

ROLEMASTER™

of Channeling



SPELL™
LAW

Exciting new spells for the Animist, Healer, Paladin & other spirited adepts

SPELL LAW: OF CHANNELING™

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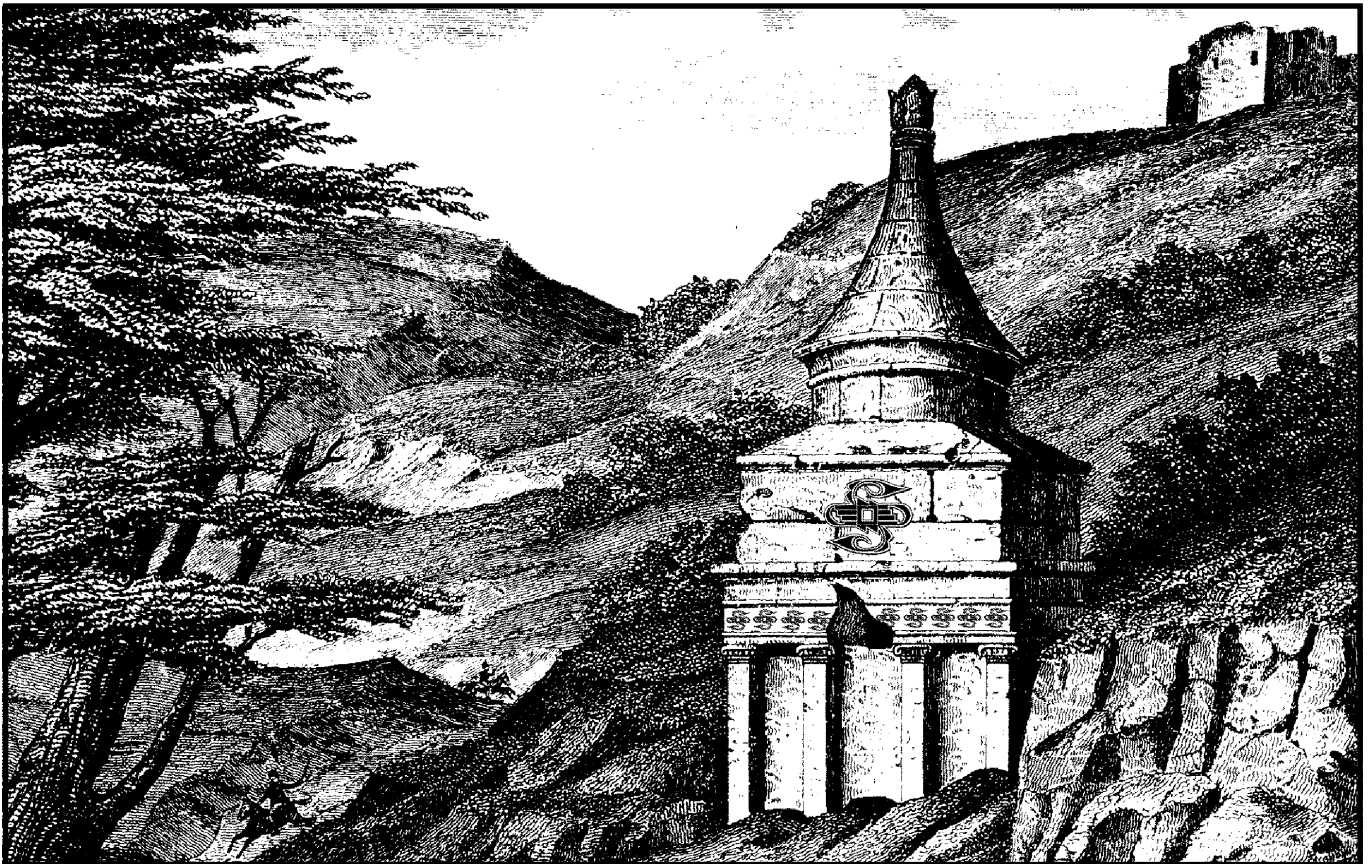




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INTRODUCTION

Spell Law consists of three volumes: *Of Channeling* (this product), *Of Essence*, and *Of Mentalism*—one for each of the three *Rolemaster* realms of power. Each volume can be used to expand the spell system provided in *Rolemaster Fantasy Role Playing (RMFRP)*. The three volumes provide more spell lists, spells above 10th level, individualized spell attack tables, and more critical tables. *Spell Law* can also be used as a spell system for other FRP games.

Spell Law provides a wide variety of options for the players. Spell users are allowed to know a large number of spells, but can only use a few before tiring and requiring rest. Real skill in play is emphasized, since the choice of a spell and its application to a given situation become the key points. To this end, *Spell Law* provides over 2000 spells based on three different realms of power (Channeling, Essence, and Mentalism) for 15 professions.

ROLEMASTER FANTASY ROLE PLAYING

Rolemaster Fantasy Role Playing (RMFRP) is ICE's complete fantasy role playing system. It can be expanded by using four core products: *Arms Law (AL)*, *Spell Law (SL)*, *Character Law (CL)*, and *Gamemaster Law (GML)*; as well as a number of other support products. *Spell Law* expands the set of spell lists and attack tables provided in *RMFRP*. Those players and GMs who are already familiar with *Spell Law* (from previous editions of *Rolemaster*) can use this book without any modification to the old system. You should decide which edition of *Spell Law* to use when there is a discrepancy—there a quite a few changes to the old lists.

GENERAL GUIDELINES

For details on using spells and spell lists refer to *RMFRP*: Section 6.0 (p. 22) for how to learn spells, Section 14.0 (p. 46) for how to cast spells, Appendix A-9 (p. 152) for details on spell lists, and Appendix A-10 (p. 208) for how to resolve spell attacks.

If you are using *Spell Law* without *RMFRP*, you will need to familiarize yourself with the material in Section 16.0 (p. 102-106) before just diving in.

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

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

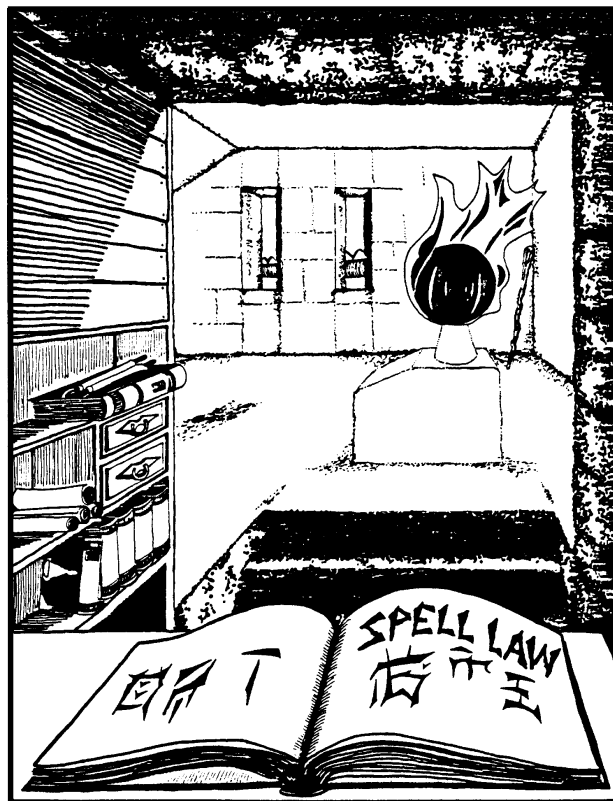
The spells are described in a standard manner, using a basic format that simplifies usage. Most spells are specific, while others are accorded great flexibility. The latter group's spells have descriptions that are less concrete, providing the Gamemaster (GM) with a framework by which he can apply spell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

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

THE REALM OF CHANNELING

Channeling is the power of the deities of a given world as channeled through their followers or other spell users. It is religious in nature and independent of the Essence. A spell user of Channeling draws directly on the power of his deity, even though this "usually" does not require the conscious cooperation of the deity. Thus spells of this realm do not necessarily reflect the nature of the deity as long as the spell user is using relatively subtle spells (i.e., healing, detection, etc.). More powerful and significant spells such as death spells and the revival of the dead might require the active consent of a deity, depending upon the world system being used by the Gamemaster.

Metal interferes with the drawing of power from deities. So wearing metal armor or a metal helmet may interfere with casting a Channeling spells. In addition, only a small amount of metal may be carried on the person of a spell user of Channeling without interfering with casting Channeling spells (see *RMFRP* Section 14.0, p. 46).





**Section
1.0
Introduction**

1.1

THE SPELL DESCRIPTION KEY

Several types of codes may follow the spell names in the listings: area of effect, duration, range, and type. In addition, some descriptions will explain that a particular spell has an RR Modification (shown with the notation [RR Mod: #]). This section presents a key to those codes.

SPECIAL SPELL CODES

[RR Mod #] – Any RRs against the effects of this spell are modified by #.

* – Instantaneous; spell does not require preparation rounds.

• – Spell does not require power points.

‡ – Part of a set of spells that must be thrown in conjunction with other spells continuously to be effective (or fully effective).

SPELL TYPES

E – Elemental spell. These spells use the force of the spell to manipulate physical elements (heat, cold, wind, light, water, earth, sound, smell, taste, touch). These elements (and not the spell) are used to either create a phenomena that can affect the physical environment of the target (e.g., a “wall” spell) or the sense of the target (e.g., an “illusion” spell). Because the elements are real, no Resistance Rolls are normally allowed.

BE – Ball Elemental spell. These are elemental spells that attack an area with one of the physical elements. Such attacks are resolved on the Cold Ball Attack Table 13.3 (p. 82) or the Fire Ball Attack Table 13.4 (p. 83).

DE – Directed Elemental spell. These are elemental spells that directly attack a target with one of the physical elements. Such attacks are resolved on the Bolt Attack Tables 13.5-13.9 (p. 84-88).

F – Force spell. These spells involve the direct manipulation of matter, energy, the elements, or living beings through the use of a spell’s force. If the spell has a target capable of resisting, the caster makes an attack roll on the Basic Spell Attack Table 13.1 (p. 81) to determine the RR modification for the target. Determine the type of armor the target is wearing and roll on the appropriate column of the table (using the Other column if nothing else applies). After determining the RR modification, the target makes an RR (on Table 13.2, p. 81, using the target’s level and the attacker’s level as the indices).

P – Passive spell. These spells usually only indirectly or passively affect a target. Thus, if an RR is allowed (GM’s discretion), its purpose is only to determine if the target is aware of the spell. Many detection spells are of this type.

U – Utility spell. These spells only affect the caster, a willing target, or a target incapable of resistance. Thus, RRs are not usually necessary. A willing target who is capable of resisting may still be required to make an RR (GM’s discretion), but it is modified by -50 (i.e., he mostly likely will not resist). Most healing spells are of this type.

I – Informational spell. These spells involve gathering information through means that do not require RRs.

SPELL SUB-TYPES

s – Subconscious spell. These spells are capable of being cast (or triggered) by the subconscious. The caster can always cast a spell of this type as a normal spell. In addition, any subconscious spell can be triggered while the caster is unconscious, asleep, in a trance, etc. A subconscious spell can be triggered by conditions that the spell can affect (e.g., a *Regenerate* spell will trigger if the caster is knocked out and has unhealed concussion hits).

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

A GM may allow a character to set conditions on his subconscious spells by “programming” his subconscious (e.g., a character might decide to only trigger *Regenerate* if he takes hits and goes unconscious in combat and not if he just trips and falls and knocks himself out). In such a case, the GM may require a maneuver roll to use the “programming” modified by +50 *plus* three times the character’s Self Discipline *plus* any skill developed for this spell list.

m – Mental Attack spell. Any spell marked with an ‘m’ is considered a mental attack spell, and is subject to effects and defenses that target mental or mind attacks. It should also be noted that these spells are ineffective against any creature or entity that does not have a “mind” per se (e.g., Undead, plants, politicians, etc.).

SPELL AREAS OF EFFECT

x target(s) – The spell affects *x* number of targets.

x target(s)/lvl – The spell affects a number of targets equal to the caster’s level times *x*.

distance R – The spell affects all within a radius equal to *distance* in size.

distance R / lvl – The spell affects all within a radius equal to *distance* times the caster’s level in size.

area – The spell affects all within a fixed area of effect. Sometimes *area* will be specified as a specific target (e.g., 1 herb, 1 limb, etc.).

caster – The spell affects only the caster.

“—” – The spell has no area of effect.

varies – The exact size of the area of effect depends upon some other aspect of the spell.

SPELL DURATIONS

time – The spell has a fixed duration equal to time.

C – Concentration is required. Concentration requires 50% of the caster’s normal activity each round. Thus, the caster cannot normally cast any other spells while concentrating.

duration (C) – Concentration is required, except the period of concentration cannot exceed the *duration* given. The caster can stop concentrating and the spell effect will stop. If the duration has not expired, the caster can concentrate again and the spell effect will resume.



**Section
1.0
Introduction**

1.2 WHAT'S ON A SPELL LIST

P – Permanent. The spell has a permanent effect (in the sense of creating a “permanent” physical or mental condition). The effects of permanent spells that manipulate matter **and** require concentration will disperse according to the normal physical laws once concentration is no longer applied (e.g., a frozen body of water will melt normally, a bowl of boiling water will cool). A spell with a permanent duration may be affected by outside forces. For example, the spell may be dispelled, cured, **or** otherwise disturbed by enchantment, physical force, etc.

varies – Variable. The exact duration depends upon some other aspect of the spell.

“–” – No duration. The effects of this spell require no duration and are applied immediately.

time / level – The duration is the *time* multiplied by the level of the caster.

time / # fail – The duration is based upon the difference between the target's modified RR and the minimum roll required to resist the spell (see *RMFRP* Section 17.0, p. 52). The duration is equal to this difference divided by # and then multiplied by *time*.

Example: 1 rnd/10 fail would mean that if the RR is failed by 16 to 24, the spell would last for 2 rounds. If the RR was failed by 25-34, it would last for 3 rounds.

SPELL RANGES

self – The spell can only be cast upon the caster himself.

touch – The caster must touch the target to create the effect.

distance – The caster can be no further than *distance* to the desired area of effect.

distance / lvl – The distance to the area of effect can be no further than *distance* times the caster's level.

unlimited – There are no limitations placed upon the distance to the area of effect.

varies – The distance to the area of effect depends upon some other aspect of the spell.

DEFINITIONS

Basic Attack Spell: A spell that attacks a target, but which is not an elemental attack spell.

Mass Spell: A spell with its “# of targets” or its “area of effect” based upon the caster's level.

Elemental Attack Spell: A spell which creates and uses fire, cold, water, ice, or electricity to attack a target. The “elements” created by these spells are real.

Lord Spell: The spell is keyed to a 20th level effect.

True Spell: A “True” spell is the highest level version of a specific spell type. Its potency will define the upper limit of the effect(s) derived from a given spell.

1. **Spell List Name**—Each spell list has a unique name.
2. **Spell List Number**—Each spell list has a unique identifier line that combines its classification and a section number.
3. **Listing**—At the top of each spell list is a listing of all the spells, sorted by level. This listing also shows important spell parameters.
4. **Spell Level/Name**—The level and name of each spell appears in two places; in the listing and in the descriptions.
5. **Area of Effect**—This is the area affected by the spell. If “varies” appears here, check the description for the exact area of effect.
6. **Duration**—This is the duration that the spell will remain active. If “varies” appears here, check the description for the exact area of effect.
7. **Range**—This is the range from the caster to the area of effect. If “varies” appears here, check the description for the exact area of effect.
8. **Type**—This is the type of spell. It will determine what kind of resistance roll the target gets (if any).
9. **Notes**—If there are any global notes or special rules for spells in this list, they will be found here.

OPEN CHANNELING 2.3 2						
1 DETECTION MASTERY						
Lvl	Spell	Area of Effect	Duration	Range	Type	
1	Detect Channeling	5'R	1 min/lvl (C)	50'	P	
2	Detect Essence	5'R	1 min/lvl (C)	50'	P	
3	Detect Mentalism	5'R	1 min/lvl (C)	50'	P	
4	Detect Life	5'R	1 min/lvl (C)	50'	P	
5	Detect Curse	5'R	1 min/lvl (C)	50'	P	
6	Detect Undead	5'R	1 min/lvl (C)	50'	P	
7	Detect Traps	5'R	1 min/lvl (C)	50'	P	
8	Life Typing	1 target	—	50'	P	
9	Detect Invisible	5'R	1 min/lvl (C)	50'	P	
10	Perceive Power I	5'R	1 min/lvl (C)	50'	P	
11	Poison Analysis	1 target	6	50'	P	
12						
13	Power Typing	5'R	1 min/lvl (C)	50'	P	
14						
15	Detect Spell	5'R	1 min/lvl (C)	50'	P	
16						
17	Perceive Power II	50'R	1 min/lvl (C)	500'	P	
18	Location	caster	—	300'	P	
19						
20	Curse Analysis	5'R	1 min/lvl (C)	50'	P	
25	Life Analysis	1 target	—	50'	P	
30	Detect True	varies	1 min/lvl (C)	50'	P	
50	Location True	caster	—	1 mi/lvl	P	



13. **Power Typing** – As *Detect Channeling*, except it analyzes general spell type (in item or cast) and what spell list it was cast from. In the case of a person, it gives his exact profession.

15. **Detect Spell** – As *Detect Channeling*, except detects any spell that has ever been cast in the area examined.

17. **Perceive Power II** – As *Perceive Power I*, except range is 500' and area is 50' radius.

18. **Location** – Gives the direction and distance to any specific object or place that the caster is familiar with **or** has had described in detail. The caster must have the dimensions of the object exact within 10% of actual size **and** know at least two other attributes that make the item unique (e.g., color, texture, weight, etc.). Note that sometimes the caster must know more than two other attributes to make the item unique.

20. **Curse Analysis** – As *Detect Channeling*, except a curse may be analyzed for level, effect and required cure.

25. **Life Analysis** – As *Life Typing*, except also gives exact profession, alignment, and other pertinent details.

30. **Detect True** – As *Detect Channeling*, except any of the lower level spells on this list can be used once per round.

50. **Location True** – As *Location*, except range is 1 mile per level.

SPECIAL NOTES 9

1) All of the spells on this list are Passive in type. The target of the spell is allowed an RR, but success only indicates that the target is aware that a spell was cast upon him (i.e., the spell still works).

2) A “curse” (for the purposes of the *Detect Curse* spell) is defined as something that is detrimental and magical in nature (e.g., delivered from the Curses spell list). See Section 15.21 (p. 100) for more on curses.



DETECTION MASTERY

1. **Detect Channeling** – Detects any active spell or item from the Channeling realm; caster can concentrate on a different 5 foot radius each round.
2. **Detect Essence** – As *Detect Channeling*, except realm is Essence.
3. **Detect Mentalism** – As *Detect Channeling*, except realm is Mentalism.
4. **Detect Life** – As *Detect Channeling*, except detects living beings.
5. **Detect Curse** – As *Detect Channeling*, except detects curses on people or things.
6. **Detect Undead** – As *Detect Channeling*, except detects the presence of Undead.
7. **Detect Traps** – As *Detect Channeling*, except it gives a 75% chance of detecting a trap (trap sophistication modifiers may reduce or enhance this chance).
8. **Life Typing** – As *Detect Channeling*, except it analyzes one living being; giving race, age, and current state of health.
9. **Detect Invisible** – As *Detect Channeling*, except detects invisible things. All attacks against an invisible target suffer a -50 penalty (instead of the standard -100).
10. **Perceive Power I** – As *Detect Channeling*, except it will give an estimate of the power (i.e., level) of the person, item, or spell examined.
11. **Poison Analysis** – As *Detect Channeling*, except it gives an analysis of any poisons on a single object or in a single being.



OPEN CHANNELING 2.1

BARRIER LAW



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Light Wall	20' x 20' x 1"	C	50'	E
2)	Airwall	10'x10'x3'	C	50'	E
3)	Light Wall II	20' x 20' x 1"	1 min./lvl	50'	E
4)	Waterwall	10'x10'x1'	C	50'	E
5)	Woodwall	10'x20'x2"	1 min./lvl	50'	E
6)					
7)	Earthwall	10'x10'x3'	1 min./lvl	50'	E
8)	Icewall I	10'x10'x2'	P	50'	E
9)					
10)	Barrier Pit	varies	P	50'	E
11)	Airwall True	10'x10'x3'	1 min./lvl	50'	E
12)	Stonewall	10'x10'x1'	1 min./lvl	50'	E
13)	Waterwall True	10'x10'x1'	1 min./lvl	50'	E
14)					
15)	Woodwall True	10'x20'x2"	P	50'	E
16)					
17)	Earthwall True	10'x10'x3'	P	50'	E
18)	Icewall II	20'x20'x4'	P	50'	E
19)					
20)	Stonewall True	10'x10'x1'	P	50'	E
25)	Meld Walls	varies	P	touch	E
30)	Curved Wall	varies	varies	50'	E
50)	Wall of Force	10'x20'x1"	1 rnd./lvl	100'	E

11. **Airwall True** – As *Airwall*, except for duration.

12. **Stonewall** – As *Woodwall*, except wall is made of stone and has a size up to 10' x 10' x 1'. It can be chipped through.

13. **Waterwall True** – As *Waterwall*, except for duration.

15. **Woodwall True** – As *Woodwall*, except for duration.

17. **Earthwall True** – As *Earth Wall*, except for duration.

18. **Icewall II** – As *Icewall I*, except wall is up to 20' x 20' x (4' at base, 2' at top).

20. **Stonewall True** – As *Stonewall*, except for duration.

25. **Meld Walls** – Fuses 2 touching walls (seam can be up to 20' long) or fuses a section of stone blocks (up to 100 cubic feet').

30. **Curved Wall** – As any one of the lower level "wall" spells on this list, except the wall can be curved up to a semicircle.

50. **Wall of Force** – By directly Channeling the power of his deity, the caster creates a transparent wall of "force" that is absolutely impassable by anyone or anything. It can be up to 10' x 20' x 1".

SPECIAL NOTES

1) All "Wall" spells created by spells on this list must rest (i.e., stand) on a solid surface.

2) All "Wall" spells require that at least 1 cubic foot of the material that the wall consists of be within 50' of the caster.

3) With all walls, the caster has the option of varying the width and height (not the thickness) up to the allowed dimensions. If the caster is attempting to "fill" a space with the wall, the wall will not fit perfectly (i.e., not snug).

4) See Section 15.7 (p. 97) for more on walls.

BARRIER LAW

1. **Light Wall I** – Creates a black, insubstantial wall up to 20' x 20' x 1" that light cannot pass into or through (i.e., it does not hinder movement, but it blocks vision).

2. **Airwall** – Creates a wall of dense churning air up to 10' x 10' x 3'. This wall reduces all movement through it by 50%. In addition, all attacks through the wall suffer a -50 penalty.

3. **Light Wall II** – As *Light Wall I*, except for duration.

4. **Waterwall** – Creates a wall of water up to 10' x 10' x 1'. This wall reduces all movement through it by 80%. In addition, all attacks through the wall suffer a -80 penalty.

5. **Woodwall** – Creates a wall of wood up to 10' x 20' x 2". This wall can be burned though, chopped through, or toppled (if not propped up somehow).

7. **Earthwall** – As *Woodwall*, except wall is made of earth and has a size up to 10' x 10' x (3' at base, 1' at top) of packed earth.

8. **Icewall I** – As *Woodwall*, except wall is made of ice and has a size up to 10' x 10' x (2' at base, 1' at top). It can be melted, chipped through, or toppled (if not propped up somehow).

10. **Barrier Pit** – Opens a pit (500 cubic feet in stone; 1000 cubic feet in earth or ice). The entire pit must be within 50' of caster. A pit may not be opened except on a horizontal surface with an incline of less than 45°.



