F) As *Charge Wand*, except rods can be charged.

12—Imbed IV (F) As *Imbed I*, except 1st to 4th level spells can be imbedded.

13—Daily III (F) As *Daily I*, except 1st to 3rd level spells can be imbedded; a 1st level spell could be cast 3 times per day; a 2nd or 3rd, once per day.

14—Imbed V (F) As *Imbed I*, except 1st to 5th level spells can be imbedded.

16—Daily V (F) As *Daily I*, except 1st to 5th level spells can be imbedded; a 1st level spell could be cast 4 times per day; a 2nd, 3x/day; a 3rd, 2x/day; a 4th or 5th, once per day.

18—Charge Staff (F) As *Charge Wand*, except staves can be charged.

20—Imbed VIII (F) As *Imbed I*, except 1st to 8th level spells can be imbedded.

25—Imbed X (F) As *Imbed I*, except 1st to 10th level spells can be imbedded.

30—Daily X (F) As *Daily I*, except 1st to 10th level spells can be imbedded; a 1st level spell could be cast 5 times per day; a 2nd or 3rd, 4x/day; a 4th or 5th, 3x/day; a 6th or 7th, 2x/day; an 8th, 9th, or 10th, once per day.

50—Constant (F) As *Daily X*, except certain spells can be imbedded to operate constantly (GM discretion).

60—Imbed True (F) As *Imbed I*, except any level spell can be imbedded (will only be castable once).

75—Lord Daily (F) As *Daily I*, except 1st to 20th level spells can be imbedded; a 1st level spell could be cast 7 times per day; a 2nd or 3rd level spell, 6x/day; a 4th, 5th, or 6th, 5x/day; a 7th, 8th, or 9th, 4x/day; a 10th, 11th, or 12th, 3x/day; a 13th, 14th, or 15th, 2x/day; a 16th, 17th, 18th, 19th, or 20th, once per day. This is an optional spell, providing for the creation of magic items which are more powerful than normally allowed under the rules in Section 3.2. As such, this spell creates artifacts and others items of great power. If the GM allows use of this spell, he should probably allow the Alchemist to make such an item of power only under certain special circumstances, e.g., requiring special astrological/atmospheric conditions, special sites, special ceremonies/rituals, special equipment, special materials, extraordinary groups of individuals, sacrifices, and so on. See also Section 3.2.5 Making Artifacts.

90—Lord Constant (F) As *Lord Daily*, except certain spells can be imbedded to operate constantly (GM discretion).

110—Daily True (F) As *Lord Daily*, except 1st to 50th level spells can be imbedded; a 1st level spell could be cast 10 times per day; a 2nd or 3rd level spell, 8x/day; a 4th, 5th, or 6th, 7x/day; a 7th, 8th, 9th, or 10th, 6x/day; an 11th to 15th, 5x/day; a 16th to 20th, 4x/day; a 25th level spell, 3x/day; a 30th level spell, twice per day; and up to a 50th level spell, once per day.

130—Constant True (F) As *Daily True*, except certain spells can be imbedded to operate constantly (GM discretion).

WEAVING LORE (9.3.4)

(GRAND VIZIER BASE LIST)

Note: This list allows the Grand Vizier to imbed a spell within a tapestry, carpet, curtain, garment, or anything else made of woven cloth. The spell is actually woven into the fabric. A Weave spell takes as long to cast as the item takes to be woven. When the spell in a Weave goes off, it has the same area of effect, duration, range, and attributes as the normal spell.

The spell within the fabric can be triggered in two ways. The spell can be activated by a contingency set by the Grand Vizier at the time of casting. Triggers can be any one of the following: certain person, time period, certain movement, certain sounds, touch, proximity, etc. For example, a Charm Kind Weave within a carpet could be set to affect anyone arguing with the caster. The other way to trigger a spell woven in fabric is to tear it. Immediately after an item with a Weave within is ripped, the imbedded spell goes off.

The effective level of a Weave is equal to its number, not the caster's level (e.g., a Weave V spell would always be treated as a 5th level attack, regardless of the caster's level).

	Area of Effect	Duration	Range
1—Weave I	fabric	V	touch
2—Unweave I	Weave	P	10'
3—Weave II	fabric	V	touch
4—Unweave II	Weave	P	10'
5—Weave III	fabric	V	touch
6—Unweave III	Weave	P	10'
7—Weave IV	fabric	V	touch
8—Unweave IV	Weave	P	10'
9—Weave V	fabric	V	touch
10—Unweave V	Weave	P	10'
11—Weave VI	fabric	V	touch
12—Unweave VI	Weave	P	10'
13—Weave VII	fabric	V	touch
14—Unweave VII	Weave	P	10'
15—Weave VIII	fabric	V	touch
16—Unweave VIII	Weave	P	10'
17—Weave IX	fabric	V	touch
18—Unweave IX	Weave	P	10'
19—Weave X	fabric	V	touch
20—Unweave X	Weave	P	10'
25—Weave XV	fabric	V	touch
30—Unweave XV	Weave	P	10'
35—Lord Weave	fabric	V	touch
40—Lord Unweave	Weave	P	10'
45—Weave True	fabric	V	touch
50—Unweave True	Weave	P	10'



1—Weave I (F) Caster Weaves a first level spell into a tapestry, carpet, curtain, garment, etc. which he personally fashions. This spell takes as long to cast as the Grand Vizier needs to complete weaving the item. Caster determines what contingency will cause it to be triggered.

2—Unweave I (F) Caster removes one Weave I. The Weave's Resistance Roll is based on the number of the Weave spell and the attack number of the Unweave spell used. For example, a Weave II is a 2nd level target and a Unweave III is a 3rd level attack.

3—Weave II (F) As Weave I, except affects a 1st to 2nd level spell.

4—Unweave II (F) As Unweave I, except that up to a Weave II can be removed.

5—Weave III (F) As Weave I, except affects a 1st to 3rd level spell.

6—Unweave III (F) As Unweave I, except that up to a Weave III can be removed.

7—Weave IV (F) As Weave I, except affects a 1st to 4th level spell.

8—Unweave IV (F) As Unweave I, except that up to a Weave IV can be removed.

9—Weave V (F) As Weave I, except affects a 1st to 5th level spell.

10—Unweave V (F) As Unweave I, except that up to a Weave V can be removed.

11—Weave VI (F) As Weave I, except affects a 1st to 6th level spell.

12—Unweave VI (F) As Unweave I, except that up to a Weave VI can be removed.

13—Weave VII (F) As Weave I, except affects a 1st to 7th level spell.

14—Unweave VII (F) As Unweave I, except that up to a Weave VII can be removed.

15—Weave VIII (F) As Weave I, except affects a 1st to 8th level spell.

16—Unweave VIII (F) As Unweave I, except that up to a Weave VIII can be removed.

17—Weave IX (F) As Weave I, except affects a 1st to 9th level spell.

18—Unweave IX (F) As Unweave I, except that up to a Weave IX can be removed.

19—Weave X (F) As Weave I, except affects a 1st to 10th level spell.

20—Unweave X (F) As Unweave I, except that up to a Weave X can be removed.

25—Weave XV (F) As Weave I, except affects a 1st to 15th level spell.

30—Unweave XV (F) As Unweave I, except that up to a Weave XV can be removed.

35—Lord Weave (F) As Weave I, except affects a 1st to 20th level spell.

40—Lord Unweave (F) As Unweave I, except that up to a Lord Weave can be removed.

45—Weave True (F) As Weave I, except affects a spell of any level.

50—Unweave True (F) As Unweave I, except that up to a Weave True can be removed.

10.0 SEMI SPELL USER BASE SPELL LISTS

10.1 ENGINEER BASE LISTS

ENGINEER BASE SPELL LISTS

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The Engineer is a Semi spell caster who may operate in any of the realms of Magic. His spells deal with constructing, defending, and attacking fortresses.

* * *

1—Survey (I) Caster determines the best location in which to build a structure, based upon his current requirements.

2—Drafting (IU) Allows the caster to flawlessly draft the floor plans of one building. The time normally required to draw up these diagrams is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Drafting and/or Architecture skill roll.

3—Make Thatch (F) The caster causes the proper materials (e.g., straw, rushes, palm fronds, etc.) to become high-quality thatch, suitable for roofing. The amount of material that the caster may form into thatch is sufficient to cover 100 square feet per level. This activity takes 1 round per 100 square feet of thatch created. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Crafting—Roofer skill roll.

4—Make Pitch (F) Caster causes the proper materials (e.g., tree resin, oil, etc.) to become pitch of the desired consistency, suitable for waterproofing. The amount of materials that the caster may change into pitch is 1 gallon per level. This activity takes 1 round per 1 gallon of pitch created. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Crafting and/or Wood Crafts—Ship Wright skill roll.

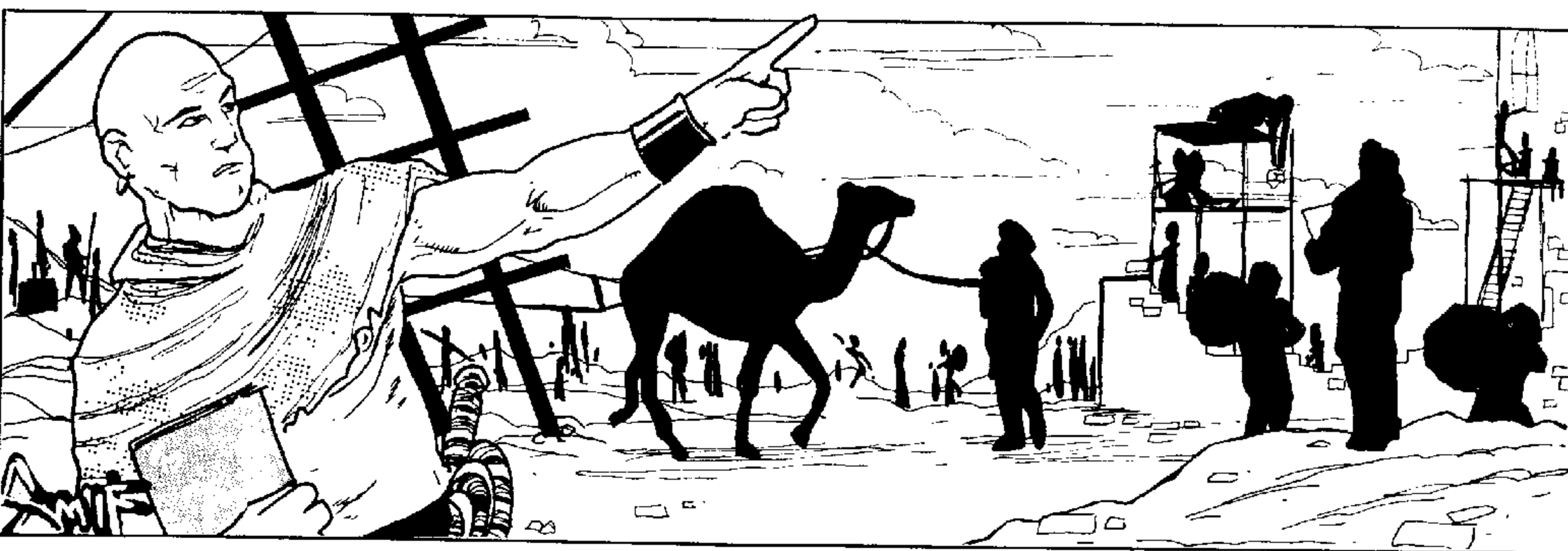
CONSTRUCTIONS (10.1.1)

(ENGINEER BASE LIST)

Note: Several spells on this list overlap in the areas of expertise they provide. The GM should use whichever seems most appropriate for the job at hand.

If a GM decides to use the bonuses provided (instead of automatic success), multiple modifiers should not be cumulative.

	Area of Effect	Duration	Range
1—Survey	self	—	100'/lvl
2—Drafting	self	V	self
3—Make Thatch	100 sq'/lvl	P	10'
4—Make Pitch	1 gallon/lvl	P	10'
5—Make Poles/Planks	10'/lvl	P	10'
6—Make Mortar	20 lbs/lvl	P	10'
7—Make Bricks	20 lbs/lvl	P	10'
8—Shape Wood	self	V	self
9—Shape Stone	self	V	self
10—Engrave Metal	self	V	self
11—Make/Shape Glass	10 sq'/lvl	P	10'
12—Shape Metal	self	V	self
13—Dig	varies	P	100'
14—Make Fixtures	10 lbs/lvl	P	10'
15—Minor Construction	100 cu'/lvl	P	100'
16—Earth Wall	100 cu'/lvl	P	100'
17—Wood Wall	100 cu'/lvl	P	100'
18—Stone Wall	100 cu'/lvl	P	100'
19—Glass Wall	100 cu'/lvl	P	100'
20—Metal Wall	100 cu'/lvl	P	100'
25—Seam Seal	varies	P	100'
30—Major Construction	1000 cu'/lvl	P	100'
50—Construction Mastery	self	1 min/lvl	self



5—Make Poles/Planks (F) The caster causes logs to become poles and/or planks of the desired size. The amount of wood that the caster may affect is 10' board-length per level (height and width are determined by the logs chosen). This activity takes 1 round per 10' board-length shaped. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Wood Crafts—Building Wright skill roll.

6—Make Mortar (F) Caster causes the appropriate materials (e.g., sand, lime, water, and fibrous material) to be mixed into mortar of the desired consistency. The amount of material that the caster may change into mortar is 20 pounds per level. This activity takes 1 round per 20 pounds of mortar made. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Stone Crafts—castery skill roll.

7—Make Bricks (F) The caster causes the proper materials (e.g., clay, straw, grit, etc.) to become bricks of any desired size. Treat these bricks as if they have been fully kiln-fired. The amount of material that the caster may change into bricks is 20 pounds per level. This activity takes 1 round per 20 pounds of bricks formed. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Stone Crafts—Brick Maker skill roll.

8—Shape Wood (FU) Allows the caster to flawlessly carve a piece of wood into the desired shape. The time normally required to carve this wood is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Wood Crafts—Carpentry, Cart Wright, Wheel Wright, and/or Wood Carving skill rolls.

9—Shape Stone (FU) Allows the caster to flawlessly carve a piece of stone into the desired shape. The time normally required to carve this stone is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Stone Crafts—castery, Stone Carving, and/or Stone Cutter skill rolls.

10—Engrave Metal (FU) Allows the caster to flawlessly engrave a piece of metal with the desired design. The time normally required to engrave this metal is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Smithing—Etcher skill roll.

11—Make/Shape Glass (F) Caster causes the proper materials (e.g., sand, soda, potash, lime, etc.) to become glass of any desired shape or size. The amount of material that the caster may change into glass is 10 square feet per level. This activity takes 1 round per 10 square feet of glass formed. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Crafting—Ceramics and/or Glass Blower skill rolls.

12—Shape Metal (FU) Allows the caster to flawlessly shape a piece of metal into the desired form. The time normally required to shape this metal is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Smithing—Bronze Smith, Copper Smith, Foundry, Iron Smith, Tin Smith, and/or Crafting—Tube Hollower (Pipe-crafting) skill rolls.

13—Dig (F) Allows caster to remove up to 100 cubic feet per level of earthen (or ice) material from an area. Half that amount may be removed if the material is stone or metal. The material removed may be piled up anywhere nearby (within the Range).

14—Make Fixtures (F) Caster causes the proper materials (e.g., clay, straw, grit, etc.) to become ceramic/tile of any desired shape. These ceramic fixtures may be in the form of a basin, roof tile, floor tile, decorative tile, shelving, table, torch holder, commode, etc. The amount of material that the caster may change and shape into ceramic fixtures is 10 pounds per level. This activity takes 1 round per 10 pounds of ceramic fixtures formed. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Crafting—Ceramics, Enameler, Glass Blower, Potter, and/or Tube Hollower (Pipe Crafting) skill rolls.

15—Minor Construction (F) Allows caster to skillfully assemble all gathered materials into the desired structure. This assembly occurs within a 100 cubic feet per level volume of space. Structures so built will be of the strongest possible construction. This activity takes 1 round per 100 cubic feet affected. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +100 bonus to his Architecture; Crafting—Cooper, Potter, Roofer; Engineering; Mechanition; Siege Engineer; Stone Crafts—castery; Trap Building; and/or Wood Crafts—Carpentry, Cart Wright, Building Wright, Ship Wright, Wheel Wright skill rolls.

16—Earth Wall (F) Caster creates a wall of packed earth, up to 100 cubic feet per level in size. This wall may be of any shape, but must rest on a solid surface.

17—Wood Wall (F) Caster creates a wall of wood, up to 100 cubic feet per level in size. This wall may be of any shape, but must rest on a solid surface.

18—Stone Wall (F) Caster creates a wall of stone, up to 100 cubic feet per level in size. This wall may be of any shape, but must rest on a solid surface.

19—Glass Wall (F) Caster creates a wall of hardened glass, up to 100 cubic feet per level in size. This wall may be of any shape, but must rest on a solid surface.

20—Metal Wall (F) Caster creates a wall of iron, copper, bronze, brass, etc. (nothing precious) up to 100 cubic feet per level in size. This wall may be of any shape, but must rest on a solid surface.

25—Seam Seal (F) Allows the caster to fuse the seams between any two walls or between bricks. The size of the seal may be either 10 square feet per level (when joining two walls together) or up to 100 cubic feet (of separate materials melded into a single solid object). The region of the seal is just as strong as the pieces that were joined. This spell turns many pieces into one solid object, effectively strengthening the structure by a factor of two.

30—Major Construction (F) As *Minor Construction*, but the volume wherein assembly takes place is equal to 1000 cubic feet per level.

50—Construction Mastery (UF) The caster may cast one lower level spell from this list each round.

EXPLOSIVES (10.1.2)

(ENGINEER BASE LIST)

Note: In order to utilize this spell list, a laboratory and substantial equipment must be available at all times to the Engineer. The initial cost of this will be not less than 100 gold pieces (GM discretion). Materials and general upkeep of this lab costs 1 gold piece per spell level. For example, if the Engineer is currently working on a 13th level spell, the cost of laboratory supplies for this spell is 13 gold pieces.

This list is extremely dangerous and difficult to work with. Any spell marked with a “†” fails on a die roll of 01 to 05 (instead of only on a 01 and 02). Failure of a “†” spell indicates that the Engineer is involved in a laboratory explosion. Anyone within the lab takes an Explosion critical strike, the severity of which is determined by the failed die roll; 05 = an ‘A’ crit, 04 = ‘B’, 03 = ‘C’, 02 = ‘D’, and 01 = an ‘E’ severity critical strike. Extra-ordinary Spell Failure (ESF) always results in an ‘E’ severity Explosion critical strike in addition to any other effects of failure. Optionally, if the Engineer is working on a poison bomb, failure can result in a poison attack (of the caster’s level) to all in the laboratory.

Creating an explosive device takes some time. Any “†” type spell takes one hour per spell level to actually fabricate the apparatus. For example, Explosive II, a tenth level spell, takes ten hours of laboratory work to complete the device.

All “†” type spells require a housing or container for the explosive substance. Usually this receptacle is made of metal and must be fashioned separately (using either spell or physical labor).

	Area of Effect	Duration	Range
1—Research	self	24 hours	self
2—Prime Explosive •	device	1 round	touch
3—			
4—Disarm Explosive ••	device	P	touch
5—Explosive I †	1' R/lvl	—	touch
6—Neutralize Explosive •	device	P	touch
7—			
8—Sleep Gas Bomb †	1' R/lvl	—	touch
9—			
10—Explosive II †	1' R/lvl	—	touch
11—Time Delay Fuse	device	1 rnd/lvl	touch
12—			
13—Poison Gas Bomb †	1' R/lvl	—	touch
14—Radius Extension II	device	—	touch
15—Explosive III †	1' R/lvl	—	touch
16—			
17—Remote Fuse	device	—	10'/lvl
18—Poison Powder Bomb †	1' R/lvl	—	touch
19—Radius Extension III	device	—	touch
20—Explosive IV †	1' R/lvl	—	touch
25—Explosive V †	1' R/lvl	—	touch
30—Radius Extension V	device	—	touch
35—Explosive VII †	1' R/lvl	—	touch
40—Proximity Fuse	device	V	touch
50—Explosive X †	1' R/lvl	—	touch
60—Radius Extension X	device	—	touch

1—Research (I) Allows caster to research special explosives spells. Alternatively, if the GM wishes to include further restrictions upon use of this list, he may rule that the Alchemy Guild controls access to Explosives. In other words, an alchemist may only acquire spell list picks from this list through the auspices of the Guild. If someone wants to independently learn spells from this spell list, he must Research them individually using this spell. In this case, this spell grants the caster a +50 bonus to his roll on the Spell Research Chart.

2—Prime Explosive (FE•) Caster arms a previously created Explosive charge. This activated device will blow up in one round. You'd better run!

4—Disarm Explosive (F*•) Caster disarms a Primed Explosive charge. It will not explode without being once again Primed.

5—Explosive I (EF†) Caster creates an explosive charge which, when detonated, will have a blast radius of one foot per level of the caster. Attacks are resolved on the Lightning Ball Attack Table, Section 10.1 of *RMCV* (or the Fire Ball Attack Table (15.4.7) in *Spell Law* if *RMCV* is unavailable). Explosion critical strikes are delivered (instead of Electricity) and the maximum critical result is 'A'. Anyone caught within 1' of the device when it goes off suffers an attack with a +5 bonus to the die roll. Until Primed, this explosive device is inactive and relatively safe to handle—only fire damage and Crush criticals will set it off.

6—Neutralize Explosive (F•) Caster renders an Explosive device inert and harmless; it is ruined and may no longer be Primed.

8—Sleep Gas Bomb (EF†) As *Explosive I*, except that the attack is resolved as a Resistance Roll vs the caster's level. RR failure results in the target falling into a deep sleep for 1 minute per 5% RR failure. The victim cannot be normally awakened during this period of time (although spells such as *Awaken* will work). Although a Sleep Gas Bomb must still be Primed, once it goes off it is active for one round per level, spewing forth noxious vapors. Targets must make RRs each round they are within the Area of Effect, until the gas bomb is exhausted.

10—Explosive II (EF†) As *Explosive I*, except that the maximum critical result is 'B' and targets within 2' of the blast site suffer a +10 explosion attack.

11—Time Delay Fuse (PF) By casting this spell immediately before a Prime Explosive spell, the caster may delay detonation up to one round per level. For example, a 15th level caster would have up to 15 rounds to get clear of the blast, instead of the normal one round.

13—Poison Gas Bomb (EF†) As *Sleep Gas Bomb*, except that RR failure results in the target being poisoned. The poison type is considered to be Respiratory. The severity of poison effects is determined by how badly the target failed his Resistance Roll: failing by 01 to 25 yields Mild effects, by 26 to 50 means target undergoes Moderate effects, by 51 to 100 bestows Serious effects to target, and failing by 101 or more indicates that Extreme effects overcome target. Respiratory poison effects are summarized below (for more information, see Section 2.51 of *C&T*):

Mild effects occur in 1-20 rnds. Victim is slightly euphoric (-20).

Moderate effects strike in 2-20 rnds. Victim experiences significant euphoria (-50) and some choking pain (1-5 hits/rnd for 1-100 rounds).

Severe effects occur in 1-100 rnds. Victim coughs uncontrollably (1-10 hits/rnd for 1-10 rounds), lapses into unconsciousness and, on a roll of 01-50, slips into a coma which lasts 1-10 days.

Extreme effects come on in 2-200 rnds, leaving victim dead due to respiratory failure and associated oxygen starvation.

14—Radius Extension II (FP) This spell, cast in conjunction with one of the Explosive spells, doubles its blast radius to 2'R/lvl. Additionally, the "Ground Zero" area (i.e., the radius wherein blast gets a bonus) is also doubled. For example, an *Explosive III* augmented by Radius Extension II would deliver a +15 attack to all targets within 6' of the blast site.

15—Explosive III (EF†) As *Explosive I*, except that the maximum critical result is 'C' and targets within 3' of the blast site suffer a +15 explosion attack.

17—Remote Fuse (PF) By casting this spell immediately before a Prime Explosive spell, the caster increases the range at which a *Prime Explosive* spell may be cast to 10' per level. For example, a 15th level caster could be up to 150' away from an explosive charge and still be able to prime it.

18—Poison Powder Bomb (EF†) As *Poison Gas Bomb*, except that the poison is more persistent, lingering for 1 hour per level, rather than merely 1 rnd/lvl.

19—Radius Extension III (FP) As *Radius Extension II*, except triples blast radius (to 3'R/lvl) and "Ground Zero" area.

20—Explosive IV (EF†) As *Explosive I*, except that the maximum critical result is 'D' and targets within 4' of the blast site suffer a +20 explosion attack.

25—Explosive V (EF†) As *Explosive I*, except that the maximum critical result is 'E' and targets within 5' of the blast site suffer a +25 explosion attack.

30—Radius Extension V (FP) As *Radius Extension II*, except quintuples (5x) blast radius (to 5'R/lvl) and "Ground Zero" area.

35—Explosive VII (EF†) As *Explosive I*, except that the maximum critical result is an 'E' and 'B' crit and targets within 7' of the blast site suffer a +35 explosion attack.

40—Proximity Fuse (PF) By casting this spell immediately before a Prime Explosive spell, the caster may delay detonation until certain conditions are met. Caster specifies these conditions at the time of casting. For example, if the caster wished to assassinate the king, he might place a Primed explosive near the throne, set to go off when the king sits down.

50—Explosive X (EF†) As *Explosive I*, except that the maximum critical result is two 'E' crits and targets within 10' of the blast site suffer a +50 explosion attack.

60—Radius Extension X (FP) As *Radius Extension II*, except increases by ten-fold the blast radius (to 10'R/lvl) and "Ground Zero" area.

FORTIFICATIONS (10.1.3)

(ENGINEER BASE LIST)

	Area of Effect	Duration	Range
1—Alarm	varies	1 day	touch
2—Siege Lore	self	—	self
3—Detect Sapping	self	—	self
4—Fire Resistance	varies	1 hour/lvl	touch
5—Locate Flaw	self	—	self
6—Logistics	self	—	self
7—Tactics	self	—	self
8—Minor Force Wall	100 sq'/lvl	1 min/lvl	100'
9—Water Production	—	P	10'
10—Food Production	—	P	10'
11—Collapse Tunnel	varies	—	100'
12—Buttress	varies	1 hour/lvl	100'
13—Firestop	1000 sq'/lvl	—	100'
14—Major Force Wall	1000 sq'/lvl	10 min/lvl	100'
15—Perimeter Strike	varies	10 min/lvl	100'
20—Seal Breach	100 sq'/lvl	P	100'
25—Absorb Impact	varies	10 min/lvl	100'
30—Battlefield Awareness	self	—	self
50—Greater Force Wall	varies	1 hour/lvl	100'

1—Alarm (IP) If certain conditions occur (specified by Engineer at time of casting), a shrill alarm will sound, alerting all defenders. This contingency may affect the entirety of a fortress (GM discretion). Only one Alarm may operate on a fortress at a time.



2—Siege Lore (IP) Allows caster to determine structural status of a fortification under siege. This spell will not detect mining, tunnelling, or other attempts to undermine structures from underground. For example, caster would be aware that the North wall has been breached, but not that a collapsed tunnel is the cause.

3—Detect Sapping (IP) Caster is aware of any tunnelling activity beneath his fortification, including approximate location. This spell also allows the caster to detect the presence of explosives in underground tunnels. If the GM agrees, this spell may also be used to detect any form of covert attack upon the structural integrity of a fortress.

4—Fire Resistance (DF) Fortress is magically resistant to fire for the duration. Before a structure can catch fire, it receives a RR (at the caster's level). If this RR is successful, the structure will not burn.

5—Locate Flaw (IP) Informs caster of the precise location of the greatest flaw in a structure, the exact nature of the damage, and how best to repair it. This spell can even detect flaws which would normally be completely hidden. For example, the caster would know that the foundation in the South tower is cracked and subsiding slowly.

6—Logistics (I) Caster uses all available information on troops, terrain, weather, distances, etc. to automatically determine the supplies needed to withstand siege, the best means of procuring them, and whether such a siege may be endured by the defenders.

7—Tactics (I) With regards to placement of friendly forces within the fortress, the caster receives a +2/lvl bonus to his next Tactics roll. If applicable, the GM may provide one piece of tactical advice.

8—Minor Force Wall (F) Caster creates an non-mobile, impenetrable wall of force, which may be placed as desired within the fortification. No movements or attacks are possible through this barrier, as long as it exists.

9—Water Production (F) Caster can produce water in any available receptacle sufficient to supply 1 person's daily requirement per level.

10—Food Production (F) Caster can produce sufficient food from the surrounding area to feed a number of beings equal to his level.

11—Collapse Tunnel (F) Caster may stress walls and/or supports of a tunnel, creating a 5% chance per level that the tunnel will collapse (possibly undermining his own walls above!). The collapsed area will be up to 2' per level in length. Materials stronger than stone receive a Resistance Roll (their level is equal to their effective Armor Type).

12—Buttress (F) Caster reinforces the walls, roofs, or supports of any structure within the fortress to resist collapse due to physical or magical causes. This spell can be used to cancel a *Collapse Tunnel* spell. Length of reinforcement is up to 5' per level. If using the Material Integrity rules from *RMC V*, this spell temporarily doubles the number of hits a substance can take.

13—Firestop (F) All non-magic fire in the area of effect is instantly extinguished; magic fire must make a RR or it is extinguished.

14—Major Force Wall (F) As *Minor Force Wall*, except for AOE and duration.

15—Perimeter Strike (E) After the Engineer casts this spell, any enemy who touches the outer walls of the fortress must make a RR or be affected by an "A" severity critical strike of the caster's choice (GM discretion). For example, the walls of a castle may become "electrified."

20—Seal Breach (F) Caster may seal or repair any one breach in a wall or other structure. The damaged substance is magically mended. Repaired structures regain their former integrity and strength.

25—Absorb Impact (F) Blows to the fortress are magically absorbed, so that impacts only do half damage. This spell may affect the whole fortification (or any specified portion if desired).

30—Battlefield Awareness (IP) Caster is completely aware of all troops' actions, motivations, dispositions, supplies, armaments, objectives, leaders, and so on (enemy and friendly) within the fortress and immediate environs.

50—Greater Force Wall (F) As *Minor Force Wall*, except for AOE and duration. Note that this spell can enclose an entire fortification.

STRUCTURE WARDINGS (10.1.4)

(ENGINEER BASE LIST)

Notes: Structure wardings are enchantments designed to protect the structure they are built into. They are inscribed throughout the construction and built into the fabric of the structure. They may not be changed at a later date without rebuilding the entire structure.

Spells marked '¥' are enchantment wardings, which are built into the structure. The wardings unless specified otherwise will protect the structure itself and not anything inside the structure. Such enchantment wardings are inherently part of the structure, and destruction of part of the structure will not affect the wardings on the rest of the structure. Major damage must be re-enanted after it has been repaired with Reseal, but most minor repairs will have no effect on the wardings. A structure can be a castle, a tower, a bridge, a ship, or even a sail (the latter two being prime candidates for Seal and Flame Ward).

The caster has to enchant the structure throughout construction starting when the structure is first laid out, and ending when the last spike (or whatever) is pounded in. Each structure warding takes a minimum number of weeks to cast equal to its level with the spell being cast once a day (the construction may be held up because of this). This will effect a structure with a volume equal to the one hundred times the caster's level cubed in cubic feet. This is the total area the of the structure, so don't consider the interior or lack there of in the calculations. To affect a larger structure the caster may run multiple enchantments together into a single large warding. Multiple enchantments must be done while the structure is under construction, and if the structure will take longer to construct than the minimum enchantment time then the caster can (and usually will) space out the casting of the spells. Only when the structure is done and the last of the required number of spells have been cast will it be protected.

Examples:

Watch Tower

The tower is 80' high and 30' in diameter. The caster is level twelve so the level of the warding is twelve.

Portal x 5 on main doors of tower (including the main gate and portcullis): 5 days.

Scry Bar I on the captain's room: 5 weeks plus 1 week to cover the circumference (which is less than 100').

Resist Ward II on the whole structure: 12 weeks.