CONCUSSION'S WAYS

1. **Healing I** – Target is healed of d10 concussion hits.
2. **Frost/Burn Relief I** – Target is healed of one area of up to mild frostbite or 1st degree burn.
3. **Minor Irritation Relief** – Target is healed of one minor irritation (e.g., headache, toothache, bee-sting, hangover, etc.).
4. **Healing III** – As *Healing I*, except that target is healed of 3d10 concussion hits.
5. **Stun Relief** – Target is relieved of 1 round's worth of accumulated stun effects.
6. **Frost/Burn Relief II** – As *Frost/Burn Relief I*, except caster can heal 2 areas of mild damage **or** 1 area of moderate damage (e.g., 2nd degree burn).
7. **Regeneration I** – Will reduce damage target has by 1 hit every minute as long as caster concentrates. If the caster is unconscious this spell will operate on him without concentration.
8. **Healing V** – As *Healing I* except that target is healed of 5d10 concussion hits.
9. **Frost/Burn Relief III** – As *Frost/Burn Relief I*, except caster can heal 3 areas of mild damage **or** 1 area of severe damage (e.g., 3rd degree burn) **or** a combination of 1 mild and 1 moderate area of damage.
10. **Awakening** – Target is instantly awake.
11. **Healing VII** – As *Healing I*, except that target is healed of 7d10 concussion hits.
12. **Regeneration II** – As *Regeneration I*, except target's damage is reduced by 2 hits per minute of concentration.
13. **Frost/Burn Relief IV** – As *Frost/Burn Relief I*, except caster can heal 4 mild **or** 2 moderate **or** 1 mild and 1 severe **or** 2 mild and 1 moderate area(s) of damage.
15. **Healing X** – As *Healing I*, except that target is healed of 10d10 concussion hits.
17. **Long Stun Relief** – As *Stun Relief*, except that the caster's range is 100'.
18. **Regeneration III** – As *Regeneration I*, except target's damage is reduced by 3 hits per minute.
20. **Healing XV** – As *Healing I*, except that target is healed of 15d10 concussion hits.
25. **Regeneration V** – As *Regeneration I*, except target's damage is reduced by 5 hits per minute.
30. **True Healing** – As *Healing I*, except that target is healed of all concussion hits.
50. **Mass True Healing** – Allows caster to heal all concussion hits in a number of targets equal to level of caster.

SPECIAL NOTES

See *RMFRP* Section 24.1 (p. 75) for more on healing.

OPEN CHANNELING 2.2

CONCUSSION'S WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Healing I	1 target	P	touch	U
☐ 2)	Frost/Burn Relief I	1 target	P	touch	U
☐ 3)	Minor Irritation Relief	1 target	P	touch	U
☐ 4)	Healing III	1 target	P	touch	U
☐ 5)	Stun Relief *	1 target	P	touch	Us
☐ 6)	Frost/Burn Relief II	1 target	P	touch	U
☐ 7)	Regeneration I *	1 target	C	touch	Us
☐ 8)	Healing V	1 target	P	touch	U
☐ 9)	Frost/Burn Relief III	1 target	P	touch	U
☐ 10)	Awakening	1 target	—	100'	U
☐ 11)	Healing VII	1 target	P	touch	U
☐ 12)	Regeneration II *	1 target	C	touch	U
☐ 13)	Frost/Burn Relief IV	1 target	P	touch	U
☐ 14)					
☐ 15)	Healing X	1 target	P	touch	U
☐ 16)					
☐ 17)	Long Stun Relief *	1 target	P	100'	Us
☐ 18)	Regeneration III *	1 target	C	touch	U
☐ 19)					
☐ 20)	Healing XV	1 target	P	touch	U
☐ 25)	Regeneration V *	1 target	C	touch	U
☐ 30)	True Healing	1 target	P	touch	U
☐ 50)	Mass True Healing	varies	P	100'	U



OPEN CHANNELING 2.3

DETECTION MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Detect Channeling	5'R	1 min/lvl (C)	50'	P
2)	Detect Essence	5'R	1 min/lvl (C)	50'	P
3)	Detect Mentalism	5'R	1 min/lvl (C)	50'	P
4)	Detect Life	5'R	1 min/lvl (C)	50'	P
5)	Detect Curse	5'R	1 min/lvl (C)	50'	P
6)	Detect Undead	5'R	1 min/lvl (C)	50'	P
7)	Detect Traps	5'R	1 min/lvl (C)	50'	P
8)	Life Typing	1 target	—	50'	P
9)	Detect Invisible	5'R	1 min/lvl (C)	50'	P
10)	Perceive Power I	5'R	1 min/lvl (C)	50'	P
11)	Poison Analysis	1 target	—	50'	P
12)					
13)	Power Typing	5'R	1 min/lvl (C)	50'	P
14)					
15)	Detect Spell	5'R	1 min/lvl (C)	50'	P
16)					
17)	Perceive Power II	50'R	1 min/lvl (C)	500'	P
18)	Location	caster	—	300'	P
19)					
20)	Curse Analysis	5'R	1 min/lvl (C)	50'	P
25)	Life Analysis	1 target	—	50'	P
30)	Detect True	varies	1 min/lvl (C)	50'	P
50)	Location True	caster	—	1 mi/lvl	P



DETECTION MASTERY

- Detect Channeling** — Detects any active spell or item from the Channeling realm; caster can concentrate on a different 5 foot radius each round.
- Detect Essence** — As *Detect Channeling*, except realm is Essence.
- Detect Mentalism** — As *Detect Channeling*, except realm is Mentalism.
- Detect Life** — As *Detect Channeling*, except detects living beings.
- Detect Curse** — As *Detect Channeling*, except detects curses on people or things.
- Detect Undead** — As *Detect Channeling*, except detects the presence of Undead.
- Detect Traps** — As *Detect Channeling*, except it gives a 75% chance of detecting a trap (trap sophistication modifiers may reduce or enhance this chance).
- Life Typing** — As *Detect Channeling*, except it analyzes one living being; giving race, age, and current state of health.
- Detect Invisible** — As *Detect Channeling*, except detects invisible things. All attacks against an invisible target suffer a -50 penalty (instead of the standard -100).
- Perceive Power I** — As *Detect Channeling*, except it will give an estimate of the power (i.e., level) of the person, item, or spell examined.
- Poison Analysis** — As *Detect Channeling*, except it gives an analysis of any poisons on a single object or in a single being.

13. Power Typing — As *Detect Channeling*, except it analyzes general spell type (in item or cast) and what spell list it was cast from. In the case of a person, it gives his exact profession.

15. Detect Spell — As *Detect Channeling*, except detects any spell that has ever been cast in the area examined.

17. Perceive Power II — As *Perceive Power I*, except range is 500' and area is 50' radius.

18. Location — Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail. The caster must have the dimensions of the object exact within 10% of actual size **and** know at least two other attributes that make the item unique (e.g., color, texture, weight, etc.). Note that sometimes the caster must know more than two other attributes to make the item unique.

20. Curse Analysis — As *Detect Channeling*, except a curse may be analyzed for level, effect and required cure.

25. Life Analysis — As *Life Typing*, except also gives exact profession, alignment, and other pertinent details.

30. Detect True — As *Detect Channeling*, except any of the lower level spells on this list can be used once per round.

50. Location True — As *Location*, except range is 1 mile per level.

SPECIAL NOTES

- All of the spells on this list are Passive in type. The target of the spell is allowed an RR, but success only indicates that the target is aware that a spell was cast upon him (i.e., the spell still works).
- A "curse" (for the purposes of the *Detect Curse* spell) is defined as something that is detrimental and magical in nature (e.g., delivered from the Curses spell list). See Section 15.21 (p. 100) for more on curses.



LIGHT'S WAY

1. **Projected Light** — A beam of light (like a flashlight) springs from the caster's palm; 50' effective range. If the caster closes his fist, the light will "turn off;" when the fist is opened, the light will come back on (so long as the spell duration has not expired).
2. **Light I** — Lights a 10 foot radius area about the point touched; if the point is on a mobile object or being, it will move with the object/being.
3. **Aura** — Creates a bright aura about the target, making him appear more powerful and subtracting 10 from all attacks against the target.
4. **Light II** — As *Light I*, except 1 or 2 areas can be created with a total radius of 20' (e.g., one area of 20' or two areas of 10').
5. **Sudden Light** — Causes a 10 foot radius burst of intense light, all within are stunned for 1 round per 10 failure.
6. **True Aura** — As *Aura*, except it makes him appear very powerful; subtracting 15 from all attacks against the target.
7. **Shock Bolt** — A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Shock Bolt Attack Table 13.8 (p. 87).
8. **Light III** — As *Light II*, up to 3 areas can be created with a total radius of 30'.
9. **Utterlight I** — As *Light I*, except it is the equivalent of full daylight; it also nullifies all magically created darkness for the duration.
10. **Waiting Light** — As *Light I*, except caster can delay the spell up to 24 hours; it can be triggered by one of the following (decided by caster): elapsed time, specific movements, specific sounds, or touch.
11. **Flare** — A 6" radius ball of light is shot from the palm of the caster. It will travel to the limit of the range, explode (as a flare), burn with a bright light (as a flare), drift slowly to earth, and go out. An area equal to the range is lit if the flare can raise to its full range. If used against a target, use the Shock Bolt Attack Table 13.8 (p. 87) but deliver Heat criticals.



OPEN CHANNELING 2.4

LIGHT'S WAY

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Projected Light	50' beam	10 min/lvl	self	E
□ 2)	Light I	10'R	10 min/lvl	touch	E
□ 3)	Aura	1 target	10 min/lvl	10'	U
□ 4)	Light II	20'R	10 min/lvl	touch	E
□ 5)	Sudden Light	10'R	—	100'	F
□ 6)	True Aura	1 target	10 min/lvl	10'	U
□ 7)	Shock Bolt	1 target	—	100'	DE
□ 8)	Light III	30'R	10 min/lvl	touch	E
□ 9)	Utterlight I	10'R	1 min/lvl	touch	E
□ 10)	Waiting Light	10'R	10 min/lvl	touch	E
□ 11)	Flare	varies	1 rnd/lvl	20'/lvl	DE
□ 12)					
□ 13)	Light V	50'R	10 min/lvl	touch	E
□ 14)					
□ 15)	Light X	100'R	10 min/lvl	touch	E
□ 16)					
□ 17)	Utterlight V	50'R	1 min/lvl	touch	E
□ 18)	Mass Light	10'R/lvl	10 min/lvl	touch	E
□ 19)					
□ 20)	Mass Aura	varies	10 min/lvl	10'	U
□ 25)	Lightning Call	1 target	—	100'	DE
□ 30)	Alkar	1 target	10 min/lvl	10'	U
□ 50)	Mass Utterlight	10'R/lvl	1 min/lvl	touch	E

13. **Light V** — As *Light III*, except up to 5 areas can be created with a total radius of 50'.

15. **Light X** — As *Light III*, except up to 10 areas can be created with a total radius of 100'.

17. **Utterlight V** — As *Utterlight I*, except up to 5 areas can be created with a total radius of 50'.

18. **Mass Light** — As *Light III*, except total radius is 10' per level.

20. **Mass Aura** — As *Aura*, except as many targets as the caster's level can be affected.

25. **Lightning Call** — Caster can cause a lightning bolt to strike a target within his range. Results are determined on the Lightning Bolt Attack Table. There must be a storm within 1 mile that is severe enough to cause precipitation or lightning or very heavy winds. The caster must be outdoors to cast this spell.

30. **Alkar** — As *Aura*, except target seems like a minor god and the subtraction is 25.

50. **Mass Utterlight** — As *Utterlight I*, except as many areas as the caster levels can be created with a total radius of 10' per level.

SPECIAL NOTES

None of the *Aura* spells (*Aura*, *True Aura*, *Mass Aura*, and *Alkar*) are cumulative with each other.



OPEN CHANNELING 2.5

LOFTY MOVEMENTS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Edgewalking	1 target	1 min/lvl	10'	U
3)					
4)	Limbwalking	1 target	1 min/lvl	10'	U
5)	Stonewalking	1 target	1 min/lvl	10'	U
6)	Waterwalking	1 target	1 min/lvl	10'	U
7)	Merging Organic	1 target	1 min/lvl	10'	U
8)	Store Sanctuary	caster	P	self	U
9)	Limbrunning	1 target	1 min/lvl	10'	U
10)	Stonerunning	1 target	1 min/lvl	10'	U
11)	Waterunning	1 target	1 min/lvl	10'	U
12)	Windwalking	1 target	1 min/lvl	10'	U
13)	Returning I	caster	—	self	U
14)					
15)	Gr. Merging Organic	1 target	1 min/lvl	10'	U
16)	Returning V	caster	—	self	U
17)					
18)	Windrunning	1 target	1 min/lvl	10'	U
19)	Returning X	caster	—	self	U
20)	Merging Tr. Organic	1 target	1 min/lvl	10'	U
25)	Windrunning True				
30)	Word of Return *	caster	—	self	U
50)	Rereturning *	caster	—	self	U



LOFTY MOVEMENTS

2. **Edgewalking** — Target can walk along narrow edges (down to 2" wide) that can support his weight. Maneuver rolls are not normally required.
4. **Limbwalking** — Target can walk along tree limbs as if he were on level ground.
5. **Stonewalking** — Target can walk on stone surfaces of up to 60° as if he were on level ground.
6. **Waterwalking** — Target can walk on water as if he were on level ground; may not be used on rough water.
7. **Merging Organic** — Target can merge into organic material (live or dead). While merged, the target cannot move or perceive. When the target emerges from the material, he can emerge from any side or face of the material. The target cannot move "through" material greater in width than his own body size plus 2 feet.
8. **Store Sanctuary** — Caster "stores" a location for use with certain other spells on this list. While casting this spell, the caster must meditate for one hour in the location that will be stored. The caster can only have one sanctuary stored at a time. As long as this location remains "stored," it will detect as a magical (i.e., "holy") place.
9. **Limbrunning** — As *Limbwalking*, except target can run.
10. **Stonerunning** — As *Stonewalking*, except target can run.
11. **Waterunning** — As *Waterwalking*, except target can run.

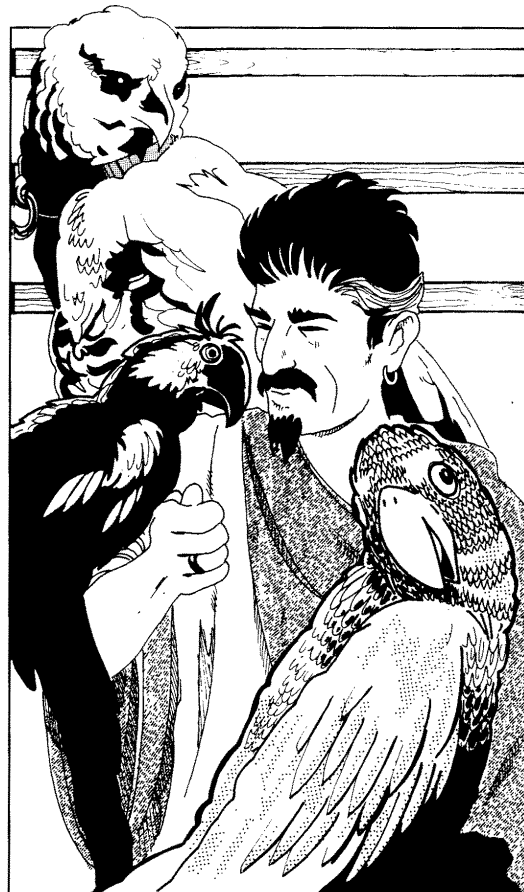
12. **Windwalking** — Target can walk on calm air. This spell only allows for horizontal movement. Vertical movement must be achieved by other means.
13. **Returning I** — Caster may return to his stored sanctuary so long as the sanctuary is no more than 1 mile away.
15. **Great Merging Organic** — As *Merging Organic*, except target may turn within the material and perceive the world outside of the material.
16. **Returning V** — As *Returning I*, except the sanctuary can be up to 5 miles away.
18. **Windrunning** — As *Windwalking*, except target can run.
19. **Returning X** — As *Returning I*, except the sanctuary can be up to 10 miles away.
20. **Merging True Organic** — As *Great Merging Organic*, except target may use spells on himself while merged.
25. **Windrunning True** — As *Windrunning*, except target can run up to twice the normal speed on calm air without expending energy.
30. **Word of Return** — As *Returning I*, except the sanctuary can be any distance away up to 10 miles per level of the caster.
50. **Rereturning** — Caster may go to his sanctuary (as per *Word of Return*), stay up to 1 round per level, and then return to the point where he cast his spell (thus making it a round trip).

SPECIAL NOTES

See Section 15.6 (p. 97) for notes on encumbrance limits for movement spells.

NATURE'S LAW

2. **Plant Lore** — Caster learns nature, history, and value of any 1 plant.
3. **Herb Lore** — Caster can understand the nature, origin, and value of any 1 herb; if the plant is not an herb, no information will be related.
5. **Stone Lore** — Caster learns the nature, history, and origin of any 1 stone.
6. **Speed Growth** — Caster can increase speed of growth for any 1 species of plant within the radius by 10 times.
7. **Animal Tongues** — Allows caster to understand and "speak" the language of any 1 animal species.
9. **Animal Mastery I** — Caster can control the actions of any 1 animal.
10. **Nature's Awareness I** — Caster can monitor animate activity in the area (e.g., he will be aware of subtle movements). For the duration of the spell, the caster cannot move.
11. **Plant Tongues** — Allows caster to understand and "speak" the language of any 1 plant species.
12. **Animal Mastery III** — As *Animal Mastery I*, except caster can control 3 animals.
13. **Animal Empathy** — Caster can understand and/or visualize the thoughts and emotions of any 1 animal.
14. **Plant Control I** — Caster can control the automatic and/or mental processes of any 1 plant. Caster can also control the plant's movements. Note that this spell does not allow movement beyond normal allowances.
15. **Stonespeech** — Caster can communicate with any 1 stone if it possesses any animate qualities (e.g., caster could speak to a holy stone that possesses an intelligence).
16. **Herb Production** — Caster can grow an herb by planting the proper seed. The herb is sterile—growth takes 1-10 rounds.
18. **Animal Mastery V** — As *Animal Mastery I*, except caster can control 5 animals.
19. **Plant Control III** — As *Plant Control I*, except caster can control any 3 plants.
20. **Nature's Awareness V** — As *Nature's Awareness I*, except that the radius is 500'.
25. **Earth Empathy** — Caster can understand and/or visualize the thoughts and emotions of any 1 animal, plant, stone, or dead organic object. The caster can change targets once per round.



OPEN CHANNELING 2.6

NATURE'S LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)					
☐ 2)	Plant Lore	1 plant	—	10'	I
☐ 3)	Herb Lore	1 herb	—	10'	I
☐ 4)					
☐ 5)	Stone Lore	1 stone	—	10'	I
☐ 6)	Speed Growth	1 species	1 day	10'	U
☐ 7)	Animal Tongues	caster	1 min/lvl	self	I
☐ 8)					
☐ 9)	Animal Mastery I	1 animal	C	100'	Fm
☐ 10)	Nature's Awareness I	caster	C	100'	I
☐ 11)	Plant Tongues	caster	1 min/lvl	self	I
☐ 12)	Animal Mastery III	3 animals	C	100'	F
☐ 13)	Animal Empathy	1 animal	C	100'	P
☐ 14)	Plant Control I	1 plant	1 min/lvl	100'	Fm
☐ 15)	Stonespeech	1 stone	1 min/lvl	self	I
☐ 16)	Herb Production	1 seed	P	touch	U
☐ 17)					
☐ 18)	Animal Mastery V	5 animals	C	100'	Fm
☐ 19)	Plant Control III	3 plants	1 min /lvl	100'	Fm
☐ 20)	Nature's Awareness V	caster	C	500'	I
☐ 25)	Earth Empathy	1 object	1 min/lvl	100'	P
☐ 30)	Mastery	1 species	C	10'/lvl	Fm
☐ 50)	Animal Mastery True	1 species	P	10'/lvl	Fm

30. **Mastery** — As *Animal Mastery I*, except caster can control all of the animals of a given species within a range equal to 10' x his level (e.g., at 30th level you could control all of the ferrets or minks within 300').

50. **Animal Mastery True** — As *Animal Mastery I*, except duration is permanent and concentration is not required. At a given time, there may only be 1 animal controlled by caster through use of this spell.

SPECIAL NOTES

1) Any spell that provides information to the caster can be tricky for the GM to run. Every GM should examine lore spells and determine how much information he is willing to impart to the players. See Section 15.13 (p. 98) for more on information spells.

2) An herb is defined as a plant that, when specially prepared, provides some unusual benefit to the user. This does not apply to poisons.

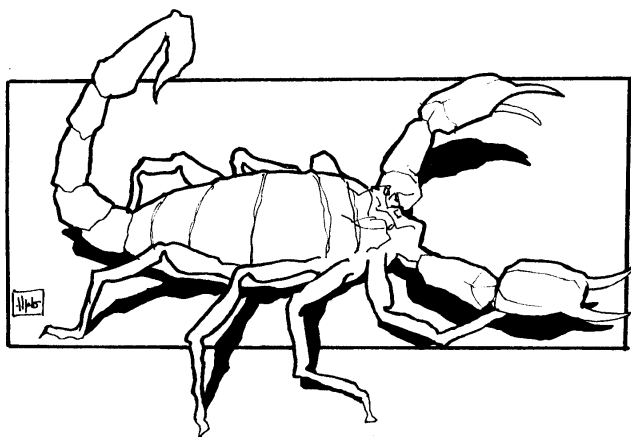


OPEN CHANNELING 2.7

PURIFICATIONS



Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Disease Purification	1 target	P	touch	U
☐ 2)	Food Preservation	varies	1 week	touch	U
☐ 3)	Poison Purification	1 target	P	touch	U
☐ 4)	Disease Resistance I	1 target	10 min/lvl	touch	U
☐ 5)	Poison Resistance I	1 target	10 min/lvl	touch	U
☐ 6)	Sustenance Purification	varies	P	touch	U
☐ 7)					
☐ 8)	Disease Resistance II	1 target	10 min/lvl	touch	U
☐ 9)	Poison Resistance II	1 target	10 min/lvl	touch	U
☐ 10)	Mind Disease Cures	1 target	P	touch	U
☐ 11)	Disease Resistance III	1 target	10 min/lvl	touch	U
☐ 12)	Poison Resistance III	1 target	10 min/lvl	touch	U
☐ 13)					
☐ 14)	Undisease	1 target	P	touch	U
☐ 15)	Unpoison	1 target	P	touch	U
☐ 16)					
☐ 17)					
☐ 18)	Mass Undisease	varies	P	100'	U
☐ 19)	Mass Unpoison	varies	P	100'	U
☐ 20)	Mind Disease Cures Tr.	1 target	P	10'	U
☐ 25)	Gr. Disease Purification	varies	P	100'	U
☐ 30)	Gr. Poison Purification	varies	P	100'	U
☐ 50)	Purification True	varies	P	100'/lvl	U



PURIFICATIONS

- Disease Purification** – Stops infection and/or spread of a disease in 1 target after he has acquired the disease. No further damage will occur in uninfected areas of the body.
- Food Preservation** – This spell perfectly preserves one day's worth of food for 1 week, after which it will spoil normally.
- Poison Purification** – Neutralizes any 1 poison in the system of 1 target. Damage already sustained is not cured.
- Disease Resistance I** – For the duration of the spell, target gets an additional RR versus any disease(s).
- Poison Resistance I** – For the duration of the spell, target gets an additional RR versus any poison(s).
- Sustenance Purification** – This spell neutralizes abnormal diseases, poison, and other similar substances in one day's worth of food and/or water. It will not neutralize a poison or similar substance that is a natural part of the food (e.g., it will not neutralize the natural poison in poisoned mushrooms).
- Disease Resistance II** – As *Disease Resistance I*, except target gets 2 additional RRs.
- Poison Resistance II** – As *Poison Resistance I*, except target gets 2 additional RRs.
- Mind Disease Cures** – Target is cured of any 1 mind disease, recovery 1-50 days.
- Disease Resistance III** – As *Disease Resistance I*, except target gets 3 additional RRs.
- Poison Resistance III** – As *Poison Resistance I*, except target gets 3 additional RRs.
- Undisease** – Caster can remove any 1 disease from a target.
- Unpoison** – Caster can remove any 1 poison from a target.
- Mass Undisease** – Caster can remove any 1 disease from a number of targets equal to his level (e.g., an 18th level caster could remove leprosy from 18 targets).
- Mass Unpoison** – Caster can remove any 1 poison from the systems of a number of targets equal to his level.
- Mind Disease Cures True** – As *Mind Disease Cures*, except recovery is instantaneous.
- Greater Disease Purification** – All disease in the area is eliminated.
- Greater Poison Purification** – All poison in the area is neutralized.
- Purification True** – Eliminates all poisons and/or diseases in the area.

SOUND'S WAY

1. **Speech I** – Target is able to communicate basic ideas in the language of a specific being (e.g., hungry, thirsty, bathroom, peace, etc.). For the duration of the spell, the target has the equivalent of skill rank 2 in the language.
3. **Quiet I** – Creates a 1 foot radius area around the target, into and out of which sound cannot travel; if the point is on a mobile object or being, it will move with the object/being. +25 to any Stalking maneuvers.
5. **Soundwall I** – Creates a plane (up to 20' x 20'), through which sound will not pass.
6. **Speech II** – As *Speech I*, except target can communicate in more complex concepts, although there is a good chance of misinterpretations. For the duration of the spell, the target has the equivalent of skill rank 4 in the language.
7. **Silence I** – As *Quiet I*, except radius is 10'.
8. **Quiet III** – As *Quiet I*, except 3 targets can be affected.
10. **Soundwall V** – As *Soundwall I*, except 5 such walls are created. Each Soundwall must be connected to at least one other Soundwall.
11. **Quiet V** – As *Quiet I*, except 5 targets may be affected.
13. **Silence V** – As *Silence I*, except radius is 50'.
15. **Speech III** – As *Speech II*, except target is reasonably fluent in the language. Target's accent is imperfect, but there is only a slight chance of misinterpretation. For the duration of the spell, the target has the equivalent of skill rank 6 in the language.
17. **Sounding** – Target can speak at 5 times his normal loudness.
20. **Silence X** – As *Silence I*, except radius is 100'.
25. **Mass Soundwalls** – As *Soundwall V*, except as many Soundwalls as the target's level can be created.
30. **Mass Quiet** – As *Quiet I*, except as many targets as the target's level can be affected.
50. **Speech True** – As *Speech III*, except for the duration and the target speaks the specified language as if he were a native. For the duration of the spell, the target has the equivalent of skill rank 8 in the language.

OPEN CHANNELING 2.8

SOUND'S WAY

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Speech I	1 target	C	10'	U
☐ 2)					
☐ 3)	Quiet I	1 target	1 min/lvl	100'	E
☐ 4)					
☐ 5)	Soundwall I	20'x20'	10 min/lvl	100'	E
☐ 6)	Speech II	1 target	C	10'	U
☐ 7)	Silence I	10'R	1 min/lvl	100'	E
☐ 8)	Quiet III	3 targets	1 min/lvl	100'	E
☐ 9)					
☐ 10)	Soundwall V	(20'x20')x5	10 min/lvl	100'	E
☐ 11)	Quiet V	5 targets	1 min/lvl	100'	E
☐ 12)					
☐ 13)	Silence V	50'R	1 min/lvl	100'	E
☐ 14)					
☐ 15)	Speech III	1 target	C	10'	U
☐ 16)					
☐ 17)	Sounding	1 target	1 min/lvl	10'	E
☐ 18)					
☐ 19)					
☐ 20)	Silence X	100'R	1 min/lvl	100'	E
☐ 25)	Mass Soundwalls	varies	10 min/lvl	100'	E
☐ 30)	Mass Quiet	varies	1 min/lvl	100'	E
☐ 50)	Speech True	1 target	1 min/lvl	100'	U





OPEN CHANNELING 2.9 SPELL DEFENSE



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Protection I	1 target	1 min/lvl	10'	U
2)	Cancel Channeling	caster	C	self	F
3)	Protection Sphere I	varies	C	10'	U
4)	Cancel Essence	caster	C	self	F
5)	Protection II	1 target	1 min/lvl	10'	U
6)	Cancel Mentalism	caster	C	self	F
7)	Protection Sphere II	varies	C	10'	U
8)	Dispel Channeling I	1 target	C	10'	F
9)	Channeling Shield	caster	1 min/lvl	self	U
10)	Protection III	1 target	1 min/lvl	10'	U
11)	Essence Shield	caster	1 min/lvl	self	U
12)	Dispel Essence I	1 target	C	10'	F
13)	Mind Shield	caster	1 min/lvl	self	U
14)	Protection IV	1 target	1 min/lvl	10'	U
15)	Spell Shield II	caster	1 min/lvl	self	U
16)	Dispel Mentalism I	1 target	C	10'	F
17)	Protection V	1 target	1 min/lvl	10'	U
18)					
19)	Spell Shield True	caster	1 min/lvl	self	U
20)	Channeling Resistance	1 target	C	100'	U
25)	Essence Resistance	1 target	C	100'	U
30)	Mentalism Resistance	1 target	C	100'	U
50)	Resistance True	1 target	C	100'	U

9. **Channeling Shield** – Creates a shimmering shield in front of the caster. This shield subtracts 10 from all frontal Channeling attack rolls on the caster (base and elemental). In addition, if the caster performs no other actions during a round, he can “parry” (as with a normal shield) one spell attack. The parry bonus is equal to 10 plus the caster’s skill rank with this list.

10. **Protection III** – As *Protection I*, except bonuses are 15.

11. **Essence Shield** – As *Channeling Shield*, except is effective only against Essence spells.

12. **Dispel Essence I** – As *Dispel Channeling*, except effects spells in the realm of Essence.

13. **Mind Shield** – As *Channeling Shield*, except is effective only against Mentalism spells.

14. **Protection IV** – As *Protection I*, except bonuses are 20.

15. **Spell Shield II** – As *Channeling Shield*, except it is effective against two realms of the caster’s choice.



SPELL DEFENSE

1. **Protection I** – Subtracts 5 from elemental attack rolls against the target, and adds 5 to all of the target’s RRs versus spells.
2. **Cancel Channeling** – When the caster of this spell is a target of a spell from the realm of Channeling, the “incoming” spell must first make an RR before the caster makes an RR. For RR purposes, each spell uses a level equal to its caster’s level. If the “incoming” spell passes the RR, it may target the caster of this spell normally; otherwise the incoming spell has no effect on this target.
3. **Protection Sphere I** – As *Protection I*, except for duration and all beings within 10' of target get the benefits.
4. **Cancel Essence** – As *Cancel Channeling*, except the caster is protected from spells in the realm of Essence.
5. **Protection II** – As *Protection I*, except bonuses are 10.
6. **Cancel Mentalism** – As *Cancel Channeling*, except the caster is protected from spells in the realm of Mentalism.
7. **Protection Sphere II** – As *Protection Sphere I*, except bonuses are 10.
8. **Dispel Channeling I** – Any active spell from the realm of Channeling that is on the target must make an RR (use the level of that spell’s caster as the spell’s level). If the spell fails its RR, it is dispelled.

16. **Dispel Mentalism I** – As *Dispel Channeling*, except effects spells in the realm of Mentalism.

17. **Protection V** – As *Protection I*, except bonuses are 25.

19. **Spell Shield True** – As *Channeling Shield*, except all three realms are affected.

20. **Channeling Resistance** – Target gets +50 to all RRs against Channeling spells.

25. **Essence Resistance** – As *Channeling Resistance*, except is only effective against Essence spells.

25. **Mentalism Resistance** – As *Channeling Resistance*, except is only effective against Mentalism spells.

50. **Resistance True** – As *Channeling Resistance*, except is effective against all three realms.

WEATHER WAYS

1. **Living Gauge** – Caster can ascertain information from the surrounding atmosphere. Information that may be gained includes: temperature, humidity, barometric pressure, and wind speed. The caster can gain a different piece of information each round.
2. **Rain Prediction** – Gives caster a 95% chance of predicting the time and type of precipitation (± 15 min.) over the next 24 hr. period.
4. **Storm Prediction** – As *Rain Prediction*, except it allows a 95% chance of predicting the time and type of a storm, ± 15 minutes over the next 24 hour period.
5. **Weather Prediction I** – As *Rain Prediction* except it allows 95% chance of predicting time, type, and severity of weather (± 15 minutes) over the next 24 hour period.
7. **Breeze Call** – Caster causes a breeze to come forth that will drive out any gaseous matter (cloud, etc.) and modifies by -10 all missile attacks entering, exiting, or passing through the area of effect. Once set, the direction of the breeze will not change.
8. **Fog Call** – Caster causes fog to arise that obscures all vision in and through the radius. All missile attacks into or out of the fog are modified by -10 to -50 (GM's discretion). See Section 15.12 (p. 98) for more on fog.
10. **Weather Prediction III** – As *Weather Prediction I*, except that caster has a 95% chance of predicting weather over a 3 day period.
11. **Precipitation Call** – Caster causes rain or snow (depending on temperature) to fall. The precipitation obscures vision into the radius by 25% and modifies all missile attacks passing through any part of the area by -25.
13. **Weather Prediction V** – As *Weather Prediction I*, except that caster has a 95% chance of predicting weather over a 5 day period.
15. **Wind Mastery** – Caster can control the speed and direction of the wind. Caster can increase or decrease wind speed by 1 mph x his level (e.g., if the wind speed is 20 mph, a 15th level caster could reset the wind speed to any speed between 5 and 35 mph). By directing the wind against missile attacks he can cause a -1 modification for each mph of wind speed. Note that caster can also control the direction of the flow of gases and/or clouds.
18. **Clear Skies** – Caster can make the skies clear of haze, precipitation, clouds, etc. This spell will not affect the wind.
19. **Weather Prediction True** – As *Weather Prediction I*, except that caster has a 95% chance of predicting weather over a 30 day period.
20. **Rain Call** – Caster can summon rain of moderate intensity. The rain will obscure short range vision by up to 25% and long range vision by up to 75%. In addition, missile attacks will suffer penalties. Short-ranged attacks suffer a -25. Medium-ranged attacks suffer a -75. Long-ranged attacks are not possible.



OPEN CHANNELING 2.10 WEATHER WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Living Gauge	caster	C	self	I
☐ 2)	Rain Prediction	caster	—	self	I
☐ 3)					
☐ 4)	Storm Prediction	caster	—	self	I
☐ 5)	Weather Prediction I	caster	—	self	I
☐ 6)					
☐ 7)	Breeze Call	10'R	1 rnd/lvl	self	E
☐ 8)	Fog Call	10'R/lvl	1 min/lvl	self	E
☐ 9)					
☐ 10)	Weather Prediction III	caster	—	self	I
☐ 11)	Precipitation Call	10'R/lvl	1 min/lvl	self	E
☐ 12)					
☐ 13)	Weather Prediction V	caster	—	self	I
☐ 14)					
☐ 15)	Wind Mastery	50'/lvl	1 min/lvl	self	E
☐ 16)					
☐ 17)					
☐ 18)	Clear Skies	1 mi R	1 min/lvl	self	E
☐ 19)	Weather Prediction True	caster	—	self	I
☐ 20)	Rain Call	1 mi	1 min/lvl	self	E
☐ 25)	Weather Call	1 mi	1 min/lvl	self	E
☐ 30)	Storm Call	1 mi R	1 min/lvl	self	E
☐ 50)	Weather Mastery	1 mi R/lvl	1 min/lvl	self	E

25. **Weather Call** – Caster may use any of the lower level spells on this list, but with an increased area of effect (1 mile radius).

30. **Storm Call** – Caster may call forth a storm of any type with maximum wind speeds equal to twice his level, and an intensity according to his desires. Effects will vary according to circumstance (and the GM's discretion). For example, a 30th level caster could summon a lightning storm with intense rain and constant wind speeds of up to 60 m.p.h.: the GM may wish to have random rolls to determine possible lightning strikes versus exposed targets.

50. **Weather Mastery** – Caster may indicate the weather conditions in the area, modifying wind speeds by ± 1 m.p.h. per level, and setting the level of intensity, fog, cloud cover etc. Caster may call for shifts in the patterns as he concentrates, but the change will take at least 1 minute.

SPECIAL NOTES

- 1) All weather generating spells cause weather to gradually form over a period of one minute. In addition, weather generating spells have no effect in areas where there are not normally occurring weather patterns (i.e., inside buildings, etc.).
- 2) See Section 15.13 (p. 98) for more on information spells.





CLOSED CHANNELING 3.1

BLOOD LAW



Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Flowstop I	1 target	—	touch	U
☐ 2)	Flowstop III	1 target	—	touch	U
☐ 3)	Clotting I	1 target	—	touch	U
☐ 4)	Flowstop V	1 target	—	touch	U
☐ 5)	Limb Preservation ‡ *	1 limb	1 day/lvl	touch	U
☐ 6)	Cut Repair I	1 target	P	touch	U
☐ 7)	Clotting III	1 target	—	touch	U
☐ 8)	Minor Vessel Repair	1 target	P	touch	U
☐ 9)	Cut Repair III	1 target	P	touch	U
☐ 10)	Major Vessel Repair	1 target	P	touch	U
☐ 11)					
☐ 12)	Joining ‡ *	1 target	P	touch	U
☐ 13)	Flowstop True	1 target	—	touch	U
☐ 14)	Clotting True	1 target	—	touch	U
☐ 15)					
☐ 16)	Unclothing	1 target	P	touch	U
☐ 17)					
☐ 18)	Cut Repair True	1 target	—	touch	U
☐ 19)					
☐ 20)	Mass Flowstop	varies	—	touch	U
☐ 25)	Joining True ‡ *	1 target	P	touch	U
☐ 30)	Mass Clotting	varies	—	touch	U
☐ 50)	Mass Blood Repair	varies	P	100'	U

10. **Major Vessel Repair** — Allows caster to repair 1 damaged blood vessel of any size, including severed veins and arteries; recovery time: 1d10 days, depending on size of vessel and severity of damage. A major vessel is one that bleeds at 5 hit per round or more when severed.

12. **Joining** — Allows caster to reattach severed limb; also requires use of Bone Law, Muscle Law, and Nerve Law *Joining* spells in order to restore functional status; limb is fully functional in 10-100 days.

13. **Flowstop True** — As *Flow Stoppage I*, except that all blood loss (i.e., hits per round) from one wound is stopped.

14. **Clotting True** — As *Clotting I*, except that blood loss (i.e., hits per round) from one wound is stopped.

16. **Unclothing** — Allows caster to remove any one blood clot; will counter *Clotting Curse* (on the Curses list, p. 62). This spell has no affect on bleeding wounds that have clotted (i.e., "clots" in this sense apply only to internal blood clotting).

18. **Cut Repair True** — As *Cut Repair I*, except that it will stop bleeding and close any one wound.

20. **Mass Flowstop** — As *Flow Stoppage True*, except that caster may stop bleeding from a number of wounds equal to his level (e.g., a 20th level caster can stop bleeding from 20 wounds).

25. **Joining True** — As *Joining*, except that limb is fully functional in 10 minutes (provided caster also uses the other three *Joining True* spells).

30. **Mass Clotting** — As *Mass Flow Stoppage*, except that bleeding is stopped as in *Clotting True*.

50. **Mass Blood Repair** — Allows caster to stop bleeding in, and fully repair, 1 wound per level (e.g., a 50th level caster can fully repair a total of 50 wounds/spell cast).

BLOOD LAW

1. **Flowstop I** — Allows caster to stop bleeding on a wound that is bleeding 1 hit per round; target may not be moved, or bleeding will resume at prior rate.

2. **Flowstop III** — As *Flowstop I*, except that caster can stop up to 3 hits per round (total) bleeding on a wound.

3. **Clotting I** — Allows caster to stop bleeding on a wound that is bleeding 1 hit per round; for 1 hour, target can move at no more than a walking pace, or bleeding will resume at prior rate.

4. **Flowstop V** — As *Flowstop I*, except that caster can stop up to 5 hits per round (total) bleeding on a wound.

5. **Limb Preservation** — Allows caster to prevent the deterioration of 1 limb (even while severed). Also requires use of same spells from Muscle Law, Bone Law, and Nerve Law.

6. **Cut Repair I** — Allows caster to stop bleeding from 1 wound that is bleeding 1 hit per round.

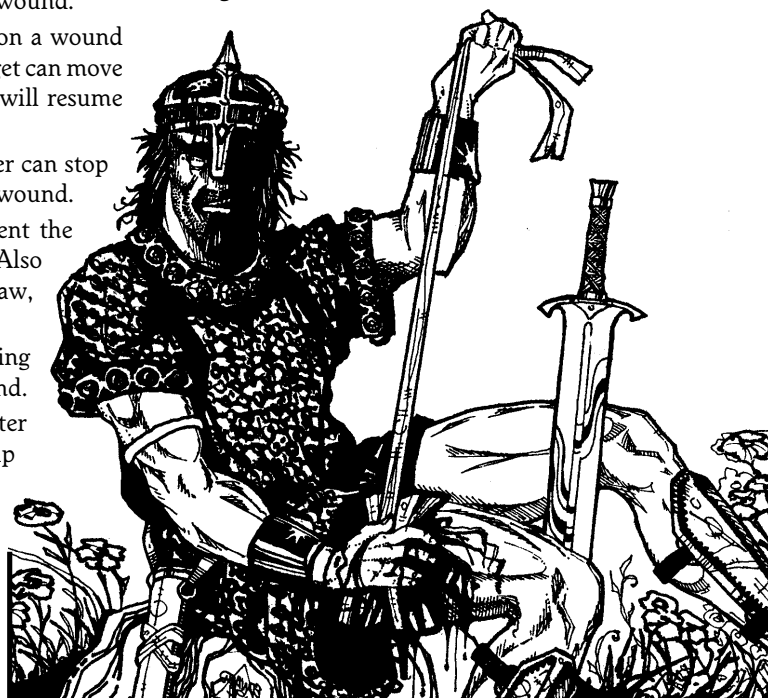
7. **Clotting III** — As *Clotting I*, except that caster can stop bleeding in a wound that is bleeding up to 3 hits per round (total).

8. **Minor Vessel Repair** — Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds at up to 4 hits per round, not major arteries or veins).

9. **Cut Repair III** — As *Cut Repair I*, except that caster can repair wound(s) that bleed(s) up to 3 hits per round (total); three 1 hit per round wounds **or** one 3 hit per round wound **or** one 2 hit per round and one 1 hit per round wound can be healed.

SPECIAL NOTES

See *RMFRP* Section 24.1 (p. 75) for more information on healing.





BONE LAW

1. **Bone Lore** – Caster acquires complete understanding of any bone damage, including the tools and methods required for healing. Caster does not receive the skill or power to perform the cure.
3. **Minor Fracture Repair** – Allows caster to mend one simple fracture (not compound fractures, shatters, joint damage, etc.). Recovery time is one day.
4. **Cartilage Repair** – Allows caster to repair all cartilage damage around one joint. Recovery time is one day.
5. **Limb Preservation** – Allows caster to prevent the deterioration of one limb (even if severed). Also requires the use of the same spell from Nerve Law, Muscle Law, and Blood Law.
6. **Major Fracture Repair** – As *Minor Fracture Repair*, except that the caster can also repair compound fractures. Recovery time is one day.
8. **Skull Repair** – Allows caster to mend one fracture in a skull (but not a shattered area). Recovery time is 1d10 days (depending on the damage).
10. **Joint Repair** – Allows caster to repair one broken (but not shattered) joint. Recovery time is 1d10 days.
11. **Major Fracture Repair True** – As *Minor Fracture Repair*, except recovery is instantaneous.
12. **Joining** – Allows caster to reattach a limb. Requires the use of Muscle Law, Blood Law, and Nerve Law *Joining* spells to restore functional status. Limb is fully functional in 10-100 days.
13. **Cartilage Repair True** – As *Cartilage Repair*, except recovery time is instantaneous.
14. **Major Fracture Repair True** – As *Major Fracture Repair*, except recovery time is instantaneous.
15. **Skull Repair True** – As *Skull Repair*, except recovery time is instantaneous.

CLOSED CHANNELING 3.2

BONE LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Bone Lore	1 target	—	touch	I
□ 2)					
□ 3)	Minor Fracture Repair	1 target	P	touch	U
□ 4)	Cartilage Repair	1 target	P	touch	U
□ 5)	Limb Preservation ‡ *	1 target	1 day/lvl	touch	U
□ 6)	Major Fracture Repair	1 target	P	touch	U
□ 7)					
□ 8)	Skull Repair	1 target	P	touch	U
□ 9)					
□ 10)	Joint Repair	1 target	P	touch	U
□ 11)	Min. Fracture Rep. Tr.	1 target	P	touch	U
□ 12)	Joining ‡ *	1 target	P	touch	U
□ 13)	Cartilage Repair True	1 target	P	touch	U
□ 14)	Maj. Fracture Rep. Tr.	1 target	P	touch	U
□ 15)	Skull Repair True	1 target	P	touch	U
□ 16)	Joint Repair True	1 target	P	touch	U
□ 17)	Shatter Repair	1 target	P	touch	U
□ 18)	Mass Min. Fract. Rep.	varies	P	touch	U
□ 19)					
□ 20)	Mass Cartilage Repair	varies	P	touch	U
□ 25)	Joining True ‡ *	1 target	P	touch	U
□ 30)	Mass Maj. Fract. Rep.	varies	P	100'	U
□ 50)	Mass Shatter Repair	varies	P	100'	U

16. **Joint Repair True** – As *Joint Repair*, except recovery time is instantaneous.

17. **Shatter Repair** – Allows caster to repair any broken or shattered bone. Requires a 10 minute operation and 1-10 days recovery time.

18. **Mass Minor Fracture Repair** – As *Minor Fracture Repair*, except it repairs one minor fracture per level of the caster. Spell operates as long as caster concentrates; each mended fracture requires a one day recovery period.

20. **Mass Cartilage Repair** – As *Mass Minor Fracture Repair*, except it repairs cartilage (as in *Cartilage Repair*).

25. **Joining True** – As *Joining*, except that the limb is fully functional in 10 minutes (provided that the caster also uses the other three *Joining True* spells).

30. **Mass Major Fracture Repair** – As *Mass Minor Fracture Repair*, except for the range and it repairs major fractures (as in *Major Fracture Repair*).

50. **Mass Shatter Repair** – As *Mass Minor Fracture Repair*, except for the range and it repairs any broken or shattered bone (as in *Shatter Repair*).

SPECIAL NOTES

See *RMFRP* Section 24.1 (p. 75) for more information on healing.



CLOSED CHANNELING 3.3

CALM SPIRITS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Animal Calming I	1 target	2 min/lvl	100'	Fm
2)	Calm I	1 target	1 min/lvl	100'	Fm
3)	Animal Calming III	3 targets	2 min/lvl	100'	Fm
4)	Calm II	2 targets	1 min/lvl	100'	Fm
5)	Hold Kind	1 target	C	100'	Fm
6)	Calm III	3 targets	1 min/lvl	100'	Fm
7)	Animal Calming V	5 targets	2 min/lvl	100'	Fm
8)	Calm IV	4 targets	1 min/lvl	100'	Fm
9)	Calm V	5 targets	1 min/lvl	100'	Fm
10)	Mass Animal Calm. I	varies	2 min/lvl	100'	Fm
11)	True Hold	1 target	C	100'	Fm
12)	Calm X	10 targets	1 min/lvl	100'	Fm
13)					
14)					
15)	Shout of Calming *	varies	1 min/lvl	50'	Fm
16)					
17)					
18)	Mass Animal Calm. II	varies	2 min/lvl	10'/lvl	Fm
19)					
20)	Lord Calm	varies	1 min/lvl	10'/lvl	Fm
25)	Long Calm	1 target	1 day/lvl	300'	Fm
30)	Mass Calm	varies	1 min/lvl	100'	Fm
50)	Calm True	1 target	P	100'	Fm

3. **Animal Calming III** – As *Animal Calming I*, except 3 targets may be affected.