Gating Ward I in the outer walls: 8 weeks plus 1 week to cover the circumference (which is less than 100').

Total of 27 weeks and 5 days.

Castle Outer Walls

The caster is level eighteen. He can effect 583,200 cubic feet (100 x (18' x 18' x 18').

Volume of walls: ((300' by 20' by 70' (includes foundation and towers)) x 4) = 1,680,000 cubic feet.

Portal x 6 on main doors of tower (including the main gate and portcullis): 6 days.

Resist Ward III: 18 weeks x 3 to cover total volume: 54 weeks.

Field Gating Ward III: 18 weeks plus 12 extra weeks to cover the larger circumference ((300 x 4)/100): 30 weeks.

Field Wardings: (added to the Gating Ward III) 14 weeks for the plus 12 extra weeks to cover the larger circumference ((300 x 4)/100): 26 weeks.

Total: 124 weeks and 6 days.

	Area of Effect	Duration	Range
1—Research	touch	24 hours	self
2—Seal	V	P	touch
3—Portal	V	P	touch
4—			
5—Preservation Ward I ¥	V	P	touch
6—Resist Ward I ¥	V	P	touch
7—Flame Ward ¥	V	P	touch
8—Reseal	V	P	touch
9—Sentry Ward	V	P	touch
10—Elemental Ward I ¥	V	P	touch
11—Strength Ward I ¥	V	P	touch
12—Resist Ward II ¥	V	P	touch
13—Preservation Ward II ¥	V	P	touch
14—			
15—			
16—Conceal Ward I ¥	V	P	touch
17—Preservation Ward III ¥	V	P	touch
18—Resist Ward III ¥	V	P	touch
19—Sentry Stone	V	P	touch
20—Strength Ward II ¥	V	P	touch
25—Elemental Ward II ¥	V	P	touch
30—Conceal Ward II ¥	V	P	touch
35—Elemental Ward III ¥	V	P	touch
40—Preservation Ward True ¥	V	P	touch
45—Elemental Warding True ¥	V	P	touch
50—Resist Ward True ¥	V	P	touch

1—Research (F) Caster gains a +25 bonus to attempts made at researching the purpose, origin, and effects of specific ward.

2—Seal (F) When the structure is finally complete this spell will act to seal it. This enchantment only makes the seal of the structure stronger. This causes roofs to be more leakproof, reduces drafts, and so on.

3—Portal (F) This warding must be cast on the frame of the portal and the portal itself. The spell will then allow the portal to be enchanted to have the same protection as the rest of the structure. The doors or shutters can then be enchanted in a single day with only one casting of each ward that the structure will have. This spell can be used on doors and shutters that are replacements for previous ones as long as the frame of the portal was enchanted when the structure was built.

5—Preservation Ward I (F) This ward will slow the effects of nature. Any structure so enchanted will age at 1/4 normal rate. This does not apply to any thing inside the structure.

6—Resist Ward I (F) This warding will shield a structure from magic. Once enchanted, the structure has a resistance roll equal to the level of the warding vs. all base attack spells. If the structure succeeds in resisting, then the attacking spell will not affect it.

7—Flame Ward (F) This ward will make a structure fire resistant. Magical and normal fire can burn (i.e., damage) the structure, but the structure won't continue to burn once the source of the flame is removed. **Note:** This doesn't protect what ever is inside the the structure from catching fire which would lead to more damage to the structure.

8—Reseal (F) Allows the caster to restore the wardings to a portion of a structure that has suffered major damaged. The section must be repaired by casting Reseal on the repairs each day. The repaired section will now have the same warding enchantments as the rest of the structure.

9—Sentry Ward (F) Causes the wardings of the structure to glow any time they are activated. A ward is active any time it must resist. If the viewer doesn't know which wards mean what, then a Medium (+0) Warding Lore roll will inform the viewer what wards have been activated.

10—Elemental Ward I (F) The structure is warded against a particular element. Each element must be done separately. The structure then receives half damage from any attacks from that element and a resistance roll vs. any base spells from that element (e.g., a stone structure warded against fire would receive a resistance roll equal to the level of the warding against *Stone Fires*). This warding protects versus both "magic" and "normal" forms of the element.

11—Strength Ward I (F) This ward will reinforce and strengthen the structure, increasing its concussion hits by 50%.

12—Resist Ward II (F) As *Resist Ward I*, except RRs are at -25.

13—Preservation Ward II (F) As *Preservation Ward I*, except any structure so enchanted will age at 1/10 normal rate.

16—Conceal Ward I (F) Any part of a structure so enchanted is allowed to resist any detection or vision spell used on it. It is more subtle than the *Privacy Screen* or *Screwing Ward* spell in that it doesn't even reveal that it is there. If the structure successfully resists then the spell will fail to even register that the ward resists (e.g., if a secret tunnel with a *Conceal* ward is looked at using *Stonevision*, then the caster would not detect the passage, unless the passage failed to resist).

17—Preservation Ward III (F) As *Preservation Ward I*, except any structure so enchanted will age at 1/20 normal rate.

18—Resist Ward III (F) As *Resist Ward I*, except the RR is at -50.

19—Sentry Stone (F) As *Sentry Ward* except the caster can enchant a stone that will glow anytime any of the wardings are activated. If the viewer doesn't know which wards mean what, then a Medium (+0) ward lore roll will inform the viewer what wards have been activated. The stone must be fixed and inside the perimeters.

20—Strength Ward II (F) This ward will reinforce and strengthen the structure. The structure will now be able to take twice as much damage.

25—Elemental Ward II (F) As *Elemental Ward I*, except that all forms of elemental damage are reduced to one half.

30—Conceal Ward II (F) As *Conceal Ward I*, except the RR is at -25.

35—Elemental Ward III (F) As *Elemental Ward I*, except that all forms of elemental damage are reduced to one quarter.

40—Preservation Ward True (F) As *Preservation Ward I*, except any structure so enchanted will age at 1/100th normal rate.

45—Elemental Ward True (F) As *Elemental Warding*, except that all forms of elemental damage are reduced to one tenth.

50—Resist Ward True (F) The structure so enchanted is immune to all base spells cast at it.

10.2 TINKER BASE LISTS

TINKER BASE SPELL LISTS

<i>Mending Mastery</i>	Page 152
<i>Metal Mastery</i> (Professional List)	Page 168
<i>Stone Mastery</i> (Professional List)	Page 169
<i>Glass/Ceramic Mastery</i> (Professional List)	Page 170
<i>Wood Mastery</i> (Professional List)	Page 171

The Tinker is a Semi spell user from the realm of Mentalism. His spells deal with fabricating and mending objects.

MENDING MASTERY

(TINKER BASE LIST)

Note: If any fragments or pieces of a damaged object are missing or destroyed the spells from this list will not work.

All Mending Mastery spells refer only to non-living materials.

	Area of Effect	Duration	Range
1—Mend Parchment/Paper	1 sheet	P	touch
2—Mend Rope/Cloth	1 item	P	touch
3—Mend Leather	1 item	P	touch
4—Mend Wood	1 item	P	touch
5—Gather I	fragments	—	10'/lvl R
6—Mend Horn/Bone/Antler	1 item	P	touch
7—Mend Ceramic/Glass	1 item	P	touch
8—Mend Common Stone	1 item	P	touch
9—Mend Base Metal	1 item	P	touch
10—Gather II	fragments	—	100'/lvl R
11—Mend Precious Stone	1 item	P	touch
12—Mend Precious Metal	1 item	P	touch
13—Mend Magic Parchment/Paper	1 sheet	P	touch
14—Mend Magic Rope/Cloth	1 item	P	touch
15—Mend Magic Leather	1 item	P	touch
16—Mend Magic Wood	1 item	P	touch
17—Mend Magic Horn/Bone/Antler	1 item	P	touch
18—Mend Magic Ceramic/Glass	1 item	P	touch
19—Mend Magic Stone	1 item	P	touch
20—Mend Magic Metal	1 item	P	touch
25—Gather True	fragments	—	1mi./lvl R
30—Mend True	1 item	P	touch
50—Mending Mastery	self	1 md/lvl	self

1—Mend Parchment/Paper (F) Caster mends one non-magical sheet of torn, damaged, or degraded parchment/paper. The mended sheet is restored to full strength and suppleness. Decayed, decomposed, or burnt material will not be restored. Any non-magical writing on this page is also fully restored. All components must be collected together in order for this spell to work (i.e., all fragments must be within a 10' radius of the caster).

2—Mend Rope/Cloth (F) As *Mend Parchment/Paper*, except repairs rips, tears, or breaks in one garment, sail, net, rope, etc.

3—Mend Leather (F) As *Mend Parchment/Paper*, except repairs damage to one garment or item of leather, hide, skin, etc. The mended item is restored to full strength and suppleness.

4—Mend Wood (F) As *Mend Parchment/Paper*, except repairs warping, splits, cracks, or breaks in one item made of wood. For purposes of this spell, one item consists of either a small composite wooden item or sections of a larger item (GM discretion). For example, this spell would mend the broken legs of a table, but not the entire hull of a ship. The mended item is restored to full strength.

- 5—Gather I (F)** Collects all fragments of one broken object, if they are within 10' per level, and deposits them within 10' of the caster.
- 6—Mend Horn/Bone/Antler (F)** As *Mend Parchment/Paper*, except this repairs one item of broken horn, bone, antler, or other hard organic material. The material may not be part of a living animal or beast.
- 7—Mend Ceramic/Glass (F)** As *Mend Parchment/Paper*, except this spell repairs any one broken item made of ceramic, porcelain, or glass. The item is restored to full strength and clarity (if applicable).
- 8—Mend Common Stone (F)** As *Mend Parchment/Paper*, except this mends fissures, cracks, or breaks in one item made of common stone (marble, limestone, slate, granite, etc.). For purposes of this spell, one item consists of an individual piece of stone, not a composite structure such as a wall or tower.
- 9—Mend Base Metal (F)** As *Mend Parchment/Paper*, except this repairs dents, cracks, or breaks in any item made of base metal (copper, tin, brass, bronze, iron, steel, etc.). If applicable, it restores a high polish and/or keen edge to the item, removing corrosion and tarnish. The appropriate temper is also imparted to the metal.
- 10—Gather II (F)** Collects all fragments of one broken object, if they are within 100' per level and deposits them within 10' of the caster.
- 11—Mend Precious Stone (F)** As *Mend Parchment/Paper*, except this spell repairs cracks, chips or breaks in one precious stone (diamond, emerald, ruby, sapphire, etc.) This spell will not remove naturally occurring flaws or impurities in any stone.
- 12—Mend Precious Metal (F)** As *Mend Parchment/Paper*, except this restores dents, cracks, or breaks in any item made from precious metal (silver, gold, platinum, etc.). It also imparts the desired polish and luster to the surface, removing corrosion and tarnish. This spell cannot restore wear to plated metals.
- 13—Mend Magic Parchment/Paper (F)** As *Mend Parchment/Paper*, except this spell repairs any magical sheet of parchment or paper. Damage to writing or Runes on the sheet will also be repaired, (restoring its magical properties) providing there is no loss of text due to fire or water damage.
- 14—Mend Magic Rope/Cloth (F)** As *Mend Rope/Cloth*, except this repairs one item made of magical rope, twine, or cloth. All magical properties of the item are restored.
- 15—Mend Magic Leather (F)** As *Mend Leather*, except this repairs any one item made of magical leather. All magical properties are restored.
- 16—Mend Magic Wood (F)** As *Mend Wood*, except this spell repairs one item made of magical wood. All magical properties are restored.
- 17—Mend Magic Horn/Bone/Antler (F)** As *Mend Horn/Bone/Antler*, except this spell repairs any item made of rigid magical organic material. All magical properties are restored.
- 18—Mend Magic Ceramic/Glass (F)** As *Mend Ceramic/Glass*, except this spell repairs any item made of magical ceramic, porcelain, or glass. All magical properties are restored.
- 19—Mend Magic Stone (F)** As *Mend Precious Stone*, except this spell repairs any item made of magical stone (e.g., laen, adamant, or enchanted stone). All magical properties are restored.
- 20—Mend Magic Metal (F)** As *Mend Precious Metal*, except this spell repairs any item made of magical metal (e.g., Mithril, eog, or other enchanted metal). All magical properties are restored.
- 25—Gather True (F)** Collects all fragments of one broken object, if they are within 1 mile per level and deposits them within 10' of the caster.
- 30—Mend True (F)** This spell mends all facets of any one item, magical or non-magical, regardless of composition (e.g., plastics or other technological materials/devices). Any magical properties are restored and the item becomes fully functional.
- 50—Mending Mastery (FU)** Allows casting of any of the above spells at a rate of one per round.

10.3 DELVER BASE LISTS

DELVER BASE SPELL LISTS

<i>Constructing Ways</i>	Page 153
<i>Delving Law</i>	Page 154
<i>Mannish Ways</i>	Page 154
<i>Material Transport</i>	Page 155
<i>Symbol Imbedding</i>	Page 155

The Delver is a Semi spell user from the realm of Essence.

CONSTRUCTING WAYS (10.3.1) (DELVER BASE LIST)

	Area of Effect	Duration	Range
1—Work Wood	self	24 hours	self
2—Work Iron	self	24 hours	self
3—Work Cloth	self	24 hours	self
4—Work Steel I	self	24 hours	self
5—Work Stone	self	24 hours	self
6—Work Normal Metals	self	24 hours	self
7—Work Alloys	self	24 hours	self
8—Work Organic	self	24 hours	self
9—Work Steel II	self	24 hours	self
10—Make Steel	self	24 hours	self
11—Work Jewels	self	24 hours	self
12—Work Alloys III	self	24 hours	self
13—Make Alloys	self	24 hours	self
14—			
15—Work Mithril IV	self	24 hours	self
20—Work Laen V	self	24 hours	self
25—Work Organic True	self	24 hours	self
30—Work Eog VI	self	24 hours	self
50—Work Magic Wood	self	24 hours	self

1,3,8,25,50 —As spells of the same name on the Alchemist Base List, Organic Skills (see SL 13.5).

2,4,5,6,9,10,11,13,15,20,30 —As spells of the same name on the Alchemist Base List, Inorganic Skills (see SL 13.5).

7—Work Alloys (F) As the fourth level *Work Alloy* spell on the Inorganic Skills list (see SL 13.5).

12—Work Alloys III (F) As the tenth level *Work Alloy* spell on the Inorganic Skills list (see SL 13.5).

DELVING LAW (10.3.2)

(DELVER BASE LIST)

	Area of Effect	Duration	Range
1—Light Analysis *	line of sight	—	self
2—Text Analysis I	text	1 min/lvl(C)	self
3—Earth Analysis	10' R	—	10'
4—Air Analysis	10' R	—	10'
5—Water Analysis	10' R	—	10'
6—Text Analysis II	text	1 min/lvl(C)	self
7—Spell Signature Feel	spell	—	10'
8—Cold Analysis	100' R	1 min/lvl(C)	100'
9—Fire Analysis	10' R	—	10'
10—Delving	1 item	—	touch
11—Spell Analysis	spell	—	100'
12—			
13—Death Analysis	1 being	—	touch
14—Text Analysis III	text	1 min/lvl(C)	self
15—Power Analysis	1 target	—	100'
20—Death's Delving	1 being	—	touch
25—Analysis	1 target/rnd	—	10'
30—Mass Analysis	1 target	—	10'
50—Power Analysis True	1 target	—	100'

2,4,5,6,10,11,13,14,15,20,25,30,50 —As spells of the same name on the Closed Essence List, Delving Ways (see SL Section 13.2).

1—Light Analysis (I*) Gives nature and origin of natural light, and when and how worked light was obtained and worked.

3—Earth Analysis (I) Gives nature and origin of natural earth (stone or metal), and when and how worked earth was obtained and worked.

7—Spell Signature Feel (I) Gives caster a general idea of the amount of spell mastery used to cast some active spell, sign, or rune. Two similar spells (like *Light* and *Light (50'R)*), cast by the same person, will "feel" the same with this spell. Likewise, two casters who apprenticed together and have neither one developed spell mastery since might cast similar feeling spells.

8—Cold Analysis (I) Gives nature and origin of natural ice, frost, snow, etc., and when and how worked snow was obtained and worked.

9—Fire Analysis (I) Gives nature and origin of natural fire, and when and how worked fire was obtained and worked, including what the fire has fed on since being lit. There must be some surviving embers of the fire to be analyzed.

MANNISH WAYS (10.3.3)

(DELVER BASE LIST)

	Area of Effect	Duration	Range
1—Mannish Scale	1 object	—	1'
2—Mannish Ruler	1 object	—	1'
3—Locklore	1 lock	—	touch
4—Mannish Volume	1 object	—	1'
5—Traplore	1 trap	—	touch
6—Mannish Distance	1 object	—	line of sight
7—Detect Mechanism	1 mechanism	1 min/lvl	100'
8—Mannish Volume True	1 object	—	1'
9—Mannish Measure	1 object	—	1'
10—Analyze Mechanism	1 mechanism	—	touch
11—Blind Distance	1 target	—	varies
12—Mannish Probe	1 target	—	1'
13—Analysis	1 target	—	1'
14—			
15—Mass Analysis	1 target/rnd	1 rnd/lvl	varies
20—Deep Probe	1 target	—	1'
25—Analysis True	5' R	—	1'
30—Mannish Mastery	10' R	1 min/lvl	varies
50—Mannish Mastery True	20' R	24 hrs	varies

3,5—As spells of the same name on the Open Essence List, Unbarring Ways (see SL Section 13.1).

1—Mannish Scale (I*) Caster can tell the exact mass and weight of one object.

2—Mannish Ruler (I*) As *Mannish Scale*, but an object's length is determined.

4—Mannish Volume (I*) As *Mannish Scale*, except that the exact volume of an object or room may be determined.

6—Mannish Distance (I*) Caster can tell the exact distance from himself and some object that he can see.

7—Detect Mechanism (I) As *Detect Traps* on the Detecting Ways list (Open Essence List, SL Section 13.1), except that any mechanism may be detected with a 75% chance of being properly identified as a lock, trap, waterclock, toaster-oven, etc.

8—Mannish Volume True (I*) As *Mannish Volume*, *Mannish Ruler*, and *Mannish Scale*. *Mannish Ruler* is applied to all dimensions of a single object.

9—Mannish Measure (I*) As *Mannish Scale*, except that caster can tell angle measure, or barometric pressure, or etc.

10—Analyze Mechanism (I) As *Locklore* or *Traplore*, except caster could later use the information gained to construct a duplicate key, trap, etc. (assuming he had the required secondary skills).

11—Blind Distance (I*) As *Mannish Distance*, except there can be intervening barriers, if the caster has previously visited the location being targeted, and if the caster knows in what direction the reference point lies.

12—Mannish Probe (I*) As *Mannish Scale*, except that caster can tell the thickness or depth of some form of matter until a different form was encountered (gas, solid, liquid). E.g., How thick is a wall, or How deep is the water at this point?

13—Analysis (I) Any of the lower level spells may be used together on one item, person, or place.

15—Mass Analysis (I) As *Analysis*, except one item/round may be examined.

20—Deep Probe (I*) As *Mannish Probe*, except any given level may be scanned. E.g., Are there any caverns beneath the bottom of the lake? How thick is the wall on the other side of the room beyond this wall?

25—Analysis True (I) As *Analysis*, except everything in radius is Analyzed.

30—Mannish Mastery (I) As *Analysis True*, except area of effect is 10'R and the duration is 1 minute/level. This spell can be substituted for sight, operating as a kind of sonar.

50—Mannish Mastery True (I) As above, except area of effect is 20'R and the duration is 24 hours.

MATERIAL TRANSPORT (10.3.4)

(DELVER BASE LIST)

	Area of Effect	Duration	Range
1-Enchanted Rope	1 rope	C	100'
2-Staying	1 lb	1 min/lvl	100'
3-Telekinesis	1 lb	1 min/lvl(C)	100'
4-Staying	5 lb	1 min/lvl	100'
5-Telekinesis	5 lb	1 min/lvl(C)	100'
6-Cracks Call	10'x10'x10'	—	100'
7-Staying	25 lb	1 min/lvl	100'
8-Telekinesis	25 lb	1 min/lvl(C)	100'
9-TK Enhancement (x1/3)	1 spell	varies (C)	touch
10-Staying	50 lb	1 min/lvl	100'
11-Telekinesis	50 lb	1 min/lvl(C)	100'
12-Hurling I	1 object	—	10'
13-Staying	100 lb	1 min/lvl	100'
14-Telekinesis	100 lb	1 min/lvl(C)	100'
15-TK Enhancement (x1)	1 spell	varies (C)	touch
20-TK Enhancement (x5)	1 spell	varies (C)	touch
25-Staying	10 lb/lvl	1 min/lvl	100'
30-Telekinesis	10 lb/lvl	1 min/lvl(C)	100'
50-TK Enhancement True	1 spell	varies (C)	touch

1,6—As spells of the same name on the Magician Base List, Earth Law (see SL Section 13.3).

2—**Staying (F)** 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)** Can move one object, up to 1 lb. in mass, 1' second with no acceleration. Living beings or items in contact with a living being get a RR based on the living being. If the caster stops concentration before the duration is up, the object remains stationary as if it had Staying thrown on it.

4—**Staying (F)** As above, except mass limit is 5 lbs.

5—**Telekinesis (F)** As above, except mass limit is 5 lbs.

7—**Staying (F)** As above, except mass limit is 25 lbs.

8—**Telekinesis (F)** As above, except mass limit is 25 lbs.

9—**TK Enhancement (U)** When cast with Staying or Telekinesis on an inorganic, solid, inanimate material, the mass limit may be increased by one third the caster's level, but the velocity of the object is reduced by a similar amount from 1' second. Caster must remain concentrating and touching target mass for duration of spell. Target must be loose and unconnected to other objects.

10—**Staying (F)** As above, except mass limit is 50 lbs.

11—**Telekinesis (F)** As above, except mass limit is 50 lbs.

12—**Hurling I (F)** As on Essence Hand list.

13—**Staying (F)** As above, except mass limit is 100 lbs.

14—**Telekinesis (F)** As above, except mass limit is 100 lbs.

15—**TK Enhancement (U)** As above, except mass limit may be multiplied by caster's level.

20—**TK Enhancement (U)** As above, except mass limit may be multiplied by five times the caster's level.

25—**Staying (F)** As above, except mass limit is 10 lbs/level.

30—**Telekinesis (F)** As above, except mass limit is 10 lbs/level.

50—**TK Enhancement True (U)** As above, except there is no mass limit beyond the corresponding decrease in velocity.

SYMBOL IMBEDDING (10.3.5)

(DELVER BASE LIST)

	Area of Effect	Duration	Range
1-Research Essence	self	24 hr	self
2-Research Ment./Chan.	self	24 hr	self
3-Unsymbol I	1 symbol	P	10'
4-Symbol Extension	1 symbol	24 hr	self
5-Imbed Symbol I	1 symbol	P	10'
6—			
7-Imbed Symbol II	1 symbol	P	10'
8-Unsymbol II	1 symbol	P	10'
9-Imbed Symbol III	1 symbol	P	10'
10-Preserve Edifice	100 cu ft/lvl	P	10'
11-Imbed Symbol V	1 symbol	P	10'
12-Unsymbol III	1 symbol	P	10'
13-Imbed Symbol VI	1 symbol	P	10'
14-Unsymbol VII	1 symbol	P	10'
15-Imbed Symbol VII	1 symbol	P	10'
20-Imbed Symbol X	1 symbol	P	10'
25-Inscribe Sign	1 target	until triggered	touch
30-Unsymbol X	1 symbol	P	10'
50-Mass Sign	1 target/lvl	until triggered	touch

3,8,12,14,30—As spells of the same name on the Closed Channeling List, Symbolic Ways (SL Section 12.2).

1—**Research Essence (I)** As *Research* on the Essence Imbedding list (see 7.1.1).

2—**Research Mentalism/Channeling (I)** As *Research* on the Mentalism-Channeling Imbedding list (see Section 7.1.2).

4—**Symbol Extension (F)** Allows the caster to imbed a magical conduit into some material to be inlaid in a non-mobile surface from a symbol to a trigger point. (For example, manipulating a door and lock mechanism in one room could set off a Light Symbol on the other side of the building, bringing someone to investigate.) A caster can create 1 foot per level per day of Symbol Extension. Symbol Extension must be in place before the symbol to use it can be inscribed or imbedded.

5—**Imbed Symbol I (F)** Allows the caster to imbed a first level spell in the form of a symbol (explained in the Closed Channeling List: Symbolic Ways, SL Section 12.2). The imbedding is performed exactly as given in Section 3.3.2 except that the imbedding time is only one week per level of the spell being imbedded.

7—**Imbed Symbol II (F)** As *Imbed Symbol I*, except that up to a second level may be imbedded.

9—**Imbed Symbol III (F)** As *Imbed Symbol I*, except that up to a third level spell may be imbedded.

10—**Preserve Edifice (F)** Allows a 100 cu ft/level section of inorganic, immobile material to make an additional resistance roll vs. normal erosion, earthquakes, etc. Also, spells such as *Erosions*, *Powder Stone*, and *Cracks Call* must make a RR before affecting the protected material.

11—**Imbed Symbol V (F)** As *Imbed Symbol I*, except that up to a fifth level spell may be imbedded.

13—**Imbed Symbol VI (F)** As *Imbed Symbol I*, except that up to a sixth level spell may be imbedded.

15—**Imbed Symbol VII (F)** As *Imbed Symbol I*, except that up to a seventh level spell may be imbedded.

20—**Imbed Symbol X (F)** As *Imbed Symbol I*, except that up to a tenth level spell may be imbedded.

25—**Inscribe Sign (F)** As any single target "Sign" spell on the Open Essence List, Rune Mastery, SL Section 13.1.

50—**Mass Sign (F)** As the spell with the same name on the Open Essence List, Rune Mastery, SL Section 13.1.

10.4 CRAFTER BASE LISTS

CRAFTER BASE SPELL LISTS

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<i>Stone Lore</i>	Page 157
<i>Wood Shaping</i>	Page 158
<i>Constructing Ways</i> (Delver Base)	Page 153
<i>Delving Law</i> (Delver Base)	Page 154
<i>Mannish Ways</i> (Delver Base)	Page 154

The Crafter is a Semi spell user who may operate in any of the realms of Magic.

METAL LORE (10.4.1) (CRAFTER BASE LIST)

	Area of Effect	Duration	Range
1—Metal Analysis	1 target	—	touch
2—Rust	1 target	C	100'
3—Metal Edge I	blade	24 hrs	touch
4—Locate Metal	10'/lvl	1 min/lvl	self
5—Warp Metal	1 target	P	100'
6—Metal Bolt	1 target	—	100'
7—Metal Edge III	blade	24 hrs	touch
8—Metalwall	10'x10'x1'	1 min/lvl	100'
9—Rust True	1 target	C	100'
10—Warp Metal True	1 target	P	100'
11—Metal Bolt 300'	1 target	—	300'
12—Metal Edge V	blade	24 hrs	touch
13—Metal Speech	1 target	1 min/lvl	10'
14—Metalwall True	10'x10'x1'	P	100'
15—Metal Fires	1 target	1 min/lvl	100'
16—Metal Bolt 500'	1 target	—	100'
17—Shatter Metal	1 target	—	100'
18—Metal Edge True	blade	24 hrs	touch
19—Triad Metal Bolt	varies	—	100'
20—Unmetal	1 cu'/lvl	P	100'
25—Metal Sight	1 target	1 min/lvl	10'
30—Corner Metal Bolt	1 target	—	300'
35—Metal Fires True	target/lvl	1 min/lvl	100'
40—Following Metal Bolt	1 target	—	300'
45—Metal Storm	1 mi/lvl	1 hr	1 mi
50—Metal Mastery	varies	1 rnd/lvl	self

1—Metal Analysis (I) Gives details of where, when and how the examined metal object was worked.

2—Rust (F) 1 metal target is permanently oxidizes at a rate of 1 cu"/min.

3—Metal Edge I (F) Caster magically sharpens a blade. +5 non-magic bonus (not normally cumulative with other weapon bonuses). May only be used on a bladed edge.

4—Locate Metal (P) Gives the direction and distance to any raw metal lode within the spell's range.

5—Warp Metal (F) Caster can warp/bend a metal object. Metal object should be shaped as a pole, round bar, plate, blade, etc. A cube could not be warped.

6—Metal Bolt (E) A bolt of metal is shot from the caster's palm, results are determined on Light Cross Bow Chart. Once the metal bolt has been cast it is treated as a normal missile weapon.

7—Metal Edge III (F) As *Metal Edge I* except 3 blades maybe enchanted with +5 bonus or 2 blades may receive bonus of +5 for one and +10 for the other or 1 blade may receive a +15 bonus.

8—Metalwall (E) Summons a metal wall up to 10'x10'x1', must rest on a solid surface.

9—Rust True (F) As *Rust* except all metal with 1'/lvl of the caster begins to oxidize at a total rate of 1 cu'/minute.

10—Warp Metal True (F) As *Warp Metal* except 1 object/lvl maybe warped or bent.

11—Metal Bolt 300' (E) As *Metal Bolt* except range is 300'.

12—Metal Edge V (F) As *Metal Edge III* except any combo of +25 and/or 5 blades.

13—Metal Speech (I) Allows target to communicate with any 1 intelligent metal object.

14—Metalwall True (E) As *Metalwall* except duration is permanent.

15—Metal Fires (F) 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 Crit of a severity to be determined by its location on the being's body.

16—Metal Bolt 500' (E) As *Metal Bolt* except range is 500'.

17—Shatter Metal (F) As *Metal Fires* except metal is shattered and the being takes an impact critical.

18—Metal Edge True (F) As *Metal Edge V* except any combo of +5/lvl bonus and/or number of blades/lvl.

19—Triad Metal Bolt (E) As *Metal Bolt* and follows normal triad bolt rules.

20—Unmetal (F) Disintegrates 1 cu'/lvl of metal.

25—Metal Sight (I) Allows target to see through 1"/lvl of metal.

30—Corner Metal Bolt (E) As *Metal Bolt 300'* except follows normal corner bolt rules.

35—Metal Fires True (F) As *Metal Fires* except a number of metal items/lvl are affected.

40—Following Metal Bolt (E) As *Corner Metal Bolt* except follows normal following bolt rules.

45—Metal Storm (E)—Summons forces of nature in a fierce thunderstorm; heavy rain, metal hail ('D' Impact crits). 25-60 MPH winds, lightning (random) and a blizzards (if correct climate). Can be delayed up to 1 hr/lvl during spell preparation.

50—Metal Mastery (F)—Caster can use one lower level spell on this list each round.

STONE LORE (10.4.2)

(CRAFTER BASE LIST)

Note: (†) Indicates that the spell is reversible.

	Area of Effect	Duration	Range
1—Stone Analysis	1 target	—	touch
2—Powder Stone I (†)	10 cu'	P	100'
3—Cracks Call	10 cu'	P	100'
4—Shape Stone	1 cu'/lvl	C	touch
5—Stone Walking	1 target	1 min/lvl	10'
6—Stone/Earth (†)	100 cu'	P	100'
7—Stonewall	10'x10'x1'	1 min/lvl	100'
8—Stone Running	1 target	1 min/lvl	10'
9—Powder Stone II (†)	100 cu'	P	100'
10—Stone Door	3'x6'x1'	P	touch
11—Shatter Stone	1 cu'/lvl	—	10'
12—Unstone	100 cu'	P	100'
13—Stonewall True	10'x10'x1'	P	100'
14—Cause Cracks	100 cu'	P	100'
15—Stone Speech	1 target	1 min/lvl	10'
16—Stone/Mud (†)	100 cu'	P	100'
17—Powder Stone III (†)	100 cu'/lvl	P	100'
18—Stone Door True	6'x12'x10'	P	touch
19—Shape Stone True	100 cu'/lvl	C	touch
20—Stone Sight	1 target	1 min/lvl	10'
25—Tremors	varies	1 rnd	100'/lvl
30—Stone Tunnel	50'/lvl	1 min/lvl	touch
35—Great Cracks	varies	P	300'
40—Quakes	varies	varies	touch
45—Stone Tunnel True	100'/lvl	P	touch
50—Shape Stone Tunnel	100'/lvl	P	touch

1—**Stone Analysis (I)** Gives details of where, when and how the examined stone object was worked.