4. **Calm II** – As *Calm I*, except 2 targets may be affected.

5. **Hold Kind** – Humanoid target is held to 25% of normal action.

6. **Calm III** – As *Calm I*, except 3 targets may be affected.

7. **Animal Calming V** – As *Animal Calming I*, except 5 targets may be affected.

8. **Calm IV** – As *Calm I*, except 4 targets may be affected.

9. **Calm V** – As *Calm I*, except 5 targets may be affected.

10. **Mass Animal Calming I** – Caster can calm a number of animals equal to his level.

11. **True Hold** – As *Hold Kind*, except it will affect any target.

12. **Calm X** – As *Calm I*, except that 10 targets may be affected.

15. **Shout of Calming** – All targets in radius must resist or they are calmed.

18. **Mass Animal Calming II** – As *Mass Animal Calming I*, except RRs are modified by -20 and the range is 10'/lvl.

20. **Lord Calm** – Allows Caster to calm up to 20 targets.

25. **Long Calm** – Caster can calm any 1 target.

30. **Mass Calm** – Caster can calm a number of targets equal to his level.

50. **Calm True** – Caster can calm any 1 target.

SPECIAL NOTES

An "aggressive" action is defined as any action with the intent to directly harm any individual(s). Actions that indirectly result in harm to individuals are not "aggressive." Pulling the lever on the wall to drop an individual into a pit is an aggressive action (the action directly resulted in the harm on an individual). Running away to get help is *not* an aggressive action.

CALM SPIRITS

1. **Animal Calming I** – Target animal will take no aggressive/offensive action, and will fight only if attacked.
2. **Calm I** – Target will take no aggressive/offensive action, and will fight only if attacked.



CREATIONS

2. **Sustain Self** – Allows caster to go without food or water and not suffer damage (i.e., provides nutrition and water for 1 day).
3. **Water Production I** – Caster can produce sufficient water in any available receptacle to supply a normal, human-sized being for one day.
4. **Food Production I** – Caster can produce sufficient food from the surrounding area to feed 1 hearty appetite for 1 day.
5. **Fire Starting** – Allows caster to set a fire of 1 foot radius; fire will then last as long as there is fuel. A target in the 1 foot radius will take an 'A' Heat critical.
6. **Nutrient Conjures I** – Caster can produce 1 loaf of bread that weighs 0.5 lb. and will nutritionally support 1 being for 1 day; the loaf will lose potency in 1 month.
7. **Water Production III** – As *Water Production I*, except caster can produce 3 days of water.
8. **Food Production III** – As *Food Production I*, except caster can produce sufficient food to feed 3 beings for 1 day.
9. **Herb Enhancement** – Allows caster to enhance the potency of any 1 growing herb by 100% (i.e., by 2x, see notes below); spell may be employed only once per herb.



10. **Water Production V** – As *Water Production I*, except caster can produce 5 days of water.
11. **Food Production V** – As *Food Production I*, except caster can produce sufficient food to feed 5 beings for 1 day.
12. **Nutrient Conjures III** – As *Nutrient Conjure I*, except caster can produce 3 loaves of waybread.
13. **Herb Mastery** – Caster can double the potency of any 1 herb (growing or dead); spell may be employed only once/herb. May not be combined with *Herb Enhancement*.
15. **Lesser Plant Production** – Caster can produce a plant up to 10' in height and/or width; plant must be commonly found in the region.
16. **Mass Water Production** – As *Water Production I*, except caster can create 1 day of water per level (e.g., a 17th level Cleric could create 17 days of water).

CLOSED CHANNELING 3.4

CREATIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)					
□ 2)	Sustain Self	caster	1 day	self	U
□ 3)	Water Production I	—	P	10'	E
□ 4)	Food Production I	—	P	10'	E
□ 5)	Fire Starting	1'R	—	1'	E
□ 6)	Nutrient Conjures I	—	P	10'	E
□ 7)	Water Production III	—	P	10'	E
□ 8)	Food Production III	—	P	10'	E
□ 9)	Herb Enhancement	1 herb	P	touch	U
□ 10)	Water Production V	—	P	10'	E
□ 11)	Food Production V	—	P	10'	E
□ 12)	Nutrient Conjures III	—	P	10'	E
□ 13)	Herb Mastery	1 herb	P	touch	U
□ 14)					
□ 15)	Lesser Plant Production	1 plant	P	10'	E
□ 16)	Mass Water Production	—	P	10'	E
□ 17)	Food Production True	—	P	10'	E
□ 18)					
□ 19)					
□ 20)	Lesser Animal Prod.	1 animal	P	10'	E
□ 25)	Nutrient Conjures True	—	P	10'	E
□ 30)	Greater Plant Prod.	1 plant	P	10'	E
□ 50)	Greater Animal Prod.	1 animal	P	10'	E

17. **Food Production True** – As *Food Production I*, except caster can produce sufficient food to feed a number of beings equal to his level.

20. **Lesser Animal Production** – Caster can create an animal representative of the surrounding region and weighing no more than 10 pounds; animal will be friendly to caster.

25. **Nutrient Conjures True** – As *Nutrient Conjure I*, except caster can produce loaves of waybread equal to his level.

30. **Greater Plant Production** – As *Lesser Plant Production*, except that caster can create 1 plant with a height and/or width of 1' per level (e.g., a 30th level could produce a 20' high tree with a 30' maximum width); plant must be commonly found in the local area.

50. **Greater Animal Production** – As *Lesser Animal Production*, except that caster can produce an animal with a maximum weight of 1 pound per level; the animal must be a native of the area.

SPECIAL NOTES

The *Herb Enhancement* spell increases the potency (e.g., 2x, 3x, etc.) of herbs; this normally increases the effects of a dose of the herb (e.g., 2x potency for a "Heal 1-10" herb would give a "Heal 2-20" herb). However, a GM may wish to have this spell increase the number of doses of an herb (e.g., 2x potency cast on 2 doses of a "Heal 1-10" herb would result in 4 doses). In either case, only one of these spells may be cast upon a specific herb. Plant growth spells do not work on herbs.

See *RMFRP* Section 24.1 (p. 75) for more information on the effects of herbs.

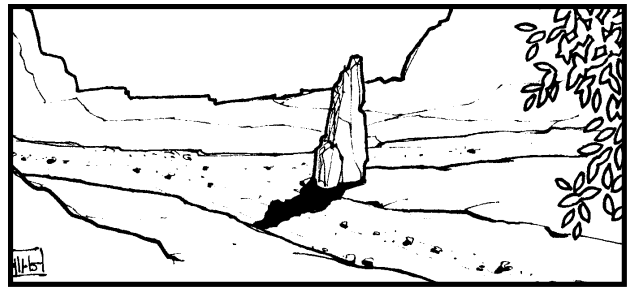




CLOSED CHANNELING 3.5

LOCATING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)					
☐ 2)	Guess	caster	—	self	I
☐ 3)	Pathfinding I	caster	—	100'	I
☐ 4)	Guidance	caster	10 min/lvl(C)	100'/lvl	E
☐ 5)	Location I	1 target	—	100'	P
☐ 6)	Pathfinding III	caster	—	300'	I
☐ 7)					
☐ 8)	Location III	1 target	—	300'	P
☐ 9)	Pathfinding V	caster	—	500'	I
☐ 10)	Location V	1 target	—	500'	P
☐ 11)	Memory's Path	caster	1 hr/lvl	self	U
☐ 12)	Pathfinding X	caster	—	1 mile	I
☐ 13)	Divine Guidance	caster	1 hr/lvl	1 mi/lvl	E
☐ 14)					
☐ 15)	Finding I	1 object	—	100'	P
☐ 16)	Location X	1 target	—	1 mile	P
☐ 17)	Pathfinding True	caster	—	10 mi	
☐ 18)	Finding III	1 object	—	300'	P
☐ 19)					
☐ 20)	Lord Location	1 target	—	20 miles	P
☐ 25)	Paths True	1 mi R/lvl	—	1 mi/lvl	I
☐ 30)	Location True	1 target	—	1 mi/lvl	P
☐ 50)	Finding True	1 object	—	100'/lvl	P



12. **Pathfinding X** — As *Pathfinding I*, except range is 1 mile.
13. **Divine Guidance** — As *Guidance*, except the form of the guidance is that of an animal companion sent by the deity. The caster can follow the animal to a specific destination. If more than 24 hours pass without the caster making progress towards the destination, the animal will leave.
15. **Finding I** — Caster can locate any 1 object he describes, if indeed it exists and is in range (e.g., caster could describe a type of mace he had never seen or heard of).
16. **Location IV** — As *Location I*, except range is 1 mile.
17. **Pathfinding True** — As *Pathfinding I*, except range is 10 miles.
18. **Finding III** — As *Finding I*, except range is 300'.
20. **Lord Location** — As *Location I*, except range is 20 miles.
25. **Paths True** — As *Pathfinding I*, except range is 1 mile per level and exact route(s) within the range are ascertained.
30. **Location True** — As *Location I*, except range is 1 mi per level.
50. **Finding True** — As *Finding*, except range is 100' per level.

SPECIAL NOTES

- When using *Guess*, the caster must have a limited number of options (i.e., finite and countable). After the spell is cast, the caster may not cast another *Guess* for the same information until his experience level has increased.
- The various "Path" spells (*Pathfinding*, *Path Lore*, etc.) share a common definition of "path." A "Path," for these purposes, is a road, track or way created or constructed for a purpose, and along which something travels or moves with at least moderate frequency. This may have been constructed by men, animals, or other means.
In addition, the bounds of the path, for the purposes of these spells, should be between those points at which a larger path, population center (e.g., village, town, city, etc.), or dead end intersects the original. For instance, if the PC casts a *Path Lore* on a secondary road between the King's Highway and the Imperial Road, those two larger "paths" will mark the endpoints of the path, even if the road extends beyond both.
- When using any *Location* spell, the caster must provide an unambiguous description of the object being sought. This includes a minimum of: the item's dimensions (within 10% of actual size) and at least two other identifying attributes (e.g., color, weight, shape, texture, etc.). Often, it will take more than two other attributes to make the description "unique" (i.e., no other item within range of the spell can match the description).
- See Section 15.13 (p. 98) for more on information spells.

LOCATING WAYS

- Guess** — When faced with a choice about which he has little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Gamemaster will determine which way he goes, biasing the choice favorable by 25% (e.g., roll 1-100: correct on 26-100, incorrect on 01-25).
- Pathfinding I** — Caster learns the location(s) of any "path(s)" within 100'; gives the nearest point on path, but not the path's course.
- Guidance** — The caster is subtly directed (hints and clues) towards a specific destination (within 100' per level of the caster) by guidance from his deity. The exact form of the guidance may vary from deity to deity (e.g., a deity of water might leave hints in the rocks of a stream, etc.). For the duration of the spell, the caster must concentrate on following the guidance.
- Location I** — Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail.
- Pathfinding III** — As *Pathfinding I*, except range is 300'.
- Location III** — As *Location I*, except range is 300'.
- Pathfinding V** — As *Pathfinding I*, except range is 500'.
- Location V** — As *Location I*, except range is 500'.
- Memory's Path** — Caster can remember an exact route he traveled; whether or not he was without one or more of his senses when he made his original journey (e.g., a 12th level caster could remember the course of 12 hours of a trip even if he had been blindfolded). To be effective, this spell must be cast within 1 month of the journey.



LORE

1. **Afterthoughts** – Allows caster virtual total recall of any conversation or writing he encountered within a period of days equal to his level.
2. **Detect Evil** – Detects “true evil” in an animate or inanimate target; caster can concentrate on a 5' radius area each round.
3. **Detect Curse** – As *Detect Evil*, except caster can detect curses.
4. **Detect Emotion** – As *Detect Evil*, except caster can detect extremes of emotion (e.g., hatred, love, sadness, etc.). In addition, the caster learns which emotions the target is feeling in extreme. If there are no extremes of emotion (i.e., only normal feelings), this spell detects nothing.
5. **Light Lore I** – Caster can ascertain the origin point and nature of any 1 “holy item” that is not “of darkness” or “of evil;” will not give specific capabilities.
6. **Poison Lore** – Caster can ascertain exact nature and type of poison; he can determine what cure may be used, but does not receive the required tools or skills.
8. **Life Lore** – Caster can determine the nature and type of any 1 living target. He will not be able to ascertain the target's personal traits or capabilities, but will know the normal abilities associated with the target's species.
10. **Curse Tales** – Caster can determine nature and origin of any 1 curse, including the name of the one who bequeathed it.
11. **Dark Lore I** – As *Light Lore I*, except caster can ascertain the origin point and nature of any 1 item “of darkness” or “of evil.”
12. **Light Lore II** – As *Light Lore I*, except that caster can ascertain the origin point and nature of any 2 “holy items” or caster can determine the nature, origin point, and the exact significance of any 1 “holy item.”
15. **Emotion Analysis** – Caster can determine the nature and origin of extreme emotion(s) found within any 1 target (inanimate or animate); the degree and other details of the emotion(s) can also be acquired.



CLOSED CHANNELING 3.6

LORE

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Afterthoughts	caster	—	self	I
□ 2)	Detect Evil	5'R	1 min/lvl	100'	P
□ 3)	Detect Curse	5'R	1 min/lvl	100'	P
□ 4)	Detect Emotion	5'R	1 min/lvl	100'	Pm
□ 5)	Light Lore I	1 item	—	10'	P
□ 6)	Poison Lore	1 poison	—	10'	P
□ 7)					
□ 8)	Life Lore	1 target	—	100'	P
□ 9)					
□ 10)	Curse Tales	1 curse	—	10'	P
□ 11)	Dark Lore I	1 item	—	10'	P
□ 12)	Light Lore II	varies	—	10'	P
□ 13)					
□ 14)					
□ 15)	Emotion Analysis	1 target	—	10'	Pm
□ 16)					
□ 17)	Light Lore III	varies	—	10'	P
□ 18)	Dark Lore II	varies	—	10'	P
□ 19)	White Lore	1 item	—	100'	P
□ 20)	Dark Lore III	varies	—	10'	P
□ 25)	Life Lore True	1 target	—	10'	P
□ 30)	Black Lore	1 target	—	100'	P
□ 50)	White Lore Mastery	varies	—	100'	P

17. **Light Lore III** – As *Light Lore I*, except that caster can ascertain the origin point and nature of any 3 “holy items” or caster can determine the age, origin point, name of the creator, and nature of any 1 “holy item.” Caster also learns item's specific capabilities.

18. **Dark Lore II** – As *Light Lore II*, except that it can only be used on items “of darkness” or “of evil.”

19. **White Lore** – Caster can ascertain exact nature, origin, purpose, and history of any 1 “holy item;” it allows caster to visualize all who have possessed the item.

20. **Dark Lore III** – As *Light Lore III*, except that it can be used only on items of evil or “darkness.”

25. **Life Lore True** – As *Life Lore*, except caster can determine specific traits and capabilities of any 1 target.

30. **Black Lore** – As *White Lore*, except it can only be used on an item “of darkness” or “of evil.”

50. **White Lore Mastery** – As *White Lore*, except caster can acquire the information on all “holy items” within 100'.

SPECIAL NOTES

1) A “curse” is usually something that is detrimental and magical in nature (e.g., delivered from the Curses spell list). The GM may decide that the “curses” spells on this list only apply to “magical” curses. Normally, curses may not be Dispelled; they may only be affected by *Remove Curse* spells.

2) “Evil,” “Good,” “Holy,” “Of Darkness,” and “Of Light” are defined and discussed in Section 15.2 (p. 96).





CLOSED CHANNELING 3.7

MUSCLE LAW



MUSCLE LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Muscle Lore	1 target	—	touch	I
2)	Tendon Lore	1 target	—	touch	I
3)	Sprain Repair	1 target	P	touch	U
4)	Muscle Repair I	1 target	P	touch	U
5)	Limb Preservation ‡ *	1 target	1 day/lvl	touch	U
6)	Tendon Repair I	1 target	P	touch	U
7)					
8)					
9)	Muscle Repair III	1 target	P	touch	U
10)	Tendon Repair III	1 target	P	touch	U
11)					
12)	Joining ‡ *	1 target	P	touch	U
13)	Muscle Repair True	1 target	P	touch	U
14)					
15)	Tendon Repair True	1 target	P	touch	U
16)					
17)	Mass Muscle Repair	varies	P	touch	U
18)					
19)	Mass Tendon Repair	varies	P	touch	U
20)	Muscle Regeneration	1 target	P	touch	U
25)	Joining True ‡ *	1 target	P	touch	U
30)	Tendon Regeneration	1 target	P	touch	U
50)	Mass Repair True	varies	P	100'R	U

- Muscle Lore** — Caster acquires a complete understanding of any muscle damage, including the tools and methods required for healing; caster does not receive the skill or power to perform the cure.
- Tendon Lore** — As *Muscle Lore*, except the knowledge obtained concerns the healing of tendon damage.
- Sprain Repair** — Allows caster to repair (not replace) 1 sprain; recovery time: 1 hour.
- Muscle Repair I** — Allows caster to repair, but not replace, 1 damaged muscle. Recovery time is 1 hour.
- Limb Preservation** — Allows caster to prevent the deterioration of 1 limb (even while severed). Also requires use of same spells from Nerve Law, Bone Law, and Blood Law.
- Tendon Repair I** — Allows caster to repair one damaged tendon; recovery time: 1 hour.
- Muscle Repair III** — As *Muscle Repair I*, except caster can repair 3 damaged muscles.
- Tendon Repair III** — As *Tendon Repair I*, except caster can repair 3 damaged tendons.
- Joining** — Allows caster to reattach limb, but requires use of Bone Law, Blood Law, and Nerve Law *Joining* spells in order to restore functional status; limb is fully functional in 1-10 days.
- Muscle Repair True** — As *Muscle Repair I*, except recovery is instantaneous **and** requires 1 minute “operation” (concentration by caster).
- Tendon Repair True** — As *Tendon Repair I*, except recovery is instantaneous **and** requires 1 minute “operation” (concentration by caster).
- Mass Muscle Repair** — Allows repair of 1 muscle per level of the caster (e.g., a 17th level caster can repair 17 muscles); spell can be used as long as caster concentrates (i.e., caster can move from target to target until he has healed a number of muscles equal to his level); recovery time: 1 hour.
- Mass Tendon Repair** — As *Mass Muscle Repair*, except caster heals tendons.
- Muscle Regeneration** — Allows caster to regenerate 1 muscle; regrowth takes 1-10 hrs, depending on extent of loss.
- Joining True** — As *Joining*, except limb is fully functional in 10 minutes (provided caster also uses the other three *Joining True* spells).
- Tendon Regeneration** — Allows caster to regenerate 1 tendon; regrowth takes 1-10 hrs, depending on extent of loss.
- Mass Repair True** — As *Mass Muscle Repair*, except any combination of muscles and tendons may be healed, the range is 100', and recovery is instantaneous.

SPECIAL NOTES

See *RMFRP* Section 24.1 (p. 75) for more information on healing.



NERVE LAW

1. **Nerve Lore** – Caster acquires complete understanding of any nerve damage, including the tools and methods required for healing; caster does not receive the skill or power to perform the cure.
4. **Minor Nerve Repair** – Allows caster to repair minor damage to 1 nerve; requires 1 day recovery period. Minor damage is defined as any nerve damage that results in penalties up to -20.
5. **Limb Preservation** – Allows caster to prevent the deterioration of 1 limb (even while severed). Also requires use of same spells from Muscle Law, Bone Law, and Blood Law.
9. **Major Nerve Repair** – As *Minor Nerve Repair*, except will heal any nerve damage. This will not heal nerves that are totally destroyed.
10. **Unparalysis** – Caster can cure any 1 paralysis problem.
11. **Minor Nerve Repair True** – As *Minor Nerve Repair*, except there is no recovery time.
12. **Joining** – Allows caster to reattach limb, but requires use of Bone Law, Muscle Law, and Blood Law *Joining* spells in order to restore functional status; limb is fully functional in 10-100 days.
15. **Minor Brain Repair** – Allows caster to repair minor brain damage (including recovery from coma); note that experience lost is not restored (% lost permanently dependent on severity of damage); requires a 1 hour operation; recovery time: 1-10 days.
16. **Major Nerve Repair True** – As *Major Nerve Repair*, except that there is no recovery period required.
18. **Paralysis Cures** – Allows caster to cure paralysis in 1 target (recovery time of 1-10 days); paralysis must have resulted from a spell or disease (not a poison).
19. **Unpsychosis** – Allows caster to repair a minor psychosis in 1 target (recovery time of 1-10 days). Minor psychoses include mild to moderate phobias (see *GM Law* for more on mind diseases).
20. **Mass Nerve Repair True** – As *Nerve Repair True*, except that each spell cast affects 1 nerve per level of caster.
25. **Joining True** – As *Joining*, except that limb is fully functional in only 10 minutes (provided caster also uses the other three *Joining True* spells).

CLOSED CHANNELING 3.8

NERVE LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Nerve Lore	1 target	—	touch	I
☐ 2)					
☐ 3)					
☐ 4)	Minor Nerve Repair	1 target	P	touch	U
☐ 5)	Limb Preservation ‡ *	1 limb	1 day/lvl	touch	U
☐ 6)					
☐ 7)					
☐ 8)					
☐ 9)	Major Nerve Repair	1 target	P	touch	U
☐ 10)	Unparalysis	1 target	10 min/lvl	touch	U
☐ 11)	Min. Nerve Repair Tr.	1 target	P	touch	U
☐ 12)	Joining ‡ *	1 target	P	touch	U
☐ 13)					
☐ 14)					
☐ 15)	Minor Brain Repair	1 target	P	touch	U
☐ 16)	Maj. Nerve Repair Tr.	1 target	P	touch	U
☐ 17)					
☐ 18)	Paralysis Cures	1 target	P	touch	U
☐ 19)	Unpsychosis	1 target	P	touch	U
☐ 20)	Mass Nerve Rep. Tr.	varies	P	touch	U
☐ 25)	Joining True ‡ *	1 target	P	touch	U
☐ 30)	Nerve Regeneration	1 target	P	touch	U
☐ 50)	Brain Regeneration	1 target	P	touch	U

30. **Nerve Regeneration** – Allows caster to regenerate lost nerve; regrowth takes 1-10 days, depending on extent of loss.

50. **Brain Regeneration** – Allows caster to regenerate lost brain material; regrowth takes 10-100 days, depending on extent of damage; target is in coma during recovery; note that experience lost is not restored (amount lost permanently is dependent on severity of damage).

SPECIAL NOTES

See *RMFRP* Section 24.1 (p. 75) for more information on healing.





CLOSED CHANNELING 3.9

ORGAN LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Organ Lore	1 target	—	touch	I
☐ 2)					
☐ 3)	Nasal Repair	1 target	P	touch	U
☐ 4)					
☐ 5)	Minor Ear Repair	1 target	P	touch	U
☐ 6)	Minor Eye Repair	1 target	P	touch	U
☐ 7)					
☐ 8)					
☐ 9)	Major Ear Repair	1 target	P	touch	U
☐ 10)					
☐ 11)	Major Eye Repair	1 target	P	touch	U
☐ 12)					
☐ 13)					
☐ 14)	Heart Repair	1 target	P	touch	U
☐ 15)	Lung Repair	1 target	P	touch	U
☐ 16)	Organ Repair	1 target	P	touch	U
☐ 17)	Nose Regeneration	1 target	P	touch	U
☐ 18)	Organ Transplant	1 target	P	touch	U
☐ 19)					
☐ 20)	Eye & Ear Regen.	1 target	P	touch	U
☐ 25)	Organ Repair True	1 target	P	touch	U
☐ 30)	Heart Regeneration	1 target	P	touch	U
☐ 50)	Organ Regeneration	1 target	P	touch	U

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

14. **Heart Repair** — Allows caster to repair any heart damage short of total loss or destruction (i.e., replacement); requires 1-10 hour operation and 1-100 day recovery time.

15. **Lung Repair** — Allows caster to repair any lung damage short of total loss or destruction (i.e., replacement); requires a 1-10 hour operation and 1-100 day recovery time.

16. **Organ Repair** — Allows caster to repair any internal or external organ damage (not including the brain or nervous system); requires a 1-10 hour operation and 1-10 day recovery time.

17. **Nose Regeneration** — Allows target to regenerate 1 lost nose; regrowth takes 1-10 days.

18. **Organ Transplant** — Allows caster to transplant 1 healthy organ; operation takes 1 hour; recovery time: 1-10 days; chance of rejection is 10% if same race, 50% if other humanoid.

20. **Eye & Ear Regeneration** — Allows target to regenerate 1 lost eye or ear (including inner ear); regrowth takes 1-10 days, depending on loss.

25. **Organ Repair True** — As *Organ Repair*, except recovery time is 10 minutes **and** no operation is required.

30. **Heart Regeneration** — Allows caster to regenerate heart; regrowth takes 1-10 days.

50. **Organ Regeneration** — Allows caster to regenerate any internal or external organ (not including the brain or nervous system); regrowth takes 1-10 days.

ORGAN LAW

1. **Organ Lore** — Caster acquires complete understanding of any organ damage, including the tools and the methods required for healing; caster does not receive the skill or power to perform the cure.

3. **Nasal Repair** — Allows caster to repair any nose damage short of complete nose loss; requires 6d60 minutes depending on damage.

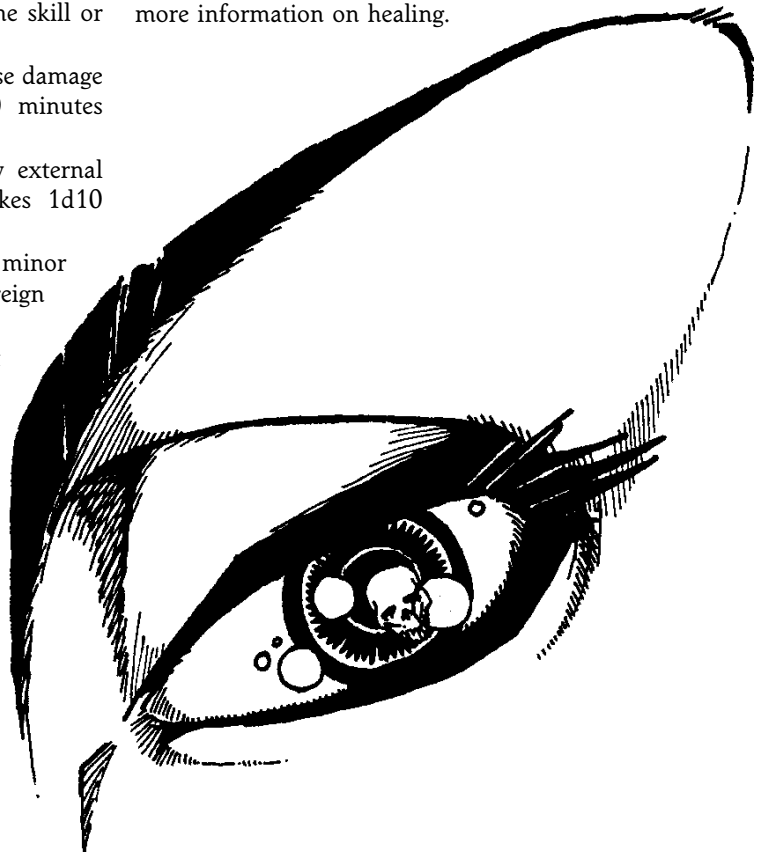
5. **Minor Ear Repair** — Caster can repair any external damage, including ear loss (regeneration takes 1d10 hours).

6. **Minor Eye Repair** — Allows caster to repair any minor eye damage (e.g., corneal scratch, removal of foreign object, etc.).

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

SPECIAL NOTES

See *RMFRP* Section 24.1 (p. 75) for more information on healing.



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	Lvl	Spell	Area of Effect	Duration	Range	Type
☐	1)	Analyze Symbol	1 symbol	—	50'	I
☐	2)	Spell Prime	caster	varies	self	U
☐	3)	Unsymbol I	1 symbol	P	10'	F
☐	4)					
☐	5)	Symbol I	varies	P	10'	U
☐	6)					
☐	7)	Symbol II	varies	P	10'	U
☐	8)	Unsymbol II	1 symbol	P	10'	F
☐	9)	Symbol III	varies	P	10'	U
☐	10)	Analyze Symbol True	varies	—	50'	I
☐	11)	Symbol V	varies	P	10'	U
☐	12)	Unsymbol III	1 symbol	P	10'	F
☐	13)	Symbol VI	varies	P	10'	U
☐	14)					
☐	15)	Symbol VII	varies	P	10'	U
☐	16)	Unsymbol V	1 symbol	P	10'	F
☐	17)	Symbol VIII	varies	P	10'	U
☐	18)	Unsymbol X	1 symbol	P	10'	F
☐	19)	Symbol IX	varies	P	10'	U
☐	20)	Symbol X	varies	P	10'	U
☐	25)	Lord Research	special	special	special	E
☐	30)	Lord Symbol	varies	P	10'	U
☐	50)	Unsymbol True	1 symbol	P	10'	F

15. **Symbol VII** – As *Symbol I*, except a 7th level spell is emplaced.
16. **Unsymbol V** – As *UnSymbol I*, except a 5th level spell is removed.
17. **Symbol VIII** – As *Symbol I*, except a 8th level spell is emplaced.
18. **Unsymbol X** – As *UnSymbol I*, except a 10th level spell is removed.
19. **Symbol IX** – As *Symbol I*, except a 9th level spell is emplaced.
20. **Symbol X** – As *Symbol I*, except a 10th level spell is emplaced.
25. **Lord Research** – See Section 15.0 (p. 95).
30. **Lord Symbol** – As *Symbol I*, except a 20th level spell is emplaced.
50. **Unsymbol True** – As *UnSymbol I*, except caster can remove any spell of a level less than his own (e.g., a 50th level Cleric could remove a 49th level spell, but not a 50th level spell).

- 1) A symbol is permanent unless dispelled magically or unless the stone it is placed upon is moved.
- 2) The precise size of a symbol may vary. Suggested sizes range from 3" x 3" to 1' x 1'.
- 3) The GM may decide to make the attack level of the symbol equal to the type of *Symbol* spell used. For example, a first level spell placed in a *Symbol X* would attack as a 10th level spell rather than a 1st level spell.

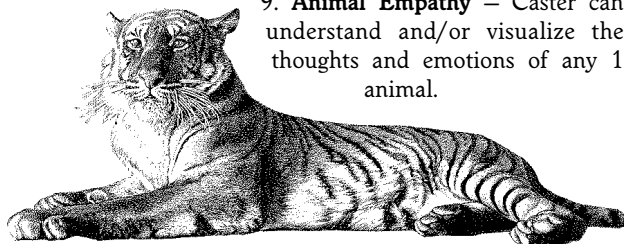
ANIMIST BASE LIST 4.1

ANIMAL MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Animal Sleep I	1 animal	1 min/lvl	100'	F
2)	Animal Restoration I	1 animal	P	touch	U
3)	Animal Tongues	caster	1 min/lvl	self	I
4)	Animal Sleep III	3 animals	1 min/lvl	100'	F
5)	Animal Mastery I	1 animal	C	100'	Fm
6)	Animal Location	caster	—	1 mile R	I
7)	Befriending	all animals	C	10'	F
8)	Animal Restoration II	1 animal	P	touch	U
9)	Animal Empathy	1 animal	C	100'	I
10)	Animal Summons I	1 animal	varies	100'	E
11)	Animal Mastery III	3 animals	C	100'	Fm
12)	Animal Summons III	varies	varies	100'	E
13)	Animal Call	1 animal	—	1 mile/lvl	U
14)	Animal Reviving I	1 animal	P	touch	U
15)	Call of the Wild	1 animal	P	touch	U
16)	Animal Mastery V	5 animals	C	100'	Fm
17)	Animal Restoration III	1 animal	P	touch	U
18)	Animal Summons V	varies	varies	100'	E
19)	Animal Reviving II	1 animal	P	touch	U
20)	Animal Summons X	varies	varies	100'	E
25)	Animal Master True	varies	C	10'/lvl	Fm
30)	Animal Reviving III	1 animal	varies	100'	U
50)	Animal Summons True	varies	varies	100'	E

ANIMAL MASTERY

- Animal Sleep I** — Puts any animal (i.e., non-humanoid) to sleep. Will not affect enchanted creatures or creatures with greater than animal intelligence.
- Animal Restoration I** — Caster may heal any non-fatal damage in any animal up to 10 pounds in weight. Healing takes 6-600 minutes.
- Animal Tongues** — Allows caster to understand and “speak” the language of any 1 animal species.
- Animal Sleep III** — As *Animal Sleep I*, except can put up to 3 animals to sleep.
- Animal Mastery I** — Allows caster to control the actions of any 1 animal.
- Animal Location** — Caster can locate members of any 1 species of animal or he can find out what species are in the area.
- Befriending** — All animals within 10' will act friendly toward caster. This spell does not control the animals.
- Animal Restoration II** — As *Animal Restoration I*, except will affect an animal up to 150 pounds in weight, or an animal up to 10 pounds in weight can be healed of fatal damage (though not brought back from the dead).
- Animal Empathy** — Caster can understand and/or visualize the thoughts and emotions of any 1 animal.



10. Animal Summons I — Caster magically summons a 1st-level, non-intelligent creature from the surrounding area. The caster can specify the type of creature, but the GM should determine the type of creature that answers the summons. If the animal can understand the caster (e.g., *Animal Tongues*), the creature can be controlled through normal communication. Otherwise, control is maintained only through concentration of the caster. If the animal summoned is used for a task that is not dangerous (in its own perception), the duration for this spell is 10 minutes per level. However, if the animal is ever put into a dangerous situation, the duration immediately drops to 1 round per level.

11. Animal Mastery III — As *Animal Mastery I*, except caster can control 3 animals.

12. Animal Summons III — As *Animal Summons I*, except caster can also choose two of the following options: **a)** the level of the summoned creature is increased by one, **b)** an extra 1st level creature can be summoned, or **c)** the duration can be doubled.

13. Animal Call — Caster can “call” any 1 known, specific animal. If it is physically possible, the animal will come to him.

14. Animal Reviving I — Will return any animal up to 10 pounds in weight from the dead. The dead animal must make a roll (d100, open-ended) and add 2 times its previous level. There is an additional modifier of -2 per day that the animal was dead. If the result is over 100, the animal is returned from the dead. If the result is less than 100, the animal may not be returned from the dead by this caster (until the caster gains another level). The animal will be at -100 to all actions for a number of days equal to 20 days per day dead.

15. Call of the Wild — When cast upon any domesticated animal, that animal will return to its “wild” state. The animal will have no difficulty adapting to the harsh requirements of the wilderness (and will not want to return to domestication).

16. Animal Mastery V — As *Animal Mastery I*, except caster can control 5 animals.

17. Animal Restoration III — As *Animal Restoration I*, except will affect an animal up to 3,000 pounds in weight, or an animal up to 150 pounds in weight may be healed of fatal damage (though not brought back from the dead).

18. Animal Summons V — As *Animal Summons II*, except four options can be chosen.

19. Animal Reviving II — As *Animal Reviving I*, except modifier is -1 for every two deads dead and there is no recovery time.

20. Animal Summons X — As *Animal Summons II*, except nine options may be chosen.

25. Animal Master True — As *Animal Mastery I*, except caster can control all animals of a given species within 10' radius per level.

30. Animal Reviving III — As *Animal Reviving III*, except target is automatically brought back from the dead and there is no recovery period; and the range is 100'.

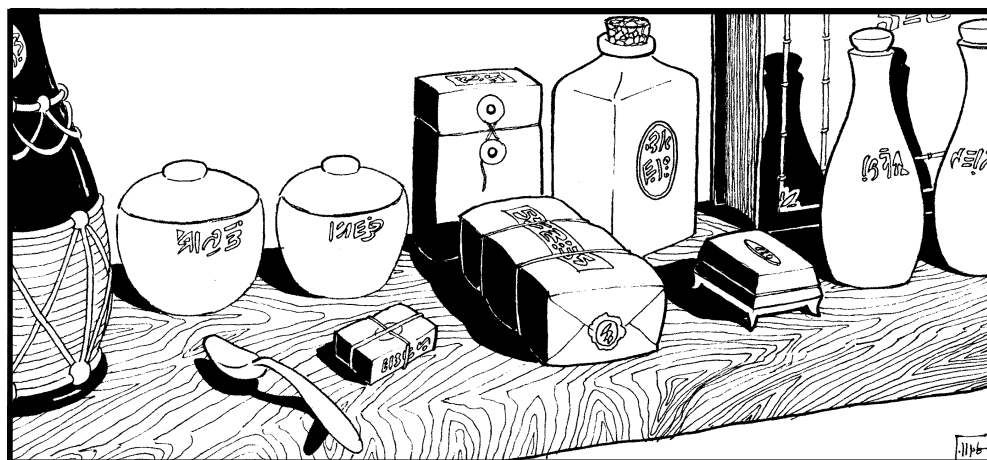
50. Animal Summons True — As *Animal Summons I*, except caster can select one option for every two levels of experience.

SPECIAL NOTES

When allowed to choose more than one option on summoning spells, the same option may be chosen more than once. For example, with a *Animal Summons III*, two options are available. This means that if both options are used for the same thing: that three first-level creatures could be summoned, or one third-level creature could be summoned, or one first-level creature could be summoned for four times as long.

HERB MASTERY

1. **Herb Lore** – Caster can understand the nature, origin, and value of any 1 herb. If the plant is not an herb, no information will be gained.
2. **Enhancement** – Allows caster to enhance the potency of any 1 growing herb by 100% (i.e., x2). This spell may be used only once per herb.
3. **Herb Finding I** – Allows caster to locate any 1 specific variety of herb that is sought, regardless of physical obstacles (gives exact direction, distance, and quantity).
4. **Instant Herbal Cures** – Allows caster to make any 1 herb capable of being instantly effective. When the herb is subsequently used, its benefits/dangers will be immediately felt. The herb will keep for 1 day per level of the caster.
5. **Herb Mastery II** – Caster can double the potency of any 1 herb (growing or dead). This spell may be employed only once per herb. May not be combined with *Herb Enhancement*.
6. **Herb Finding III** – As *Herb Finding I*, except that the range is 300'.
7. **Herb Production** – Caster can grow an herb by planting the proper seed. The herb is sterile and the growth takes 1-10 rounds.
8. **Herb Mastery III** – As *Herb Mastery II*, except potency is 3 times.
9. **Herb Finding V** – As *Herb Finding I*, except range is 500'.
10. **Herb Cleansing** – Allows caster to remove any harmful poisons, by-products, or side effects from all herbs within range.
11. **Herb Mastery V** – As *Herb Mastery II*, except potency is 5x.
13. **Herb Finding X** – As *Herb Finding I*, except range is 1 mile. Location is known within 10' radius.
15. **Herb Mastery X** – As *Herb Mastery II*, except potency is 10x.
17. **Preserved Instant Herbal Cures** – As *Instant Herbal Cures*, except herb will keep for 1 week per level of the caster.
18. **Herb Finding XX** – As *Herb Finding I*, except range is 5 miles. Location is known within 25' radius.
20. **Lord Herb Finding** – As *Herb Finding I*, except range is 20 miles; location is known within 100' radius.
25. **Enhancement True** – As *Enhancement*, except that potency of 1 growing herb is increased 100% x level of caster (e.g., a 30th level caster could increase the potency of a growing herb by 3000% or 30 times its normal potency).
30. **Herb Mastery True** – As *Herb Mastery II*, except that the potency fo 1 herb can be increased by 100% x level of caster (e.g., a 50th level caster could increase the potency of any herb by 5000% or 50 times its normal potency).



ANIMIST BASE LIST 4.2

HERB MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Herb Lore	1 herb	—	touch	I
□ 2)	Enhancement	1 herb	P	touch	U
□ 3)	Herb Finding I	varies	1 rnd/lvl	100'	I
□ 4)	Instant Herbal Cures	1 herb	1 day/lvl	touch	U
□ 5)	Herb Mastery II	1 herb	P	touch	U
□ 6)	Herb Finding III	varies	1 rnd/lvl	300'	I
□ 7)	Herb Production	1 seed	P	touch	U
□ 8)	Herb Mastery III	1 herb	P	touch	U
□ 9)	Herb Finding V	varies	1 rnd/lvl	500'	I
□ 10)	Herb Cleansing	varies	P	10'	U
□ 11)	Herb Mastery V	1 herb	P	touch	U
□ 12)					
□ 13)	Herb Finding X	varies	1 rnd/lvl	1 mile	I
□ 14)					
□ 15)	Herb Mastery X	1 herb	P	touch	U
□ 16)					
□ 17)	P. Instant Herbal Cures	1 herb	1 week/lvl	touch	U
□ 18)	Herb Finding XX	1 herb	P	touch	I
□ 19)					
□ 20)	Lord Herb Finding	varies	1 rnd/lvl	20 miles	I
□ 25)	Enhancement True	1 herb	P	touch	U
□ 30)	Herb Mastery True	1 herb	P	touch	U
□ 50)	Herb Finding True	varies	1 rnd/lvl	1 mi/lvl	I

50. **Herb Finding True** – As *Herb Finding I*, except that caster can locate any 1 herb variety within a range of 1 mile per level of caster (e.g., 50 miles for a 50th level caster). Location is known within 100' radius.

SPECIAL NOTES

An herb is defined as a plant that, when specially prepared, provides some unusual benefit to the user. This does not apply to poisons.

The *Herb Enhancement* spell increases the potency (e.g., 2x, 3x, etc.) of herbs; this normally increases the effects of a dose of the herb (e.g., 2x potency for a "Heal 1-10" herb would give a "Heal 2-20" herb). However, a GM may wish to have this spell increase the number of doses of an herb (e.g., 2x potency cast on 2 doses of a "Heal 1-10" herb would result in 4 doses). In either case, only one of these spells may be cast upon a specific herb. *Plant growth* spells do not work on herbs.

See *RMFRP* Section 24.1 (p. 75) for more information on the effects of herbs.

ANIMIST BASE LIST 4.3

NATURE'S LORE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Trap Detection	5'R	1 min/lvl	50'	P
2)	Nature's Awareness I	100'R	C	self	I
3)	Pathfinding	100'R	—	100'	I
4)	Detect Magic	10'R	1 min/lvl	50'	P
5)	Weather Prediction I	caster	—	1 mi/lvl	I
6)	Nature's Awareness II	200'R	C	self	I
7)	Weather Prediction III	caster	—	1 mi/lvl	I
8)	Locate Landmark I	caster	1 min/lvl	100'/lvl	I
9)	Waiting Awareness I	10'R	1 hr/lvl	self	I
10)	Nature's Awareness III	300'R	C	self	I
11)	Weather Prediction V	caster	—	1 mi/lvl	I
12)	Memory's Path	caster	1 hr/lvl	self	U
13)	Waiting Awareness II	50'R	1 hr/lvl	self	I
14)	Locate Landmark II	caster	1 min/lvl	300'/lvl	I
15)	Nature's Eye I	100'R	—	1 mi	I
16)	Nature's Awareness V	500'R	C	self	I
17)	Elem. Communication	caster	C	100'	I
18)	Water Visions	1 pool	C	10'	I
19)	Locate Landmark True	caster	1 min/lvl	1000'/lvl	I
20)	Nature's Eye II	500'R	C	10 mi	I
25)	Weather Prediction True	caster	—	1 mi/lvl	I
30)	Nature's Eye III	500'R	C	100 mi	I
50)	Animist's Eye	100'R	C	varies	I

NATURE'S LORE

1. **Trap Detection** — Caster has a 75% chance of detecting a trap in the area of effect. The caster can concentrate on a different area each round. There must be living plants or animals in the area of effect or no information will be gained.

2. **Nature's Awareness I** — Caster can monitor animate activity in the area of effect (e.g., he will be aware of subtle movements). For duration of this spell, caster cannot move.

3. **Pathfinding** — Caster learns the location(s) of any "path(s)" within 100'. The spell gives the nearest point on the path, but not the path's course.

4. **Detect Magic** — Caster has a 75% chance of detecting active magic in the area of effect. The caster can concentrate on a different area each round. There must be living plants or animals in the area of effect or no information will be gained.

5. **Weather Prediction I** — Give a 95% chance of predicting time, type, and severity of weather over the next 24 hour period.

6. **Nature's Awareness II** — As *Nature's Awareness I*, except for the area of effect.

7. **Weather Prediction III** — As *Weather Prediction I*, except period is 3 days.

8. **Locate Landmark I** — For the duration of this spell, the caster will know the direction and distance to any unique natural feature that the caster is familiar with. The feature must be within range or no information is gained.

9. **Waiting Awareness I** — Allows caster to set up a natural "alarm system" in the area of effect. Any disturbing activity will cause caster to be alerted.

10. **Nature's Awareness III** — As *Nature's Awareness I*, except for the area of effect.

11. **Weather Prediction V** — As *Weather Prediction I*, except period is 5 days.

12. **Memory's Path** — Caster can remember an exact route he travelled; whether or not he was without one or more of his senses when he made his original journey (e.g., a 12th level caster could remember the course of 12 hours of a trip, even is he had been blindfolded). To be effective, this spell must be cast within one month per level of the journey.

13. **Waiting Awareness II** — As *Waiting Awareness I*, except for area of effect.

14. **Locate Landmark II** — As *Locate Landmark I*, except for the range.

15. **Nature's Eye I** — Allows caster to visualize and sense activity in a known area (100' radius).

16. **Nature's Awareness V** — As *Nature's Awareness I*, except for the area of effect.

17. **Elemental Communication** — The caster can communicate with any elemental force within range. The elemental force must be able to communicate with the caster (i.e., this spell does not confer communication abilities upon the force). Elemental forces include all magically created elementals, water spirits, forest spirits, etc.

18. **Water Visions** — The target of this spell is a small pool of water. The water must be calm (and remain calm for the duration of the spell). The caster may designate a topic and a vision will appear in the pool that relates to the topic. The vision takes 1-50 rounds.

19. **Locate Landmark True** — As *Locate Landmark I*, except for the range.

20. **Nature's Eye II** — As *Nature's Eye I*, except for the range and area of effect.

25. **Weather Prediction True** — As *Weather Prediction I*, except period is 1 day per level.

30. **Nature's Eye III** — As *Nature's Eye I*, except for the range and area of effect.

50. **Animist's Eye** — Allows caster to monitor an area of 100' radius that he has both been to and become acquainted with (i.e., spent at least 1 day meditating in or 30 days living in).

SPECIAL NOTES

The various "Path" spells (*Pathfinding*, *Path Lore*, etc.) share a common definition of "path." A "Path," for these purposes, is a road, track or way created or constructed for a purpose, and along which something travels or moves with at least moderate frequency. This may have been constructed by men, animals, or other means.

In addition, the bounds of the path, for the purposes of these spells, should be between those points at which a *larger* path, population center (e.g., village, town, city, etc.), or dead end intersects the original. For instance, if the PC casts a *Path Lore* on a secondary road between the King's Highway and the Imperial Road, those two larger "paths" will mark the end-points of the path, even if the road extends beyond both.