2—**Powder Stone (F†)** Turns 10 cu' of stone into fine powder.

3—**Cracks Call (F)** As *Cracks Call* on the Magician Base list: Earth Law.

4—**Shape Stone I (F)** Caster may shape (1 cu'/lvl) stone by molding it with hands. It's apparent consistency is that of clay and cannot break during shaping.

5—**Stone Walking (F)** Target can walk on stone surfaces up to 60 degrees as if he were on level ground.

6—**Stone/Earth (F†)** Allows caster to change 100 cu' stone to packed earth or vice versus. Change is gradual and takes 3 rounds.

7—**Stonewall (E)** As *Stonewall* on the Magician Base list: Earth Law.

8—**Stone Running (F)** As *Stone Walking* except target can run.

9—**Powder Stone II (F†)** As *Powder Stone I* except amount maybe up to 100 cu'.

10—**Stone Door (F)** Creates a doorway through stone 3'x6'x1'.

11—**Shatter Stone (F)** Causes a stone object to shatter; up to 1 cu'/lvl in size. Intelligent stone objects get a RR.

12—**Unstone (F)** Disintegrates 100 cu' of stone.

13—**Stonewall True (E)** As *Stonewall* except it is permanent.

14—**Cause Cracks (F)** Causes cracks to appear in up to 100 cu' of stone.

15—**Stone Speech (I)** Enables target to communicate with any 1 intelligent stone object.

16—**Stone/Mud (F†)** As *Stone/Mud* except changes stone to mud or vice versus.

17—**Powder Stone III (F†)** except amount maybe up to 100'/lvl.

18—**Stone Door True (F)** As *Stone Door* except door is 6'x12'x10'.

19—**Shape Stone True (F)** As *Shape Stone* except 100 cu'/lvl per rnd.

20—**Stone Sight (U)** Target can see through 1"/lvl of stone.

25—**Tremors (F)** As *Tremors* on the Magician Base list: Earth Law.

30—**Stone Tunnel (F)** Creates a straight tunnel through stone 4' diameter and 50'/lvl long.

35—**Great Cracks (F)** As *Great Cracks* on the Sorcerer Base list: Solid Destruction.

40—**Quakes**—As *Quakes* on the Sorcerer Base list: Solid Destruction.

45—**Stone Tunnel True (F)**—As *Stone Tunnel* except it is permanent and the size maybe up to 1'/lvl in diameter and 100'/lvl long.

50—**Shape Stone Tunnel (F)**—As *Stone Tunnel True* except caster can bend, branch and twist the tunnel within the limits of the tunnel size.



WOOD SHAPING (10.4.3)

(CRAFTER BASE LIST)

	Area of Effect	Duration	Range
1—Wood Analysis	1 target	—	touch
2—Limb Walking	1 target	1 min/lvl	10'
3—Mold Wood	10' R	C	self
4—Plant Facade	1 target	1 min/lvl	10'
5—Wood Sight	1 target	1 min/lvl	10'
6—Woodwall	varies	1 min/lvl	50'
7—Limb Running	1 target	1 min/lvl	10'
8—Speed Growth	1 plant	1 min/lvl	10'
9—Merge Wood	1 target	1 min/lvl	10'
10—Tree Door I	100'/lvl	—	10'
11—Wood Tongue	1 target	1 min/lvl	10'
12—Wood Control I	1 plant	1 min/lvl	100'
13—Bowbreak	1 target	—	100'
14—Woodwall True	varies	P	50'
15—Great Merge Wood	1 target	1 min/lvl	10'
16—Wood Control III	3 plants	1 min/lvl	100'
17—Plant Form	1 target	1 min/lvl	10'
18—Tree Door III	1000'/lvl	—	10'
19—Wood Control V	5 plants	1 min/lvl	100'
20—Merge True Wood	1 target	1 min/lvl	10'
25—Live Wood	1 target	P	touch
30—Plant Form True	1 target	1 min/lvl	10'
35—Tree Door True	1 mi/lvl	—	10'
40—Wood Control True	1 plant/lvl	1 min/lvl	100'
45—Speed Growth True	varies	P	varies
50—Wood Shaping Mastery	varies	1 rnd/lvl	varies

1—Wood Analysis (I) Gives details of where, when and how the examined wooden object was worked.

2—Limb Walking (F) Target can walk along nearly horizontal tree limbs (that can support the target's weight) as if he were on level ground.

3—Mold Wood (F) Allows caster to mold and shape limbs and trunks without harming the plant. Molding and shaping is very time consuming (moving 1" of living wood 10 degrees/rnd or 3"/rnd). Wood takes on the consistency of clay like material.

4—Plant Facade (F) Allows target to appear as any 1 type of plant; target retains his size and will not smell or feel like a plant.

5—Wood Sight (U) Target can see through 6"/lvl of wood.

6—Woodwall (E) As *Woodwall* on the Open Channeling list: Barrier Law.

7—Limb Running (F) As *Limb Walking* except target can run.

8—Speed Growth (F) Caster can increase speed of growth for any 1 species of plant by times 10.

9—Merge Wood (F) Target can merge (body + 1' depth) into wood (live or dead); target cannot move while merge.

10—Tree Door I (F) Allows target to enter one tree and exit from another tree up to 100'/lvl away.

11—Wood Tongue (I) Allows target to understand the language of an intelligent wooden object (alive or dead).

12—Wood Control I (M) Caster can control the automatic and/or mental processes of any 1 living wooden object; caster can also control the wooden object's normal movement if it has one. Wood objects with intelligence gain a RR.

13—Bowbreak (F) Caster can break a piece of wood up to 1"/lvl in diameter. Wood objects with intelligence gain a RR.

14—Woodwall True (E) As *Woodwall* except duration is permanent.

15—Great Merge Wood (F) As *Merge Wood* except target may turn within the wood and see outside if within 6" of the surface.

16—Wood Control III (M) As *Wood Control I* except 3 living wooden objects can be controlled.

17—Plant Form (F) Target can take the form of any 1 plant: which will look, smell and feel as the plant. Target retains original size.

18—Tree Door III (F) As *Tree Door I* except range is 1000'/lvl.

19—Wood Control V (M) As *Wood Control I* except 5 living wooden objects can be controlled.

20—Merge True Wood (F) As *Great Merge Wood* except target can cast spells on himself.

25—Live Wood (F) Allows caster to select a live wooden limb which the caster shapes into a Staff of Power. The limb will continue to live (and even grow after being removed with this spell) drawing energy and life directly from the Essence. The Staff is shaped using the appropriate spells from this list. As the Staff is created the caster can endow the Staff with Essence power. The Staff may retain and cast spells equal to its level (GM Discretion), and gains experience from this casting. Only the caster may attune himself to the Staff. Anyone else who tries to attune to the Staff of Power immediately suffers an 'E' crit off of the lightning bolt crit table. If the Staff of Power is destroyed the caster is stunned 1 rnd/lvl of the Staff and is at -35% for three weeks.

30—Plant Form True (F) As *Plant Form* except the target can increase size up to 30' or decrease size down to 6" at a rate of 1'/rnd.

35—Tree Door True (F) As *Tree Door I* except range is 1 mile/lvl.

40—Wood Control True—As *Wood Control I* except caster can control 1 living wooden object/lvl.

45—Speed Growth True (F)—As *Speed Growth* except all plants with 10' R/lvl are affect or one specie within 1 mile radius.

50—Wood Shaping Mastery (F)—Caster can use any one of the lower spells at one per rnd.

11.0 MISCELLANEOUS SPELL LISTS

11.1 GUILD SPELL LISTS

Guild spell lists represent the innermost mysteries and greatest powers of a Guild. They are never shared with outsiders, and only high-ranking members may ever know of their existence. Whereas a Guild may have any number of Professional lists available to its members, only two Guild lists may ever be known to the Guild. This is strictly to limit and balance these lists, which are generally very powerful. Finally, any other Alchemist-type base list from this book may also serve as a Guild list.

SPELL BOOKS (11.1.1) (GUILD LIST)

Note: It is usually a Guild of Alchemists who provide aspiring young spell-users with the spell books needed to ply their trades. These spell books are compilations of Runes, gathered together into lists, for the purpose of study. The spells to be imbedded into the spell book must be available to the Guildsman, in order for him to craft the book of lists. Often times these spell books are sold for exorbitant fees, making magic a costly proposition for neophytes.

Either Rune Paper or specially prepared "Spell Book" paper must be used in Spell Books. Spells enruned into Spell Books may be cast as Runes (although this removes the spell from the book). If a student learns a spell list using a Spell Book with gaps (caused by casting), the student's comprehension and his use of that spell list also contains those gaps.

	Area of Effect	Duration	Range
1—			
2—			
3—			
4—			
5—Bind Spell Book	paper	P	touch
6—			
7—			
8—Prepare Spell Book's Paper	paper	P	touch
9—			
10—Spell Book I	book	V	touch
11—			
12—			
13—Personal Key	book	P	touch
14—			
15—Spell Book II	book	V	touch
20—Spell Book III	book	V	touch
25—Spell Book IV	book	V	touch
30—Spell Book V	book	V	touch
35—Spell Book VI	book	V	touch
50—Spell Book True	book	V	touch

5—Bind Spell Book (F) Caster binds available Rune Paper or Prepared Spell Book Paper into a Spell Book suitable for use with the spells from this list.

8—Prepare Spell Book's Paper (F) Caster makes a sheet of paper which is capable of holding spells emplaced by Spell Book spells. The paper's creation takes one day per level of the spell (total of all levels) that the Spell Book Paper can hold.

10—Spell Book I (F) This spell inscribes the 1st to 5th level spells from a list into a specially prepared Spell Book. The caster expends the Power Points to cast the spells to be inscribed (unless they come from a separate source) as well as the Power Points to cast the Spell Book # spell.

13—Personal Key (F) Attunes a Spell Book to one particular person. Any one else who opens the book will suffer some detriment (determined by the caster at the time of casting). These detriments can range from inability to see the pages to instant death (although the effect must be available to the caster for emplacement).

15—Spell Book II (F) As *Spell Book I*, except that the caster inscribes the 6th to 10th level spells from a list into a prepared Spell Book.

20—Spell Book III (F) As *Spell Book I*, except that the caster inscribes the 11th to 15th level spells from a list into a prepared Spell Book.

25—Spell Book IV (F) As *Spell Book I*, except that the caster inscribes the 16th to 20th level spells from a list into a prepared Spell Book.

30—Spell Book V (F) As *Spell Book I*, except that the caster inscribes the 21st to 25th level spells from a list into a prepared Spell Book.

35—Spell Book VI (F) As *Spell Book I*, except that the caster inscribes the 26th to 30th level spells from a list into a prepared Spell Book.

50—Spell Book True (F) As *Spell Book I*, except that the caster inscribes the 31st to 50th level spells from a list into a prepared Spell Book.



MULTIPLIERS (11.1.2)

(GUILD LIST)

Note: The items listed below are difficult to create. Usually only Guilds undertake their creation. The time required to create these items is up to the GM.

Note: The Parry spells on this list allow item users to allocate separate portions of their OB to DB against multiple attacks (attackers). As an option, GMs may allow a single allocation of OB to DB to affect multiple attacks equally, but this is quite powerful.

	Area of Effect	Duration	Range
1—+1 Spell Adder	item	P	touch
2—Resistance I	item	P	touch
3—+2 Spell Adder	item	P	touch
4—Parry I	item	P	touch
5—x2 Spell Multiplier	item	P	touch
6—Attacks I	item	P	touch
7—+3 Spell Adder	item	P	touch
8—Damage II	item	P	touch
9—Resistance II	item	P	touch
10—x3 Spell Multiplier	item	P	touch
11—Parry II	item	P	touch
12—+4 Spell Adder	item	P	touch
13—Attacks II	item	P	touch
14—True Resistance	item	P	touch
15—Damage III	item	P	touch
16—True Parry	item	P	touch
17—x4 Spell Multiplier	item	P	touch
18—Multiple Effects	item	P	touch
19—+5 Spell Adder	item	P	touch
20—True Attacks	item	P	touch
25—True Damage	item	P	touch
30—True Spell Adder	item	P	touch
50—True Spell Multiplier	item	P	touch

1—+1 Spell Adder (F) Caster fabricates a +1 Spell Adder for one realm of Magic.

2—Resistance I (F) Caster makes an item which allows the wielder to receive an extra Resistance Roll vs. a type of attack (Essence, Channeling, Mentalism, Arcane, Poison, Acid, etc.).

3—+2 Spell Adder (F) As +1 Spell Adder, except a +2 Adder is created.

4—Parry I (F) Caster creates an item which grants its wielder an extra parry opportunity. See note above.

5—x2 Spell Multiplier (F) Caster fabricates a x2 Spell Multiplier for one realm of Magic.

6—Attacks I (F) Caster makes an item which allows its wielder to make an additional attack each round using his normal OB.

7—+3 Spell Adder (F) As +1 Spell Adder, except a +3 Adder is created.

8—Damage II (F) Caster creates an item which allows its wielder to deliver double normal concussive hits when he strikes in melee.

9—Resistance II (F) As Resistance I, except two extra RRs are allowed.

10—x3 Spell Multiplier (F) As x2 Spell Multiplier, except a x3 Multiplier is created.

11—Parry II (F) As Parry I, except allows two extra parry opportunities.

12—+4 Spell Adder (F) As +1 Spell Adder, except a +4 Adder is created.

13—Attacks II (F) As Attacks I, except allows two extra attacks.

14—True Resistance (F) As Resistance I, except a number of extra RRs equal to the caster's level divided 5 (round down) are allowed.

15—Damage III (F) As Damage II, except triple damage is done.

16—True Parry (F) As Parry I, except allows a number of extra parry opportunities equal to the caster's level divided 5 (round down).

17—x4 Spell Multiplier (F) As x2 Spell Multiplier, except a x4 Multiplier is created.

18—Multiple Effects (F) Allows caster to make an item having many of the attributes listed herein, without having to consult the "Magic Interaction Critical Strikes Table."

19—+5 Spell Adder (F) As +1 Spell Adder, except a +5 Adder is created.

20—True Attacks (F) As Attacks I, except allows a number of extra attacks equal to the caster's level divided by seven (round down).

25—True Damage (F) As Damage II, except that damage done is multiplied by a factor equal to the caster's level divided by seven (round down).

30—True Spell Adder (F) As +1 Spell Adder, except an Adder is created which has a "plus" for every five levels of the caster (round down). For example, a 40th level caster could make a +8 Spell Adder.

50—True Spell Multiplier (F) As x2 Spell Multiplier, except a Multiplier is created which has a "multiplier" for every ten levels of the caster (round down). For example, a 50th level caster could make a x5 Spell Multiplier.

WEAPON ALTERATIONS (11.1.3)

(GUILD LIST)

Note: The term, "Blade", as used in this list is a relative term and can apply to any weapon.

Note: While this list enables a spell user to create temporary magical weapons, it was not meant to supplement the Alchemist base lists.

Note: A GM may also wish to make this list available as a Closed Channeling list and/or a Closed Mentalism list.

	Area of Effect	Duration	Range
1—Empowerment I	1 weapon	1 min/level	touch
2—Blade Change	1 weapon	1 min/level	touch
3—Combine *	1 weapon	varies	touch
4—Empowerment II	1 weapon	1 min/level	touch
5—Major Blade Change	1 weapon	1 min/level	touch
6—Armor Change	1 armor	10 min/level	touch
7—Empowerment III	1 weapon	1 min/level	touch
8—True Power I	1 weapon	1 day/lvl	touch
9—Dull Blade	1 weapon	P	10'
10—Empowerment IV	1 weapon	1 min/level	touch
11—True Power II	1 weapon	1 day/lvl	touch
12—Element Blade	1 weapon	1 min/level	touch
13—Empowerment V	1 weapon	1 min/level	touch
14—Break Blade	1 weapon	P	10'
15—True Power III	1 weapon	1 day/lvl	touch
16—Hurl Weapon	1 weapon	1 attack	touch
17—Permanent Change	varies	1 day/lvl	touch
18—Weapon Burst	1 weapon	1 attack	touch
19—			
20—Element Blade True	1 weapon	1 min/level	touch
25—True Power IV	1 weapon	1 day/lvl	touch
30—Fuse Weapons	varies	1 min/lvl	touch
50—True Power V	1 weapon	1 day/lvl	touch



6—Armor Change (F) As *Blade Change*, except that any type of armor can be changed into another type of approximately the same amount of covering: for these purposes, the groupings are ATs 5,9,13,17; ATs 6,10,14,18; ATs 7,11,15,19; and ATs 8,12,16,20. For example, a leather jerkin could be made into a plate breastplate. Shields and helms can also be altered via this spell.

7—Empowerment III (F) As *Empowerment I*, except it may give three weapons +5 bonuses or one weapon a +10 or one weapon a +10 bonus and one weapon a +5 bonus.

8—True Power I (F) As *Empowerment I*, except for duration.

9—Dull Blade (F) Causes any weapon with a non-magical bonus to lose that bonus, until it is reforged: a process that requires equipment, facilities, and 10% of the time of the original creation process.

10—Empowerment IV (F) As *Empowerment III*, except the total bonuses can not exceed +20.

11—True Power II (F) As *Empowerment II*, except for duration.

12—Element Blade (E) Empowers a weapon with the "basic elemental force" of the caster's choice (e.g., fire, cold, light, etc.). In addition to a normal critical, the weapon will inflict an additional critical based upon the element's type (e.g., heat, cold, electricity, etc.). The severity of the elemental critical is one degree less than that of the normal critical (one roll only).

13—Empowerment V (F) As *Empowerment III*, except the total bonuses can not exceed +25.

14—Break Blade (F) "Breaks" any one weapon. Magic weapons get an RR equivalent to the minimum level of the Alchemist required to make the weapon.

15—True Power III (F) As *Empowerment III*, except for duration.

16—Hurl Weapon (F) Draws all of the power and physical mass out of a magic weapon and gathers it together into a sphere of concentrated energy. This mass can be used as a *Fireball* with a 500' range. "Modest" weapons will have enough power for a x2 *Fireball* (radius and concussion hit damage), "Potent" items act as x3 *Fireballs*, "Most Potent" items act as x4 *Fireballs*, and "Artifacts" items act as x5 *Fireballs*. The weapon is forever destroyed; this spell is usually used as a "last-ditch" effort.

17—Permanent Change (F) Increases the duration (to 1 day/lvl) of a *Blade Change* or *Armor Change* spell cast immediately after this spell.

18—Weapon Burst (F) All within a 10'R (excluding the caster) take the damage inflicted by the caster's next attack, regardless of their AT or Defensive Bonus. They all get RRs, of course.

20—Element Blade True (E) As *Element Blade*, except the severity of the elemental critical is equal to that of the normal critical (one roll only).

25—True Power IV (F) As *Empowerment IV*, except for duration.

30—Fuse Weapons (F) Combines two magic weapons and their special abilities (but not the bonus) into one weapon of the caster's choice. For example, if a +10 Orc-slaying longsword and a +5 battleaxe that inflicts extra cold crits are combined, the resulting weapon would be +10 (the greater of the two bonuses) and the weapon would be Orc-slaying and would inflict additional cold crits. The finished product could be either a battleaxe or a longsword, in this case, caster's choice. More than two weapons cannot be combined.

50—True Power V (F) As *Empowerment V*, except for duration.

1—Empowerment I (F) Gives one weapon a +5 magical bonus. Not cumulative with any already-existing magical or non-magical bonuses (including other *Empowerment* and *True Power* spells).

2—Blade Change (F) Changes one weapon into another similar weapon (*ChL* 13.1.1) for all combat purposes. For example, a one-handed edged weapon into another one-handed edged weapon (a short sword into a broadsword). Any bonuses or powers that the weapon has are transferred in the change. GM's discretion must apply in order for weapon-like objects (meat cleavers, butter knives, etc) to be effected by this spell. At the end of the spell's duration, the weapon changes back into its original form.

3—Combine (F*) Starting the next round, the caster may prepare/cast two spells from this list simultaneously. The preparation/casting is based upon the higher level spell.

4—Empowerment II (F) As *Empowerment I*, except it may give two weapons +5 bonuses or one weapon a +10 bonus.

5—Major Blade Change (F) As *Blade Change*, except that any weapon or weapon-like object can be changed into any other type of weapon. For example, a dagger can be changed into a warhammer.

WARDING LORE (11.1.4)

(GUILD LIST)

Note: Wards are magical barriers that summon elemental power for protection against that which is alien and inimical to the world. Servants of the Unlife, Demons, and other 'evil' creatures fall into this category.

Note: A Snare, as mentioned in the spells, is a structure erected by evil followers of an ancient dark power. Thus places have a 'presence' and constantly hunger for the souls of those who can walk the earth.

Note: A Shroud is any illusion which is cast upon a specific individual (such as Facades) or a physical alteration through the use of Spells or magical items (such as Change, True Change, etc.). Genuine physical change, such as lycanthropy, does not fall under the concept of Shroud. The philosophy of Unshrouding is that many evil creatures and demons cloak themselves in a fair guise to beguile

Note: the GM must decide how easily this list could be learned—if at all—by PCs. While powerful, they are somewhat limited in scope and defensive in nature. One who would be able to use them must be one with the world and in tune with the Essence.

	Area of Effect	Duration	Range
1—			
2—Ward Lore I	1 ward	—	10'
3—Snare Warning S	self	10 min/lvl	self
4—			
5—Snare Lore	1 snare	—	100'
6—Warding Ways	1 ward	—	touch
7—Unshrouding Thought	varies	C	self
8—Power Lore	1 target	—	10'
9—Resist Snare	self	10 min/lvl	self
10—Pass Warding	self (+1)	—	10'
11—Warning True •	self	—	100'/lvl
12—Pass Warding II	self	—	self (+1)
13—Unshrouding Call	100'R	1 min/lvl	100'R
14—Shun Snare	1 target	1 min/lvl	touch
15—Ward Lore True	1 ward	—	touch
20—Pass Warding V	self (+4)	—	10'
25—Shun Snare True	1 target	1 min/lvl	10'/lvl
30—Pass Warding True	1 ward	C	touch
50—Power Lore True	1 target	—	10'
60—Negate Snare	1 snare	C	100'
90—Shatter Snare	1 snare	P	100'

2—Ward Lore I (I) Caster is able to glean the basic alignment of a Warded area.

3—Snare Warning (I) If Caster makes his RR (at +50), he is alerted to the presence of a Snare, and is essentially alerted to the proximity of the Snare before it can draw him in. The spell is triggered automatically, assuming Caster has sufficient PP's. Note: even if he fails his Snare Warning, Caster may make his normal RR if he enters the Snare.

5—Snare Lore (I) Caster learns approximately how old the Snare is, of what alignment, and what specific prey (if any) it was built to capture.

6—Warding Ways (I) Caster learns the builder of a Ward, how old it is, and what it was primarily built to defend against.

7—Unshrouding Thought (F) Target must make an RR (-30 Mod) or his true form is revealed to the Caster. If the Shroud is an illusion, the illusion is no longer visible to the Caster; if it is a physical change, the target's 'real' form is seen superimposed on the assumed form.

8—Power Lore (I) One item or person or place may be examined to see if it has power, and if so or what realm and what 'alignment' (good, evil), and if a place or item, a general idea of how long ago it was made and its general primary purpose.

9—Resist Snare (D) Caster is able to make an RR vs the Snare at +100 without entering it. He knows whether he has succeeded or not. If yes, he is forever immune to the lure of this particular Snare.

10—Pass Warding (F) Once erected, most Spell Wards do not discriminate between 'Good' and 'Evil.' By using this spell, caster may pass through a Warding Circle or Barrier which could be considered of the same alignment. This is a subjective decision by the GM, but the caster should not be allowed to pass unless: 1. he means no harm to the place Warded or its current occupants and 2. (assuming he is 'Good') has never cast an 'Evil' spell or knowingly used an 'Evil' item. After passing these tests, caster gains a +100 to his RR vs the Ward.

11—Warning True (SI) Caster is alerted of the presence of a Snare automatically, assuming he has the necessary PP's in reserve and the Snare fails a RR vs the lvl of the caster. Caster need not pre-set the spell; it is triggered automatically.

12—Pass Warding II (F) As *Pass Warding*, except that the Caster may take one other non-evil person with him through the Ward.

13—Unshrouding Call (F) As *Unshrouding Thought*, except all within 100' of Caster are revealed to everyone else within 100'.

14—Shun Snare (D) Target is allowed a second RR vs the snare.

15—Ward Lore True (I) Caster is able to see into the past of a Warded area and view scenes of significance in its history. The time limitation is 100 years per level.

20—Pass Warding V (F) As *Pass Warding*, except that the Caster may take up to four other non-evil persons with him through the Ward. All must join hands.

25—Shun Snare True (D) As *Shun Snare*, except Caster has a range, and Target is given a RR vs the snare with a bonus equal to caster's level.

30—Pass Warding True (F) As *Pass Warding*, except Caster is able to open a hole through the Ward, allowing one being to pass through per round for as long as Caster concentrates.

50—Power Lore True (I) As *Power Lore*, exact Caster gains an exact understanding of the Place/item/person, its origins and purposes.

60—Negate Snare (F) Caster is able to suppress the luring power of any snare for as long as he concentrates. Any other powers or attributes of the Snare (if any) are not affected. Note: the GM may wish to give the Snare a RR if it is particularly powerful.

90—Shatter Snare (F) Using this spell of raw Essence, the caster is able to permanently cleanse a snare or similar evil focus of power. (The snare must fail its RR: the GM should determine its 'level'.) In addition to being stripped of power, any physical manifestations of the snare (pillars, statues, etc) usually crumble and topple.

WARDING POWER (11.1.5)

(GUILD LIST)

Note: Wards are magical barriers that summon elemental power for protection against that which is alien and inimical to the world. Servants of the Unlife, Demons, and other 'evil' creatures fall into this category.

Note: the GM must decide how easily this list could be learned—if at all—by PCs. While powerful, they are somewhat limited in scope and defensive in nature. One who would be able to use them must be one with the world and in tune with the Essence.

	Area of Effect	Duration	Range
1—Warning Portal	10'x10'	1 hr/lvl	self
2—			
3—Warning	10' R	1 hr/lvl	self
4—			
5—Warding Portal	10'x10'	1 min/lvl	self
6—Sentry	10' R	1 hr/lvl	self
7—			
8—			
9—Seeing Sentry	10' R	1 hr/lvl	self
10—Warding Circle	2' R/lvl	1 hr/lvl	touch
11—Warding Portal True	10'x10'	1 hr/lvl + 1 hr/PP	touch
12—			
13—			
14—			
15—Waiting Ward	10'x10'	1 day/lvl	self
20—Warding Circle True	2' R/lvl	1 hr/lvl + 1 hr/PP	touch
25—Warding Word	varies	1 hr/lvl	100'
30—Warding Barrier	10'x10'	1 min/lvl	self
40—Warding Perimeter	2' R/lvl	1 hr/lvl	touch
50—Warding Perimeter True	2' R/lvl	1 hr/lvl + 1 hr/PP	touch
60—Enchant Stone	1 stone	P	touch



1—Warning Portal (I) Allows caster to set up an "alarm" across a doorway no larger than 10' x 10'. Portal must be structurally sound and enclosed across top, bottom and sides. Any being or creature passing through the portal (Caster may set basic restrictions such as "bigger than a squirrel") must make a RR vs caster at -30 or trigger the Warning. Caster is aware; if asleep he is immediately awake. He does not know the nature or number of the intruder(s) or from what direction it is coming. **Note:** Use of Unpresence Spells add +100 to RRs vs detection but Invisibility does not fool the spell.

3—Warning (I) As *Warding Portal*, except allows Caster to set up an immobile perimeter of up to 10' radius per level around himself.

5—Warding Portal (F) Caster sets up a magical warding barrier across a portal no larger than 10' x 10'. Portal must be structurally sound and enclosed across top, bottom and sides. Any 'evil' being or creature (or specific creature designated by Caster) attempting to pass through receives an 'A' Electricity critical and must make a RR vs Caster level at -50. Failure means the creature is thrown backward, success means it has gotten through the Ward. Note that the severity of the Electricity Critical increases automatically for every 5 levels of the Caster assuming the caster puts in the corresponding PPs (e.g., a 10th level caster can put in 10 PPs and cause the Ward to deliver a 'B' Electricity Critical, a 25th level may put in 25 PPs and the Ward will deliver an 'E' critical).

6—Sentry (I) As *Warning*, except intruder must resist at -50 to not be detected, and failure means that Caster knows the direction of the intrusion and how many entities, but no more.

9—Seeing Sentry (I) As *Sentry*, except alerted Caster is given a clear glimpse of the intruders the instant they pass the perimeter (if invisible, he gets a ghostly image of them).

10—Warding Circle (F) As *Warding Portal*, but the caster may set up an immobile 'circle' (actually including a 'dome' shape overhead as well) about himself. The circle can be up to 2'/lvl in radius, and must be centered around a static object. If caster leaves the circle the Ward is dissolved.

11—True Warding Portal (F) As *Warding Portal*, except for the ability to extend the duration. Also, those attempting to pass through must resist vs twice the Caster's level.

15—Waiting Ward (F) As *Warding Portal*, except caster can set the ward to wait up to 1 day/lvl for a specific trigger, such as a time, or a type of creature, or an individual.

20—Warding Circle True (F) As *Warding Circle* except for Duration modifier which is 1 hr per additional PP.

25—Warding Word (F) As *Warding Portal* or *Warding Circle*, except Ward is erected instantly and can be cast on a location up to 100' away.

30—Warding Barrier (F) As *Warding Portal*, except those attempting to pass must make a RR at (-100 Mod) vs Caster level or take an automatic 'E' Disruption Critical.

40—Warding Perimeter (F) As *Warding Circle*, except perimeter may be customized in shape (e.g., to conform to a building). Radius cannot exceed limits as noted in *Warding Circle*.

50—Warding Perimeter True (F) As *Warding Circle True* except perimeter can be altered as in *Warding Perimeter*.

60—Enchant Stone (F) This spell requires special materials and a powerful ritual; Caster may only enchant one stone per day. Caster is able, though a ritual lasting one hour, to imbue one large immobile stone with a permanent Warding power. Stone must weigh at least 100 lbs and if moved from its spot the spell is broken. Warding level of the stone is equal to the Caster level. Caster may link a series of stones (no more than 10' apart from each other) into a Circle no larger in diameter than 1' per Caster level. Creatures attempting to enter the Circle or touch the stones must make a successful RR vs 1/2 caster level or suffer an 'A' Disruption Critical and be thrown back.

SPIRIT RUNES (11.1.6)

(GUILD LIST)

Spirit Runes involve not only the enchanting of combat items, but also the binding or imprisoning of a spiritual being within the item. This binding may or may not be with the consent of the bound being. In the case of supernatural beings, especially renegade deity types, the binding may require some of the caster's own life essence. Such "enruned" items may make up a large portion of existing magic items, with powers ranging from minor to legendary.

While Spirit Runes appear very similar to the Arcane Bladerunes, they are, in fact, more permanent and powerful (see Section 4.2). However, the making of them requires a much longer grueling process than common Alchemy. Although a spell user at a particular level, through the use of this list, will be able to make more powerful items than an Alchemist of comparable level, it will take more time to do so. For example, an Alchemist can make a +20 sword in only 20 weeks (see Alchemy Base Enchanting Ways level 20) and for him it is a Lord level (20th) process. Using the process described below may create the same sword at 16th level, but even with the lower level, the process requires a minimum of 21 weeks (146 days) and a maximum of nearly 40 weeks (272 days). In addition, the process will average 3 failures/fumbles during the process, adding anywhere from 6 days to over 60.

SPELL SPIRIT RUNES

This list allows a spell user to imbed a spell which normally occurs within the magic system into an item. He must either be able to cast the spell himself or he must have an item which casts the spell or he must have an associate willing to cast the spell or some other source for the spell. The principles of this sort of rune imbedding are fairly simple.

1. Each item is Tempered (see the *Temper* spell on the Spirit Runes spell list).for:

"Spirit Rune Level" or just "Rune Level"

(the maximum Level of Spirit Rune that can be imbedded)

"Spirit Rune Capacity Level" or just "Capacity Level"

(the total number of Spirit Runes that can be imbedded)

2. As the level of spell which the spell user is attempting to imbed increases, so also does the item's required "Spirit Rune Level" and the Spirit Rune spell required to imbed the spell. The following chart contains the progression:

Level of the Spell to be Imbedded	Spell Rune Required / the Item's Required "Rune Level"
1-5	Minor Spirit Rune / 10
6-10	Major Spirit Rune / 15
11-15	Lord Spirit Rune / 20
16-20	Spirit Rune of Might/ 25
21-25	Spirit Rune of the Pale / 30
26-30	Spirit Rune of Power / 50
31-50	special circumstance only / 75

3. Each spell imbedded in the item requires the use of 1 unit of the "Spirit Rune Capacity" of the item. If a spell is imbedded once on an item, the item may cast the spell once per week (by using "Runes" skill). A spell may be imbedded more than once times if the spell user wants to be able to cast the imbedded spell more frequently (see the chart below). Alternately, at the time of creation, the spell user imbeds a spell into the item so that it performs as a limited charge item (e.g., wand, rod, or staff). The number of charges will depend upon the number of times that the spell is imbedded (see the chart below). When all the charges are expended, the item will recharge itself in one year or the spell user may re-imbed the same or different runes. The relationship between the number of runes and casting frequency and number of charges is presented in the following chart:

# of times Rune Imbedded	Casting Frequency	Number of Charges
1	1 / week	5
2	1 / day	10
3	1 / 12 hr	20
4	1 / 8 hr	30
5	1 / 4 hr	50
6	1 / 2 hr	75
7	1 / 1 hr	100
8	1 / 30 min	100
9	1 / 10 min	100
10	1 / 1 min	100
11	1 / 1 rnd	Constant

Note: A GM may wish to make the Casting Frequency correspond to the normal "Daily" items convention; in which case, the 1/12 hr is Daily II, the 1/8 hr is Daily III, the 1/4 hr is Daily VI, etc. Similarly, a GM may wish to restrict the Charge Items to: Wand (1-2 imbedded runes), Rod (3-5), and Staff (6-7); in this case, if 8 or more rune are imbedded, the item is "Constant".

4. When imbedding an elemental spell, the spell user has the option of increasing the intensity or range of the elemental spell by imbedding the Spirit Rune of the appropriate level repeatedly. For each additional imbedding, intensity or range of the spell may be increased 100%. Note that if the spell user wants additional range and additional intensity he must imbed Spirit Runes for each. Also, if the spell user is purchasing increased frequency/charges for an item which throws **enhanced** elemental spells, he must multiply the total number of spells used to enhance the elemental spell by the total needed for the desired increase in frequency/charges. For example, a triple lightning bolt (3 imbeddings) castable "1 / 8 hr" (4 imbeddings) would require 12 units of an item's Rune Capacity (3 x 4).

Example: A spell user, being impressed with the *Lightlaen* sword, resolves to make one almost like it: a +25 broadsword, adds an additional heat critical of equal severity to any normally given, and may cast a x5 Firebolt (6th level spell) once every 4 hours. Using the preceding rules and spells from the Spirit Runes list:

The +25 will require that the sword have a Rune Level of at least 25, and will require 5 units of the sword's Rune Capacity (i.e., one for each +5), see *Rune of Striking* on the Spirit Rune list.

The Firebolt is a 6th level spell, thus it normally requires a Major Spirit Rune (15 level spell), it uses 1 unit of the sword's Rune Capacity, and the sword must have a Rune Level of at least 15. For the Firebolt to do 5x damage (a 400% enhancement) requires 4 more units of the sword's Rune Capacity (5 total). The frequency of "1 / 4 hr" requires units of the sword's Rune Capacity, for a total Rune Capacity requirement for the Firebolt of 25 = (1 + 4) x 5.

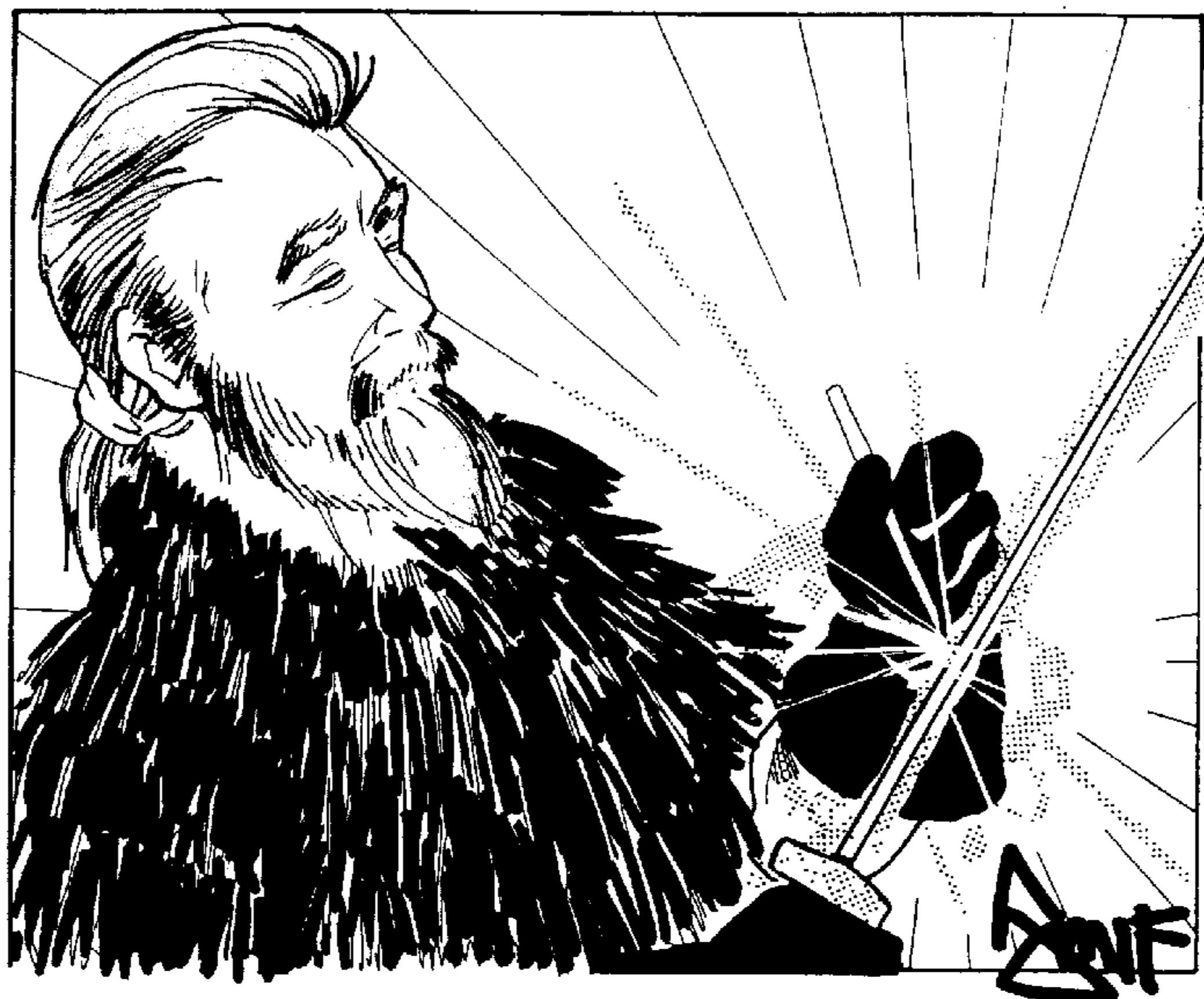
The additional heat critical (a Lord Spirit Rune, level 20), the requires one more unit of the sword's Rune Capacity and requires that the sword have a Rune Level of at least 20.

So, the *Lightlaen* sword requires a Rune Level of 25 and a Rune Capacity of 31 = 5 + 25 + 1 and it will require that 31 Spirit Runes of the appropriate level be cast. The casting of the runes will not take long, but tempering the item will be a hassle.

According to the *Temper* chart in the Spirit Runes spell list: tempering the sword for a Rune Level of 25 will require at least 325 days, while a Rune Capacity of 31 will require 496 days. This is a total of 821 days, or two years and 91 days. However, since spell failures are very likely, as the spell user increases the sword's Tolerance Levels, the time is likely to be closer to 3 years (1000+ days).

Note: No 25th level Alchemist could make the weapon in the preceding example although a 25th level spell user with this list could. However, when an Alchemist did get high enough to make the item (about 30th level), it would only take him 130 weeks (910 days), regardless of non-lethal failures. The process requires the Weapon +25 (30th level), the Firebolt x 5 (30th level), the Daily V (about 30th level), and the Flame Sword (20th level x 2 for the 2nd effect) for the Heat crits. In the final analysis, when dealing with items which may be created through the use of runes, a spell user with this list is very close to the proficiency of the Alchemist, although he does not have the breadth of different creation abilities and it is possible to dispel his items' abilities since they are imbedded "Runes".

Note: If a GM wishes, he may make Spirit Runes permanent (i.e., do not allow normal "dispelling" and anti-magic to affect them) and do not allow a spell user to change Spirit Runes once they are imbedded into a tempered item.



MINOR SPIRIT RUNES (10)

1. **Rune of Sharpness**—for each *Rune of Sharpness*, the item will cause additional bleeding of 1 hit/rnd on 'A', 'B', or 'C' class criticals, and 2 hits/rnd on 'D' and 'E' class criticals.
2. **Rune of Cleaving**—when striking a non-magic weapon, shield, item of armor, or wooden object no more than 1' diameter/thickness, the item must make a RR against a 10th level attack or be severed.
3. **Rune of Flight**—for each rune the caster may either: (1) increase the range of a ranged weapon by 100%, or (2) add 25' to the range of an unranged weapon.
4. **Critical Negation**—for each rune, the caster may reduce the chances for a critical effecting the protected area by 5%, to a maximum of 50%.
5. **Fumble Modification**—for each rune, the caster may reduce the chances of fumble with the item by 1 (minimum of 01).
6. **Sense Evil**—a wielder will sense the presence of evil within a 50' R. He must be wielding the item (e.g., have it out of scabbard) for the special ability to function. If the wielder concentrates, he may determine the source of the evil.
7. **Empathic Contact**—permits empathic contact between a wielder and his intelligent (any degree) enruned item within a radius of 10'.
8. **Low Personality**—instills a distinct sentient personality of low intelligence within the item.

MAJOR SPIRIT RUNE (15)

1. **Free Hand**—one *Free Hand* rune permits someone to wield a 2 handed item with only one hand. Two *Free Hand* runes permits someone to wield a 1 handed item with "no hands". Three *Free Hands* runes permits someone to wield a 2 handed item with "no hands". "No hands" has a limit of 3' range between the wielder and the item.
2. **Additional Lesser Criticals**—the item inflicts an additional critical of the caster's choice (choose when imbedding rune) one level of severity less than the one normally given. To increase the number of criticals by imbedding additional runes, the caster must imbed a number of runes equal to: (the number of crits) squared (e.g., 3 additional criticals would require 9 runes).
3. **Additional Unbalancing Criticals**—as above except the item inflicts Unbalancing criticals equal in severity to the one given.
4. **Limited Shifting**—the item may take on an additional form for each rune embedded. Each additional rune also permits the item a 100% variation in mass (e.g., a five rune dagger of 1/2 pound might change to 2 1/2 pound broadsword).

5. **Rune of Great Cleaving**—as *Rune of Cleaving* above except that magic items may also be effected, and the spell attack is 15th level.
6. **Unencumbering**—each *Rune of Unencumbering* reduces the weight of an item by 10% per rune cast.
7. **Bleeding**—as *Sharpness* above except that the item inflicts 3 hits/rnd on 'A', 'B', or 'C' class criticals, and 5 hits/rnd on 'D' and 'E' class criticals.
8. **Warning**—if lying or worn near the owner, the item will telepathically alert him, even if owner is asleep, to unauthorized presences within 100'.
9. **Medium Personality**—instills a distinct sentient personality of medium intelligence within the item.
10. **Goodness: Repulsions**—Permits an additional slaying critical on Undead. Additionally, for each rune the wielder may cast 1 *Repulsions* 10 per day.
11. **Return by Flight**—when called the item physically flies back to its owner at a rate of 500'/rnd. Range = number of runes x 500'.

LORD SPIRIT RUNE (20)

1. **Invulnerability**—makes the item, for most purposes, invulnerable to destruction by a particular force: fire, lightning, etc). Please note that with physics considerations in mind, such invulnerability might do little to protect the wielder or wearer (e.g., a suit of armor invulnerable to impact will not prevent its wearer from being injured in a 100' fall).
2. **Spirit Rune: Battle**—the wielder may permit himself to be temporarily possessed by a battle spirit within the item and perform combat using the physical stats of the spirit: OB, number of attacks, ambush, size class, hit points, etc. Usually the type of spirit is appropriate to the level at which this rune is cast. Although the battle spirit will follow the instincts of the wielder, the wielder must make a successful SD roll (needs 101+ roll, adding SD mod) to completely recover his self-control. The spirit automatically relinquishes control at the cessation of combat. Please note: damage that might not incapacitate or kill the physical spirit might very well be maiming or fatal to the wielder. Also, very powerful spirits (e.g., Ordainers, etc) could alter the persona of the wielder over time.
3. **Rune of White/Black**—makes an item holy or unholy.

4. Spirit Rune: Vampire—when the wielder strikes an opponent, he saps 1 PP/lvl and 1 hit/lvl from his victim and adds them to himself (the level used is that at which the Vampire rune was cast). The power points are unaffected by Bonus PP items, but the wielder may temporarily (10 min/lvl) exceed his normal maximums.

5. Additional Equal Criticals—as *Additional Criticals* above except the criticals are equal in severity to those normally given.

6. Return by Long Door—as *Return by Flight* above except the movement is instantaneous and it occurs by Long Door.

7. RR Bonus—every rune adds 10% to the wearer's or wielder's Resistance rolls vs a particular realm of power or nasty thing (e.g., poison or disease).

8. Telepathy—as *Empathic Contact* above except the range is 100' per owner's level.

9. High Personality—instills a distinct sentient personality of high intelligence within the item.

10. Aligned—item is imbued with a particular alignment or purpose. Such items must have their strength of will determined (see *RMC I* pp. 52-54). Strength of will should be determined from the level of the item's intelligence. These items will contest owners of varying alignment or intent.

11. Invisible—the item is invisible. Note that this characteristic does not cause the wearer, wielder, or owner to become invisible.

SPIRIT RUNES OF MIGHT (25)

1. Spirit Rune: Summons—summons the item to the owner from any distance on the same plane at a rate of 500'/rnd. The item moves by flight, and can be restrained.

2. Haste—item casts *Haste* at Will. Please note that every round of Haste after the 10th saps basic hits from the wielder at a rate of 2 hits per round.

3. Slaying—the item delivers slaying criticals against one particular kind of creature or being. The caster must have some sample of a portion of one of the creatures to engrave the rune. If a Caster desires an item to be able to slay more than one category of creature, the number of runes required for each additional kind increases: 2nd = 4 runes, 3rd = nine, etc.

SPIRIT RUNES OF THE PALE (30)

1. Willshape—object may take any desired form desired by the wielder or owner subject to restrictions levied by the GM (e.g., no pistols, etc). The form may be as small as 1/10th the original mass, or up to 2x. Each additional rune may increase the mass's form by one category: 2x to 3x, 3x to 4x, etc.

2. Spirit Rune: Dance—as *Spirit Rune: Battle* above, except the item need not be wielded by the owner at all; i.e., it is treated as if it were being wielded by the spirit. If the spirit is ever killed, the Spirit Rune: Dance rune will be inactive for one year.

3. Spirit Rune: Magic—the item gains the spell casting ability of the spirit utilized (level of the spirit should be appropriate to the level at which this spell is cast). The GM may arbitrate some restrictions appropriate to his world.

4. Very High Personality—instills a distinct sentient personality of very high intelligence within the item.

5. Invisible Wielder—item may cast *Invisibility* at will on its wearer or wielder. However, if the wearer/wielder makes a violent move or attack, he will be visible for at least 6 rounds following the action before the item may cast the spell again.

SPIRIT RUNES OF POWER (50)

1. Spirit Rune: Doom—when presented in a defensive manner, the item casts a 30th level spell to reflect an attack of any type (e.g., magical, weapon, elemental, etc) back to its source.

2. Spirit Rune: Mastery—when presented in an upraised manner, the item casts the 30th level spell *Mind Control True* (Base Mentalist, Mind Control list, 30th level) on all viewing within 50'.

3. Artifact Personality—instills a distinct sentient personality of artifact intelligence within the item. If a spell user imbeds five of these runes in item, then the personality will be of legendary artifact intelligence.

4. Goodness: Lightblade—the item takes on the general characteristics of the "lightblades" (see *C&T* p. 73).

	Area of Effect	Duration	Range
1—Temper	1 item	P	touch
2—Rune of Striking	1 item	P	touch
3—Rune of Shielding	1 item	P	touch
4—Calibrate Bonuses/Temper	1 item	—	touch
5—Hand Rune	1 item	P	touch
6—Identify Spirit Runes	1 item	—	touch
7—			
8—Rune of Parry	1 item	P	touch
9—			
10—Minor Spirit Rune	1 item	P	touch
11—			
12—			
13—			
14—Erase Rune	1 Spirit Rune	P	10'
15—Major Spirit Rune	1 item	P	touch
16—			
17—			
18—Dismiss Spirit Rune	1 Spirit Rune	P	10'
19—			
20—Lord Spirit Rune	1 item	P	touch
25—Spirit Rune of Might	1 item	P	touch
30—Spirit Rune of the Pale	1 item	P	touch
50—Spirit Rune of Power	1 item	P	touch

1—Temper (F) This spell prepares an item to receive Spirit Runes: there are two "Tolerance Levels" (TL) that may be affected by this spell are:

"Spirit Rune Level" or just "Rune Level"

(the maximum Level of Spirit Rune that can be imbedded)

"Spirit Rune Capacity Level" or just "Capacity Level"

(the total number of Spirit Runes that can be imbedded)

- If an item has one of its Tolerance Levels equal to "B", then casting *Temper* once a day for "B+1" days will increase that Tolerance Level (not both TLs) to "B+1" and requires "B+1" power points per day.
- If the caster fails/fumbles the *Temper* spell on any of the "B+1" days, the caster must restart the Tempering process from day 1 (e.g., if on the 19th day for a Tolerance Level increase from 19 to 20 the Caster fails/fumbles his spell roll, the item reverts to a TL of 19, and the Caster must cast the *Temper* spell each day for 20 days to obtain the TL of 20).
- Both Tolerance Levels for an item that has not already been tempered starts at 0.
- The level of the *Temper* spell is considered to be equal to the Tolerance Level being increased to (e.g., all *Temper* spells cast for to raise an item to a Tolerance Level of 20 are considered to be 20th level spells for purposes of power points and spell failure/fumble).
- The caster may freely alternate between Tempering an item for Capacity Level or for Rune Level: he need not devote himself to only one Tolerance Level at a time.
- The days of Tempering need not be consecutive.
- The caster may Temper more than one item each day; however a given item may only have one Temper spell cast on it each day.
- To actually imbed an individual rune on a Tempered item require only one minute per level of the rune; however, the Tempering process may require years.

Example: A 10th level Caster is beginning to Temper a untempered item. On one day he casts a Temper spell to raise the Rune Capacity to one. On another day he casts a second Temper spell to raise the Rune Level to one. His eventual goal is to make the item as powerful as possible for his level (i.e., being able to hold ten Spirit Runes of up to tenth level each). To raise the Capacity Level to two, he must cast a Temper spell on the item on two additional different days. The same is true if he wished to raise the Rune Level to two. This progression holds true up to the maximum Tolerance Levels of 10 each. If the Caster has succeeded in increasing both the item's Tolerance Levels to 9 without ever failing/fumbling a Temper spell, he must cast the Temper spell ten more times (on ten more days) to increase the Rune Capacity to ten, and an additional ten spells and days to increase the Rune Level to 10. The whole process would require 55 days for each Tolerance Level (110 days in all) as follows: $1 + 2 + 3 + 4 + 5 + 6 + 7 + 8 + 9 + 10 = 55$. Thus, a Lord level item of Rune Capacity 10 and Rune Level 10 would take 420 days to Temper (i.e., 210 days for Rune Capacity and 210 days for Rune Level: $1 + 2 + 3 + \dots + 18 + 19 + 20 = 210$). The following chart summarizes the number of days required to Temper an item for one of the two Tolerance levels. Obviously, you must double the values on this chart to find the number of days required to raise both Tolerance Levels (not counting additional days require because of spell failures/fumbles).

DAYS OF TEMPER PER TOLERANCE LEVEL					
lvl	Days	lvl	Days	lvl	Days
1	1	2	3	3	6
4	10	5	15	6	21
7	28	8	36	9	45
10	55	11	66	12	78
13	91	14	105	15	120
16	136	17	153	18	171
19	190	20	210	21	231
22	253	23	276	24	300
25	325	26	351	27	378
28	406	29	435	30	465
31	496	32	528	33	561
34	595	35	630	36	666
37	703	38	741	39	780
40	820	41	861	42	903
43	946	44	990	45	1035
46	1081	47	1128	48	1176
49	1225	50	1275	51	1326
52	1378	53	1431	54	1485
55	1540	56	1596	57	1653
58	1711	59	1770	60	1830

2—Rune of Striking (F) Each one of these that a Caster places on a properly tempered weapon raises it's OB by +5. However, as each additional (i.e., the Nth) *Rune of Striking* is engraved on the weapon, the level of the *Striking Rune* which the Caster must engrave increases according to the following formula: $(N \times N)$, so that the first such rune is only 1st level, the 2nd such rune is 4th, the 3rd is 9th, the 4th is 16, the 5th is 25, and the 6th is 36, etc. This requires not only the requisite Rune Capacity in the Temper of the item and the requisite levels from the Caster, but also requires the item to be *Tempered* to a Rune Level sufficient to hold the levels of runes required.

3—Rune of Shielding (F) As *Runes of Striking* above except the Caster raises an item's DB by +5 for each rune engraved. However, if the Caster is attempting to give a non-defensive item a DB bonus (e.g., a sword), the level required of the *Shielding Runes* increases 50%.

4—Calibrate Bonuses/Temper (I) The Caster may determine the plusses on a weapon or defensive item. He also may determine, if the item is an enruned item, what its current *Tolerance* and *Temper* levels are. However, the Caster acquires no further information.

5—Hand Rune (F) An item with this engraved rune may be summoned to either hand of someone who is wearing or wielding the item. This effect is so quick that the item may be used in the round the item is summoned to hand. The wearer or wielder must know that the item has this characteristic. Naturally, the item may not be such an item that is currently worn around the wearer's body, such as a breastplate.

6—Identify Spirit Runes (I) Caster learns the types and effects of all runes on an enruned item.

8—Rune of Parry (F) A being wielding an item with this rune may add +50 to his DB in any round in which he performs only defensive actions (e.g., no attacks, spells, maneuvers, etc).

10—Minor Spirit Rune (F) Caster may implant a *Minor Spirit Rune* that he "knows" into a properly Tempered enruned item. The Gamemaster decides which ones are to be used on the basis of his culture and world system, and how additional ones are acquired by players (if permitted). If the Caster knows more than one of the *Minor Spirit Rune* spells, he may select which he desires to cast.

14—Erase Rune (F) Caster may attempt to permanently erase any rune on an item which is not a Spirit Rune of any type. If the Caster did not originally engrave the Rune on the item he is currently attempting to erase, the item receives a +30 RR bonus against the Caster's attempt.

15—Major Spirit Rune (F) As *Minor Spirit Rune* above except Caster may engrave a *Major Spirit Rune*.

18—Dismiss Spirit Rune (F) As *Erase Rune* above except Caster may attempt to (dismiss) remove a Spirit Rune of any type. However the item receives an RR bonus as in *Erase Rune* above. If the item succeeds the Caster suffers the effects of an *Attack* spell failure, adding not only the level of this spell, but also the amount by which the item saved against his dismissal attempt.

20—Lord Spirit Rune (F) As *Minor Spirit Rune* above except Caster may engrave a *Lord Spirit Rune*.

25—Spirit Rune of Might (F) As *Minor Spirit Rune* above except Caster may engrave a *Spirit Rune of Might*.

30—Spirit Rune of the Pale (F) As *Minor Spirit Rune* above except Caster may engrave a *Spirit Rune of the Pale*.

50—Spirit Rune of Power (F) As *Minor Spirit Rune* above except Caster may engrave a *Spirit Rune of Power*.

11.2 PROFESSIONAL SPELL LISTS

The time required to fabricate items can be determined using Section 12.2.6, the Task Time Table.

METAL MASTERY (11.2.1) (PROFESSIONAL LIST)

Note: Make/Work spells listed below have a Duration of 24 hours. This refers to the duration of the spell cast, and not the duration of the item's existence. The Duration is given as "24 hours" because that is how long the caster may continue working.

This list represents the most secret techniques used by the Guilds of metal and jewelry smiths. As such it is jealously guarded. Only senior guild members can learn it; it is never available to outsiders.

	Area of Effect	Duration	Range
1—Metal Analysis	object	—	touch
2—Work Metal	self	24 hours	self
3—Make Alloy	self	24 hours	self
4—Anneal	object	P	touch
5—Polish	object	P	touch
6—Temper	object	P	touch
7—Heat Resistance	self	1 min/lvl	self
8—Engrave	object	P	touch
9—Cut	object	P	touch
10—Furnace	object	P	touch
11—Refine Ore	ore	P	touch
12—Shape	object	P	touch
13—Resist Oxidation	object	P	touch
14—Weld	objects	P	touch
15—Armor/Weapon I	item	P	touch
20—Repair	fragments	P	touch
25—Armor/Weapon II	item	P	touch
30—Metal Bolt	target	—	100'
50—Metal Mastery	self	1 rnd/lvl	self



4—Anneal (F) Caster instantly anneals one metal object by running his hands over it. Annealing induces maximum softness in metal and is an essential step in cold-working. This spell does not require the use of heat.

5—Polish (F) Caster precisely polishes any metal surface simply by running his hands over it. This provides any degree of polished surface desired.

6—Temper (F) Caster instantly tempers one metal object by running his hands over it. Tempering augments the toughness and hardness of metals and is essential in making tools and weaponry. This spell does not require the use of heat.

7—Heat Resistance (D) Allows caster to work in safety while exposed to the extreme heat of a furnace or forge; he is protected from any non-magical heat. Caster may also work molten metal with his bare hands.

8—Engrave (F) Caster flawlessly engraves any metal surface by running the tip of his finger over an object. This produces patterns normally possibly only through use of engraving tools.

9—Cut (F) Caster immediately and cleanly cuts any shape desired in a sheet or block of metal by tracing the line with his finger.

10—Furnace (F) Caster instantly heats a volume of metal or ore (up to 10 lb. per level) sufficient to work as if it were fresh from a furnace. Caster must carefully choose the site of casting or fires could result.

11—Refine Ore (F) Caster instantly removes all impurities from a metal ore, leaving only the purest raw materials available for smelting. Caster may refine up to 10 lbs. of ore per level.

12—Shape (F) Caster shapes any sheet or block of metal into the desired form by simply passing his hands over the surface.

1—Metal Analysis (I) Caster learns the nature and origin of a non-magical metal object. He also determines when and how worked metal was obtained and fashioned. If the GM wishes, this spell may add a +50 bonus to the caster's Metal Evaluation and Metal Lore skill rolls.

2—Work Metal (F) Caster flawlessly works non-magical metals and fabricates metal objects. All required tools and materials must be present. The time normally required to work metals is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to any Smithing skill rolls.

3—Make Alloy (F) Caster flawlessly alloys any non-magical metals into the desired alloy. The spell grants the knowledge and ability to combine the correct ratio of ores in a crucible, which must be smelted in a furnace, producing the alloy. Note that caster may not create any unusual/unnatural alloys which are outside the technological level of the culture. All required tools and materials must be present. The time normally required to make alloys is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to appropriate Smithing skill rolls. This bonus is not cumulative with the Work Metal bonus.

13—Resist Oxidation (F) Caster renders one object touched impervious to the effects of oxidation (e.g., rusting or tarnishing). Any rust or tarnish presently on the object is immediately removed. Note that this spell does not restore items which are entirely corroded; they would essentially turn to dust.

14—Weld (F) By running his finger along a join between two pieces of metal caster can fuse them together into a single piece without the application of heat.

15—Armor/Weapon I (F) Caster instantly creates high quality metal armor or weapon which has an inherent non-magical bonus of +5. In addition, the armor's Missile Attack Penalty, Quickness Penalty, and Minimum Maneuver Modification are all reduced by 5. All necessary raw materials must be available.

20—Repair (F) Caster instantly and flawlessly repairs any one metal object by touching the pieces. All fragments must be gathered together in one place. The repaired object will be whole and unbroken, its integrity intact. If desired, the correct temper and polish are restored to the item.

25—Armor/Weapon II (F) As *Armor/Weapon I*, except the bonus is 10.

30—Metal Bolt (E) A bolt of metal shoots from the caster's palm. Attack is resolved in the Heavy Crossbow attack table. Note that this spell does not actually create metal from nothing; caster must have 1 pound of metal on his person.

50—Metal Mastery (FU) Caster may utilize one of the lower level spells on this list each round.

STONE MASTERY (11.2.2)

(PROFESSIONAL LIST)

Note: The *Work* spell listed below has a Duration of 24 hours. This refers to the duration of the spell cast, and not the duration of the item's existence. The Duration is given as "24 hours" because that is how long the caster may continue working.

This list represents the most secret techniques used by the Guilds of Masonry, Gem-cutters, Stone-cutters and Stone-carvers. As such it is jealously guarded. Only senior guild members can learn it; it is never available to outsiders.

	Area of Effect	Duration	Range
1—Work Stone	self	24 hours	self
2—Stone Analysis	object	—	touch
3—Grind	object	P	touch
4—Evaluation	object	—	touch
5—Cut	stone	P	touch
6—Polish	object	P	touch
7—Set	gem	P	touch
8—Color	object	P	touch
9—Shape	object	P	touch
10—Facet	gem	P	touch
11—Mortar	structure	P	touch
12—Remove Flaw	object	P	touch
13—Hoist	varies	10 min/lvl	100'
14—Join	objects	P	touch
15—Gather	varies	P	touch
20—Repair	fragments	P	touch
25—Quarry	varies	10 min/lvl	100'
30—Stone Bolt	target	—	100'
50—Stone Mastery	self	1 rnd/lvl	self

1—Work Stone (F) Caster flawlessly works non-magical stone. All required tools and materials must be present. The time normally required to work any stone is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Stonecrafts, Stone Evaluation, and Stone Lore skill rolls.

2—Stone Analysis (I) Caster learns the nature and origin of natural stone. Also determines when and how worked stone was obtained and fashioned.

3—Grind (F) Caster magically grinds any one stone object to the approximate shape and size desired simply by running his hands over it. The ground stone will have a rough, unpolished surface.

4—Evaluation (I) Caster determines monetary value of any one stone object or gem within 10%.

5—Cut (F) Caster cuts through stone of up to 1' per level thickness simply by running his finger over it. All cuts must be along straight lines.

6—Polish (F) Caster precisely polishes any stone surface simply by running his hands over it. This provides any degree of polish required.

7—Set (F) Caster instantly sets gemstones into precious metal fittings. There is no chance of stone loss or damage.

8—Color (F) Caster magically tints any one stone object or gem to the color of his choice. Any color or combination of colors of any desired depth or intensity may be selected. Caster may enhance the naturally occurring color, if desired.

9—Shape (F) Caster sculpts a piece of stone to the exact shape desired by running his hands over it. The shaped stone will have whatever surface texture desired, including a high polish.

10—Facet (F) Caster flawlessly and instantly facets any one gemstone to whatever shape desired. There is no chance of damaging the gem.

11—Mortar (F) Caster instantly seals all cracks between stone elements within one structure (wall, house, tower, etc.). He must have at hand sufficient quantities of mortar to accomplish this task.