NATURE'S MOVEMENT/SENSES

1. **Cat's Step** – Caster moves as quietly as a cat. Adds +20 to all Stalking maneuvers.
2. **Chameleon Skin** – Caster's skin takes on the coloration of the surrounding terrain. Adds +10 to +50 to all Stalking/Hiding maneuvers. As caster moves, coloration changes to match the surrounding terrain. This spell does not affect gear or clothing.
3. **Wolf Sense** – Caster gains an increased sense of smell and hearing (subtle smells and higher sonic ranges included). Adds +50 to Perceptions with only these senses; +20 to Perceptions using these sense combined with others.
4. **Deer Speed I** – Caster can run at two times normal pace (i.e., Run pace) and expend exhaustion points as if only walking.
5. **Bat Sense** – Increases caster's ability to maneuver without his sight. When blinded or otherwise without sight, this spell adds +10 to +50 to maneuver rolls in the dark. Note that this spell does not negate penalties for blindness; it simply decreases them.
6. **Otterlungs** – Caster can safely hold his breath for the duration of this spell.
7. **Glide I** – Caster can glide like a bird. The product of the caster's altitude and horizontal speed cannot exceed 100' per round. For example, a caster can glide along at a rate of 5' per round if he were 20' off the ground; or he could glide at the rate of 50' per round if he were 2' off the ground. Note that the total **must** equal 100' (i.e., the caster cannot choose to have a total less than or more than 100').
8. **Hawk's Sense** – Caster gains the visual acuity of a hawk. Adds +50 to all Perceptions involving only sight; +20 to all Perceptions involving this sense combined with others.
9. **Tiger Skin** – Caster's skin has the resilience of a large cat (effective AT of 3).
10. **Boar Strength** – Caster gains the ferocity of a wild boar. He gains +20 to his melee OB, but cannot parry or use missiles for the duration of the spell.
11. **Lion Claws** – Caster gains the ability to make claw attacks as a lion. He may attack using the Claw Attack Table (from *Arms Law*), with a maximum of Medium results. The caster must develop skill (i.e., an OB) with these claws (cost to develop is the same as Martial Arts Striking; stat modifiers are St/St/Ag).
12. **Insect Sense** – Caster gains the vibratory sensitivity of an insect. He can sense vibrations in the ground (or other solid material) up to the area of effect. He will gain information indicating general movements and number of targets ($\pm 10\%$). Treat as a special bonus of +25 to +100 to Perception (depending on the type of activity).
13. **Deer Speed II** – As *Deer Speed I*, except the speed increase is three times (i.e., Sprint pace).
14. **Bear Skin** – Caster's skin has the resilience of a bear (effective AT of 8).
15. **Bear Arms** – Caster gains the ability to make grapple attacks as a bear. He may attack using the Grapple Attack Table (from *Arms Law*), with a maximum of Medium results. The caster must develop skill (i.e., an OB) with this



ANIMIST BASE LIST 4.4

NATURE'S MOVEMENT/SENSES

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Cat Step	caster	1 min/lvl	self	U
□ 2)	Chameleon Skin	caster	1 min/lvl	self	U
□ 3)	Wolf Sense	caster	1 min/lvl	self	U
□ 4)	Deer Speed I	caster	10 min/lvl	self	U
□ 5)	Bat Sense	caster	1 min/lvl	self	U
□ 6)	Otterlungs	caster	1 min/lvl	self	U
□ 7)	Glide I	caster	1 min/lvl	self	U
□ 8)	Hawk Sense	caster	1 min/lvl	self	U
□ 9)	Tiger Skin	caster	1 min/lvl	self	U
□ 10)	Boar Strength	caster	1 min/lvl	self	U
□ 11)	Lion Claws	caster	1 min/lvl	self	U
□ 12)	Insect Sense	10'R/lvl	1 min/lvl	self	U
□ 13)	Deer Speed II	caster	10 min/lvl	self	U
□ 14)	Bear Skin	caster	1 min/lvl	self	U
□ 15)	Bear Arms	caster	1 min/lvl	self	U
□ 16)	Glide III	caster	1 min/lvl	self	U
□ 17)	Viperfang	caster	1 min/lvl	self	U
□ 18)	Wyvern Skin	caster	1 min/lvl	self	U
□ 19)	Deer Speed III	caster	10 min/lvl	self	U
□ 20)	Ox Strength	caster	1 min/lvl	self	U
□ 25)	Glide True	caster	1 min/lvl	self	U
□ 30)	Deer Speed True	caster	10 min/lvl	self	U
□ 50)	Dragon Skin	caster	1 min/lvl	self	U

attack (cost to develop is the same as Martial Arts Sweeps/Throws; stat modifiers are St/Ag/Ag).

16. **Glide III** – As *Glide I*, except product must equal 300'.
17. **Viperfang** – Caster gains the ability to make bite attacks as a serpent. He may attack using the Bite Attack Table (from *Arms Law*), with a maximum of Medium results. The caster must develop skill (i.e., an OB) with this attack (cost to develop is the same as Martial Arts Striking; stat modifier are St/St/Ag).
18. **Wyvern Skin** – Caster's skin has the resilience of a minor drake (effective AT of 12).
19. **Deer Speed III** – As *Deer Speed I*, except the speed increase is four times (i.e., Fast Sprint pace).

20. **Ox Strength** – Caster gains the strength of an ox. He gains a special bonus of +40 to his melee OB, but cannot parry or use missiles for the duration of the spell.
25. **Glide True** – As *Glide I*, except product must be 500'.
30. **Deer Speed True** – As *Deer Speed I*, except speed increase is five times (i.e., Dash pace).
50. **Dragon Skin** – Caster's skin takes on the resilience of a lesser drake (effective AT of 20).

SPECIAL NOTES

With the exception of *Chameleon Skin*, *Lion Claws*, and *Viperfang*, the caster does not physically change with any of the spells on this list.

ANIMIST BASE LIST 4.5

NATURE'S PROTECTION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Study Form	1 target	P	300'	I
2)	Resist Elements	caster	1 min/lvl	self	U
3)	Hues	caster	1 min/lvl	self	U
4)	Plant Facade	caster	1 min/lvl	self	E
5)	Silent Moves	caster	1 min/lvl	self	U
6)	Underwater Breathing	caster	1 min/lvl	self	U
7)	Animal Facade	caster	1 min/lvl	self	E
8)	Shadow	caster	10 min/lvl	self	U
9)	Shielding Organic I *	1 attack	—	self	E
10)	Plant Form I	caster	1 min/lvl	self	F
11)	Prot. From Elements	caster	varies	self	U
12)	Animal Thoughts	caster	C	self	U
13)	Shielding Organic II *	1 attack	—	self	U
14)	Animal Form I	caster	1 min/lvl	self	U
15)	Animal Thoughts True	caster	C	self	U
16)	Animal Form II	caster	1 min/lvl	self	U
17)	Plant Form II	caster	1 min/lvl	self	U
18)	Shielding Organic III *	1 attack	—	self	E
19)	Animal Form III	caster	1 min/lvl	self	U
20)	Plant Form True	caster	1 min/lvl	self	F
25)	Animal Form True	caster	1 min/lvl	self	F
30)	Nature's Form True	caster	1 min/lvl	self	F
50)	Shielding Org. True *	caster	1 rnd/lvl	self	E

NATURE'S PROTECTION

- Study Form** — Caster studies and memorizes the form of one type of animal or plant for use with spells later on this list. The caster can only have as many forms studied as he has levels.
- Resist Elements** — Caster is protected from natural heat up to 170°F and natural cold down to 20°F (treat as if target were in 70°F temperature). For temperatures above 170°F, subtract 100°F to determine the effective temperature for the caster. For temperatures below 20°F, add 50°F to determine the effect temperature for the caster. Caster also receives +20 to all RRs versus heat spells and heat attacks (+20 DB versus elemental fire and heat attacks); as well as +20 to all RRs versus cold spells and ice attacks (+20 DB versus elemental cold and ice attacks). The duration of this spell is 10 minutes per level if the caster does not move. If the caster moves, the spell will last as long as the caster concentrates.
- Hues** — Allows caster to take on the physical coloration of any 1 organic object. The caster must be in contact with object when the spell is cast. In many situations this will give a special bonus of +10 to +50 (GM's discretion) to Hiding maneuvers (and perhaps to some Stalking maneuvers).
- Plant Facade** — Allows caster to appear as any one type of plant that he has studied. Caster retains his size and will not smell or feel like the plant (i.e., it is purely a visual illusion and is subject to illusion rules—see Section 15.14, p. 98, for more on illusions).
- Silent Moves** — Caster can move silently, so long as he does not create a sound originating more than 1' from his body.
- Underwater Breathing** — Caster can breathe normally under water. This spell will not function with any liquid but water.
- Animal Facade** — Allows caster to appear as any one type of animal that he has studied. Caster retains his size and will not smell or feel like the animal (i.e., it is purely a visual illusion and is subject to normal illusion rules—see Section 15.14, p. 98, for more on illusions).

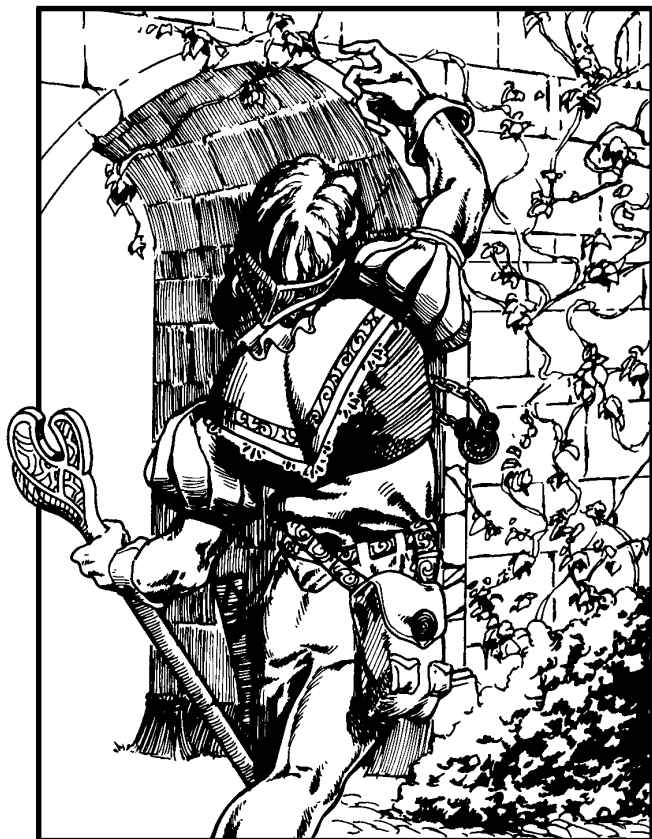
- Shadow** — Caster and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a special bonus to Stalking/Hiding of between +25 and +75).
- Shielding Organic I** — Any single attack made against the caster this round suffers a -50 modifier. The weapon or object striking the caster must be from an organic source (i.e., an animal) or at least a partially organic weapon (i.e., an arrow).
- Plant Form I** — Allows caster to take the form of any one plant he has studied. The caster will look and feel like the plant. He can vary his size from 75% of normal to 200% of normal. The caster does not gain the physical abilities of the plant. See Section 15.20 (p. 100) for more on changing forms.
- Protection From Elements** — Caster is protected from any natural heat and natural cold (treat as if target were in 70°F temperature). Caster also receives +40 to all RRs versus fire/ice spells, heat/cold attacks (+40 DB versus elemental attacks). The duration of this spell is 10 minutes per level if the caster does not move. If the caster moves, the spell will last as long as the caster concentrates.
- Animal Thoughts** — For the duration of this spell, the caster's mental patterns will appear to be those of any animal he has studied. The caster cannot move while this spell is active.
- Shielding Organic II** — As *Shielding Organic I*, except the penalty is -100.
- Animal Form I** — Allows caster to take the form of any one animal he has studied. The caster will look and feel like the animal. He can vary his size from 75% of normal to 200% of normal. The caster does not gain the physical abilities of the animal. See Section 15.20 (p. 100) for more on changing forms.
- Animal Thoughts True** — As *Animal Thoughts*, except caster can move (though he must maintain concentration).
- Plant Form II** — As *Plant Form I*, except caster may also assume the scent and physical abilities of the plant. Caster can vary his size from 50% of normal to 400% of normal.
- Animal Form II** — As *Animal Form I*, except caster gains the movement abilities of the chosen animal. Caster can vary his size from 50% of normal to 400% of normal.
- Shielding Organic III** — As *Shielding Organic I*, except attack automatically misses.
- Animal Form III** — As *Animal Form II*, except caster gains the physical attacks of the animal. Caster can vary his size from 5% of normal to 4000% normal.
- Plant Form True** — As *Plant Form II*, except the caster can change his form to any other plant he has studied at any time during the duration of the spell.
- Animal Form True** — As *Animal Form III*, except the caster can change his form to any other animal he has studied at any time during the duration of the spell.
- Nature's Form True** — As *Plant Form II* and *Animal Form III* in operation at the same time.
- Shielding Organic True** — Each round during the duration of the spell, the caster can negate (i.e., cause to miss) one attack directed at him. The attacking weapon must be at least part organic and he must be able to see the attack.

SPECIAL NOTES

- See Section 15.14 (p. 98) for specific limitations on illusions (i.e., facades).
- See Section 15.20 (p. 100) for specific rules on changing forms.
- For the purposes of spells on this list, an animal is a creature that has no greater than animal intelligence.

PLANT MASTERY

1. **Plant Lore** – Caster learns nature and history of any 1 plant.
2. **Speed Growth I** – Allows caster to increase speed of growth for any 1 species of plant within the area of effect by 10 times.
3. **Plant Tongues** – Allows caster to understand and “speak” the language of any 1 plant species.
4. **Plant Restore** – Heals damage to one plant that is less complex than a tree (especially severe damage may get a RR to avoid the effects of this spell, GM discretion).
5. **Speed Growth II** – As *Speed Growth I*, except growth rate is 100 times normal.
6. **Plant Location** – Caster can locate members of any 1 species of plant **or** he can find out what species are in the area of effect.
7. **Plant Growth II** – Allows caster to double the size of any 1 plant. The growth takes place over the course of 1 day.
8. **Plant Control I** – Caster can control the automatic and/or mental processes of any 1 plant. The caster can also control the plant's movements, though this spell doesn't allow movement beyond normal allowances.
9. **Speed Growth III** – As *Speed Growth I*, except the area of effect is 100' radius, and the range is 100'.
10. **Plant Growth III** – As *Plant Growth I*, except size increase is 3 times.
11. **Plant Control III** – As *Plant Control I*, except caster can control any 3 plants.
12. **Tree Restore** – As *Plant Restore*, except it can affect any plant (including trees).
13. **Plant Growth V** – As *Plant Growth I*, except size increase is 5 times.



ANIMIST BASE LIST 4.6

PLANT MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Plant Lore	1 plant	—	touch	I
□ 2)	Speed Growth I	10'R	1 day	10'	U
□ 3)	Plant Tongues	caster	1 min/lvl	touch	I
□ 4)	Plant Restore	1 plant	P	touch	U
□ 5)	Speed Growth II	10'R	1 day	10'	U
~~~~~					
□ 6)	Plant Location	1 mi R	—	self	I
□ 7)	Plant Growth II	1 plant	P	touch	U
□ 8)	Plant Control I	1 plant	1 min/lvl	100'	Fm
□ 9)	Speed Growth III	100'R	1 day	100'	U
□ 10)	Plant Growth III	1 plant	P	touch	U
~~~~~					
□ 11)	Plant Control III	3 plants	1 min/lvl	touch	Fm
□ 12)	Tree Restore	1 tree	P	touch	U
□ 13)	Plant Growth V	1 plant	P	touch	U
□ 14)	Speed Growth IV	100'R	1 day	100'	U
□ 15)	Plant Control V	5 plants	1 min/lvl	touch	Fm
~~~~~					
□ 16)	Wall of Thorns	10'x10'x5'	10 min/lvl	100'	E
□ 17)	Firestop	10'R/lvl	10 min/lvl	100'	U
□ 18)	Plant Growth X	1 plant	P	touch	U
□ 19)					
□ 20)	Plant Growth True	100'R	P	100'	U
~~~~~					
□ 25)	Speed Growth True	10'R/lvl	1 day	10'/lvl	U
□ 30)	Plant Control True	100'R	1 min/lvl	100'	Fm
□ 50)	Plant Animation	1 plant	1 min/lvl	100'	U

14. **Speed Growth IV** – As *Speed Growth II*, except the area of effect is 100' radius and the range is 100'.
15. **Plant Control V** – As *Plant Control I*, except caster can control any 5 plants.
16. **Wall of Thorns** – Summons a wall of very tough (but pliable) thorns. The wall is up to 10' x 10' x 5'. Anyone moving through the wall receives d10 dagger attacks (use a +50 dagger attack on the Dagger Attack Table from *Arms Law*, if available) per foot of wall moved through. The wall must rest on a solid surface.
17. **Firestop** – This spell will put out any fires upon living materials that are in the area of effect.
18. **Plant Growth X** – As *Plant Growth I*, except size increase is 10 times.
20. **Plant Growth True** – As *Plant Growth I*, except affects all plants in the area of effect.
25. **Speed Growth True** – As *Speed Growth I*, except for the range and area of effect.
30. **Plant Control True** – As *Plant Control I*, except caster can control all plants within the area of effect.
50. **Plant Animation** – Caster can animate any 1 plant. The plant can then move slowly, carrying any root system it may possess along.

SPECIAL NOTES

See Section 15.7 (p. 97) for more information about walls.



CLERIC BASE LIST 5.1

CHANNELS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Create Holy Water	4 oz. water	P	touch	E
2)	Calming *	1 target	1 rnd/10 fail	50'	F
3)	Channels I *	1 spell	—	varies	U
4)					
5)	Stunning *	1 target	1 rnd/10 fail	50'	F
6)	Channels III *	1 spell	—	varies	U
7)					
8)	Golden Slumbers *	1 target	1 rnd/10 fail	10'	F
9)					
10)	Channels V *	1 spell	—	varies	U
11)	Blinding *	1 target	10 min/10 fail	10'	F
12)					
13)	Channels VIII *	1 spell	—	varies	U
14)	Absolution *	1 target	1 week/10 fail	50'	F
15)	Holy Shout	20'R	—	20'	F
16)	Item Returning	1 object	varies	touch	U
17)	Channels X *	1 spell	—	varies	U
18)	Sanctuary *	caster	—	self	U
19)	Item Rereturning	1 object	varies	touch	U
20)	Absolution Pure *	1 target	P	50'	F
25)	Sanctuary True *	caster	—	self	U
30)	Lord Channels *	1 spell	—	varies	U
50)	Holy Bridge	deity	1 rnd	varies	U

CHANNELS

- Create Holy Water** — When this spell is cast, up to four ounces of clean, clear water is transformed into holy water. This spell takes one hour to cast. If the water is not placed into a clean receptacle, its holy nature is ruined.
- Calming** — Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity). The target of the spell may take no aggressive/offensive action, and will only fight if attacked.
- Channels I** — When this spell is cast, the first level spell that the caster begins to cast the next round will be “channeled” to another spell user of the Channeling realm. The “channeled” spell is transmitted to the other spell user when it would normally take effect, and must be used by the receiving spell user immediately (i.e., the receiving spell user is now treated as the caster of the spell). All normal restrictions apply to the transmitted spell. The caster of the *Channels* spell must be able to see the receiver of the spell **or** know exactly where he is (direction and distance, or specific location). The receiver must know exactly when the spell is coming (though he need not know exactly what spell is coming). For example, if a Cleric was at a certain altar at midnight of a full moon ready to receive a spell; then another spell user who knew this could use *Channels* to send him a spell.
- Stunning** — Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity). The target of the spell is stunned.
- Channels III** — As *Channels I*, except up to a third level spell may be transmitted.
- Golden Slumbers** — Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity). The target of the spell falls into a deep sleep. The first minute of this sleep is magical (and the target cannot be awakened in any normal fashion). After the first

minute, the target may be awakened normally (though his deep sleep will prevent him from waking on his own until he has slept a full eight hours).

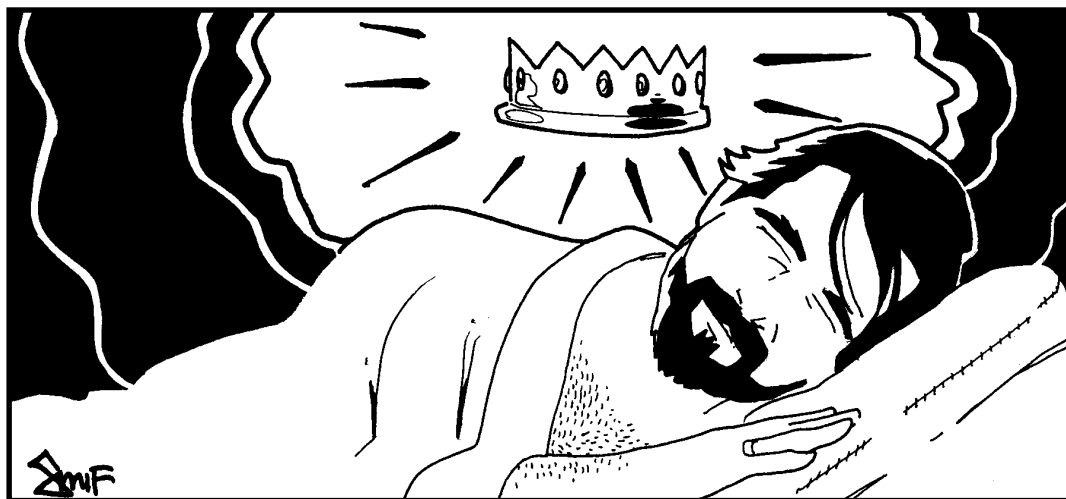
- Channels V** — As *Channels I*, except up to a fifth level spell may be transmitted.
- Blinding** — Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity). The target of the spell is blinded for the duration of the spell.
- Channels VIII** — As *Channels I*, except up to an eighth level spell may be transmitted.
- Absolution** — [RR Mod: -20] Target's “soul” is torn from his body; it remains in whatever place “souls” go for the duration of the spell. The soul can be returned early only through *Lifegiving*. Target is unconscious until soul is restored. Even subconscious activities (i.e., healing, etc.) suffer a -75 penalty.
- Holy Shout** — All beings not of the caster's own “alignment” (religious persuasion) are affected. All targets failing their RRs by 40 or less are stunned for 1 round per 10 failure. All those failing by more than 40 are unconscious.
- Item Returning** — Target item (weighing no more than 10 pounds) will return to a designated location. This spell has two possible durations (determined at the time of casting). The caster may send (i.e., teleport) the target item to a designated location at the time of casting (with an instant duration), **or** the caster can designate that the target item return to the caster when the possessor of the item has completed a specific task (specified at the time of casting).
- Channels X** — As *Channels I*, except up to a tenth level spell may be transmitted.
- Sanctuary** — Caster is returned to a predefined place this is (a type of teleportation). Caster must have lived in the place for at least 30 days (mediating for 16 hours is rs each day) to define it as his “sanctuary.” A spell user may only have one such place defined at any one time.
- Item Rereturning** — As *Item Returning*, except object will stay at the designated location (set at time of casting) for up to 1 round per level. At the end of this time, the object will go back to where it “returned” from.
- Absolution Pure** — As *Absolution*, except “soul” can only be brought back through *Lifegiving*.
- Sanctuary True** — For up to 1 round per level after he has used *Sanctuary*, the caster may cast this spell and be returned to within 20' of the point at which he used *Sanctuary*.
- Lord Channels** — As *Channels I*, except up to a twentieth level spell may be transmitted.
- Holy Bridge** — Opens a direct channel to the caster's deity; results depend on the deity's personality, motives, and powers. Any spell the deity can cast may be transmitted through the gate.