12—Remove Flaw (F) Caster removes all impurities and naturally occurring flaws within one stone object or gem. He can improve the coloration, quality and value of precious stones with this procedure.

13—Hoist (F) Caster may magically hoist stone blocks into their proper position within a structure. Weight limitation is 50 lbs. per level. No hoisting equipment (ropes, pulleys, etc.) is required. Speed of the hoisted stone is 10' per round. Note that only stone may be hoisted using this spell.

14—Join (F) By running his finger along a joint between two pieces of stone, caster can join them together into a single piece.

15—Gather (F) Caster gathers together all fragments of a broken stone object or gem for purposes of repairing it. The fragments must be within the range and will be gathered in a pile at the caster's feet.

20—Repair (F) Caster instantly and flawlessly repairs any one stone object or gem by touching the pieces. All fragments must be gathered together in one place. The repaired object will be whole and unbroken, its integrity intact.

25—Quarry (F) Caster magically quarries up to 100 lbs of stone per level every minute. This spell cuts the stone into blocks and Hoists it to the desired site nearby.

30—Stone Bolt (E) A bolt of stone shoots from the caster's palm. Attack is resolved in the Ice Bolt table, delivering impact (primary) and crush (secondary) criticals. Note that this spell does not actually create stone from nothing; caster must have 1 pound of stone on his person.

50—Stone Mastery (FU) Caster may utilize one of the lower level spells on this list each round.

GLASS/CERAMIC MASTERY (11.2.3)

(PROFESSIONAL LIST)

Note: *Make/Work* spells listed below have a Duration of 24 hours. This refers to the duration of the spell cast, and not the duration of the item's existence. The Duration is given as "24 hours" because that is how long the caster may continue working.

This list represents the most secret techniques used by the Guilds of glass-making and ceramic-making. As such it is jealously guarded. Only senior guild members can learn it; it is never available to outsiders.

	Area of Effect	Duration	Range
1—Make/Work Ceramic	self	24 hours	self
2—Make/Work Glass	self	24 hours	self
3—Color	object	P	1'
4—Grind	object	P	touch
5—Polish	object	P	touch
6—Heat Resistance	self	1 min/lvl	self
7—Etch	object	P	touch
8—Glaze	object	P	touch
9—Anneal	object	P	touch
10—Furnace	object	P	touch
11—Plane	object	P	touch
12—Purify	1 cu'/lvl	P	touch
13—Harden	object	P	touch
14—Fuse	objects	P	touch
15—Gather	fragments	—	10'/lvl
20—Repair	object	P	touch
25—Mass Production	varies	1 min/lvl	10'
30—Glass Bolt	target	—	100'
50—Glass/Ceramic Mastery	self	1 rnd/lvl	self

1—Make/Work Ceramic (F) Caster flawlessly prepares clay and fashions non-magical ceramic. All required tools and materials must be present. The time normally required to work the ceramic is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Crafting—Ceramics, Enameler, and/or Potter skill rolls.

2—Make/Work Glass (F) Caster flawlessly prepares the raw materials and fashions non-magical glass. All required tools and materials must be present. The time normally required to work the glass is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Crafting—Enameller and Glassblower skill rolls.

3—Color (F) Caster magically tints any one glass or ceramic object to the color of his choice. Any color or combination of colors of any desired depth or intensity may be selected.

4—Grind (F) Caster magically grinds any one glass or ceramic object to the precise shape and size desired simply by running his hands over it. The permits the shaping of glass to tolerances suitable for lenses.

5—Polish (F) Caster precisely polishes any glass or glazed surface simply by running his hands over it. This provides a flawless polished surface required for optical lenses or other sensitive applications.

6—Heat Resistance (D) Allows caster to work in safety while exposed to the extreme heat of a glass furnace or ceramic kiln; he is protected from any non-magical heat. Caster may also work molten glass with his bare hands.

7—Etch (F) Caster flawlessly etches glass or glazed surfaces by running the tip of his finger over an object. This produces patterns normally possibly only through use of corrosive acids.

8—Glaze (F) Caster magically creates a vitreous (glassy) surface on any ceramic object by touching it. Use of this spell eliminates the need for a second firing.

9—Anneal (F) Caster magically anneals any glass object simply by touching it. This ensures the glass is strong, tough, and reduces brittleness. Use of this spell eliminates the two to three day annealing process normally required.

10—Furnace (F) Caster may heat a volume of glass (up to 1 lb. per level) sufficient to work as if it were fresh from a furnace. This spell will also instantly fire any one ceramic object the caster touches, preventing firing cracks, flaws or explosions.

11—Plane (F) Caster may form glass or ceramic into a perfectly smooth plane, ideal for window glass or floor tiling, by touching the raw materials.

12—Purify (F) This spell causes the raw silicates (usually sand) used in glassworking to be cleansed of all naturally occurring impurities, allowing the glass made from these materials to be perfectly clear and of optical quality. It also removes all impurities such as gravel, silt or organic matter from clay and imparts the necessary working properties for the ceramic required.

13—Harden (F) This imparts terrific heat resistance, strength, and durability to the glass or ceramic item touched. Hardened glass and ceramic are capable of withstanding 10 times the concussion hits they would normally have and resist shattering.

14—Fuse (F) By running his finger along a joint between two pieces of glass or ceramic, caster can fuse them together into a single piece without the application of heat.

15—Gather (F) Caster gathers together all fragments of a broken glass or ceramic object for purposes of repairing it. The fragments must be within the range and will be gathered in a pile at the caster's feet.

20—Repair (F) Caster instantly and flawlessly repairs any one glass or ceramic object by touching the pieces. All fragments must be gathered together in one place. The repaired object will be whole and unbroken, its integrity intact.

25—Mass Production (FU) Caster may flawlessly create 1 glass or ceramic object per minute from a batch of raw material (wet clay or molten glass). If desired, all items so produced will be identical in size and shape.

30—Glass Bolt (E) A bolt of glass shoots from the caster's palm. Attack is resolved in the Ice Bolt table, delivering impact (primary) and puncture (secondary) criticals. Note that this spell does not actually create glass from nothing; caster must have 1 pound of glass on his person.

50—Glass/Ceramic Mastery (FU) Caster may utilize one of the lower level spells on this list each round.

WOOD MASTERY (11.2.4)

(PROFESSIONAL LIST)

Note: The Work spell listed below has a Duration of 24 hours. This refers to the duration of the spell cast, and not the duration of the item's existence. The Duration is given as "24 hours" because that is how long the caster may continue working.

This list represents the most secret techniques used by the Guilds of woodworkers and wood crafters. As such it is jealously guarded. Only senior guild members can learn it; it is never available to outsiders.

	Area of Effect	Duration	Range
1—Work Wood	self	24 hours	self
2—Wood Analysis	object	—	touch
3—Stain	object	P	touch
4—Cut	object	P	touch
5—Figure	object	P	touch
6—Finish	object	P	touch
7—Inlay	object	P	touch
8—Bend	object	P	touch
9—Join	object	P	touch
10—Harden	object	P	touch
11—Shape	object	P	touch
12—Waterproof	object	P	touch
13—Insect Resistance	object	P	touch
14—Heat Resistance	object	P	touch
15—Gather	fragments	—	10'/lvl
20—Repair	object	P	touch
25—Mass Production	varies	1 min/lvl	10'
30—Wood Bolt	target	—	100'
50—Wood Mastery	self	1 rnd/lvl	self

1—Work Wood (F) Caster may flawlessly work wood. All required tools and materials must be present. The time normally required to work and fashion any item is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Crafting—Cooper or appropriate Wood Craft skill rolls.

2—Wood Analysis (I) Gives caster details on where, when and how the wooden object was worked. Also gives the type of wood(s) present in the object.

3—Stain (F) Caster may stain the surface of any wooden item to the color or colors desired by passing his hand over the object. The stain may have any degree of saturation or intensity.

4—Cut (F) Caster flawlessly cuts any piece of wood by tracing his finger along the path desired. This also permits making numerous planks or slabs from one log and removes the bark.

5—Figure (F) Caster instantly creates any desired "figure" in the surface of one wooden item by passing his hand over it. Figure refers to desirable grain patterns such as burl, bird's eye, curl, etc. This can enhance the natural grain or make one type of wood appear to be another rarer species, if desired.

6—Finish (F) Caster smooths and polishes a wooden item by running his hands over the surface. He also flawlessly applies a surface coating (such as varnish, wax, shellac, etc.) if desired. These materials must be present for the spell to function.

7—Inlay (F) Caster may inlay any pattern or design in the surface of a wooden item by tracing the desired shape with his finger. The material to be inlaid into the wood (ivory, tortoise shell, precious metals, etc.) must be available and will be consumed as the spell is cast.

8—Bend (F) Caster flawlessly bends boards or planks (without the need for soaking or steaming) by running his hands over the item. This especially aids in coopering and shipbuilding, substantially reducing the time required for construction.

9—Join (F) By running his finger along a join between any two pieces of wood, the caster can fuse them together into a seamless whole.

10—Harden (F) Caster instantly hardens one wooden item or board, making it tougher, denser, and more impervious to damage. Hardened wooden objects may withstand up to 10 times the concussive hits they normally would take before being destroyed. This makes it ideal for high-stress items such as shields, gates, doors, and wheels. Also increases wear-resistance, so that objects last twice as long as normal.

11—Shape (F) Caster may shape or sculpt a single piece of wood into any three-dimensional form desired simply by running his hands over its surface.

12—Waterproof (F) Caster causes one board or wooden object to become completely waterproof, making it useful for construction, roofing, boats, etc. Boats or other items made from such wood are also impervious to rot, mold attack or warping due to moisture.

13—Insect Resistance (F) Caster imparts insect resistance to one wooden object. This kills current infestation and prevents any future occurrence by making the wood "unpalatable" to insects.

14—Heat Resistance (F) Caster imparts heat resistance to one wooden object or board, making it five times as difficult to burn as normal wood (allows RR vs. normal fire at GM's discretion).

15—Gather (F) Caster gathers together all fragments of one wooden object within the spell range for purposes of repairing it. The pieces will be appear in a pile at caster's feet.

20—Repair (F) Caster instantly repairs one wooden item or board, removing warps, rot, mold and dirt, mending breaks or splits, and imparting the appropriate surface finish. The item is completely restored to its original state, whole and undamaged. All fragments or pieces must be present for the spell to function.

25—Mass Production (F) Caster may produce one wooden item per minute from available raw material. If desired, every item will be identical in size, shape, color, etc. Note that this spell will not create large, composite wooden objects such as boats, but would produce the planking required to make a boat.

30—Wood Bolt (E) A bolt of hard wood shoots from the caster's palm. Attack is resolved in the Light Crossbow Attack table. Note that this spell does not actually create wood from nothing; caster must have 1 pound of wood on his person, consumed in the spell.

50—Wood Mastery (FU) Caster may utilize one of the lower level spells on this list each round.

LEATHER MASTERY (11.2.5)

(PROFESSIONAL LIST)

Note: *Make/Work* spells listed below have a Duration of 24 hours. This refers to the duration of the spell cast, and not the duration of the item's existence. The Duration is given as "24 hours" because that is how long the caster may continue working.

This list represents the most secret techniques used by the Guilds of leather-making and leather-crafting. As such it is jealously guarded. Only senior guild members can learn it; it is never available to outsiders.

	Area of Effect	Duration	Range
1—Make Leather	self	24 hours	self
2—Work Leather	self	24 hours	self
3—Make/Work Parchment	self	24 hours	self
4—Color	object	P	touch
5—Emboss	object	P	touch
6—Soften	object	P	touch
7—Cut/Split	object	P	touch
8—Shape	object	P	touch
9—Join	objects	P	touch
10—Harden	object	P	touch
11—Rune Parchment	sheet	P	touch
12—Waterproof	object	P	touch
13—Strengthen	object	P	touch
14—Heat Resistance	object	P	touch
15—Armor I	armor	P	touch
20—Restore	object	P	touch
25—Armor II	armor	P	touch
30—Leather Bolt	target	—	100'
50—Leather Mastery	self	1 rnd/lvl	self

1—Make Leather (F) Caster flawlessly prepares raw skins and tans them, making non-magical leather. All required tools and materials must be present. The time normally required to tan the skins is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Tanning skill rolls. Normal leather made in this manner is equivalent to AT 1, 5, or 6 depending on the garment fashioned.

2—Work Leather (F) Caster may flawlessly work prepared leather. All required tools and materials must be present. The time normally required to work and fashion any item is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Crafting—Tailoring, Furrier or appropriate Leatherworking skill rolls.

3—Make/Work Parchment (F) Caster may make and work parchment from an appropriate skin (calf, goat, sheep). All required tools and materials must be present. The time normally required to work and fashion parchment is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Leatherworking skill roll.

4—Color (F) Caster magically tints any one leather object to the color of his choice. Any color or combination of colors of any desired depth or intensity may be selected.

5—Emboss (F) Caster may emboss any desired surface texture or grain pattern onto a piece of leather by simply running his hand over the surface.

6—Soften (F) Caster instantly softens any hide or leather object to a flexible and pliable state by touching the item.

7—Cut/Split (F) Caster may cut a piece of leather into any desired form by tracing the line with his finger. He may also split hides into two or more layers (thus creating suede and thinner skins) by touching the hide.

8—Shape (F) Caster instantly shapes a piece of leather into any three-dimensional form desired (such as buckets, hats, clothing, tankards, etc.); he also may flawlessly stretch, shrink and otherwise manipulate a hide.

9—Join (F) By running his finger along a join between any two pieces of leather the caster can fuse them together into a seamless whole.

10—Harden (F) Caster instantly hardens one leather item or hide, making it tougher, denser, and more impervious to damage. This creates hide the equivalent of AT 9, 10, or 11.

11—Rune Parchment (F) From a raw skin, caster creates one sheet of high quality parchment which is necessary for imbedding Runes. The imbedded Rune may be no more than one third of the caster's level.

12—Waterproof (F) Caster causes one hide or leather object to become completely waterproof, allowing its use for drinking vessels, boats, boots, etc.

13—Strengthen (F) Caster imparts exceptional strength to one leather object, reducing the chance of breakage, cracking or splitting. This makes it ideal for high-stress items such as harness and rope. Also increases wear-resistance, so that objects last twice as long as normal.

14—Heat Resistance (F) Caster imparts heat resistance to one leather object or hide, making it twice as difficult to burn as normal leather (allows RR vs. normal fire at GM's discretion).

15—Armor I (F) From hides, caster instantly creates high quality leather armor which has an inherent non-magical bonus of +5. In addition, the armor's Missile Attack Penalty, Quickness Penalty, and Minimum Maneuver Modification are all reduced by 5.

20—Restore (F) Caster instantly restores one leather item or hide to its original state, removing stains, mold and dirt, imparting flexibility, and mending tears, breaks or rips.

25—Armor II (F) As *Armor I*, except the bonus is 10.

30—Leather Bolt (E) A bolt of hardened leather shoots from the caster's palm. Attack is resolved in the Whip Attack table. Note that this spell does not actually create leather from nothing; caster must have 1 pound of leather on his person.

50—Leather Mastery (FU) Caster may utilize one of the lower level spells on this list each round.

PAPER MASTERY (11.2.6)

(PROFESSIONAL LIST)

Note: The *Make* spell listed below has a Duration of 24 hours. This refers to the duration of the spell cast, and not the duration of the item's existence. The Duration is given as "24 hours" because that is how long the caster may continue working.

This list represents the most secret techniques used by the Guilds of paper-making. As such it is jealously guarded. Only senior guild members can learn it; it is never available to outsiders.

	Area of Effect	Duration	Range
1—Make Paper	self	24 hours	self
2—Size	10 sheets	P	touch
3—Burnish	10 sheets	P	touch
4—Color	10 sheets	P	touch
5—Shape	varies	P	touch
6—Join	2 sheets	P	touch
7—Clean	10 sheets	P	touch
8—Watermark	10 sheets	P	touch
9—Copy	1 sheet	P	touch
10—Binding	book	P	touch
11—Rune Paper	sheet	P	touch
12—Waterproof	varies	P	touch
13—Strengthen	varies	P	touch
14—Heat Resistance	varies	P	touch
15—Gather	fragments	—	10'/lvl
20—Restore	varies	P	touch
25—Mass Production	varies	1 min/lvl	10'
30—Flash Paper	sheet	P	touch
50—Paper Mastery	self	1 rnd/lvl	self

1—Make Paper (F) Caster flawlessly prepares raw materials (macerated rags or vegetable fibre) and forms this into non-magical paper, papyrus, or tapa. All required tools and materials must be present. The time normally required to make the sheets is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Crafting—Paper making skill rolls.

2—Size (F) Caster instantly sizes up to 10 sheets of paper by touching them. This renders the sheets impervious to ink, making them suitable for writing and printing.

3—Burnish (F) Caster imparts a burnished surface to 10 sheets of paper, improving the surface quality for fine writing paper.

4—Color (F) Caster magically tints up to 10 sheets of paper the color of his choice. Any color or combination of colors of any desired depth or intensity may be selected, including marbled papers. This also produces white writing papers and translucent paper for tracing.

5—Shape (F) Caster flawlessly shapes paper pulp or sheets into any three dimensional form desired (such as screens, hats, bags, etc.) Also produces embossed surfaces.

6—Join (F) By running his finger along an overlap between two pieces of paper, the caster can fuse them together into a single, larger sheet.

7—Clean (F) Caster instantly removes stains, mold, or imbedded dirt from up to 10 sheets of paper.

8—Watermark (F) Caster places a magical watermark on ten sheets of paper which identifies the papermaker with a symbol or letters. This watermark will appear only under specified circumstances, dictated at the time of casting (e.g., moonlight, presence of a certain person, etc.). This prevents forgeries of important documents, paper money, and so on.

9—Copy (F) Caster may copy the contents of one sheet of paper onto another by laying one hand on the original sheet and one hand on the blank page.

10—Binding (F) Caster causes all sheets of paper for one book or scroll to be instantly bound together in the desired manner.

11—Rune Paper (F) From raw materials, caster creates one sheet of high quality paper which is necessary for imbedding Runes. The imbedded Rune may be no more than one third of the caster's level.

12—Waterproof (F) Caster causes one sheet or paper object to become completely waterproof, allowing its use for drinking vessels, bags, etc. Also prevents water damage to books and scrolls.

13—Strengthen (F) Caster imparts exceptional strength to one sheet or paper object, including books, reducing the chance of tearing, folding or rotting. Also increases wear-resistance, so that paper objects last twice as long as normal.

14—Heat Resistance (F) Caster imparts heat resistance to one sheet or paper object, making it ten times as difficult to burn as normal paper (allows RR vs. normal fire at GM's discretion).

15—Gather (F) Caster magically gathers together all fragments of a page (or pages of a book) which are within the spell range for purposes of a restore spell. The fragments are gathered together in a pile at caster's feet.

20—Restore (F) Caster instantly restores to its original condition one paper object or book. This repairs torn and folded sheets, removes mold and staining, and restores damaged bindings. All pieces must be present. This spell will not reproduce lost text.

25—Mass Production (F) Caster may produce one sheet of completely finished paper every round from raw materials. If desired, all sheets will be identical in size, texture and coloration.

30—Flash Paper (FE) Caster creates one sheet of specially treated paper which will vigorously combust under circumstances specified at the time of casting. The effect of combustion on someone holding the flash paper is treated as a -10 Fire Ball attack. Flash paper is used as a precautionary measure in the case of secret documents falling into the wrong hands, as a trap, and so on.

50—Paper Mastery (FU) Caster may utilize one of the lower level spells on this list each round.

CLOTH MASTERY (11.2.7)

(PROFESSIONAL LIST)

Note: *Make/Work spells listed below have a Duration of 24 hours. This refers to the duration of the spell cast, and not the duration of the item's existence. The Duration is given as "24 hours" because that is how long the caster may continue working.*

This list represents the most secret techniques used by the Guilds of weaving, tailoring, and cloth-making. As such it is jealously guarded. Only senior guild members can learn it; it is never available to outsiders.

	Area of Effect	Duration	Range
1—Make Cloth	self	24 hours	self
2—Work Cloth	self	24 hours	self
3—Make/Work Rope	self	24 hours	self
4—Dye	cloth	P	touch
5—Cut	cloth	P	touch
6—Join	cloth	P	touch
7—Embellish	cloth	P	touch
8—Clean	cloth	P	touch
9—Upholstery	cloth	P	touch
10—Cloth Armor I	cloth	P	touch
11—Tapestry	cloth	P	touch
12—Waterproof	cloth	P	touch
13—Strengthen	cloth	P	touch
14—Heat Resistance	cloth	P	touch
15—Cloth Armor II	cloth	P	touch
20—Repair	cloth	P	touch
25—Mass Production	varies	1 min/lvl	10'
30—Strand Bolt	target	—	100'
50—Cloth Mastery	self	1 rnd/lvl	self

1—Make Cloth (F) Caster flawlessly prepares raw materials (wool, cotton, flax, silk, hemp, etc.) and, by spinning and weaving, forms them into non-magical cloth or canvas. All required tools and materials must be present. The time normally required to make cloth is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Crafting—Dyer, Embroidering, Knitting, Spinner, and Weaving skill rolls.

2—Work Cloth (F) Caster may flawlessly work cloth, creating garments, sails, bags, etc. as desired. All required tools and materials must be present. The time normally required to work cloth or fashion any cloth item is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Crafting—Sailmaker, Tailoring, and Upholstery skill rolls.

3—Make/Work Rope (F) Caster flawlessly prepares raw materials (cotton, hemp, etc.) and forms the fibres into non-magical rope. Also allows flawless manipulation of rope (splicing, knotting, etc.). All required tools and materials must be present. The time normally required to make or work rope is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Rope Mastery skill roll.

4—Dye (F) Caster magically dyes any piece of cloth, rope, rug, or garment the color of his choice simply by passing his hands over the textile. Any color or combination of colors of any desired depth or intensity may be selected. The colors are permanent and do not bleed or fade over time.

5—Cut (F) Caster cuts cloth (or rope) into any desired form by running his finger over the material.

6—Join (F) By running his finger along a seam between two pieces of cloth, canvas or rope, the caster can fuse them together into a whole.

7—Embellish (F) Caster instantly adds the finishing touches (button holes, darts, fringe, lace, feathers, embroidery, etc.) to any garment or cloth item by touching it or tracing the pattern with his finger. The necessary materials must be present and will be consumed in the spell.

8—Clean (F) Caster instantly removes stains, mold, odors, and imbedded dirt from one cloth item or garment.

9—Upholstery (F) Caster upholsters any one piece of furniture within a minute by running his hands over the object. Necessary materials must be present for the spell to work (cloth, tacks, stuffing).

10—Cloth Armor I (F) Caster instantly creates a reinforced, quilted canvas material suitable for use as armor or armor padding. Cloth armor made from this material is considered Armor Type 2 with a +5 DB. Necessary raw materials must be available.

11—Tapestry (F) Caster magically weaves a tapestry from the necessary raw materials within one minute, which is no larger than his level x level in square feet. This tapestry must be created on a frame of the appropriate size.

12—Waterproof (F) Caster causes one piece of cloth or garment to become completely waterproof, allowing its use for drinking vessels, bags, boat hulls, sails, rain gear, etc.

13—Strengthen (F) Caster imparts exceptional strength to one piece of cloth or garment, including sails and rope, reducing the chance of tearing, breaking, or rotting. Also increases wear-resistance, so that cloth objects last twice as long as normal.

14—Heat Resistance (F) Caster imparts heat resistance to one piece of cloth, garment, or rope, making it ten times as difficult to burn as normal cloth (allows RR vs. normal fire at GM's discretion).

15—Cloth Armor II (F) Caster instantly creates a reinforced, quilted canvas material suitable for use as armor or armor padding. Cloth armor made from this material is considered Armor Type 2 with a +10 DB. Necessary raw materials must be available.

20—Repair (F) Caster instantly restores to its original condition one cloth object, rope, or garment. This repairs tears, fraying, and weakness; it also removes mold, dirt, rot, or staining.

25—Mass Production (F) Caster may produce one completely finished (woven, dyed) bolt of cloth, approximately 40 yards in length, from raw materials every minute. Alternatively, caster may create one finished garment, rope or sail every minute from appropriate materials. If desired, all items will be identical in size, texture and coloration.

30—Strand Bolt (E) Strands of tough, fibrous cloth shoot from the caster's palm. Attack is resolved on the Bola Attack Table, except Grappling Critical Strikes are delivered. Note that this spell does not create cloth from nothing. Caster must have a quarter pound of cloth on hand.

50—Cloth Mastery (FU) Caster may utilize one of the lower level spells on this list each round.

GUILDSCRAFT (11.2.8)

(PROFESSIONAL LIST)

Note: This list is primarily used by proprietors of various Guilds' establishments—from "Magic Shops" to jewelry stores. This list represents the most secret techniques used by the Guilds' merchants and proprietors. As such it is jealously guarded. Only senior guild members can learn it; it is never available to outsiders.

	Area of Effect	Duration	Range
1—Inventory	shop	—	self
2—Accounting	self	V	self
3—Clean	shop	—	self
4—Appraise Item	item	—	touch
5—Detect Thief	5' rad	1 min/lvl(C)	100'
6—Attract Customer	varies	—	20'
7—Alarm	varies	24 hours	touch
8—Appraise Customer	target	—	20'
9—Repel Customer	target	—	20'
10—Influence Customer	target	—	20'
11—Item Origins	item	—	touch
12—Locate Item	item	1 min/lvl(C)	100'
13—Restock	varies	—	100'
14—Item Protection	item	24 hours	touch
15—Item Lore	item	—	touch
20—Ethereal Safe	1'x1'x2'	P	10'
25—Paralysis Bolt	target	—	100'
30—Invisible Guardian	entity	P	10'
50—Guildscraft Mastery	self	1 rnd/lvl	self

1—Inventory (I) Caster instantly knows the exact number and kind (but not abilities) of all items in his shop, whether on the shelves or in storage.

2—Accounting (I) Allows caster to flawlessly perform his bookkeeping. The time normally required to perform this work is halved. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Basic Math and Bookkeeping skill rolls.

3—Clean (F) Caster instantly cleans, dusts, and organizes his place of business.

4—Appraise Item (I) Caster can assess the monetary value of crafted items, jewels, and metal to within 10%; allows him to calculate different values for the different cultures he is familiar with. Magic capabilities are not included. Alternatively, if the GM dislikes the idea of automatic and absolute success; the caster receives a +50 bonus to his Evaluation skill rolls.

5—Detect Thief (I) Caster can detect the intent to steal in a living being; caster can concentrate on a 5' radius area each round.

6—Attract Customer (M) Caster receives a +50 bonus to his Advertising skill rolls. Additionally, when cast on a target, this spell functions as a "suggestion" to enter the caster's shop and browse.

7—Alarm (P) Caster sets conditions (such as "unauthorized entry") upon which a loud alarm will sound. The alarm may be set to protect the entire establishment, including all doors and windows, or one aperture only, such as a safe.

8—Appraise Customer (IM) Caster receives information regarding a customer's interests, intentions, and relative wealth as it relates to his establishment and potential sales.

9—Repel Customer (M) Humanoid target will immediately leave the caster's shop. He will not be able to return for at least one day.

10—Influence Customer (M) Caster influences one humanoid target in matters pertaining only to his business (e.g., "wouldn't you rather buy this perfume? I mean, isn't your wife worth a little extra money?").

11—Item Origins (I) Gives the area of origin of an item, the race of the being who made it, and when it was made (within 100 years).

12—Locate Item (PI) Gives the caster the direction and distance to any specific object the caster is familiar with or has had described in detail. The object in question must be in stock or owned by the proprietor.

13—Restock (F) Caster instantly restocks empty shelves/barrels/bins in his place of establishment. An Inventory spell must be cast prior to restocking. Note that this spell does not create items from nothing; the stock must be available in the establishment's storeroom.

14—Item Protection (E) Caster places a protective aura upon one object. Any "unauthorized" person who touches this item receives an 'A' severity Electricity Critical Strike (or another more appropriate critical if the GM approves).

15—Item Lore (I) Caster has a 50% chance for each ability of determining what magical abilities an item has; once this spell has been cast on an item it may not be cast on that item again until the caster has reached a new level of experience.

20—Ethereal Safe (F) Caster creates a small (1' x 1' x 2'), extra-dimensional pocket which he may use to store valuables. The safe opens and closes in response to a word or phrase chosen at the time of casting.

25—Paralysis Bolt (E) A bolt of light shoots from the caster's palm. This attack is resolved on the Firebolt Table with several exceptions. No actual damage is done; instead the target is paralyzed (cannot move) for a number of rounds equal to the damage number. Critical Strikes delivered are resolved on the Stun Critical Strike Table.

30—Invisible Guardian (FM) Caster summons an Air Guardian (from C&T, Section 2.34 Elementals and Artificial Beings). Caster controls the creature. This Guardian will permanently remain on guard at the establishment.

50—Guildcraft Mastery (FU) Caster may utilize one of the lower level spells on this list each round.



11.3 OPTIONAL ALCHEMIST BASE LISTS

ARCANE IMBEDDING (11.3.1)

(OPTIONAL ALCHEMIST BASE LIST)

Note: The duration of 24 hours refers to the duration of the spell cast and not the duration of the item capabilities that the spell is used to create. The duration is 24 hours because while creating items, certain spells must be cast once a day and the caster must spend all his "work time" making the item.

	Area of Effect	Duration	Range
1—			
2—Research	self	24 hours	self
3—			
4—Imbed I	item	24 hours	self
5—			
6—Charge Wand	wand	24 hours	self
7—Imbed II	item	24 hours	self
8—Daily I	item	24 hours	self
9—Imbed III	item	24 hours	self
10—Charge Rod	rod	24 hours	self
11—Imbed IV	item	24 hours	self
12—Daily III	item	24 hours	self
13—Imbed V	item	24 hours	self
14—			
15—Daily V	item	24 hours	self
16—			
17—Charge Staff	staff	24 hours	self
18—			
19—			
20—Imbed VIII	item	24 hours	self
25—Imbed X	item	24 hours	self
30—Daily X	item	24 hours	self
50—Constant	item	24 hours	self
60—Imbed True	item	24 hours	self
75—Lord Daily	item	24 hours	self
90—Lord Constant	item	24 hours	self
110—Daily True	item	24 hours	self
130—Constant True	item	24 hours	self

2—Research (I) Allows caster to research special imbedding spells to be used in creating items. Alternatively, grants caster a +50 bonus to his roll on the Spell Research Chart and/or Item Creation Chart, concerning imbedding spells in items.

4—Imbed I (F) Allows caster to imbed a 1st level Arcane spell in an item or potion.

6—Charge Wand (F) Allows caster to charge an Arcane wand.

7—Imbed II (F) As *Imbed I*, except 1st to 2nd level spells can be imbedded.

8—Daily I (F) Allows caster to imbed a 1st level spell (using an Imbed spell) that can be cast once per day.

9—Imbed III (F) As *Imbed I*, except 1st to 3rd level spells can be imbedded.

10—Charge Rod (F) As *Charge Wand*, except Arcane rods can be charged.

11—Imbed IV (F) As *Imbed I*, except 1st to 4th level spells can be imbedded.

12—Daily III (F) As *Daily I*, except 1st to 3rd level spells can be imbedded: a 1st level spell could be cast 3 times per day; a 2nd or 3rd, once per day.

13—Imbed V (F) As *Imbed I*, except 1st to 5th level spells can be imbedded.

15—Daily V (F) As *Daily I*, except 1st to 5th level spells can be imbedded: a 1st level spell could be cast 4 times per day; a 2nd, 3x/day; a 3rd, 2x/day; a 4th or 5th, once per day.

17—Charge Staff (F) As *Charge Wand*, except Arcane staves can be charged.

20—Imbed VIII (F) As *Imbed I*, except 1st to 8th level spells can be imbedded.

25—Imbed X (F) As *Imbed I*, except 1st to 10th level spells can be imbedded.

30—Daily X (F) As *Daily I*, except 1st to 10th level spells can be imbedded: a 1st level spell could be cast 5 times per day; a 2nd or 3rd, 4x/day; a 4th or 5th, 3x/day; a 6th or 7th, 2x/day; an 8th, 9th, or 10th, once per day.

50—Constant (F) As *Daily X*, except certain spells can be imbedded to operate constantly (GM discretion).

60—Imbed True (F) As *Imbed I*, except any level spell can be imbedded (will only be castable once).

75—Lord Daily (F) As *Daily I*, except 1st to 20th level spells can be imbedded: a 1st level spell could be cast 7 times per day; a 2nd or 3rd level spell, 6x/day; a 4th, 5th, or 6th, 5x/day; a 7th, 8th, or 9th, 4x/day; a 10th, 11th, or 12th, 3x/day; a 13th, 14th, or 15th, 2x/day; a 16th, 17th, 18th, 19th, or 20th, once per day. This is an optional spell, providing for the creation of magic items which are more powerful than normally allowed under the rules in Section 3.2. As such, this spell creates artifacts and others items of great power. If the GM allows use of this spell, he should probably allow the Alchemist to make such an item of power only under certain special circumstances, e.g., requiring special astrological/atmospheric conditions, special sites, special ceremonies/rituals, special equipment, special materials, extraordinary groups of individuals, sacrifices, and so on. See also Section 3.2.5 Making Artifacts.

90—Lord Constant (F) As *Lord Daily*, except certain spells can be imbedded to operate constantly (GM discretion).

110—Daily True (F) As *Lord Daily*, except 1st to 50th level spells can be imbedded: a 1st level spell could be cast 10 times per day; a 2nd or 3rd level spell, 8x/day; a 4th, 5th, or 6th, 7x/day; a 7th, 8th, 9th, or 10th, 6x/day; an 11th to 15th, 5x/day; a 16th to 20th, 4x/day; a 25th level spell, 3x/day; a 30th level spell, twice per day; and up to a 50th level spell, once per day.

130—Constant True (F) As *Daily True*, except certain spells can be imbedded to operate constantly (GM discretion).

ALCHEMICAL PREPARATIONS

(11.3.2)

(OPTIONAL ALCHEMIST BASE LIST)

Note: The use of Alchemical Preparations entails significant restrictions on an Alchemist and his creation of items. Some GMs who use this spell list in their world may want to give it to Alchemists automatically and free of charge, rather than forcing them to learn it.

Basic Principles:

A. This list assumes that some materials are much easier to enchant than others. For example, while an Alchemist might be able to mold a piece of Laen (a very hard glass like substance) into a sword, it is quite a different matter to imbed a spell into any Laen item because of some Laen's high natural resistance to magic. Some materials are ready to enchant as soon as they are obtained, while others must go through a taxing process to reduce their resistance to enchantment. The GM must decide if this concept is appropriate for his world; if so, he can use this list and the material in Section 5.1.2.

B. This list and the material in Section 5.1.2 refer to a material resistance to enchantment as its Alchemical Inertia, which often must be reduced in order for the material to receive enchantment and imbedded spells. Each material has an Alchemical Inertia rating between groups, referred to by the numbers 1-12 (with 12 being the most resistant and 1 being the least). This relative value of a substance is called its Alchemical Inertia Factor (or AIF).

C. In order to enchant and imbed spells in a material (except for naturally enchanted materials) the AIF of the material must be progressively reduced point by point until it reaches 0. Only a substance with an AIF of 0 may be enchanted or imbedded. As is obvious from the included sampling of materials (see Section 5.1.2), low level Alchemists must rely on finding very valuable and nearly enchanted materials to use in imbedding processes. While higher level Alchemists may prepare more common and mundane material to receive enchantments (if they are willing to go through the AIF reductions).

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

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

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

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

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

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

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

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

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

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

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

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

13—Spell Compression (F) Allows the caster to prepare an item or material to receive a higher level spell than it could normally receive. Usually, the process takes 13 weeks for each significant size decrease (one week per level of the spell, in this case 13 weeks). For example, Spell Adders (and Multipliers) are usually required to be the size of a staff; so the use of this spell once a day for 13 weeks on a 'rod' sized item would allow the item to be made into a Spell Adder. Making a 'wand' sized Adder would require performing this process twice (26 weeks); and making a wearable item (smaller than a wand but larger than a ring) would require 39 weeks; and a ring would require 52 weeks.

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

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

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

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

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

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

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

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

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

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

12.0 TABLES

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12.1 CRITICAL STRIKE TABLES

In the *Alchemy Companion* the most dangerous place for an Alchemist is usually his own laboratory. Mishaps during experimentation can easily lead to the application of Critical Strike. In addition to the tables listed below, any other crit can be delivered by one of these lab accidents as the GM sees fit.

The Explosion Critical Strike Table is referenced if an explosive catastrophe occurs in an Alchemist's laboratory. In addition, the Explosion Critical Strike Table is used with the Explosives spell list. If a great deal of splintered glass, metal, or other fragments are involved in the explosion, the GM may opt to use the Shrapnel Critical Strike Table (found in *RMCV*) instead.

A GM references the Mangling Critical Strike Table when an Alchemist is attacked by one of his own contraptions. Getting your limb caught in machinery such as a printing press or steam-powered loom can be pretty nasty, so Mangling crits are correspondingly terrible.

Speaking of steam-power, the Steam Critical Strike Table is used whenever an Alchemist is involved in an accident where fluids under pressure are present. This can be anything from a steam engine to distillation devices. Steam crits can also be used when hot vapors are part of a mishap.

GMs may use the Magic Item Interaction Critical Table to determine the effects of multiple magic items being used at the same time (by the same character). This table should not necessarily be consulted in all instances of multiple item use, but only when a GM sees fit. For example, he may deem it appropriate if a PC attempts to use items that fundamentally differ in nature, such as a Wand of Cold Bolts and a Staff of Fire or items from diametrically opposed religions. On the other hand, if a PC introduces a new and powerful item into his repertoire of magic, the GM could require a roll to determine how well it works with his other items. This table is also an ideal way to quell the ambitions of magic-happy PCs who quaff three potions, rub on an ointment, wear a constant ring, and brandish a magic item in each hand!

This critical table functions in a manner different from most other crit tables; the effects are primarily directed at an item (or items) rather than a person. The severity of the critical is determined by the number of items used simultaneously: two items interacting produce an 'A' crit; three-item usage delivers a 'B' crit; four items being used cause a 'C' crit; five items wielded together give a 'D' crit; and more than five items used in conjunction yields an 'E' critical strike.

If he wishes to use this table, the GM should consult the appropriate column the first time all magic items are used in concert. For example, a PC who drinks two potions or actively uses the effects of two items (ring of cold-resistance and wand of fire bolts) must roll on the 'A' column. Each subsequent time these same items are wielded together, the same effect will result unless otherwise noted. Therefore GMs or players should keep a record of the interactions between items.

When it is not specified, an item's loss of power is temporary, i.e., only while in conflict with another item. Optionally, these items might cease to function for several hours after the attempted usage. Certain powerful items (such as artifacts) may receive a Resistance Roll versus permanent power drain if the GM deems it appropriate.

EXPLOSION CRITICAL STRIKE TABLE — 12.1.1

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	A	B	C	D	E
01-05	Covered in dust and soot. Foe looks silly, but remains unhurt. No extra hits.	+1 hit.	destroy foe's weapon. +2 hits.	Foe is stunned next rnd. +4 hits.	+6 hits. Too close for comfort.
06-10	+1 hit.	+2 hits. Close, but no cigar!	+3 hits. Foe is stunned next rnd.	+5 hits. Foe is stunned 2 rnds.	Foe loses initiative for 3 rnds. +8 hits.
11-15	Concussive force causes +2 hits.	Foe loses initiative next rnd. +3 hits.	Foe loses initiative next rnd. +5 hits.	Shoulder strike. Foe is stunned and unable to parry for 3 rnds. Foe takes 1 hit/rnd. +7 hits.	Foe is stunned and unable to parry next rnd. He also must make a Hard (-10) Orientation roll. +10 hits.
16-20	+3 hits. Foe must parry next rnd.	Foe must parry next rnd. +4 hits.	Foe must parry for two rnds. +6 hits.	Side blow stuns foe 4 rnds and delivers 1 hit/rnd. +9 hits.	Glancing blow to foe's head. Foe is stunned for 3 rnds and operates at -25. He takes 1 hit/rnd. +12 hits.
21-35	Foe loses initiative next rnd. +4 hits.	Foe unable to parry next rnd. +5 hits.	Foe is stunned 2 rnds and takes 1 hit/rnd. +8 hits.	Full frontal blast causes foe to be stunned and unable parry for 4 rnds. He acts at -25 and takes 1 hit/rnd. +11 hits.	Several ribs cracked. Foe is stunned and unable to parry for 3 rnds. He acts at -40 and takes 1 hit/rnd. +14 hits.
36-45	Foot strike. +5 hits. Foe acts at -5.	Hand strike. Foe operates at -10. +6 hits.	Knee strike causes foe to act at -30 and take 2 hits/rnd. +9 hits.	Multiple leg wounds. Foe falls to the ground due to terrible pain. Foe is stunned and must remain prone for 4 rnds. He receives 2 hits/rnd and operates at -10. +13 hits.	Arm and leg wounds. Foe is stunned for 6 rnds, operates at -20, and takes 2 hits/rnd. +16 hits.
46-50	Stinging blow to foe's cheek. Foe must parry next rnd at -20. +5 hits.	Blast to upper arm. Foe is stunned and unable to parry for one rnd. +7 hits.	Back blast stuns foe 3 rnds. He takes 1 hit/rnd. +10 hits.	Foe is down and out for 6 rnds. He takes 2 hits/rnd. +15 hits.	Foe's back is horribly mutilated. Foe is stunned and unable to parry for 10 rnds. He operates at -50 and takes 3 hits/rnd. +18 hits.
51-55	Arm strike. Foe stunned one rnd. +6 hits.	Side blow stuns foe for 2 rnds. Foe takes 1 hit/rnd. +10 hits.	Minor groin wound. Foe is stunned for 4 rnds and takes 2 hits/rnd. +11 hits.	Severe groin wound. Foe doubles over in agony. He receives 3 hits/rnd and is stunned for 5 rnds. Foe is permanently sterile. +17 hits.	Massive chest blast knocks foe down. Foe is stunned for 24 rnds and all actions are at -30. He receives 4 hits/rnd. +20 hits.
56-60	Both legs hit. If foe has leg armor, +3 hits. Otherwise, foe is stunned two rnds and receives +7 hits.	Upper legs hit. Foe is stunned and unable to parry for 2 rnds. Foe takes 1 hit/rnd and operates at -20. +9 hits.	Both legs broken. Foe is down, stunned 4 rnds, operates at -50, at takes 2 hits/rnd. +12 hits.	Major chest wounds. Foe is stunned and unable to parry for 4 rnds. He takes 3 hits/rnd. +19 hits.	Jagged thigh wound. Foe is down and out 5 rnds. He is stunned 20 rnds thereafter. He takes 5 hits/rnd. +22 hits.
61-65	Wrist strike. Foe is stunned next rnd and takes 1 hit/rnd. +8 hits.	Forearm strike. Foe is stunned one rnd and takes 2 hits/rnd. +11 hits.	Foe drops all possessions after being struck in both arms. He is stunned 5 rnds, operates at -20, and takes 3 hits/rnd. +13 hits.	Look ma, no hands! Foe is knocked out for 5 rnds and stunned for 20 more. He takes 4 hits/rnd and acts at -80. +21 hits.	Both arms useless. Foe is stunned and unable to parry for 5 rnds. He acts at -50. +24 hits.
66	Shoulder blasted. Foe is stunned 4 rnds and shield arm is useless. All actions are at -25. Foe takes 2 hits/rnd. +25 hits.	Shield arm broken and useless. Foe is stunned and unable to parry for 6 rnds. All actions are at -30 and he takes 3 hits/rnd. +20 hits.	Foe's legs are blown off. Foe is immobilized and operates at -100. He is also stunned 15 rnds and takes 8 hits/rnd. +15 hits.	Foe receives a spontaneous frontal lobotomy. Sadly, he cannot handle the loss and immediately expires.	Splendid example of spontaneous combustion leaves nothing but foe's smoldering boots as a reminder to others.
67-70	Strike to foe's chest knocks foe down. Foe is stunned 3 rnds and takes 1 hit/rnd. +13 hits.	Neck strike stuns foe for 3 rnds. Foe takes 2 hits/rnd and fights at -15. +15 hits.	Multiple body strikes stun foe for 9 rnds. He takes 1 hit/rnd. +18 hits.	Foe spins backward 10 feet. He is stunned and unable to parry for 7 rnds. He takes 3 hits/rnd. +23 hits.	Both legs are useless. Foe is down 10 rnds, then stunned for 20 more. He receives 6 hits/rnd and operates at -75. +28 hits.
71-75	Thigh strike. Foe is stunned 4 rnds and takes 2 hits/rnd. +15 hits.	Left leg shattered. Foe is at -50, stunned for 4 rnds, and takes 3 hits/rnd. +13 hits.	Leg muscles badly damaged. Foe is stunned and unable to parry for 8 rnds. Foe operates at -60, takes 3 hits/rnd, and receives +20 hits.	Multiple strikes knock foe out for 30 rnds. He takes 5 hits/rnd. +25 hits.	Penetrating blast causes foe to spring several leaks. Foe takes 10 hits/rnd and is stunned 10 rnds. +30 hits. Better call a plumber before it's too late.
76-80	Blast to foe's side. Foe is stunned and unable to parry for 3 rnds. Foe acts at -20 and receives 2 hits/rnd. +16 hits.	Foe's weapon arm is badly damaged, forcing him to drop whatever he's carrying. Foe is stunned and unable to parry for 2 rnds. Foe operates at -25 and takes 1 hit/rnd. +18 hits.	Both arms broken. Foe is stunned and unable to parry for 12 rnds. He operates at -35 and takes 4 hits/rnd. +23 hits.	Blast removes foe's weapon arm. Foe is stunned and unable to parry for 45 rnds. He receives 4 hits/rnd and operates at -50. +27 hits.	Savage blast destroys all foe's equipment. Foe is knocked out 30 rnds, bleeding at 7 hits/rnd, and is at -60. +32 hits.
81-85	Foe's hip and side severely pummeled. All foe's actions are at -50 and he takes 3 hits/rnd. +18 hits.	Side blows cause foe to be stunned and unable to parry for 6 rnds. Foe takes 4 hits/rnd. +19 hits.	Several side and chest wounds stun foe for 15 rnds. Foe takes 5 hits/rnd. +25 hits.	Severe blow opens foe's abdominal cavity for inspection. Foe is stunned and unable to parry for 10 rnds. He takes 6 hits/rnd and operates at -90. +29 hits.	Blast's concussion instantly kills foe, although he appears merely unconscious. +34 hits.
86-90	Back blast hurls foe 10 feet through the air. Foe is stunned and unable to parry for 6 rnds. Foe takes 1 hit/rnd. +17 hits.	Concussion deafens foe for one day (-100 to hearing). Foe is stunned for 12 rnds. +25 hits.	Foe is stunned and unable to parry for 12 rnds. He takes 4 hits/rnd. +30 hits.	Concussive blast instantly kills foe, although he looks unharmed.	Foe is disemboweled, his guts spilling to the floor. +36 hits. He unsuccessfully attempts to stuff his innards back into his abdomen for 6 rnds, whereupon he dies. Pathetic.
91-95	Foe's weapon arm is lacerated. If foe has arm armor, he is stunned 8 rnds. Otherwise, foe is unconscious for one hour. Foe receives 3 hits/rnd. +20 hits.	Massive damage to every part of foe's body. Foe is stunned and unable to parry for 30 rnds. He acts at -30 and takes 5 hits/rnd. +30 hits. Good Luck.	Foe is knocked down. Blast instantly kills an unarmored foe. Otherwise, he is unconscious for 12 hours and takes 5 hits/rnd. +33 hits.	Killer blast re-arranges internal organs. Instant death. +33 hits. Blood pours from every orifice. Ugh!	Foe's head is quickly, but messily removed. +38 hits. Foe is instantly dead, although his body continues to "dance" for 6 rnds. This distracts his friends, causing them to function at -10. Weird!
96-99	Vicious blast to foe's face causes loss of nose, ear, and part of skull. Foe is in coma until revived. Foe takes 2 hits/rnd. +22 hits.	Concussive blast kills foe instantly, although he appears completely unharmed.	Foe flies 10 feet and lands in a heap. +36 hits. Shattered spine paralyzes foe for 12 rnds, then he dies. Relatively painless.	Massive damage leaves foe bloodied and crying in agony. +35 hits. This lasts only 3 rnds, then foe dies. Sad.	Back of foe's head is blown off, resulting in extensive brain damage. Foe acts like a madman: shouting nonsense and crazily cavorting for 4 hours. Foe then dies. Really disturbing.
100	Both arms and part of shoulder blown off. Foe collapses in a bloody heap. Very dead.	Poor fool is ripped in half. Very messy.	Foe's chest cavity is exposed. All of his organs slip out onto the floor. Sploosh! This is really disgusting. All friendlies who observe the event are stunned for 1-10 rounds minus their level.	Damage to every organ in foe's body. +39 hits. Foe falls unconscious and dies in one rnd.	Foe bloodily explodes into very small bits. He never felt a thing, honestly.

	A	B	C	D	E
01-05	Nil.	+1 hit.	+2 hits.	+3 hits.	+4 hits. Foe avoids great damage by the skin of his teeth.
06-10	+1 hit.	+2 hits.	+3 hits.	+4 hits.	Foe is unbalanced and loses the initiative next rnd. +5 hits.
11-15	Foe loses initiative next rnd. +2 hits.	Foe loses initiative next rnd. +3 hits.	Blow to foe's side causes him to lose the initiative next rnd. +5 hits.	Foe must parry next rnd. +5 hits.	Foe must parry next rnd. +5 hits.
16-20	Foe must parry next rnd. +3 hits.	Foe must parry next rnd at -10. +4 hits.	Foe must parry next rnd at -20. +6 hits.	Minor side wound forces foe to lose initiative next rnd. Foe fights at -10. +6 hits.	Foe is stunned and unable to parry next rnd. +7 hits. Add +10% to next attack.
21-35	Foe must parry next rnd. +4 hits. Add +10% to subsequent attack.	Glancing blow to foe's side. Foe must parry next rnd at -20. +5 hits.	Strike to foe's side. Foe is stunned next rnd and takes 1 hit/rnd. +6 hits.	Wound foe along side of hip. Foe is stunned and unable to parry next rnd. Foe takes 2 hits/rnd. +7 hits.	Minor side wound. Foe is at -10. Foe takes 2 hits/rnd. +8 hits.
36-45	Minor calf wound causes foe to take 1 hit/rnd. +5 hits.	Minor calf wound. Foe takes 1 hit/rnd and fights at -20 for the next 2 rnds. +6 hits.	Minor calf wound. Foe takes 2 hits/rnd and fights at -25 for the next 2 rnds. +7 hits.	Mangle foe's upper leg. Foe takes 3 hits/rnd and fights at -10. +8 hits.	Strike to foe's upper leg. If foe has leg armor, +10 hits. If foe has no leg armor, he takes 3 hits/rnd and fights at -10. +9 hits.
46-50	Hard, but glancing strike to foe's back. Foe must parry next rnd at -30. +5 hits.	Strike to foe's back. Foe is stunned next rnd and takes 1 hit/rnd. Foe must parry next rnd at -30. +6 hits.	Strike to foe's back. Foe loses the initiative, is stunned and unable to parry next rnd. He takes 1 hit/rnd. +7 hits.	Strike to foe's lower back. Foe is stunned and unable to parry next rnd. He takes 2 hits/rnd. +9 hits.	Strike catches opponent in lower back. Foe is down and out next rnd. He takes 3 hits/rnd. +11 hits.
51-55	Blow to foe's chest. Foe must parry next rnd at -25. Foe takes 1 hit/rnd. +6 hits.	Minor chest wound. Foe must parry next 2 rnds. Foe takes 2 hits/rnd and fights at -5. +7 hits.	Minor chest wound. Foe is stunned and must parry for the next 2 rnds. Foe takes 2 hits/rnd and fights at -10. +8 hits.	Strike to foe's chest. Foe is stunned and must parry the next rnd. Foe takes 3 hits/rnd and fights at -15. +10 hits.	Chest wound. Foe is stunned and unable to parry the next 2 rnds. Foe takes 4 hits/rnd and fights at -15. +12 hits.
56-60	Minor thigh wound. Foe is stunned and must parry for 1 rnd. Foe takes 2 hits/rnd. +6 hits.	Minor thigh wound. Foe is stunned and unable parry next rnd. Foe takes 2 hits/rnd. Foe acts at -5. +7 hits.	Minor thigh wound. Foe is stunned and unable parry for the next 2 rnds. Foe takes 2 hits/rnd. Foe acts at -10. +8 hits.	Colorful thigh wound causes foe to be stunned and unable parry for the next 2 rnds. Foe takes 3 hits/rnd. Foe acts at -10. +10 hits.	Nasty thigh wound. Foe is stunned and unable parry for the next 2 rnds. Foe takes 5 hits/rnd. Foe acts at -10. +13 hits.
61-65	Strike to foe's forearm. Foe is stunned next rnd. He operates at -10 and takes 2 hits/rnd. +7 hits.	Minor forearm wound. Foe is stunned next rnd. Foe must parry next 2 rnds. He operates at -10 and takes 2 hits/rnd. +8 hits.	Disarm foe with a fancy forearm strike. Foe is stunned for 2 rnds. Foe operates at -10 and takes 3 hits/rnd. +9 hits.	Strike to forearm. Foe is stunned and unable to parry for next 2 rnds. Foe operates at -10 and takes 3 hits/rnd. +11 hits.	Strike to forearm. Foe is stunned and unable to parry for next 2 rnds. Foe operates at -15 and takes 3 hits/rnd. +15 hits. Unfortunately, foe also drops his weapon. Oops!
66	Mangle foe's shield shoulder, rendering arm quite useless. Foe is stunned and unable to parry for next 3 rnds. +9 hits. Add +10% to next attack.	Turn foe's weapon elbow into a jumble of mangled flesh, splintered bone, and gristle. This renders his arm useless and he drops his weapon. Foe is stunned and unable to parry for next 4 rnds. +10 hits.	Strike mangles foe's knee. Foe is knocked down and stays down for 3 rnds. Foe is unable to parry for 3 rnds. Foe operates at -90. +11 hits.	Strike to the side of foe's head. If foe has no helm, he immediately dies. Otherwise, foe is knocked out for 6 hours. +15 hits.	Awesome strike literally cuts foe in half. Of course, he immediately expires. What an awful mess! Add +10% to next attack.
67-70	Neck strike. Foe is stunned 3 rnds and unable to parry next rnd. +8 hits.	Strike to upper chest. Foe is stunned and unable to parry next 2 rnds. Foe takes 3 hits/rnd and fights at -5. +9 hits.	Strike to foe's neck. Foe is stunned and unable to parry next 4 rnds. Foe operates at -10. +10 hits. Add +10% to next attack.	Mangle muscle in foe's shoulder. Foe is stunned and unable to parry next 5 rnds. Foe operates at -20. +12 hits. Add +10% to next attack.	Mutilate opponent's shield shoulder. Foe's arm is useless. Foe is stunned and unable to parry next 5 rnds. Foe takes 3 hits/rnd. +16 hits.
71-75	Mutilate tendons in foe's lower leg. Foe is at -30 and takes 2 hits/rnd. Stun foe for 2 rnds. +8 hits. Good luck sucker, you'll need it!	Strike to foe's calf mangles muscle. Foe is at -40 and takes 3 hits/rnd. Foe is stunned and unable to parry for 2 rnds. +10 hits.	Mutilate muscles and tendons in lower leg. Foe is at -50 and takes 2 hits/rnd. Foe is stunned and unable to parry for 3 rnds. +12 hits.	Mutilate cartilage, muscles, and tendons in foe's lower leg. Foe is at -50 and takes 3 hits/rnd. Foe is stunned and unable to parry for 4 rnds. +13 hits.	Mangle muscles and tendons in lower leg. Foe is at -75 and takes 3 hits/rnd. Foe is stunned and unable to parry for 5 rnds. +17 hits.
76-80	Blow to foe's shield arm. If foe has a shield, it is destroyed — but he is unharmed. If foe has no shield, his arm is maimed and useless. He takes 3 hits/rnd and operates at -25. Foe is stunned and unable to parry for 2 rnds. +9 hits.	Mangle muscle in foe's shield arm. Foe's arm is useless. He takes 3 hits/rnd and operates at -30. Foe is stunned and unable to parry for 3 rnds. +9 hits.	Tear muscles and tendons in foe's shield arm. Foe's arm is useless. He takes 4 hits/rnd and operates at -40. Foe is stunned for 6 rnds. +10 hits.	Tear muscles and tendons in foe's weapon arm. Foe's arm is useless. He takes 4 hits/rnd and operates at -40. Foe is stunned and unable to parry for 6 rnds. +14 hits.	Maiming strike to elbow of weapon arm shatters foe's joint. Foe's arm is useless. He takes 3 hits/rnd and operates at -50. Foe is stunned and unable to parry for 4 rnds. +18 hits.
81-85	Major side wound. Foe takes 6 hits/rnd and is stunned 6 rnds. Foe acts at -20. +10 hits. Better get a mop.	Major side wound. Foe is stunned and unable to parry for 3 rnds. Foe takes 6 hits/rnd and acts at -25. +11 hits.	Strike to foe's side breaks 3 ribs. Foe is stunned and unable to parry for 3 rnds. Foe takes 5 hits/rnd and acts at -40. +13 hits.	Major abdominal wound. Foe is stunned and unable to parry for 4 rnds. Foe takes 8 hits/rnd and acts at -30. +16 hits. Add +10% to next attack. Looks pretty bad from here.	Catch opponent in back, causing extensive mutilation. Foe is stunned and unable to parry for 12 rnds. Foe then dies of organ damage and blood loss. +20 hits.
86-90	Back blow yields 3 hits/rnd. Foe is stunned and unable to parry for 3 rnds. Foe operates at -25. +12 hits.	Strike to back knocks foe down. Foe takes 3 hits/rnd. Foe is stunned and unable to parry for 4 rnds. Foe operates at -30. +13 hits.	Strike to the back of foe's head. If foe has no helm, he dies. If foe wears a helm, he is knocked down and stunned for 6 rnds. Foe is at -50. +15 hits.	Sever foe's hand. Foe is stunned and unable to parry for next 6 rnds. Foe then falls unconscious, dying 6 rnds later. +20 hits. Real sad.	Sever foe's leg. Foe drops and lapses into unconsciousness. Poor fool dies in 9 rnds. +25 hits. Add +10% to next attack.
91-95	Rip off foe's nose! Foe is stunned and unable to parry for 3 rnds. Foe takes 3 hits/rnd. Foe fights at -50. +15 hits. Should he actually survive this, foe's Appearance drops by 20 points.	Upper head strike. If foe has no helm, he is dead. Otherwise, he is knocked down, stunned 12 rnds, and bleeding at 3 hits/rnd. Foe is at -25. +20 hits.	Foe's leg is severed amidst a cascade of gore. Foe immediately drops unconscious and dies in 12 rnds due to shock and blood loss. +22 hits.	Sever foe's weapon arm. Foe dies of shock and blood loss after 9 inactive rnds. +25 hits.	Sever foe's spine and gouge out several vital organs. Foe is down for 6 rnds screaming bloody murder, then he expires. +30 hits.
96-99	Strike to foe's head. If foe has no helm, he is dead. Otherwise, he is knocked down, stunned 6 rnds, and bleeding at 3 hits/rnd. +20 hits.	Mutilate foe's face, causing massive brain damage. Foe immediately drops and dies after 6 rnds of inactivity. Add +20 to next attack.	Strike to foe's abdomen mutilates a variety of organs. Foe dies after 6 rnds of unconsciousness. +25 hits.	Mutilation to foe's side kills him in 3 rnds due to massive internal injuries. Foe is instantly down and out. +30 hits.	Severely mangle opponent's chest. Foe drops and instantly expires. +35 hits.
100	Mangling strike causes a fountain of blood to erupt from foe's neck. Everything within 20' is splattered with gore. Foe dies in 1 rnd of intense agony. Really ugly.	Disemboweling strike kills foe instantly. However, there is a 50% chance that your weapon is stuck in opponent, requiring a successful Very Hard (-20) maneuver in order to extricate it.	Blow to face obliterates both eyes, causing foe to operate at -100. Foe is stunned and unable to parry for next 30 rnds, then he expires. +30 hits. Add +30% to next attack.	Mangling strike to opponent's chest turns his heart into hamburger. Foe immediately expires. +35 hits. On the down side, there is a 50% chance that your weapon is stuck in opponent, requiring a successful Hard (-10) maneuver in order to remove it.	Blow to foe's head mutilates his brain. Foe cannot deal with this loss and immediately dies. Add +25% to next attack. You have half of the rnd left in which to act. Carry on!