SPECIAL NOTES

- For the *Returning* and *Rereturning* spells, normal encumbrance rules apply (see Section 15.6, p. 97, for more on encumbrance limits for spells).
- Note that the spells on this list may vary in appearance or usage based upon the nature of the deity. GMs should feel free to replace some of the spells above for spells more appropriate to the deity. For example, a deity of fire might have a *Bolt of Fire* instead of *Stunning* (attacking on the Fire Bolt Attack Table 13.5, p. 84, with a special -25 modification).
- The GM should be careful and clear when defining “alignment” for the *Holy Shout* spell. This should include all folk who are not specifically following the caster's religion (and thus it might include some allies).

COMMUNAL WAYS

1. **Guess** — When faced with a choice about which he has little or no information (e.g., which corridor leads outside the quickest), the caster may cast this spell and the GM will determine which way he goes, biasing the choice favorable by 25% (e.g., roll d100: correct on a 26-100, incorrect on 1-25).
3. **Intuitions I** — Caster gains a vision of what will probably happen in the next minute if he takes a specified action.
4. **Dream I** — Caster has a dream relating to a topic decided upon just before retiring. The caster must sleep for a normal sleep cycle (minimum of 4 hours) for this spell to work.
5. **Intuitions III** — As *Intuitions I*, except the caster gets to gaze 3 minutes into the future.
6. **Death's Tale** — Caster gets a vision of the events surrounding the death of any 1 dead target through the eyes of the deceased. He also gets a view of the killer (if any). The caster must be within 10' of the corpse. Corpse must have died within a number of years equal to caster's level.
7. **Channel Opening I** — The caster can make contact with any 1 known target he is acquainted with. This spell will enable the caster to learn the specific location (direction and distance only) of the other being. This spell is often used with a *Channels* spell (see the left hand column).
8. **Intuitions V** — As *Intuitions I*, except caster may gaze 5 minutes into the future.
10. **Dreams III** — As *Dream I*, except limit is 3 dreams per night on different topics.
11. **Intuitions X** — As *Intuitions I*, except caster may gaze 10 minutes into the future.
12. **Commune I** — Caster receives (usually from his patron deity) a "yes" or a "no" answer to a question on a single topic. This spell may be used a maximum of once per day.
13. **Magic Basin I** — The target of this spell is a small pool of clear, clean water. The water must be calm (and remain calm for the duration of the spell). The caster may designate a topic and a vision will appear in the pool that relates to the topic. This vision normally takes 5-50 rounds.
15. **Channel Opening II** — As *Channel Opening I*, except for range.
18. **Magic Basin II** — As *Magic Basin I*, except up to two topics may be designated (5-50 rounds is required for each one).
19. **Death's Tale True** — Caster gets a vision of the events surrounding the death of any 1 dead target within 10 feet. Caster gets an understanding of the reason(s) the deceased died, exactly who the killer was (if any), and who was ultimately responsible (if any-one). Corpse may be of any age.
20. **Commune True** — As *Commune I*, except caster can receive a more detailed answer (e.g., a name or short phrase) to a question involving only 1 concept.
25. **Intuitions True** — As *Intuitions I*, except caster may gaze into the future for a number of minutes equal to his level.



CLERIC BASE LIST 5.2 COMMUNAL WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Guess	caster	—	self	I
☐ 2)					
☐ 3)	Intuitions I	caster	—	self	I
☐ 4)	Dream I	caster	sleep	self	I
☐ 5)	Intuitions III	caster	—	self	I
☐ 6)	Death's Tale	caster	—	self	I
☐ 7)	Channel Opening I	1 being	C	1 mile/lvl	U
☐ 8)	Intuitions V	caster	—	self	I
☐ 9)					
☐ 10)	Dreams III	caster	sleep	self	I
☐ 11)	Intuitions X	caster	—	self	I
☐ 12)	Commune I	caster	C	self	I
☐ 13)	Magic Basin I	1 pool	1 min/lvl	10'	I
☐ 14)					
☐ 15)	Channel Opening II	1 being	C	10 mile/lvl	U
☐ 16)					
☐ 17)					
☐ 18)	Magic Basin II	1 pool	1 min/lvl	10'	I
☐ 19)	Death's Tale True	caster	—	self	I
☐ 20)	Commune True	caster	C	self	I
☐ 25)	Intuitions True	caster	—	self	I
☐ 30)	Channel Opening True	1 being	C	1 mile/lvl	U
☐ 50)	High Prayer	caster	C	self	I

30. **Channel Opening True** — As *Channel Opening I*, except caster can open a channel to anyone he chooses, regardless of whether or not he is acquainted with the being. The caster must specify the type of being he is seeking (e.g., a priest of a specific deity, a warrior with blue eyes, etc.).

50. **High Prayer** — Caster receives detailed information from his deity on a single topic question.

SPECIAL NOTES

When using *Guess*, the caster must have a limited number of options (i.e., finite and countable). After the spell is cast, the caster may not cast another *Guess* for the same information until his experience level has increased.

See Section 15.16 (p. 99) for more on dreams and symbology in divination.

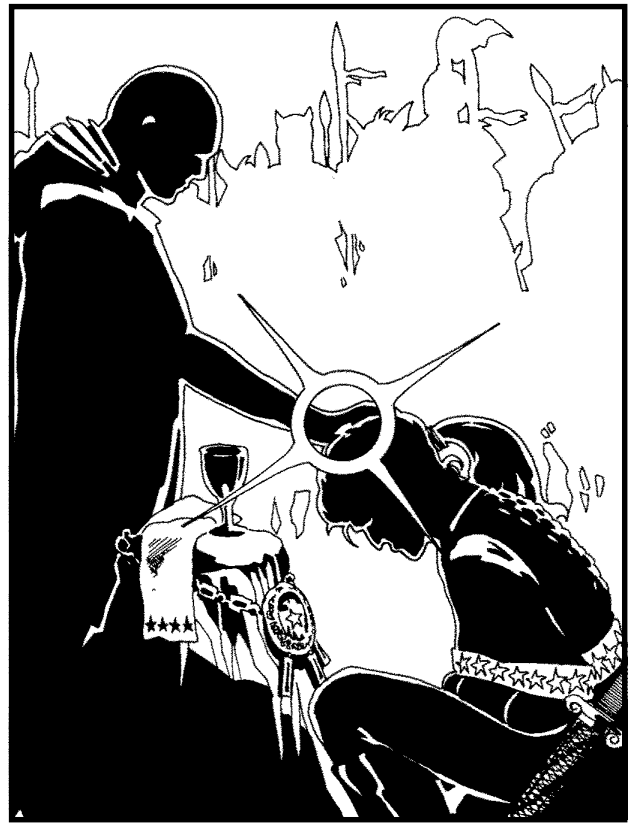
CLERIC BASE LIST 5.3

LIFE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Preservation I	1 body	1 min/lvl	10'	U
2)	Lifekeeping I	1 body	1 min/lvl	10'	U
3)	Preservation II	1 body	1 hr/lvl	10'	U
4)	Heal Life Essence I	1 target	P	10'	U
5)	Lifekeeping II	1 body	1 hr/lvl	touch	U
6)	Heal Life Essence II	1 target	P	10'	U
7)	Preservation III	1 body	1 day/lvl	touch	U
8)					
9)	Heal Life Essence III	1 target	P	10'	U
10)	Preservation IV	1 body	1 week/lvl	10'	U
11)	Lifekeeping III	1 body	1 day/lvl	10'	U
12)	Lifegiving I	1 body	P	10'	U
13)	Heal Life Essence True	1 target	P	10'	U
14)	Preservation V	1 body	1 month/lvl	10'	U
15)	Lifegiving II	1 body	P	10'	U
16)	Lifekeeping IV	1 body	1 week/lvl	10'	U
17)	Lifegiving III	1 body	P	10'	U
18)	Preservation True	1 body	1 year/lvl	10'	U
19)	Restoration	1 target	P	10'	U
20)	Lifegiving IV	1 body	P	10'	U
25)	Lifegiving V	1 body	P	10'	U
30)	Restoration True	1 target	P	10'	U
50)	Lifegiving True	1 body	P	10'	U

LIFE MASTERY

- Preservation I** – Caster can preserve a “dead” body, preventing any further deterioration (i.e., stat deterioration) or damage from already existing wounds; the target will be in a coma; this spell will not prevent the target’s soul from leaving the body.
- Lifekeeping I** – Caster can prevent the soul of a “dead” body from leaving its body (thus preventing actual death and enabling the fallen being to be restored via simple bodily repairs). This spell must be cast before the soul leaves the body or *Lifegiving* (see *RMFRP* p. 77) will be necessary for recovery.
- Preservation II** – As *Preservation I*, except for the duration.
- Heal Life Essence I** – The target of this spell is any being who has suffered some amount of soul damage. The target will be healed of d10 points of lost temporary Constitution. See *RMFRP* Section 24.0 (p. 75) for more information on soul damage.
- Lifekeeping II** – As *Lifekeeping I*, except for the duration.
- Heal Life Essence II** – As *Heal Life Essence I*, except will heal 2d10 lost points.
- Preservation III** – As *Preservation I*, except for the duration.
- Heal Life Essence III** – As *Heal Life Essence I*, except will heal 3d10 lost points of temporary Constitution.
- Preservation IV** – As *Preservation I*, except for duration.
- Lifekeeping III** – As *Lifekeeping I*, except for the duration.
- Lifegiving I** – Caster can “raise” 1 dead being by restoring the being’s lost soul. Target’s soul must still exist and he must have died within the last year. To be successfully “raised”, the target must roll d100 (open-ended) and add his Constitution stat (not the stat bonus). A modification of -10 is applied to the result for every day the target has been dead (e.g., if the target has been dead for 3 days, 30 is subtracted from the roll). If the result is 100 or over, the target is “raised” successfully. If the result is less than 100, the target is not “raised” (and may not



ever be raised by this caster). Target is incapacitated (-100 to all activity) for a period of 100 days for each day dead (e.g., if the target was dead 2 days, the recovery period is 200 days).

- Heal Life Essence True** – As *Heal Life Essence I*, except heals 1 lost point of temporary Constitution per level of the caster.
- Preservation V** – As *Preservation I*, except for the duration.
- Lifegiving II** – As *Lifegiving I*, except a modification of -5 per day dead is applied to the target’s roll and the recovery period is only 50 days per day dead.
- Lifekeeping IV** – As *Lifekeeping I*, except for duration.
- Lifegiving III** – As *Lifekeeping I*, except a modification of -2 per day dead is applied to the target’s roll and the recovery period is only 20 days per day dead.
- Preservation True** – As *Preservation I*, except for the duration.
- Restoration** – The target of this spell is any being that has had his mental capabilities hindered (e.g., from the *Mind Erosion* spell list). The target of this spell will recover lost experience. However, recovery is not always complete. The amount of experience that is not recovered is 1% for each day that the target suffered from the condition. For example, if a target lost 10,000 experience points and it took him 20 days to find a Cleric with this spell, he would only recover 8,000 of the lost experience points.
- Lifegiving IV** – As *Lifegiving I*, except a modification of -1 per day dead is applied to the target’s roll and the recovery period is equal to the number of days dead.
- Lifegiving V** – As *Lifegiving I*, except a modification of -1 for every two days dead is applied to the target’s roll and there is no recovery period.
- Restoration True** – As *Restoration*, except that target’s mind is fully restored (including experience).
- Lifegiving True** – As *Lifegiving*, except target is automatically raised from the dead and there is no recovery period.

SPECIAL NOTES

See *RMFRP* Section 24.1 (p. 75) for more on soul damage and the effects of death.

PROTECTIONS

1. **Prayer I** — Target gets a special bonus of +5 to his resistance rolls and maneuver rolls. If the target is more than 100' from the caster at any time, the spell is cancelled.
2. **Bless I** — As *Prayer I*, except target gets a special bonus of 5 to his defensive bonus and maneuver rolls.
3. **Resistance I** — As *Prayer I*, except target gets a special bonus of 5 to his resistance rolls and defensive bonus.
4. **Heat Resistance** — As *Prayer I*, except the duration is 10 minutes per level and the target is protected from natural heat up to 170° F (treat as if target were in 70° F temperature). For temperatures above 170° F, subtract 100° F to determine the effective temperature for the target. Target also receives +20 to all RRs versus heat spells and heat attacks (+20 DB versus elemental fire and heat attacks).
5. **Cold Resistance** — As *Prayer I*, except the duration is 10 minutes per level and the target is protected from natural cold down to 20° F (treat as if target were in 70° F temperature). For temperatures below 20° F, add 50° F to determine the effective temperature for the target. Target also receives +20 to all RRs versus cold spells and cold attacks (+20 DB versus elemental cold and ice attacks).
8. **Temperature Sphere I** — All who are within the sphere are allowed benefits of either a *Heat Resistance* or a *Cold Resistance* spell (must be the same for all targets). If the sphere is more than 100' from the caster at any time, the spell is cancelled.
10. **Protections Sphere I** — All within the radius are allowed the benefits of *Prayer I* or *Bless I* or *Resistance I* spell (must be the same for all targets). If the sphere is more than 100' from the caster at any time, the spell is cancelled.
11. **Prayer III** — As *Prayer I*, except total bonus is 15 and bonus may be spread over 1-3 targets. One target would get a special bonus of +15; three targets would get +5 each; etc.
12. **Bless III** — As *Bless I*, except total bonus is 15 and bonus may be spread over 1-3 targets. One target would get a special bonus of +15; three targets would get +5 each; etc.
13. **Resistance III** — As *Resistance I*, except total bonus is 15 and bonus may be spread over 1-3 targets. One target would get a special bonus of +15; three targets would get +5 each; etc.
15. **Temperature Sphere II** — As *Temperature Sphere I*, except radius is 20'.
17. **Protections Sphere III** — As *Protections Sphere I*, except all within the radius are allowed the benefits of *Prayer III* or *Bless III* or *Resistance III* spell (must be the same for all targets).
18. **Prayer V** — As *Prayer I*, except total bonus is 25 and bonus may be spread over 1-5 targets. One target would get a special bonus of +25; five targets would get +5 each; etc.
20. **Bless V** — As *Bless I*, except total bonus is 25 and bonus may be spread over 1-5 targets. One target would get a special bonus of +25; five targets would get +5 each; etc.
25. **Resistance V** — As *Resistance I*, except total bonus is 25 and bonus may be spread over 1-5 targets. One target would get a special bonus of +25; five targets would get +5 each; etc.
30. **Protections Sphere V** — As *Protections Sphere I*, except all within the radius are allowed the benefits of *Prayer V* or *Bless V* or *Resistance V* spell (must be the same for all targets).
50. **Protections True** — Target gets a special bonus of +30 to his RRs, maneuver rolls, and DB and 30 is subtracted from all elemental attacks against him.

CLERIC BASE LIST 5.4

PROTECTIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Prayer I	1 target	1 min/lvl	100'	U
□ 2)	Bless I	1 target	1 min/lvl	100'	U
□ 3)	Resistance I	1 target	1 min/lvl	100'	U
□ 4)	Heat Resistance *	1 target	10 min/lvl	100'	U
□ 5)	Cold Resistance *	1 target	10 min/lvl	100'	U
~~~~~					
□ 6)					
□ 7)					
□ 8)	Temperature Sphere I	10'R	10 min/lvl	10'	U
□ 9)					
□ 10)	Protections Sphere I	10'R	1 min/lvl	10'	U
~~~~~					
□ 11)	Prayer III	1-3 tgts	1 min/lvl	100'	U
□ 12)	Bless III	1-3 tgts	1 min/lvl	100'	U
□ 13)	Resistance III	1-3 tgts	1 min/lvl	100'	U
□ 14)					
□ 15)	Temperature Sphere II	20'R	10 min/lvl	10'	U
~~~~~					
□ 16)					
□ 17)	Protections Sphere III	10'R	1 min/lvl	10'	U
□ 18)	Prayer V	1-5 tgts	1 min/lvl	100'	U
□ 19)					
□ 20)	Bless V	1-5 tgts	1 min/lvl	100'	U
~~~~~					
□ 25)	Resistance V	1-5 tgts	1 min/lvl	100'	U
□ 30)	Protections Sphere V	10'R	1 min/lvl	10'	U
□ 50)	Protections True	1 target	1 min/lvl	100'	U

SPECIAL NOTES

Resistance, Prayer, Bless, and Protection Spheres are **not** cumulative with each other.



CLERIC BASE LIST 5.5

REPULSIONS

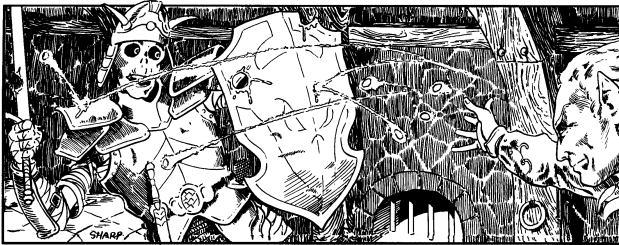
Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Repel Undead V	varies	1 min/lvl	100'	F
2)	Cancel Channeling	caster	C	self	F
3)	Anti-Channels I	1 spell	—	100'	E
4)	Neutralize Curse I	1 curse	1 min/lvl	100'	F
5)	Anti-Channels III	1 spell	—	100'	E
6)	Repel Undead IX	varies	1 min/lvl	100'	F
7)	Remove Curse	1 target	P	touch	F
8)	Dispel Channeling I	1 target	—	10'	F
9)	Neutralize Curse II	1 curse	1 hr/lvl	100'	F
10)	Anti-Channels V	1 spell	—	100'	E
11)	Repel Undead XII	varies	1 min/lvl	100'	F
12)	Anti-Channels VIII	1 spell	—	100'	E
13)					
14)	Dispel Channeling V	5 targets	—	10'	F
15)	Anti-Channels X	1 spell	—	100'	E
16)	Repel Undead XV	varies	1 min/lvl	100'	F
17)					
18)	Neutralize Curse III	1 curse	1 day/lvl	100'	F
19)	Dispel Channeling X	10 targets	—	10'	F
20)	Repel Undead True	1 undead	1 min/lvl	100'	E
25)	Uncurse True	1 curse	P	touch	F
30)	Anti-Channels True	1 spell	—	100'	E
50)	Rechanneling	1 spell	1 rnd/lvl	300'	F

REPULSIONS

1. **Repel Undead V** — Causes up to 5 Undead to flee or disintegrate. All Undead have a class assigned to them. This spell will affect up to 5 points of Undead (Class I Undead count as 1 point, Class II Undead count as 2 points, etc.). Animated Dead (see the Evil Channeling List, Necromancy) are treated as Class I Undead and are not entitled to an RR (i.e., they automatically disintegrate if the spell does not fail).

Each target is entitled to an RR. If the target fails the RR by 50 or less, it will flee (if it cannot flee, it will remain motionless). If the target fails by more than 50, it disintegrates. One Base Attack Roll is applied to all targets. If no class is given for an Undead, use the following chart.

Level	Class	Level	Class	Level	Class
1-2	I	6-8	III	13-15	V
3-5	II	9-12	IV	16+	VI



The RR of an Undead can be modified by concentrating the effects of the spell. For each additional point of the spell allocated to a target (beyond those normally needed to affect it), that target's RR is modified by -5. Thus, *Repel Undead V* could affect five Class I Undead with no RR mod or one Class I Undead with an RR mod of -20 to it or any other combination of targets providing no more than 5 points were allocated.

2. **Cancel Channeling** — When the caster of this spell is a target of a spell from the realm of Channeling, the "incoming" spell must first make a RR (before the caster of this spell makes a RR). For RR purposes, each spell uses a level equal to its caster's level. If the "incoming" spell's RR is successful, it may target the caster normally; otherwise, the incoming spell has no effect on this target.

3. **Anti-Channels I** — Cancels a *Channels I* spell being transmitted or received within the range. Note that the *Channels I* spell gets no RR.

4. **Neutralize Curse I** — [RR Mod: -20] Nullifies a curse for the duration of this spell. The curse is not dispelled and takes effect after the duration of this spell ends.

5. **Anti-Channels III** — As *Anti-Channels I*, except affects to a *Channels III*.

6. **Repel Undead IX** — As *Repel Undead V*, except 9 points of Undead may be affected.

7. **Remove Curse** — Dispel a curse if the curse fails an RR. The curse's level is the level of the caster of the original curse. If the curse is not dispelled, the caster cannot try again until he has increased his skill rank with this list.

8. **Dispel Channeling I** — Any active spell from the realm of Channeling that is on the target must make an RR (use the level of that spell's caster as the spell's level). If the spell fails its RR, it is dispelled.

9. **Neutralize Curse II** — As *Neutralize Curse I*, except curse is nullified for 1 hour per level.

10. **Anti-Channels V** — As *Anti Channels I*, except affects up to a *Channels V*.

11. **Repel Undead XII** — As *Repel Undead V*, except 12 points of Undead may be affected.

12. **Anti-Channels VIII** — As *Anti-Channels I*, except affects up to a *Channels VIII*.

14. **Dispel Channeling V** — As *Dispel Channeling I*, except affects up to five targets.

15. **Anti-Channels X** — As *Anti Channels I*, except affects up to a *Channels X*.

16. **Repel Undead XV** — As *Repel Undead V*, except 15 points of Undead may be affected.

18. **Neutralize Curse True** — As *Neutralize Curse I*, except curse is nullified for 1 day per level.

19. **Dispel Channeling X** — As *Dispel Channeling I*, except affects up to ten targets.

20. **Repel Undead True** — As *Repel Undead V*, except this spell automatically disintegrates any one Undead of Class V or lower. A Class VI Undead is automatically sent fleeing.

25. **Uncurse True** — [RR Mod: -50] As *Remove Curse*, except for the RR modification.

30. **Anti-Channels True** — As *Anti-Channels* except any *Channels* spell can be canceled. Spells channeled with the aid of a *Holy Bridge* (see Cleric Base list, Channels) are not affected.

50. **Rechanneling** — Caster can intercept one channeled spell that is being transmitted or received within his range and cast that spell himself. The person sending the channeled spell gets a RR (the attack level of this spell versus his level—not the level of the spell being intercepted).

SPECIAL NOTES

1) A GM may want to give modifications to powerful Undead. See *Creatures & Monsters* for a complete listing of Undead.

2) If a *Repel Undead* spell has been cast on a given Undead, the caster cannot cast a *Repel Undead* spell on that Undead until he has increased his skill rank with this list.

3) See Section 15.21 (p. 100) for more on curses.

SUMMONS

1. **Summons I** – Caster magically summons a 1st-level, non-intelligent creature from the surrounding area. The caster can specify the type of creature, but the GM should determine the type of creature that answers the summons. If the creature can understand the caster (e.g., *Animal Tongues*), the creature can be controlled through normal communication. Otherwise, control is maintained only through concentration of the caster. If the creature summoned is used for a task that is not dangerous (in its own perception), the duration for this spell is 10 minutes per level. However, if the creature is ever put into a dangerous situation, the duration immediately drops to 1 round per level.
2. **Summons II** – As *Summons I*, except caster chooses one of the following options: **a)** the level of the summoned creature is increased by one, **b)** an extra 1st level creature can be summoned, or **c)** the duration can be doubled.
3. **Summons III** – As *Summons II*, except 2 options are chosen.
4. **Summons IV** – As *Summons II*, except 3 options are chosen.
5. **Summons V** – As *Summons II*, except 4 options are chosen.
6. **Summons VI** – As *Summons II*, except 5 options are chosen.
7. **Summons VII** – As *Summons II*, except 6 options are chosen.
8. **Summons VIII** – As *Summons II*, except 7 options are chosen.
9. **Summons X** – As *Summons II*, except 9 options are chosen.
10. **Demonic Gate I** – Caster summons a Type I Demon that appears over the course of 2 rounds. The caster can only control it by concentrating. After the caster stops concentrating, the demon will fade out over the course of 2 rounds. However, during this two rounds, it will attack the closest being.
11. **Summons XV** – As *Summons II*, except 14 options are chosen.
13. **Lord Summons** – As *Summons II*, except 19 options are chosen.
15. **Demonic Gate II** – As *Demonic Gate I*, except a Type II Demon is summoned.
17. **Waiting Summons** – As *Summons X*, except it can be delayed for up to 1 day per level of the caster **or** until triggered by one of the following (decided by caster at the time of casting): specified movements, specified sounds, touch, or specified actions.
20. **Demonic Gate III** – As *Demonic Gate I*, except a Type III Demon can be summoned.
25. **Mass Summons** – As *Summons II*, except a number of options equal to the caster's level are chosen.
30. **Summons True** – As *Summons I*, except for the duration and the level of the creature is random.