STEAM CRITICAL STRIKE TABLE — 12.1.3

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	A	B	C	D	E
01-05	Humid air, +0 hits.	Hot air, +0 hits.	Hot draft, +1 hit.	+2 hits. Could have been much worse.	+3 hits. Whew!
06-10	Warm, wet breeze, +0 hits.	Hot stream, +1 hit.	Steam billows around, +2 hits.	+3 hits. Foe gets steamed about it.	Foe feels the heat and loses one rnd of initiative if he wears no armor, +4 hits.
11-15	Scalding steam, +1 hit.	+2 hits.	Hot blast, +3 hits.	Hot air, +4 hits.	Foe loses one rnd of initiative, +5 hits.
16-20	Hot blast. Foe loses initiative for 1 rnd, +2 hits.	Foe loses initiative for 1 rnd, +2 hits.	Foe loses 1 rnd of initiative, +3 hits.	Foe is unbalanced and loses initiative for one rnd, +4 hits.	Unbalancing blast forces foe to parry for one rnd, +6 hits.
21-35	Steam unbalances foe. He loses initiative for 2 rnds, +3 hits.	Steam blast unbalances foe. He loses initiative for 2 rnds, +4 hits.	Light burns. Foe must parry 1 rnd, +5 hits.	Minor burns force foe to parry for one rnd, +5 hits.	Minor burns. Foe must parry for 2 rnds and takes 1 hit/rnd, +7 hits.
36-45	Foe loses initiative for 2 rnds, +4 hits.	Boiling spray. Foe must parry for 1 rnd, +6 hits.	Boiling blast forces foe to parry for 2 rnds, +7 hits.	Blast forces foe to parry for 3 rnds, +8 hits.	Steam blast stuns foe for one rnd. Foe takes one hit/rnd, +8 hits.
46-50	Foe must parry for 1 rnd, +5 hits.	Minor burns. Foe must parry for 2 rnds, +8 hits.	Minor burns stun foe for 1 rnd, +9 hits.	Steam stuns foe for one rnd. Foe takes 1 hit/rnd due to pain and shock, +9 hits.	Steam stuns foe for 2 rnds. Foe takes 1 hit/rnd, +11 hits. If foe is using a metal weapon or shield, it is too hot to handle for 5 rnds.
51-55	Light burn. Foe must parry for 1 rnd, +6 hits.	Blast stuns foe for 1 rnd, +8 hits.	Blast stuns foe for 2 rnds, +10 hits. If foe does not have leg armor, he takes 1 hit/rnd.	Blast of steam stuns foe 2 rnds. Foe receives +10 hits and one hit/rnd.	Foe is stunned and unable to parry for 2 rnds. Foe also takes 1 hit/rnd, +12 hits.
56-60	Steam blast unbalances foe, +7 hits. Foe must parry for 2 rnds.	Foe is stunned for 2 rnds. If foe wears metal leg armor, +8 hits. If not, +9 hits and 1 per rnd.	Foe stunned 2 rnds, +11 hits. If foe is wearing cloth or leather (ATs 1, 2, 5, 6, 7, 8, 9, or 10), he takes 1 hit/rnd.	Steam blast stuns foe for 3 rnds. Foe is unable to parry for 2 rnds, +11 hits. If foe is wearing cloth or leather (ATs 1, 2, 5, 6, 7, 8, 9, or 10), he takes 1 hit/rnd.	Foe stunned and unable to parry for 3 rnds. He takes 1 hit/rnd and fights at -5, +13 hits.
61-65	Foe is stunned for 1 rnd, +8 hits. Foe loses initiative for 2 rnds.	Foe is stunned and unable to parry for 1 rnd, +9 hits.	Upper leg burns. Foe is stunned and unable to parry for 1 rnd, +10 hits. Foe takes 1 hit/rnd and fights at -5.	Foe is stunned and unable to parry for 3 rnds, +13 hits. Foe also takes 2 hits/rnd.	Blast of steam burns foe's legs, rendering him incapable of walking. Foe is stunned and unable to parry for 3 rnds. Foe takes 2 hits/rnd and operates at -50, +14 hits.
66	Sudden eruption of steam causes foe to drop whatever he is holding. Stunned and unable to parry for 2 rnds. Foe takes +9 hits and is at -10 due to chest burns.	Scalding chest blast. Foe is stunned and unable to parry for 2 rnds. Foe takes +10 hits and 2 per rnd.	Boiling chest blast knocks foe down, +11 hits. If foe wears armor, he takes 1 hit/rnd. If not, he takes 2 hits/rnd.	Nasty neck strike causes foe to lose consciousness for 12 rnds, +12 hits and 3 hits/rnd. Thereafter foe operates at -10.	Steam blast to head. If foe wears a helmet, he is knocked out for a day and takes 4 hits/rnd. Otherwise foe is instantly killed.
67-70	Foe is stunned for 2 rnds. If he has leg armor, he takes +7 hits. If not he takes +10 hits and 1 per rnd.	Foe is stunned and unable to parry for 1 rnd. Foe takes 1 hit/rnd and fights at -5, +7 hits.	Foe is stunned for 2 rnds and unable to parry for 1 rnd. Foe takes 1 hit/rnd and fights at -10, +8 hits.	Back blast knocks foe down. Out of action for one rnd and stunned one rnd after that. Foe takes 2 hits/rnd, +14 hits.	Weapon arm strike causes foe to fight at -10. Foe is stunned 3 rnds and takes 3 hits/rnd, +15 hits.
71-75	Back blast. Foe is stunned for 2 rnds. Foe takes 1 hit/rnd and fights at -5, +8 hits.	Chest blast. Foe is stunned and unable to parry for 1 rnd. Foe fights at -10, +8 hits.	Blast to foe's chest stuns foe 3 rnds. If foe is wearing cloth or leather (ATs 1, 2, 5, 6, 7, 8, 9, or 10), he takes 3 hits/rnd and fights at -15. Otherwise, foe takes +9 hits and 1 hit/rnd.	Foe enveloped in steam cloud. Stunned 4 rnds, +15 hits. Foe fights at -20.	Chest blast knocks foe down. Foe is stunned 3 rnds, takes 3 hits/rnd, and fights at -30, +17 hits.
76-80	Hot steam blasts face. Foe is stunned and unable to parry for 1 rnd, +10 hits.	Blast stuns foe for 2 rnds. If foe is wearing cloth or leather (ATs 1, 2, 5, 6, 7, 8, 9, or 10), he is at -5 and takes 1 hit/rnd. Otherwise, foe takes +9 hits.	Steam blast to foe's shield arm. If arm is protected by metal armor, foe takes +10 hits. If not, he is stunned 3 rnds, arm is useless, and he operates at -30.	Accurate steam blast severely burns weapon hand. Any item held in this hand may possibly be damaged and/or dropped. Foe is stunned and unable to parry for 3 rnds, +11 hits. Foe operates at -25.	Foe is knocked out 3 rnds, stunned for 6 rnds thereafter, and takes 1 hit/rnd, +18 hits.
81-85	Foe stunned for 2 rnds and unable to parry for 1 rnd, +10 hits. Foe takes 1 hit/rnd.	Simmering back blast knocks foe down. He is stunned 1 rnd and takes 1 hit/rnd. Foe fights at -5.	Back blast stuns foe for 2 rnds and he takes 1 hit/rnd. Foe acts at -20.	Blast to upper body stuns foe for 6 rnds, +13 hits.	Back blast knocks foe out for 6 rnds, +20 hits.
86-90	Foe is stunned for 2 rnds and functions at -10. Foe takes +8 hits and 1 hit/rnd.	Leg blast stuns foe 3 rnds. If foe is wearing cloth or leather (ATs 1, 2, 5, 6, 7, 8, 9, or 10), he is at -10 and takes 10 hits and 2 hits/rnd. Otherwise, foe takes +12 hits.	Leg blast stuns foe 4 rnds. If foe is wearing cloth or leather (ATs 1, 2, 5, 6, 7, 8, 9, or 10), he is at -50 and takes +12 hits and 2 hits/rnd. Otherwise, foe takes +15 hits, 1 hit/rnd, and acts at -25.	Foe is knocked out for 3 rnds, taking 2 hits/rnd, +15 hits.	Foe is engulfed in a not hole of steam. Foe is knocked out for 18 rnds, takes 3 hits/rnd, and operates at -15, +21 hits.
91-95	Hip strike knocks foe down. Foe is stunned and unable to parry for 2 rnds. Foe fights at -20, +10 hits.	Head strike. Foe is blinded and operates at -90 for 6 rnds. If foe has no helm, he takes 3 hits/rnd. Otherwise, foe takes +9 hits.	Hot blast forces foe to be stunned and unable to parry for 6 rnds. Foe fights at -40 and takes 2 hits/rnd, +17 hits.	Hot blast of steam strikes foe full in the face. Eyes are destroyed and foe falls into a day long coma, +18 hits.	Scalding steam kills foe in 12 rnds due to pain and shock, +24 hits.
96-99	Blast to foe's neck. If foe has neck armor he is stunned and unable to parry for 2 rnds. If not, foe is down and takes 3 hits/rnd, +8 hits.	Neck strike. If foe has neck armor he is stunned and unable to parry for 4 rnds. If not, foe is knocked out for 30 rnds and takes 4 hits/rnd.	Chest strike knocks foe down. If foe is wearing cloth or leather (ATs 1, 2, 5, 6, 7, 8, 9, or 10), he is at -80 and takes +15 hits and 4 hits/rnd. Otherwise, foe takes +18 hits, 2 hits/rnd, and acts at -50.	Deadly abdominal blast knocks foe out. Foe dies in 18 inactive rnds due to massive internal organ damage.	Foe is instantly cooked to tender perfection, stewed in his own juices. White meat or dark?
100	Scalding blast to foe's head. If he has a helm, he is knocked out for 1 hour and takes 2 hits/rnd. If not, foe is knocked out for 1 day, blinded (-90) for 1 week, and takes 1 hit/rnd, +13 hits.	Head blast. Foe knocked out for 1 week and permanently blinded (-90). Foe takes +15 hits and 1 hit/rnd.	Concentrated blast of steam blows foe's head off. Head flies 20', then rolls to a stop. Ouch! Instant death.	Foe's entire body is parboiled, leading to instant death. Anyone within 30' must make a RR vs. a 10th level attack or be overcome by nausea.	Boiling blast cuts foe in half, destroying all items he carries. Instant death.

182 MAGIC ITEM INTERACTION CRITICAL TABLE — 12.1.4

	2 A Items	3 B Items	4 C Items	5 D Items	6+ E Items
01-05	Both magic items interact synergistically, doubling the potency of each. You lucky dog!	Potency of one item (chosen randomly) doubles. Other two operate normally. Not bad.	Potency of one item doubles (chosen randomly); the other three function normally.	Potency of one item (chosen randomly) doubles; the remaining four operate normally.	All items work together normally.
06-10	One item (determined randomly) functions at twice normal strength. The other is unchanged, functioning normally.	Two items interact normally while one (chosen randomly) increases one and a half times in power.	One item (chosen randomly) increases in power one and a half times; the remaining items interact with no problem.	All five items work fine together.	This time all magic items operate as usual; but you must roll again on this table next time you use all these items together.
11-15	One item (determined randomly) functions at one and a half times normal potency. The other remains unaffected, functioning normally.	All three items work fine together and you also receive one unexpected beneficial side-effect.	All four items work fine together. Lucky for you.	All five magic items operate this time; but you must roll again on this table the next time you use all five together.	One magic item (chosen randomly) ceases to function. All others operate normally.
16-20	Both magic items function normally, but one unforeseen beneficial side-effect occurs.	No problem with these three items. Whew!	All items function normally this time; but you must roll again next time you use all four together.	One item (chosen randomly) stops working; all others operate normally.	Two items (chosen randomly) clash and refuse to work; the remaining items are okay.
21-35	Both magic items operate normally together.	All items interact normally but their duration (if applicable) is reduced by half.	One item (chosen randomly) ceases to work; all others operate normally.	Two items (choose randomly) magically clash, negating each other's effects. The other three work fine.	Instead of working normally, three of your magic items (randomly) generate one detrimental side effect. The remainder function normally.
36-45	Both items operate normally, but for only half normal duration (if applicable).	Two items (chosen randomly) work properly; one does not.	Two items (chosen randomly) clash and negate each other's power. Remaining two function as normal.	Three items (chosen randomly) take a dislike to each other and stop working. Your other two items function normally.	Four items (chosen randomly) create a magical feedback, stunning you 1 rnd and refusing to operate. All others work okay.
46-50	One magic item (chosen randomly) operates at half power. The other is unaffected.	Two items (chosen randomly) function at half effectiveness; the third is fine.	Magical interference causes all four items to operate at half effectiveness. Get rid of one and try again.	Four items counteract one another, leaving you with one functioning item (chosen randomly).	Your most potent five items stop working altogether; you receive a tingling sensation in the hands, putting you at -10 for 6 rnds. Other items function normally.
51-55	One item (chosen randomly) functions normally. The other does not work at all.	One item ceases to function; one works at half power; and the third operates normally.	Two items (random) generate negative vibes causing an unexpected detrimental side effect; they also cease working.	Magical interference causes all five items to function at only half effectiveness.	Magically unbalancing forces throw you to the ground; all your items work at half effectiveness.
56-60	Both items work at half effectiveness. Half a loaf is better than none...	One magic item is fine; the remaining two cease to function.	If drinking potions, effects cancelled; you suffer disabling stomach cramps (-50) for 3 rnds. One random item works properly.	One item continues to function normally; the other four generate an unexpected detrimental effect.	None of your items work; set one aside and roll again on this table. If potions are involved, you experience debilitating cramps for 10D10 minutes; function at -50.
61-65	Neither item functions. Get rid of one and try again...	Magical incompatibility causes all items to work at half effectiveness (if applicable).	None of your items work. Set one aside and roll again on the "B" severity column.	None of your items work; set one aside and roll again on the "C" column. If potions are involved, foul taste causes you to vomit 3 rnds. No other effects.	All items malfunction, causing one random spell-effect per item. You are stunned 3 rnds.
66	Flows of conflicting magic course through your body, paralyzing you with pain (-50 to all actions) for 10D6 minutes, although both items work at normal potency.	All items discharge with you at ground zero. You are subject to the full force of all combined effects in one rnd.	Bizarre magical feedback causes each item to discharge one random spell effect. You're center stage for this one.	Weird magical interaction opens a dimensional rift onto another multiverse; unexpected encounter with a denizen of this plane follows. One magic item is permanently drained of all power.	Coursing energy opens a rift onto another world; you are sucked into the vortex, along with everything within 10' of you. Bon voyage!
67-70	The functions of both items are negated and you receive one unforeseen detrimental side-effect of the GM's choice.	One item (chosen randomly) continues to work normally; however the remaining two clash, generating an unforeseen detrimental effect.	If potions are involved a toxin results, causing nausea and vomiting for 6 rnds. Otherwise unfortunate item interaction stuns you for 6 rnds; all four fail to function.	All five items gang up on you and generate five random effects directed at you. Good luck.	If potions are imbued; you experience vivid and disorienting hallucinations for 1 to 6 days. Otherwise, one item (chosen randomly) is permanently drained. You are stunned 6 rnds.
71-75	One item ceases to function (chosen at random); the other acquires the opposite effect desired.	If potions, intoxicating combination causes you to operate at -50. All effects are intact. Otherwise, a supernal stupor stuns you for 10 rnds. All items are okay.	One item (chosen randomly) explodes violently doing a +40 Fireball attack to anyone within 30 feet. Other items, should they survive, continue to function normally.	If potions are involved, a 50% luck-based muscle poison forms in your stomach. Otherwise, you are completely paralyzed 12 rnds due to magical current. No items function properly.	All items fly from your person, teleported to random locations within 500'. They still work...if you can find them.
76-80	Effervescent reaction (if potion) incapacitates you with painful gas for 6 rnds. Otherwise, items surprise you with unexpected pyrotechnics. Stunned 6 rnds.	Powerful jolt disables one item (chosen randomly); you take a +35 Shock Bolt attack.	Potion interaction causes internal hemorrhaging; you take 3-30 hits before bleeding stops. Otherwise items discharge magical energy (+30 Shock Bolts) at four random targets.	One item (chosen randomly) overloads, loudly over three rnds and then explodes, causing a +10 Fireball attack to all within 50'. Remaining four, if they survive the attack, function normally.	Your most potent item reacts violently, destroying itself and giving a +30 Fireball attack to all within 50'. Other items, if they survive, function normally.
81-85	Terrible skin rash causes pain and itching for duration of interaction. You operate at -20 although one item (chosen randomly) still works.	Coursing magical energies numb your body; you operate at -30 while the interaction remains. One item ceases to function.	Three items temporarily overload and you are knocked unconscious for 8 rnds. One item still functions normally.	If potions are consumed, you receive an "A" severity Acid Crit to internal organs. Otherwise, no items function and you are stunned for 15 rnds.	Two most potent magic items disintegrate suddenly. You take an "A" severity Disintegration Crit.
86-90	Unfortunate interaction causes you to glow in vivid hues. You operate at -10; neither magic item functions at all.	Dangerous power overload knocks you unconscious for 6 rnds. Two magic items still function. If only you were awake to use them...	Jolt of Essence permanently disables one item and numbs both your hands due to nerve damage. You operate at -50 until healed. Stunned 5 rnds.	All five items function but focus magical energy on you as well, delivering an "A" severity Plasma Crit. Ouch!	In 3 rnds, items overload, permanently draining three items (chosen randomly). You suffer a "B" severity Disruption Crit. Other items somehow survive and work.
91-95	Magical conflict causes one magic item (chosen randomly) to be permanently drained of all power. The other temporarily loses all functions. Wielder stunned 5 rnds.	If potions, corrosive mixture results in 25% luck-based Reduction poison. Otherwise, one random item permanently loses all power; the discharge does 3-30 hits to you.	If potions, you're at -60 for 1-6 hours; make a 25% luck-based RR vs. Conversion poison. Otherwise two items permanently drained and you receive an "A" severity Electricity Crit.	Three items (chosen randomly) unleash all their energies, permanently draining them and causing you a "B" severity Vibration Crit and a "B" Stun Crit.	Four magical items superheat, rendering them permanently non-magical. If applicable, they combust. You take a "C" severity Heat Crit.
96-99	Powerful discharge leaves both items permanently drained. Oops! You are stunned with disbelief for 10 rnds.	Magical short-circuit permanently disables two items and causes a fountain of sparks. You receive an "A" severity Shock Crit and are stunned 12 rnds.	Violent backlash permanently discharges powers of three items (choose randomly). You take a "B" severity Essence Crit and are stunned 10 rnds.	Potent jolt permanently discharges magical power from four items (chosen randomly). You receive a "C" severity Neuro Critical due to the blast.	All incompatible items explode violently! You receive a "D" severity Explosion Crit. If potions are involved, you're hemorrhaging internally; take two hits/rnd (cannot be bound).
100	Magic items hostile to one another, with you in the middle. Both items permanently depleted. You receive a 10% luck-based Poison attack (if potion) or an "A" critical strike of the GM's choosing otherwise.	Explosive magical discharge permanently drains all three magic items and delivers a "B" severity Critical Strike of the GM's choosing.	Magic erupts from all four items, permanently draining their powers. You take a "C" severity Critical Strike of the GM's choosing and glow with scintillating colors for 6 rnds.	Magical energy cascades from every item, permanently draining them of all power. You take a "D" severity Critical Strike of GM's choosing and your hair stands on end for 10 rnds.	All items release their energies simultaneously, permanently draining them. You are caught in the magic blast and take an "E" severity Critical Strike of the GM's choice. Your body emits an orange glow for 10 days afterwards.

12.2 ALTERNATE STATIC ACTION TABLES

ALCHEMY/LABORATORY WORK STATIC ACTION TABLE (12.2.1)

-26 & down — Blunder: Spectacular failure; all materials and equipment used in the experiment are ruined or consumed in the process. Everyone in the building receives 'C' Critical Strikes (or worse). Those unprotected (e.g., by walls) within 100' of the catastrophic experiment gets a 'D' crit, while anyone within 10' receives an 'E' Critical Strike. There is a 50% chance that the whole laboratory is ruined and a 25% chance that extensive structural damage has been done to the building (if applicable).

-25 to 04 — Absolute Failure: An important apparatus breaks at a crucial point, ruining the experiment and delivering 'B' Critical Strikes to anyone in the room who does not make a 50% Luck-based Resistance Roll. All materials and equipment used in the experiment are ruined or consumed in the process. You may not attempt this experiment again for at least one month.

05 to 75 — Failure: The experiment was a failure. Something went wrong, although you haven't got the slightest idea what it might have been. All materials used in the experiment are ruined or consumed in the process. Ponder this for one week before trying this experiment again. If deemed appropriate by the GM, there is a 10% chance that an 'A' Critical Strike is delivered to you.

76 to 90 — Partial Success: The experiment did not quite turn out as you planned. Half of all materials used in the experiment are ruined or consumed in the process. You may not attempt this particular experiment again for at least 24 hours. If applicable, 50% of the experiment's objectives were achieved.

91 to 110 — Near Success: Although not entirely successful, you have a clue as to why the experiment did not succeed and have learned some technique or procedure which will grant you a +20 bonus the next time you attempt this particular experiment. If applicable, the experiment was 75% successful.

111 to 175 — Success: You have achieved what you set out to do.

176 & up — Absolute Success: You are completely successful in whatever chemical operation you were attempting. In addition, (if applicable) you stumble upon an unlooked-for discovery of some merit. For example, a short-cut which halves the time needed to complete the experiment, a double potency concoction, a beneficial side-effect, solving another (seemingly) unrelated chemical conundrum, etc.

DIFFICULTY MODIFICATIONS:

Trivial	+50
Routine	+30
Easy	+20
Light	+10
Medium	+00
Hard	-10
Very Hard	-20
Extremely Hard	-30
Sheer Folly	-50
Absurd	-70
Insane	-100
Phenomenal	-150
Virtually Impossible	-200

SPECIAL MODIFICATIONS:

Quality of formula (if one exists)	+30 to -30
Working with reactive chemicals ..	-30 to -100 (GM discretion)
Working with inert chemicals	+10 to +50 (GM discretion)
Well stocked Laboratory	+10 to +30
Well equipped Laboratory	+10 to +50
Poorly stocked Laboratory	-10 to -50
Poorly equipped Laboratory	-10 to -100
Careful (double time)	+20
Careless (rushed)	-30
For each competent assistant	+5
For each incompetent assistant	-10

Note: The type of critical strike delivered by a negative result is entirely determined by the Gamemaster. Please see Sections 2.4 and 5.3.

MAGIC RITUAL STATIC ACTION TABLE (12.2.2)

-101 & down — Catastrophe: The Ritual backfires in a blaze of Arcane power! Everyone present must make a 50% luck-based Resistance Roll or lose all Spell Points permanently. All participants are knocked out 5 to 50 hours. In addition, everybody suffers two 'E' severity Critical Strike of the GM's choice (suggest Cold, Essence, Impact, Neuro, Electricity, Plasma, Disruption, Disintegration, Heat, Vibration, etc.). You may not attempt this ritual ever again. A random spell-effect at the level of the Ritual will radiate outward one mile affecting everything in its path (GM discretion).

-26 to -100 — Blunder: Spectacular Failure! The Ritual is perverted (see section 4.2 for suggestions on this). Everyone present must make a Resistance Roll vs. the level of the Ritual or lose all Spell Points permanently. Every participant must also make a 50% Luck-based RR or be rendered unconscious for 3 to 30 hours. In addition, everybody suffers an 'E' and a 'C' severity Critical Strike of the GM's choice (suggest Cold, Essence, Impact, Neuro, Electricity, Plasma, Disruption, Heat, Vibration, etc.). You may not attempt this ritual ever again.

-25 to 04 — Absolute Failure: The Ritual is perverted (see section 4.2 for suggestions on this). Not only does everybody lose all Power Points for 7 to 70 days, but each person must make a 25% Luck-based RR or be rendered unconscious for 1 to 10 hours. In addition, everyone suffers an 'E' severity Critical Strike of the GM's choice (suggest Cold, Stress, Essence, Impact, Electricity, Plasma, Disruption, etc.). You may not attempt this ritual again until you obtain another ritual formula and the ritual leader must go up one level.

05 to 75 — Failure: Ritual fails and you have no idea why. Every participant loses all Spell Points for 5 to 50 days. The trauma of failure causes all participants to suffer a 'D' severity Critical Strike of the GM's choice (suggest Cold, Shock, Stun, Stress, Essence, Impact, Electricity, etc.). You may not attempt this ritual again for 2 to 20 days.

76 to 90 — Partial Success: Ritual is barely successful, draining every participant of all Power Points for 3 to 30 days. The toll causes everyone to receive a 'C' severity Critical Strike of the GM's choice (suggest Cold, Shock, Stun, Depression, Essence, Impact, etc.). If applicable, only 10% of the potential results are attained. You may not attempt this ritual again for 1 to 6 days. A different ritual formula must be used in the future if you ever hope to achieve more than 10% results.

91 to 110 — Near Success: Ritual is somewhat successful, but at great cost. Every participant loses all Spell Points for 2 to 20 days. The rigors involved in the ritual causes everyone to receive a 'B' severity Critical Strike of the GM's choice (suggest Cold, Shock, Stun, Depression, Essence, etc.). If applicable, 50% of the potential results are attained. You may not attempt this ritual again for 1 to 12 hours.

111 to 175 — Success: Whether enhancing or duplicating a spell, your ritual is successful. However, every participant loses all their Power Points for 1 to 10 days. The strain of the ritual causes all participants to suffer an 'A' severity Critical Strike of the GM's choice (suggest Cold, Shock, Stun, Depression, Essence, etc.). If you ever try this particular ritual again you receive a +5 to +25 bonus.

176 & up — Absolute Success: The Ritual succeeds, but every participant loses all their Power Points for one day. If you try this particular ritual again you receive a +30 to +60 bonus. If you lacked a formula before, this ritual will provide you with one.

DIFFICULTY MODIFICATIONS (FORMULA QUALITY):

Trivial	+50
Routine	+30
Easy	+20
Light	+10
Medium	+00
Hard	-10
Very Hard	-20
Extremely Hard	-30
Sheer Folly	-50
Absurd	-70
Insane	-100
Phenomenal	-150
Virtually Impossible	-200

SPECIAL MODIFICATIONS:

Non-spell user	-25
Semi-spell user	-10
Pure Spell user	+5
Hybrid Spell user	+10
Arch-mage	+20

Note: See Section 4.2 *Ritual Magic* for additional modifications.

CHANNELING STATIC ACTION TABLE (12.2.3)

- 26 & down — Blunder:** Spectacular failure; not only have you failed to Channel, but you must undergo a "Burnout" check as if you had just received all the PPs you tried to Channel. Afterwards, you may never again try to Channel to this target.
- 25 to 04 — Absolute Failure:** You failed to Channel. You lose all PPs you were trying to Channel. You may not attempt to Channel to this target again for at least one month.
- 05 to 75 — Failure:** You failed to Channel. You lose all PPs you were trying to Channel. You may not attempt to Channel to this target again for at least one day.
- 76 to 90 — Partial Success:** Only a fraction of the PPs are Channeled. Target receives 20% of the expected Power Points. If channeler attempts to send a spell, it will be lost. You may not attempt to Channel to this target again for at least one hour.
- 91 to 110 — Near Success:** Only 50% of the anticipated Power Points are Channeled to the target. A spell will either be lost or seriously reduced in strength (GM discretion).
- 111 to 175 — Success:** You successfully Channeled to your target.
- 176 & up — Absolute Success:** Not only are you able to successfully Channel the Power Points (or spell), but 100% of the magic gets through with no chance of "Burnout."

DIFFICULTY MODIFICATIONS:

Trivial	+50	1 PP
Routine	+30	3 PPs
Easy	+20	5 PPs
Light	+10	7 PPs
Medium	+00	10 PPs
Hard	-10	15 PPs (1st lvl spell)
Very Hard	-20	20 PPs (3rd lvl spell)
Extremely Hard	-30	30 PPs (5th lvl spell)
Sheer Folly	-50	40 PPs (7th lvl spell)
Absurd	-70	50 PPs (10th lvl)
Insane	-100	75 PPs (15th lvl)
Phenomenal	-150	100 PPs (20th lvl)
Virtually Impossible	-200	150+ PPs (25th+ lvl)

SPECIAL MODIFICATIONS:

Same Religious affiliations	+30
Same Religion	+10
Different Religious Outlooks	-20
Diametrically opposed Religions	-50
Hybrid involved	-10
Semi-spell user involved	-20
Non-spell user involved	-30

Note: "Channeling Burnout" is still handled as in *Character Law & Campaign Law*, Section 3.7.2 Burnout Due to Channeling.

SMITHING/FORGING/CRAFTING STATIC ACTION TABLE (12.2.4)

- 26 & down — Blunder:** Terrible mishap. A structural defect in the worked material renders the item useless; and you broke a tool besides. Before attempting to fabricate such an item again, you must acquire new raw materials. A further lapse of concentration results in a 10% chance of inflicting an 'A' severity Crush Critical Strike on yourself. You are so disgusted that you contemplate changing guilds for a week. You may not attempt your craft during this time.
- 25 to 04 — Absolute Failure:** Mental block causes you to forget a crucial step in the fabrication process. The item and all raw materials are rendered useless. You may not use this skill again for at least one day.
- 05 to 75 — Failure:** Bad slip ruins the item just as you thought you were almost done. You can try again in one hour using the same materials.
- 76 to 90 — Partial Success:** If applicable, the job is 50% complete. You have an intuitive feel for the technique needed to finish the work. Carry on with a +5 bonus.
- 91 to 110 — Near Success:** You're almost finished working the item, but it still requires some finishing touches. If appearances are not a factor, the item may be used as is. Otherwise, roll again, with a +20 bonus.
- 111 to 175 — Success:** You successfully fabricated the item desired.
- 176 & up — Absolute Success:** Well done! You not only created a masterpiece, but gained an insight into the procedure. You learn a new technique which will grant you a +20 bonus to all subsequent attempts to make similar objects. This work enhances your reputation in the guild.

DIFFICULTY MODIFICATIONS:

Trivial	+50
Routine	+30
Easy	+20
Light	+10
Medium	+00
Hard	-10
Very Hard	-20
Extremely Hard	-30
Sheer Folly	-50
Absurd	-70
Insane	-100
Phenomenal	-150
Virtually Impossible	-200

SPECIAL MODIFICATIONS:

Quality of materials used	+20 to -20
Quality of tools	+10 to -10
Poorly equipped	-10 to -50
Well equipped	+10 to +50
Unusual or magical material	varies

SUMMONING STATIC ACTION TABLE (12.2.5)

This table is used in conjunction with summoning spells to determine variable outcomes.

- 26 & down — Blunder:** Summoning spell backfires; you become the target of some other being's summons! Make a 50% luck-based Resistance Roll or be irresistibly drawn to another site or world (GM discretion).
- 25 to 04 — Absolute Failure:** Lose mental concentration. This unfortunate lapse causes one hostile, undesired encounter (GM discretion) to appear in your vicinity within 3 rounds. You are stunned 10 rounds and may not try to summon any being again for at least one day.
- 05 to 75 — Failure:** Nothing happens despite your best effort. You may not attempt this summoning again for at least one hour.
- 76 to 90 — Partial Success:** You manage to summon a creature, but it's definitely not what you expected! On the plus side, it's not immediately hostile toward you. Roll one random encounter to determine its nature. Surprise stuns you 1 round.
- 91 to 110 — Near Success:** Your desired target reluctantly appears, but only after a 6 to 60 round delay. Your next Influence skill roll will be modified by -10.
- 111 to 175 — Success:** The desired target responds to your summons in 1 to 10 rounds.
- 176 & up — Absolute Success:** Skilled casting causes the desired target to appear in one round. Not only do you have complete control over the subject this round, you also gain a +20 to your next Influence skill roll. The spell's duration is doubled.

SPECIAL MODIFICATIONS:

Trivial	+50	 (first level animal)
Routine	+30	 (animal)
Easy	+20	 (beast)
Light	+10	 (spirit)
Medium	+00	 (Type I Demon)
Hard	-10	 (Type II Demon)
Very Hard	-20	 (Type III Demon)
Extremely Hard	-30	 (Type IV Demon)
Sheer Folly	-50	 (Type V Demon)
Absurd	-70	 (Type VI Demon)
Insane	-100	 (Demon Beyond the Pale)
Phenomenal	-150	 (Demi-god)
Virtually Impossible	-200	 (god)

SPECIAL MODIFICATIONS:

Willing subject	+50
Target within a mile	+20
Target on another plane	-20

READING RUNES & USING ITEMS STATIC ACTION TABLE (12.2.7)

- 26 & down — Blunder:** Whatever spells or abilities are in the item or on the rune paper are activated and directed against you. Any runes on rune paper are gone, and you will never be able to use any of the spells or abilities contained in the item.
- 25 to 04 — Absolute Failure:** You have developed a mental block on this rune/item and will automatically fail on any further attempts to read or use it. If attempting to read a rune (or attempting to use an item containing a spell), there is a 50% chance that the spell will be activated.
- 05 to 75 — Failure:** Currently you have no further ideas on how to read/use this rune/item. After you have gone up a level, you may make another attempt to read/use this rune/item.
- 76 to 90 — Partial Success:** You have an intuitive feel for how to read/use the rune/item, and you learn how many spells and abilities it contains and what they are. However, you cannot yet read/use it, and you may not make another attempt until one week has passed.
- 91 to 110 — Near Success:** You almost had it. You learn how many spells and abilities it contains and what they are. If you wait 24 hours and you meditate about your attempt for 2 hours (no other activity), you may try again with an extra +10 bonus.
- 111 to 175 — Success:** You learn one spell or ability in an item or on a piece of rune paper, and you may use it whenever you hold the item or rune paper (runes are only usable once). You also learn what the other spells and abilities (if any) are, and may make further rolls to be able to use them.
- 176 & up — Absolute Success:** You learn all of the spells and abilities in an item or on a piece of rune paper, and you may use them whenever you hold the item or rune paper (runes are only usable once).

SPECIAL MODIFICATIONS:

Spell Level	-(level of the spell)
If the realm of the spell is different from the character's	-30
If the character doesn't know what the spell or ability is	-10
If the character know what the spell or ability is	+20
If the character can cast the spell intrinsically	+30
Skill Bonus (Reading Runes or Using Items)	+varies

TASK TIME TABLE (12.2.6)

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

“A/BStress” — principal worker receives an A or B Stress crit, roll again.

“Eq.Fail” — means “Equipment Failure,” a tool breaks, roll again.

Note: *Do not use this table with tasks only taking a fraction of a round.*

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

After a successful maneuver roll, choose a column of the Task Time Table. The Player rolls an open-ended D100, referencing the corresponding result. This is the amount of time that the task takes to complete. If multiple maneuver rolls were needed to obtain a (100%) successful outcome, the same number of rolls should be made using the Task Time Table.

Example: *Zed the Alchemist builds a furnace and forge. His maneuver rolls result in 20%, 30%, and 50%. So, Zed rolls three times in order to be 100% successful. If the GM wants to know how long it takes Zed to build his furnace/forge, he would choose a column of the Task Time Table (probably Very Lengthy) and have Zed's player roll three times on the Task Time Table, adding all results.*

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

SCRYING STATIC ACTION TABLE (12.2.8)

- 26 Down — Blunder:** Spectacular failure. Not only does the target instantly know he is being scryed, you manage to convey to him who and where you are. Dizziness washes over you as you crumple slowly to the floor, disoriented, and at -50 to all actions for 24 hours as you regain your bearings. Any other scrying attempts for one week absolutely fail.
- 25-04 — Absolute Failure:** Oops. You have not only not found your target, your incompetence in controlling your psyche during the attempt has given you a splitting headache and a -25 penalty for 24 hours. Any further scrying attempts today are doomed.
- 05-75 — Failure:** You are unable to locate or track your target, and are badly confused by the appearance of other presences.
- 76-90 — Partial Success:** At least you found him. You can see the target, but you will lose him in 1-3 rounds unless you make a successful roll at -30. All perception rolls during this attempt are at -30 as well.
- 91-100 — Near Success:** You have a good lock on your target, and can make normal perception rolls for 1-5 rounds before you must try again with a +20 bonus to maintain the image.
- 111-175 — Success:** You have pinpointed the target, and may follow him for 1-3 hours with +10 bonuses to all rolls required to maintain the image.
- 176 up — Absolute Success:** He's nailed. You will not lose the image for 1-10 hours (unless he Teleports) and all future attempts to scry on this target may be made with a +25 bonus.

SPECIAL MODIFICATIONS

Difficulty	Mod	How Well Known	Distance
Routine	+30	Family	≤ 300'
Easy	+20	Intimately	> 300'
Light	+10	Well	> 1500'
Medium	+0	Slightly	> 1 mile
Hard	-10	Acquaintance	> 5 miles
Very Hard	-20	Good Description ..	> 30 miles
Extremely Hard	-30	Poor Description ..	> 100 miles
Sheer Folly	-50	Unknown	> 1000 miles
Absurd	-70	Complete Blank ..	> 5000 miles

RESEARCH STATIC ACTION TABLE (12.2.9)

- 26 Down — Blunder:** Not only are you continually distracted with other, irrelevant lines of thought, all conclusions drawn from this line of research are completely erroneous. You continue in blissful ignorance. The topic researched will be a complete disaster. Your colleagues will laugh heartily. 1-10 of the skill ranks you bought in this subject (if applicable) must be repurchased at 2x cost to recover your lost ground.
- 25-04 — Absolute Failure:** Your memory blanks out. All relevant knowledge you have gained on the subject is temporarily lost. Any static maneuver attempted in the next 30 minutes will fail. You feel stupid.
- 05-75 — Failure:** Currently the subject matter still evades you. You may be missing some essential material.
- 76-90 — Partial Success:** You gain partial insight into the subject. You are aware that you are missing some important concepts. Try again tomorrow.
- 91-110 — Near Success:** Things are starting to come clear. You have gained considerable grasp on the basic concepts, and tomorrow's research will be with a +10 bonus.
- 111-175 — Success:** You understand the topic and all pertinent information relating to it. Hard work pays off.
- 176 up — Absolute Success:** Eureka! With a brilliant flash of insight, you leap past much unnecessary and redundant information to the heart of the subject. You have full insight into your research topic, and it will be completed in 1/2 the time you allotted to it.

SPECIAL MODIFICATIONS:

- +30 to -70 for type of surroundings (from quiet to distracting)
- +50 to -70 for quality research materials

12.3 MAGICAL CREATION/RESEARCH TABLES

Note: Though *AlCo* deals with the creation of magic items, the construction of normal items cannot be ignored. Non spell using builders, like Craftsmen and Smiths may want a table to help them with the construction of normal items. For this purpose, players and GMs are directed to the Construction/Research Chart found in the *Space Master Tech Book*.

MAGIC ITEM CREATION TABLE (12.3.1)

The following chart presents an extremely simple method of resolving the creation of magic items. Only a few steps are involved:

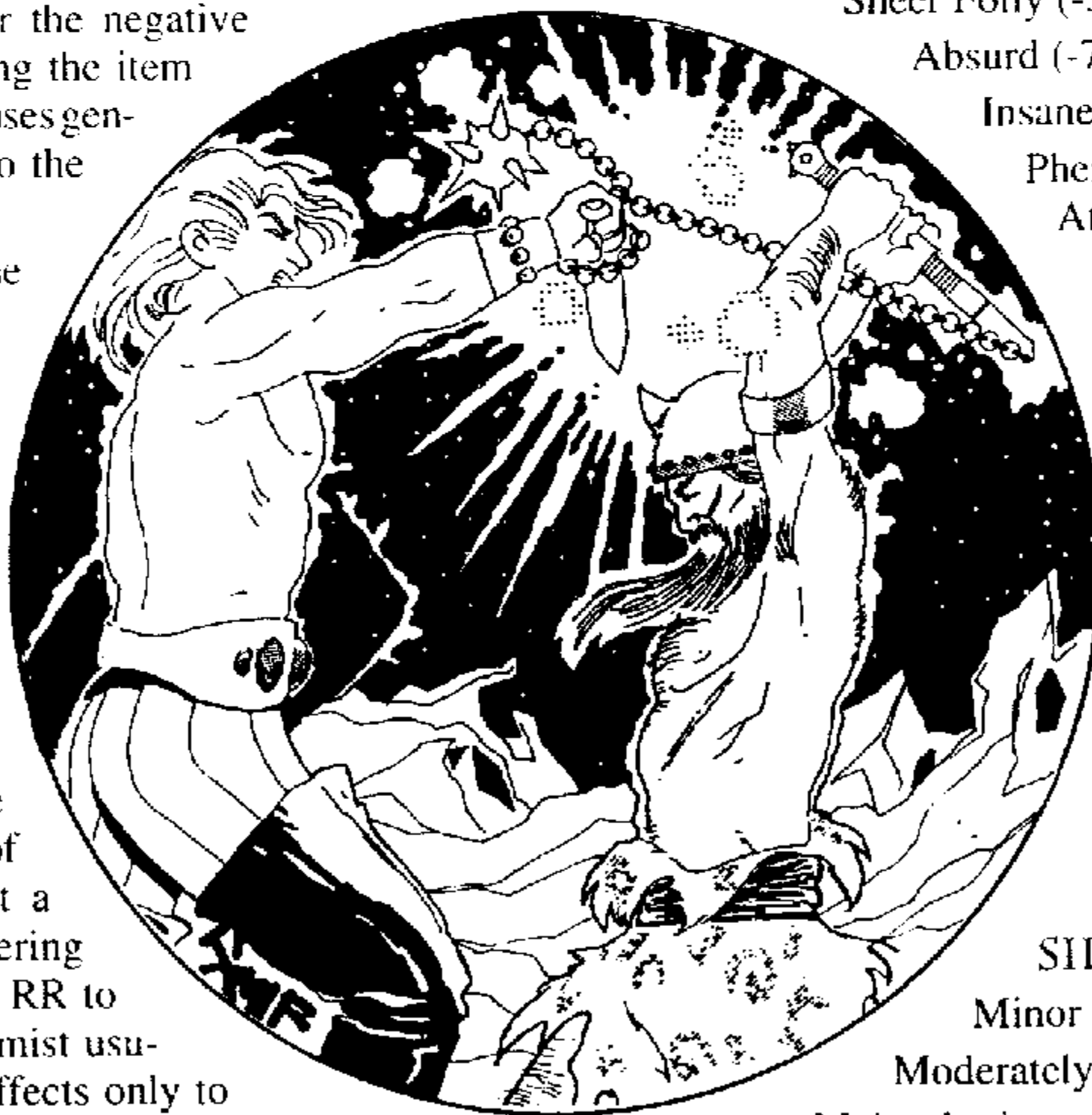
Note: The spells needed to make magic items are still necessary when using this system.

Step 1: The GM determines how powerful and/or valuable the item will be, if successfully fabricated. The item's potency is qualified just as in *C&T*, i.e., Modest, Potent, Most Potent, and Artifact. Once he has decided on the type of item to be created, he consults the appropriate column.

Step 2: The player and GM finalize the item's powers. Spell effects are assigned an Attunement difficulty (for use when the item is completed). The easier the difficulty rating for later Attunement purposes, the greater the negative modifier incurred when fabricating the item (see modifiers below). Simple bonuses generate a negative modifier equal to the bonus.

Step 3: The player and GM determine any undesirable side-effects present in the item. Although a side-effect may occur due to a bad result on this table (when it is called a flaw), side-effects may also be incorporated into an item to make fabrication of it easier. A side-effect may be minor, e.g., a Ring of Frost might make the wearer feel uncomfortably warm. Side-effects may be much more severe, however, e.g., a Ring of Haste which ages the wearer at a hundred times normal rate, lowering his Constitution, and requiring a RR to remove (cursed item). An Alchemist usually includes one or more side-effects only to compensate for hefty negative modifiers caused by a high bonus, easy Attunement, etc.

Step 4: The player totals all modifiers and adds his Alchemy bonus. This is the total modifier to the table. The player rolls, adds the modifier, and consults the table. Continue until the item is 100% completed.



SPECIAL MODIFICATIONS:

For every additional ability	-10
For each +5 bonus	-5
For each +1 Adder	-5
For each additional multiple (x2, x3, etc.)	-10

SPELL ADDERS' AND MULTIPLIERS' EFFECTS:

Affects only one Profession	+0
Affects one Realm of magic	-5
Affects two Realms of magic	-15
Affects three Realms of magic	-30
Affects all Realms of magic	-50

ATTUNEMENT ROLL NEEDED TO UTILIZE ITEM'S POWER:

No Attunement Roll required	-100
Trivial (+50) Attunement Roll	-70
Routine (+30) Attunement Roll	-50
Easy (+20) Attunement Roll	-30
Light (+10) Attunement Roll	-20
Medium (+0) Attunement Roll	-10
Hard (-10) Attunement Roll	+0
Very Hard (-20) Attunement Roll	+5
Extremely Hard (-30) Attunement Roll	+10
Sheer Folly (-50) Attunement Roll	+20
Absurd (-70) Attunement Roll	+30
Insane (-100) Attunement Roll	+50
Phenomenal (-150) Attunement Roll	+70
Virtually Impossible (-200) Attunement Roll	+100

FREQUENCY OF USE:

1x/week	+10
1x/day	+0
2x/day	-10
3x/day	-20
4x/day	-30
Often as Desired	-50
Constant (not a Bonus item) ..	-70

SIDE-EFFECTS:

Minor detrimental side-effect	+5
Moderately detrimental side-effect	+10
Major detrimental side-effect	+20
Seriously detrimental side-effect	+30
Life-threatening side-effect	+50
Minor Curse (RR to remove)	+15
Major Curse (cannot remove)	+25

MAGIC ITEM CREATION TABLE (12.3.1)

MODEST	POTENT	MOST POTENT	ARTIFACT
-101 & less — One week and 20% of materials wasted.	-101 & less — One month and 50% of materials wasted.	-101 & less — 3 months and 70% of materials wasted.	-101 & less — 6 months and 100% of materials wasted.
-100 to -51 — Project is 5% complete in 100 hours. Inherent flaw introduced.	-100 to -51 — One week and 20% of materials wasted.	-100 to -51 — One month and 50% of materials wasted.	-100 to -51 — 3 months and 70% of materials wasted.
-50 to -26 — Project is 5% complete in 80 hours.	-50 to -26 — Project is 5% complete in 400 hours. Inherent flaw introduced.	-50 to -26 — One week and 20% of materials wasted.	-50 to -26 — One month and 50% of materials wasted.
-25 to 0 — Project is 5% complete in 60 hours.	-25 to 0 — Project is 5% complete in 350 hours.	-25 to 0 — Project is 5% complete in 200 days. Inherent flaw introduced.	-25 to 0 — One week and 20% of materials wasted.
01 to 20 — Project is 10% complete in 60 hours.	01 to 20 — Project is 5% complete in 300 hours.	01 to 20 — Project is 5% complete in 175 days.	01 to 20 — Project is 5% complete in 2000 days. Inherent flaw introduced.
21 to 40 — Project is 10% complete in 50 hours.	21 to 40 — Project is 10% complete in 300 hours.	21 to 40 — Project is 5% complete in 150 days.	21 to 40 — Project is 5% complete in 1750 days.
41 to 55 — Project is 20% complete in 50 hours.	41 to 55 — Project is 10% complete in 250 hours.	41 to 55 — Project is 10% complete in 150 days.	41 to 55 — Project is 5% complete in 1500 days.
56 to 65 — Project is 25% complete in 50 hours.	56 to 65 — Project is 20% complete in 250 hours.	56 to 65 — Project is 10% complete in 125 days.	56 to 65 — Project is 10% complete in 1500 days.
66 to 75 — Project is 30% complete in 50 hours.	66 to 75 — Project is 20% complete in 200 hours.	66 to 75 — Project is 20% complete in 125 days.	66 to 75 — Project is 10% complete in 1250 days.
76 to 85 — Project is 30% complete in 40 hours.	76 to 85 — Project is 25% complete in 200 hours.	76 to 85 — Project is 20% complete in 100 days.	76 to 85 — Project is 20% complete in 1250 days.
86 to 95 — Project is 40% complete in 40 hours.	86 to 95 — Project is 30% complete in 200 hours.	86 to 95 — Project is 25% complete in 100 days.	86 to 95 — Project is 20% complete in 1000 days.
96 to 105 — Project is 40% complete in 30 hours.	96 to 105 — Project is 35% complete in 200 hours.	96 to 105 — Project is 25% complete in 75 days.	96 to 105 — Project is 25% complete in 1000 days.
106 to 115 — Project is 50% complete in 30 hours.	106 to 115 — Project is 40% complete in 200 hours.	106 to 115 — Project is 30% complete in 75 days.	106 to 115 — Project is 25% complete in 900 days.
116 to 125 — Project is 50% complete in 25 hours.	116 to 125 — Project is 45% complete in 200 hours.	116 to 125 — Project is 35% complete in 75 days.	116 to 125 — Project is 30% complete in 900 days.
126 to 135 — Project is 60% complete in 25 hours.	126 to 135 — Project is 50% complete in 200 hours.	126 to 135 — Project is 40% complete in 75 days.	126 to 135 — Project is 30% complete in 800 days.
136 to 145 — Project is 70% complete in 25 hours.	136 to 145 — Project is 50% complete in 175 hours.	136 to 145 — Project is 45% complete in 75 days.	136 to 145 — Project is 35% complete in 800 days.
146 to 155 — Project is 80% complete in 25 hours.	146 to 155 — Project is 50% complete in 150 hours.	146 to 155 — Project is 50% complete in 75 days.	146 to 155 — Project is 40% complete in 800 days.
156 to 165 — Project is 90% complete in 25 hours.	156 to 165 — Project is 50% complete in 125 hours.	156 to 165 — Project is 50% complete in 60 days.	156 to 165 — Project is 40% complete in 700 days.
166 to 175 — Project is 100% complete in 25 hours.	166 to 175 — Project is 50% complete in 100 hours.	166 to 175 — Project is 50% complete in 50 days.	166 to 175 — Project is 40% complete in 600 days.
176 & more — Project is 100% complete in 20 hours.	176 & more — Project is 60% complete in 100 hours.	176 & more — Project is 60% complete in 50 days.	176 & more — Project is 40% complete in 500 days.

SPELL RESEARCH TABLE (12.3.2)							
	ROUTINE	EASY	MODERATE	HARD	COMPLEX	VERY COMPLEX	ABSURD
-151	Upgrade to Easy. Waste 10 hours. Start over.	Upgrade to Moderate. Waste 15 hours. Start over.	Upgrade to Hard. Waste 20 hours. Start over.	Upgrade to Complex. Waste 6 weeks and 50% RI.	Waste 4 months and 100% RI. 50% chance a dead end.	List botched after one year. RI complete writeoff.	5 years, 100% RI, and much prestige, all wasted chasing a dream.
(-150) - (-101)	5% Harder than it looks. +10 ESF.	2 days and 5% RI wasted. Start over.	50 hrs. wasted; 20% RI wasted. +20 ESF.	3 weeks and 25% RI wasted. +25 ESF.	No progress; 50 days wasted, 75% RI wasted due to error. +25 ESF.	6 months and 90% RI lost. No progress. Start over.	3 years. No luck. 100% RI used up. People are laughing behind your back.
(-100) - (-51)	5% 100 hours.	5% 200 hours.	10 hours lost; 15% RI wasted. +15 ESF.	2 weeks and 20% RI lost to no gain. +10 ESF.	Problem 30 days into research. 50% RI wasted; 50% chance no loss, no progress.	5% 6 yrs. Slight progress, but currently +75 ESF.	Two years and 90% RI totally wasted.
(-50) - (-26)	20% 80 hours.	10% 175 hours.	5% 350 hrs. 10% of RI wasted. +10 ESF.	5% 75 days. 10% RI wasted. +15 ESF.	5% 100 days. 20% RI wasted. +20 ESF.	5% 5 yrs. 50% RI lost to no gain. +35 ESF.	All research dead ends. 1 year and 50% RI lost.
(-25) - 0	30% 60 hours.	20% 175 hours.	15% 350 hours.	10% 70 days. 5% RI wasted. +5 ESF.	5% 90 days. 10% RI wasted. +10 ESF.	5% 4 yrs. 20% RI squandered. +20 ESF.	5% 8 yrs. 25% RI lost. +25 ESF.
01 - 20	40% 50 hours.	30% 150 hours.	20% 350 hours.	15% 65 days.	10% 85 days.	5% 3 yrs. 10% RI wasted. +10 ESF.	5% 6 yrs. 20% RI frittered away. +15 ESF.
21 - 40	50% 40 hours.	40% 150 hours.	30% 300 hours.	20% 60 days.	15% 83 days.	10% 2 yrs.	5% 5 yrs. +10 ESF.
41 - 55	60% 40 hours.	50% 125 hours.	40% 300 hours.	30% 57 days.	20% 80 days.	15% 1.5 yrs.	7% 4 yrs.
56 - 65	70% 30 hours.	60% 125 hours.	50% 300 hours.	40% 52 days.	30% 80 days.	20% 1 year.	9% 4 yrs.
66 - 75	80% 30 hours.	70% 110 hours.	60% 250 hours.	50% 50 days.	40% 78 days.	25% 1 year.	10% 4 yrs.
76 - 85	90% 30 hours.	80% 110 hours.	70% 250 hours.	60% 46 days.	50% 75 days.	40% 1 year.	15% 3 yrs.
86 - 95	95% 30 hours.	90% 100 hours.	80% 250 hours.	70% 42 days.	60% 72 days.	45% 1 year.	15% 3 yrs.
96 - 105	99% 30 hours.	95% 100 hours.	90% 250 hours.	80% 38 days.	70% 70 days.	50% 1 year.	20% 3 yrs.
106 - 115	100% 25 hours.	99% 80 hours.	95% 200 hours.	90% 35 days.	80% 69 days.	50% 1 year.	20% 3 yrs.
116 - 125	100% 25 hours.	99% 80 hours.	95% 200 hours.	95% 33 days.	90% 64 days.	60% 300 days.	25% 3 yrs.
126 - 135	100% 25 hours.	100% 70 hours.	99% 200 hours.	95% 30 days.	95% 60 days.	60% 250 days.	25% 2.5 yrs.
136 - 145	100% 25 hours.	100% 70 hours.	99% 200 hours.	99% 28 days.	95% 57 days.	70% 200 days.	30% 2.5 yrs.
146 - 155	100% 25 hours.	100% 60 hours.	100% 150 hours.	99% 26 days.	99% 53 days.	75% 150 days.	30% 2 yrs.
156 - 165	100% 25 hours.	100% 55 hours.	100% 110 hours.	99% 25 days.	99% 51 days.	75% 120 days.	35% 2 yrs.
166+	100% 20 hours.	100% 50 hours.	100% 100 hours.	100% 24 days.	99% 50 days.	75% 100 days.	35% 2 yrs.

12.4 ATTACK RESOLUTION TABLES

The following pages contain the Explosion Attack Table, the Will Contest Table, and Arcane BAR results.

EXPLOSION ATTACK TABLE (12.4.1)

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM 01-03	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-03 UM
05-08	9	10	9	8	8	9	7	5	-	-	-	-	-	1	-	-	-	-	1	-	05-08
09-11	11	11	11	10	10	11	9	7	-	-	-	-	1	2	1	-	-	1	3	1	09-11
12-16	12A	13	12	11	11	12	11	9	1	-	1	-	3	5	2	-	1	2	6A	2	12-16
17-10	13A	15A	15	13	13A	15	12	11	3	1	3	1	6	7	5	-	3	5	8A	5	17-10
11-13	15A	16A	16A	16	15A	17A	15A	12	6	5	6	2	8A	9A	7	1	6	7	10B	7	11-13
15-18	16A	17A	17A	18B	16A	18A	17A	15A	7	7	8	5	9A	10A	9A	3	8	8	11B	9A	15-18
19-21	17A	18A	18A	10B	17A	19A	19A	17B	8	9	10	7	10A	11B	11B	6A	10	10A	13C	11B	19-21
22-26	18A	19A	19B	11B	18B	10A	10B	19B	9A	11	11	9A	11B	11B	11B	8B	11A	11A	16D	12C	22-26
27-30	19A	10B	10B	12C	19B	11B	11B	11B	10A	11A	13A	11A	11B	12C	12C	10C	13A	15B	18D	15D	27-30
31-33	10B	11B	11B	13C	10B	11B	11B	12B	11A	12A	16A	12B	12C	13C	13D	11D	16B	17B	10E	17D	31-33
35-38	11B	11B	11C	15C	10B	11B	12B	15C	11A	13B	17B	15B	13C	15D	15D	12E	18B	19C	11E	19E	35-38
39-51	11B	11B	12C	16D	11C	11B	13C	16C	11A	15B	18B	17C	15D	16D	16E	15E	10C	11C	13F	11E	39-51
52-56	11B	12C	13C	17D	11C	12C	15C	17D	12B	16B	19C	19C	16D	17E	17E	17E	11C	12D	16F	12F	52-56
57-60	12C	12C	15D	18D	11C	12C	16D	18D	12B	16C	10C	19C	17E	18E	18E	19F	13D	15D	19F	15F	57-60
61-63	12C	13C	16D	19E	11D	12D	17D	19E	13B	17C	11D	11D	18E	19F	19F	19F	16D	17E	21G	17F	61-63
65-68	13C	13D	17E	20E	12D	13D	18E	20E	13C	17C	11D	12E	19E	10F	10F	16F	18E	19F	22G	19G	65-68
69-71	13D	15D	18E	21F	13E	13E	19E	21F	15C	18D	12E	13E	10F	11F	11F	18G	19F	21F	25G	21G	69-71
72-76	13D	15E	19F	21F	15F	15E	20F	21F	15D	18D	13E	15F	11F	11F	13G	19G	20F	21F	26H	22G	72-76
77-80	15E	16F	20F	21G	15F	16F	21F	22G	16D	19E	15F	16F	11F	12G	16G	21G	21F	22G	27H	25H	77-80
81-83	15E	16F	21G	22G	16F	17F	21G	23G	16E	19E	16F	17G	12G	13G	18G	23H	21G	23G	28H	27H	81-83
85-88	15F	17F	21G	23G	17G	18G	22G	25H	17F	10F	17G	18G	13G	15G	20H	25H	22G	25H	29I	29H	85-88
89-91	16F	17G	22H	23H	18G	19G	23H	25H	17F	10F	18G	18H	15G	16H	21H	27H	23H	26H	30I	31I	89-91
UM 92-95	16F	18G	23H	25H	19H	20H	25H	26H	18F	11G	18H	19H	16H	17H	22H	28I	25H	27I	31I	32I	92-95 UM
UM 96-99	16G	18H	25I	25I	20H	20H	26I	26I	18G	11H	19I	19I	17H	18H	23I	29I	26I	28I	31I	33I	96-99 UM
UM 100	20H	22I	30J	30J	22I	22I	31J	31J	18H	21I	27J	27J	25I	28I	36J	50J	36J	36J	37J	39J	100 UM

(For A,B,C,D, and E results, use Explosion Criticals)

Range	Mod
0' - 10'	+35
11' - 50'	0
51' - 100'	-25
101' - 200'	-40
201' - 300'	-55
301' - up	-75

UM = Unmodified Roll

Critical Result	Use Explosion	Use Impact	Use Heat
F	E	A	—
G	E	B	—
H	E	C	A
I	E	D	B
J	E	D	C

WILL CONTEST TABLE (12.4.2)

An intelligent item, spirit, or imbedded spirit does not always communicate its Will or desires in an overt manner, such as by voice or telepathic contact. Instead it reveals its inclination by slowly but dramatically altering the persona of the individual in question. This assumes that the item or spirit is able to influence an individual and that its purposes/outlook differ from those of the character.

The Will Contest Table should be consulted whenever an intelligence (item or spirit) affects an individual with different purposes and/or moral alignment. This table uses a special approach to this type of Resistance Roll—one which does not consider either parties' level. The rationale behind this system is that the degree of an individual's achievements seem to matter very little in these contests (most fantasy literature supports this). If the GM prefers a level-based resolution for such conflict, he may treat it as a mental attack using the standard Resistance Roll Table. Another alternative is to add the being's level to its basic Will score and roll on the Will Contest Table.

To clarify how and when Will Contests may occur, the following guidelines are suggested. A disembodied spirit or intelligent item must always be part of the Will Contest. Two characters may not engage one another's Will. However, it is possible for items or spirits to engage one another in a Will Contest.

Generally, a Will Contest results whenever a person touches the item or comes within the influence of a spirit. In addition, a Will Contest can occur when the person is within 10' of the item, but the item's Will is treated as half normal strength. The process is very simple: each intelligence, usually a character and an item/spirit, should make a Will roll (D100 open-ended, plus Will stat). Consult the table below for the exact outcome of the contest. The numbered result is the Item/Spirit's Will roll minus the Character's Will roll.

+150 or more — Item/Spirit Masters Character: Character is completely under the sway of the item/spirit and will pursue its purpose or be overcome by its influence. Permanent +25 bonus for the item/spirit in all future Will Contests with this character. Character is tainted by his submission to the item/spirit's Will. If the spirit leaves the character, the PC is filled with longing for its return; if the item is separated from the character, he will desperately seek to regain it. At GM's discretion, gradual successful RRs can reduce or eliminate this urge, but unsuccessful RRs intensify the feeling. The GM may allow the PC to initiate daily, weekly, or monthly (whichever is more appropriate) Will Contests attempting to regain full control of his faculties.

+66 to +149 — Item/Spirit in Control: The character is influenced by the item/spirit. He begins to act in accordance with its desires, although the influence is not absolute. The PC may initiate another Will Contest under certain circumstances (GM discretion): separation from the item/spirit, causing pain or death to someone close to the PC, etc. Affected characters will not voluntarily permit themselves to be separated from the item/spirit. Character is tainted by his submission to the item/spirit's Will. The next time a Will Contest occurs between the two parties, the item/spirit receives a +25 bonus.

+51 to +65 — Character Struggling: Although presently influenced by the item/spirit, the PC realizes that his mind is affected and makes a valiant effort to resist its Will. He may initiate another Will Contest immediately (next round) with no bonus to either roll. No taint to either party occurs.

+26 to +50 — Item/Spirit Gains: Item/spirit is gaining influence over the character. Although not compelled to comply, character feels biased by the item/spirit's Will. Friends may notice a change in personality. Mild taint is incurred by the character. The next time a Will Contest occurs between these two parties, the item/spirit receives a +10 bonus.

+25 to -25 — Contest is in Question: The struggle is still undecided. For the moment the character is unaffected by the spirit or may wield the item as he desires. The character may not even be aware that a Will Contest took place. No taint is incurred by either side.

-26 to -50 — Character Gains: Character is gaining influence over the item/spirit. Although not compelled to comply, the spirit is biased by the PC's Will and incurs mild taint, if applicable. For the moment, the character may wield the item as he desires. The next time a Will Contest occurs between these two parties, the character receives a +10 bonus.

-51 to -65 — Item/Spirit Struggling: The item makes a strong effort to resist but it remains under the control of the character. The spirit, although influenced by the PC, resists direct commands. Item/spirit may initiate another Will Contest immediately (next round) with no bonus to either roll. No taint to either party occurs.

-66 to -149 — Character in Control: The item/spirit falls under the strong influence of the character. The PC may wield the item as he wishes. The spirit will begin to act in accordance with the character's desires, although control is not absolute. The spirit receives taint through interaction with the PC. The item/spirit may initiate another Will Contest under certain circumstances (GM discretion). The next time a Will Contest occurs between these two parties, the character receives a +25 bonus.

-150 or less — Character Masters Item/Spirit: The item is completely under the control of the character. The spirit is overcome by the character's influence and obeys his Will insofar as possible. The spirit incurs substantial taint from this interaction. The PC receives a permanent +25 bonus to all future Will Contests involving this item/spirit. A GM may allow the item/spirit to initiate weekly or monthly (whichever is more appropriate) Will Contests attempting to regain its freedom.

ARCANE COLUMN FOR BAR (12.4.3)

Roll Result

UM	01-02	F
	03-04	F
	05-08	F
	09-12	+80
	13-16	+70
	17-20	+60
	21-24	+50
	25-28	+40
	29-32	+30
	33-36	+25
	37-40	+20
	41-44	+15
	45-48	+10
	49-52	+5
	53-56	0
	57-60	0
	61-64	0
	65-68	-5
	69-72	-10
	73-76	-15
	77-80	-20
	81-84	-25
	85-88	-30
	89-92	-40
	93-95	-50
UM	96-97	-70
UM	98-99	-95
UM	100	-120

12.5 MASTER LEVEL BONUS TABLE FOR THE NEW ALCHEMICAL PROFESSIONS

	Academic Skills	Arms Law Combat	Athletic Skills	Base Spell Casting	Body Development	Concentration Skills	Deadly Skills	Directed Spell
Core-Rules Alchemist	+3	—	—	+1	—	—	—	—
Adept	+3	—	—	+2	—	—	—	—
Royal Alchemist	+3	—	—	+1	—	—	—	—
Inorganic Alchemist	+3	—	—	+1	—	—	—	—
Organic Alchemist	+3	—	—	+1	—	—	—	—
Evil Alchemist	+3	—	—	+1	—	—	+1	—
Thaumaturge	+3	—	—	+1	—	+2	—	—
Theurgist	+2	—	—	+1	—	—	—	—
Theocratist	+2	+1	—	+1	—	—	—	—
Shamanic Alchemist	+2	—	—	+2	—	+1	—	—
Geomancer	+2	—	—	+2	—	—	—	—
Grand Vizier	+3	—	—	+1	—	—	—	—
Engineer	+3	+2	—	+1	+1	—	—	—
Tinker	+3	+1	—	—	—	—	—	—
Smith	+2	+2	—	—	—	—	—	—
Charlatan	+1	+1	—	—	—	—	—	—
Delver	+2	+2	—	+1	+1	—	—	—
Crafter	+3	+1	—	+1	—	—	—	—
Craftsman	+1	+1	+1	—	—	—	—	—
General Skills	Linguistic Skills	Magical Skills	Medical Skills	Outdoor Skills	Perception Skills	Social Skills	Subterfuge Skills	
Core-Rules Alchemist	+2	+3	—	—	+1	—	—	—
Adept	+2	+3	—	—	—	—	—	—
Royal Alchemist	+1	+3	+1	—	—	+1	—	—
Inorganic Alchemist	+3	+3	—	—	—	—	+1	—
Organic Alchemist	+2	+3	+1	—	—	—	—	—
Evil Alchemist	+1	+3	—	—	+1	—	—	—
Thaumaturge	+1	+2	—	—	+1	—	—	—
Theurgist	+1	+3	+1	—	+1	+1	+1	—
Theocratist	+1	+3	—	—	+1	—	—	—
Shamanic Alchemist	+1	+2	—	+1	+1	—	—	—
Geomancer	+1	+2	—	+2	+1	—	—	—
Grand Vizier	+1	+2	—	—	+1	+1	—	—
Engineer	+1	+1	—	—	+1	—	+1	—
Tinker	+3	+1	—	—	+1	—	—	—
Smith	+3	+1	—	+1	+1	—	—	—
Charlatan	+1	—	—	—	+2	—	—	—
Delver	+2	+1	—	—	+1	—	—	—
Crafter	+3	+1	—	—	—	—	—	—
Craftsman	+1	+1	—	+1	+1	+1	+1	+1

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