CLERIC BASE LIST 5.6

SUMMONS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Summons I	1 creature	varies	100'	U
☐ 2)	Summons II	1-2 creatures	varies	100'	U
☐ 3)	Summons III	1-3 creatures	varies	100'	U
☐ 4)	Summons IV	1-4 creatures	varies	100'	U
☐ 5)	Summons V	1-5 creatures	varies	100'	U
☐ 6)	Summons VI	1-6 creatures	varies	100'	U
☐ 7)	Summons VII	1-7 creatures	varies	100'	U
☐ 8)	Summons VIII	1-8 creatures	varies	100'	U
☐ 9)	Summons X	1-9 creatures	varies	100'	U
☐ 10)	Demonic Gate I	1 demon	C	10'	U
☐ 11)	Summons XV	1-15 creatures	varies	100'	U
☐ 12)					
☐ 13)	Lord Summons	1-20 creatures	varies	100'	U
☐ 14)					
☐ 15)	Demonic Gate II	1 demon	C	10'	U
☐ 16)					
☐ 17)	Waiting Summons	1-10 creatures	varies	100'	U
☐ 18)					
☐ 19)					
☐ 20)	Demonic Gate III	1 demon	C	10'	U
☐ 25)	Mass Summons	varies	varies	100'	U
☐ 30)	Summons True	1 creature	1 day/lvl	100'	U
☐ 50)	Gate	1 being	—	varies	U

50. **Gate** – Caster can pull any being through a “gate” to the caster’s location. If the being is intelligent, he must be willing to come. An intelligent being will get a feeling of the general “alignment” of the caster and a vague idea of the reason and significance for the “gate.”

SPECIAL NOTES

- 1) When allowed to choose more than one option on summoning spells, the same option may be chosen more than once. For example, with a *Summons III*, two options are available. This means that if both options are used for the same thing: three first-level creatures could be summoned, or one third-level creature could be summoned, or one first-level creature could be summoned for four times as long.
- 2) Demons are assumed to be beings of another plane who are brought into the caster’s plane through the use of an elemental force (one not of the Demon’s plane). Thus, the Demon and caster do not make RRs during the summons. See *Creatures & Monsters* for a full description of Demons. If no type for a Demon is given, use the following table to determine a Demon’s type. The GM may wish to alter this type system to account for the types of Demons he wishes to use in his world.

Level	Type
1-2	I
3-5	II
6-10	III
11-15	IV
16-20	V
21-40	VI
41+	Beyond the Pale

- 3) See Section 15.22 (p. 100) for more on Demons.

PALADIN BASE LIST 6.1

COMMUNION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Detect Enemies	50'R	1 min/lvl(C)	100'/lvl	P
2)	Cancel Channeling	caster	1 min/lvl	self	F
3)	Cancel Essence	caster	1 min/lvl	self	F
4)	Cancel Mentalism	caster	1 min/lvl	self	F
5)	Dreams I	caster	sleep	self	I
6)	Enemy Speech	caster	1 min/lvl	self	I
7)	Dispel Channeling I	1 target	—	10'	F
8)	Dispel Essence I	1 target	—	10'	F
9)	Dispel Mentalism I	1 target	—	10'	F
10)	Detect Enemies II	100'R	1 min/lvl(C)	500'/lvl	P
11)	Dream III	caster	sleep	self	I
12)	Death's Tale	caster	—	self	I
13)	Channel Opening I	1 being	C	1 mile/lvl	U
14)	Dispel Chan. Sphere I	10'R	C	self	F
15)	Dispel Ess. Sphere I	10'R	C	self	F
16)	Dispel Ment. Sphere I	10'R	C	self	F
17)	Commune I	caster	C	self	U
18)					
19)	Death's Tale True	caster	—	self	I
20)	Detect Enemies True	200'R	1 min/lvl(C)	1000'/lvl	P
25)	Commune True	caster	C	self	U
30)	Channel Opening Tr.	1 being	C	1 mile/lvl	U
50)	High Prayer	caster	C	self	U

COMMUNION

- Detect Enemies I** — Detects the total number of “enemies” (gives approximate direction & distance). Spell also reveals the most heavily represented type of enemy (by total levels). Caster can concentrate on a different 50' radius each round.
- Cancel Channeling** — When the caster of this spell is a target of a spell from the realm of Channeling, the “incoming” spell must first make an RR. For RR purposes, each spell uses a level equal to its caster's level. If the “incoming” spell passes the RR, it may target the caster normally; otherwise the incoming spell has no effect on this target.
- Cancel Essence** — As *Cancel Channeling*, except affects spells from the realm of Essence.
- Cancel Mentalism** — As *Cancel Channeling*, except affects spells from the realm of Mentalism.
- Dream I** — Caster has a dream relating to a topic decided upon just before retiring. The caster must sleep for a normal sleep cycle (minimum of 4 hours) for this spell to work.
- Enemy Speech** — For the duration of this spell, the caster can read and speak one “enemy” language with skill rank 8.
- Dispel Channeling** — Any active spell from the realm of Channeling that is on the target must make an RR (use the level of that spell's caster as the spell's level). If the spell fails it RR, it is dispelled.

- Dispel Essence** — As *Dispel Channeling*, except affects spells from the realm of Essence.
- Dispel Mentalism** — As *Dispel Channeling*, except affects spells from the realm of Mentalism.
- Detect Enemies II** — As *Detect Enemies I*, except for range and area of effect.
- Dreams III** — As *Dream I*, except limit is 3 dreams per night on different topics.
- Death's Tale** — Caster gets a vision of the events surrounding the death of any 1 dead target through the eyes of the deceased. He also gets a view of the killer (if any). The caster must be within 10' of the corpse. Corpse must have died within a number of years equal to caster's level.
- Channel Opening I** — Caster can make contact with any 1 known target he his acquainted with. This spell will enable the caster to learn the specific location (direction and distance only) of the other being. This spell is often used with a *Channels* spell (see Channels list, p. 32).
- Dispel Channeling Sphere I** — As *Dispel Channeling*, except for the area of effect (centered on the caster). If the radius encounters an already existing spell, the spell must make an RR (with a special +30 modifier) or be cancelled (not dispelled) for as long as the active spell is inside the radius.
- Dispel Essence Sphere I** — As *Dispel Channeling Sphere I*, except affects spells from the realm of Essence.
- Dispel Mentalism Sphere I** — As *Dispel Channeling Sphere I*, except affects spells from the realm of Mentalism.
- Commune I** — Caster receives (usually from his patron deity) a “yes” or a “no” answer to a question on a single topic. This spell may be used a maximum of once per day.
- Death's Tale True** — Caster gets a vision of the events surrounding the death of any 1 dead target within 10 feet. Caster gets an understanding of the reason(s) the deceased died, exactly who the killer was (if any), and who was ultimately responsible (if anyone). Corpse may be of any age.
- Detect Enemies True** — As *Detect Enemies I*, except for range and area of effect.
- Commune True** — As *Commune I*, except caster can receive a more detailed answer (e.g., a name or short phrase) to a question involving only 1 concept.
- Channel Opening True** — As *Channel Opening I*, except caster can open a channel to anyone he chooses, regardless of whether or not he is acquainted with the being. The caster must specify the type of being he is seeking (e.g., a priest of a specific deity, a warrior with blue eyes, etc.).
- High Prayer** — Caster receives detailed information from his deity on a single topic question.

SPECIAL NOTES

- See Section 15.16 (p. 99) for more on dreams and symbolism.
- The GM should define enemy as appropriate to his world. For most worlds, the term enemy will mean those that are actively opposed to the religion or deity.



EXORCISMS

1. **Repel Undead I** – Causes Undead to flee or disintegrate. All Undead have a class assigned to them. This spell will affect 1 point of Undead (Class I Undead count as 1 point, Class II Undead count as 2 points, etc.). Animated Dead (see the Evil Channeling List, Necromancy) are treated as Class I Undead and are not entitled to an RR (i.e., they automatically disintegrate if the spell does not fail). *Creatures & Monsters* provides complete descriptions of the different types of Undead.

Each target is entitled to an RR. If the target fails the RR by 50 or less, it will flee (if the target cannot flee, it will remain motionless). If the target fails by more than 50, it disintegrates. One Base Attack Roll is applied to all targets. For the purposes of RRs, if no class is given for an Undead, use the following table to determine its class.

Level	Class	Level	Class
1-2	I	9-12	IV
3-5	II	13-15	V
6-8	III	16+	VI

The RR of any single Undead can be modified by concentrating the effects of the spell on that target. For each additional point of the spell allocated to a target (beyond those normally needed to affect it), that target's RR is modified by -5. Thus, *Repel Undead V* could affect five Class I Undead with no RR modifier or one Class I Undead with an RR modifier of -20 to each or one Class II Undead with an RR modifier of -5 and two Class I Undead with no RR modifier or any combination of targets providing no more than 5 points were allocated.

2. **Detect Undead** – Detects the presence of Undead in the area of affect. Caster can move the area of effect 5' each round.
3. **Repel Undead III** – As *Repel Undead I*, except affects 3 points of Undead.
4. **Repel Demon I** – For as long as the caster concentrates, Type I Demons that are in the area of effect may not leave, and Type I Demons that are outside the area of effect may not enter.
5. **Repel Undead V** – As *Repel Undead I*, except affects 5 points of Undead.
6. **Repel Demon II** – As *Repel Demon I*, except affects up to Type II Demons.
7. **Banish Demon I** – Banishes the target Type I Demon from this plane of existence for the duration of the spell.
8. **Neutralize Curse** – [RR Mod: -20] Nullifies a curse for the duration of this spell. The curse is not dispelled and takes effect after the duration of this spell.
9. **Repel Demon III** – As *Repel Demon I*, except affects up to Type III Demons.
10. **Repel Undead X** – As *Repel Undead I*, except affects 10 points of Undead.
11. **Banish Demon II** – As *Banish Demon I*, except affects up to a Type II Demon.
12. **Repel Undead XII** – As *Repel Undead I*, except affects 12 points of Undead.
13. **Repel Demon IV** – As *Repel Demon I*, except affects up to Type IV Demons.
14. **Neutralize Curse II** – As *Neutralize Curse I*, except for duration.
15. **Repel Undead XV** – As *Repel Undead I*, except affects 15 points of Undead.
16. **Repel Demon V** – As *Repel Demon I*, except affects up to Type V Demons.
17. **Banish Demon III** – As *Banish Demon I*, except affects up to a Type III Demon.
18. **Neutralize Curse III** – As *Neutralize Curse I*, except for duration.
19. **Repel Demon VI** – As *Repel Demon I*, except affects up to Type VI Demons.

PALADIN BASE LIST 6.2

EXORCISMS

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Repel Undead I	varies	1 min/lvl	100'	F
□ 2)	Detect Undead	10'R	1 min/lvl(C)	10'/lvl	P
□ 3)	Repel Undead III	varies.	1 min/lvl	100'	F
□ 4)	Repel Demon I	5'R/lvl	C	10'	F
□ 5)	Repel Undead V	varies	1 min/lvl	100'	F
□ 6)	Repel Demon II	5'R/lvl	C	10'	F
□ 7)	Banish Demon I	1 Demon	1 mo/lvl	10'	F
□ 8)	Neutralize Curse I	1 target	1 min/lvl	touch	F
□ 9)	Repel Demon III	5'R/lvl	C	10'	F
□ 10)	Repel Undead X	varies	1 min/lvl	100'	F
□ 11)	Banish Demon II	1 Demon	1 mo/lvl	10'	F
□ 12)	Repel Undead XII	varies	1 min/lvl	100'	F
□ 13)	Repel Demon IV	5'R/lvl	C	10'	F
□ 14)	Neutralize Curse II	1 target	1 hr/lvl	touch	F
□ 15)	Repel Undead XV	varies	1 min/lvl	100'	F
□ 16)	Repel Demon V	5'R/lvl	C	10'	F
□ 17)	Banish Demon III	1 Demon	1 mo/lvl	10'	F
□ 18)	Neutralize Curse III	1 target	1 day/lvl	touch	F
□ 19)	Repel Demon VI	5'R/lvl	C	10'	F
□ 20)	Repel Undead True	varies	1 min/lvl	100'	F
□ 25)	Repel Demon True	10'R/lvl	C	10'	F
□ 30)	Uncurse True	1 target	P	touch	F
□ 50)	Banish Demon True	1 Demon	1 mo/lvl	10'	F

20. **Repel Undead True** – As *Repel Undead I*, except one Undead of type V or less is disintegrated. Type VI Undead are sent fleeing.

25. **Repel Demon True** – As *Repel Demon VI*, except for area of effect.

30. **Uncurse True** – [RR Mod: -50] Dispels a curse if the curse fails an RR. The curse's level is the level of the caster of the original curse. If the curse is not dispelled, the caster cannot try again until he has gone up another level of experience.

50. **Banish Demon True** – As *Banish Demon I*, except affects up to a Type IV Demon.

SPECIAL NOTES

- 1) For all spells that affect Undead, GMs may want to give modifications to certain very powerful undead. See *Creatures & Monsters* for a complete listing of Undead. A caster can only attempt to repel a given Undead once per level.
- 2) See Section 15.21 (p. 100) for more on curses and removing them.
- 3) Demons are assumed to be beings of another plane who are brought into the caster's plane through the use of an elemental force (one not of the Demon's plane). Thus, the Demon and caster do not make RRs during the summons. See *Creatures & Monsters* for a full description of Demons. If no type for a Demon is given, use the following table to determine a Demon's type. The GM may wish to this type system to account for the types of Demons he wishes to use in his world.

Level	Type	Level	Type
1-2	I	16-20	V
3-5	II	21-40	VI
6-10	III	41+	Beyond the Pale
11-15	IV		

- 3) See Section 15.22 (p. 100) for more on Demons.



PALADIN BASE LIST 6.3

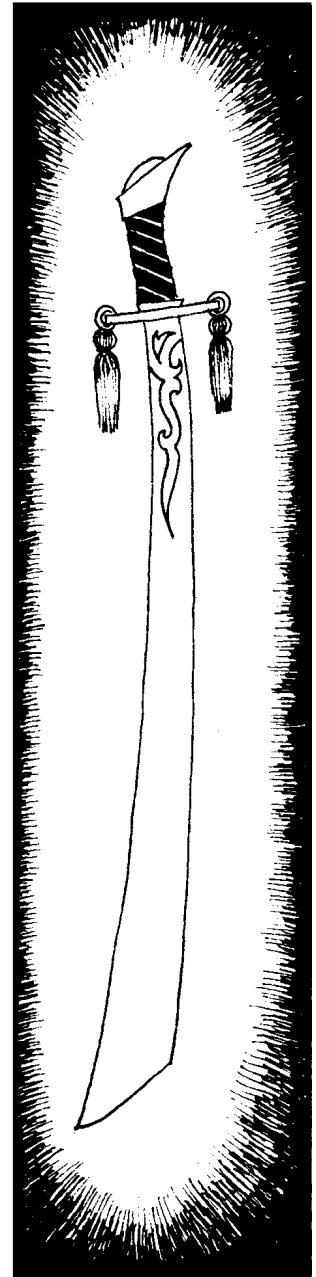
HOLY ARMS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Holy Attack I *	self	—	self	U
2)	Righteous Blow I	self	—	self	U
3)	Holy Strength I	self	1 rnd/lvl	self	U
4)	Holy Attack II *	self	—	self	U
5)	Righteous Blow II	self	—	self	U
6)	Holy Focus *	self	—	self	U
7)	Holy Attack III *	self	—	self	U
8)	Righteous Blow III	self	—	self	U
9)	Holy Aura I	10'R	1 min/lvl	self	F
10)	Holy Attack IV *	self	—	self	U
11)	Righteous Blow IV	self	—	self	U
12)	Holy Strength II	self	1 rnd/lvl	self	U
13)	Holy Attack V *	self	—	self	U
14)					
15)	Holy Aura II	10'R	1 min/lvl	self	F
16)	Holy Attack VI *	self	—	self	U
17)	Holy Strength III	self	1 rnd/lvl	self	U
18)					
19)	Holy Attack VII *	self	—	self	U
20)	Holy Aura True	10'R	1 min/lvl	self	F
25)	Holy Attack True *	self	—	self	U
30)	Holy Focus True *	self	—	self	U
50)	Holy Martyr	1'R/lvl	—	self	E

HOLY ARMS

- Holy Attack I** — Adds +15 to the caster's melee or missile attack for the current round.
- Righteous Blow I** — After casting this spell, there is a chance that the caster's next attack (melee or missile) will be treated as "Magic" for the purposes of resolving criticals (usually only applicable against Large and Super Large creatures). The chance is equal to 10% plus 5% for each round that the caster concentrates (i.e., prays) immediately prior to preparing and casting this spell. The attack affected by this spell must occur within 1 minute per level after this spell was cast.
- Holy Strength I** — Caster gains a special bonus of +5 to his strength stat bonus for the purposes of one maneuver. In combat, this results in a special bonus of +10 to melee attacks and +5 to missile attacks.
- Holy Attack II** — As *Holy Attack I*, except bonus is +20.
- Righteous Blow II** — As *Righteous Blow I*, except attack is treated as "Mithril."
- Holy Focus** — As *Righteous Blow I*, except the critical is treated as "Holy" and the chance is equal to 20% plus 2% for every extra Power Point used to cast this spell. A maximum number of PPs equal to the caster's level may be used to cast this spell. For example, a 6th level Paladin has a maximum chance of 20%; a 10th level Paladin could attain a 28% chance (by investing 10 PPs in the casting of the spell).

- Holy Attack III** — As *Holy Attack I*, except bonus is +25.
- Righteous Blow III** — As *Righteous Blow I*, except attack is treated as "Holy."
- Holy Aura I** — A bright, shimmering aura surrounds the caster. All creatures "of darkness" who are in the area of effect must make an RR each round or receive an 'A' severity critical (type to be determined by the GM; based upon the nature of the creature).
- Holy Attack IV** — As *Holy Attack I*, except bonus is +30.
- Righteous Blow IV** — As *Righteous Blow I*, except attack is treated as "Slaying" (creature type must be chosen when spell is cast).
- Holy Strength II** — As *Holy Strength I*, except strength stat bonus is +10 for a maneuver (+20 to melee attacks; +10 to missile attacks).
- Holy Attack V** — As *Holy Attack I*, except bonus is +35.
- Holy Aura II** — As *Holy Aura I*, except delivers a 'B' critical.
- Holy Attack VI** — As *Holy Attack I*, except bonus is +40.
- Holy Strength III** — As *Holy Strength I*, except strength stat bonus is +15 for a maneuver (+30 to melee attacks; +15 to missile attacks).
- Holy Attack VII** — As *Holy Attack I*, except bonus is +45.
- Holy Aura True** — As *Holy Aura I*, except delivers a 'C' critical.
- Holy Attack True** — As *Holy Attack I*, except bonus is +50.
- Holy Focus True** — As *Holy Focus*, except attack is automatically Holy.
- Holy Martyr** — The caster exposes all within the area of effect to the raw power of his deity. All in the area of effect suffer a +100 *Fire Ball* attack (centered on the caster). All concussion damage is doubled and an extra Slaying Critical (resolve on the Large/Slaying column of the Creature Critical Strike Table 14.5, p. 93) is delivered. The caster acts as the center-point for the blast and is not immune to any of the damage. For the caster, no objects, spells, etc. will protect him from the blast.



HOLY HEALING

1. **Healing I** – Target is healed of d10 concussion hits.
2. **Flowstop I** – Allows caster to stop bleeding on a wound that is bleeding 1 hit per round. Target may not be moved, or bleeding will resume at prior rate.
3. **Frost/Burn Relief I** – Target is healed of one area of mild frostbite or first degree burn.
4. **Minor Fracture Repair** – Allows caster to mend one simple fracture (not compound fractures, shatters, joint damage, etc.). Recovery time is one day.
5. **Healing III** – As *Healing I*, except heals 3d10 concussion hits.
6. **Stun Relief I** – Target is relieved of one round's worth of accumulated stun.
7. **Major Fracture Repair** – As *Minor Fracture Repair*, except that the caster can also repair compound fractures. Recovery time is one day.
8. **Disease Resistance I** – For the duration of this spell, the target gets an additional RR versus any disease(s).
9. **Poison Resistance I** – For the duration of this spell, the target gets an additional RR versus any poison(s).
10. **Minor Vessel Repair** – Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds at up to 2 hits per round, not major arteries or veins).
11. **Healing V** – As *Healing I*, except heals 5d10 concussion hits.
12. **Muscle/Tendon Repair I** – Allows caster to repair (not replace) one damaged muscle or tendon. Recovery time is 1 hour.
13. **Frost/Burn Relief III** – As *Frost/Burn Relief I*, except caster can heal 3 areas of mild damage **or** 1 area of severe damage (e.g., third degree burns) **or** a combination of 1 mild and 1 moderate area of damage.
14. **Stun Relief II** – As *Stun Relief I*, except relieves 2 rounds of stun.
15. **Unparalysis** – Caster can cure any one paralysis problem.
16. **Healing X** – As *Healing I*, except heals 10d10 concussion hits.
17. **Frost/Burn Relief IV** – As *Frost Burn Relief I*, except caster can heal 4 mild or 2 moderate **or** 1 mild and 1 severe **or** 2 mild and 1 moderate areas of damage.
18. **Undisease** – Caster can remove any one disease from the target.
19. **Unpoison** – Caster can remove any one poison from the target.
20. **Stun Relief True** – As *Stun Relief I*, except relieves all rounds of stun.
25. **Healing XV** – As *Healing I*, except heals 15d10 concussion hits.
30. **Healing True** – As *Healing I*, except heals all concussion damage.
50. **Laying on Hands True** – Caster can use any lower level spell on this list once per round.

PALADIN BASE LIST 6.4

HOLY HEALING

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Healing I	1 target	P	touch	U
□ 2)	Flowstop I	1 target	P	touch	U
□ 3)	Frost/Burn Relief I	1 target	P	touch	U
□ 4)	Minor Fracture Repair	1 target	P	touch	U
□ 5)	Healing III	1 target	P	touch	U
□ 6)	Stun Relief *	1 target	P	touch	Us
□ 7)	Major Fracture Repair	1 target	P	touch	U
□ 8)	Disease Resistance I	1 target	10 min/lvl	touch	U
□ 9)	Poison Resistance I	1 target	10 min/lvl	touch	U
□ 10)	Minor Vessel Repair	1 target	P	touch	U
□ 11)	Healing V	1 target	P	touch	U
□ 12)	Muscle/Tendon Repair	1 target	P	touch	U
□ 13)	Frost/Burn Relief III	1 target	P	touch	U
□ 14)	Stun Relief II *	1 target	P	touch	Us
□ 15)	Unparalysis	1 target	P	touch	U
□ 16)	Healing X	1 target	P	touch	U
□ 17)	Frost/Burn Relief IV	1 target	P	touch	U
□ 18)	Undisease	1 target	P	touch	U
□ 19)	Unpoison	1 target	P	touch	U
□ 20)	Stun Relief True *	1 target	P	touch	Us
□ 25)	Healing XV	1 target	P	touch	U
□ 30)	Healing True	1 target	P	touch	U
□ 50)	Laying on Hands True	1 target	P	touch	U

SPECIAL NOTES

See *RMFRP* Section 24.1 (p.75) for more information on healing.



PALADIN BASE LIST 6.5

HOLY SHIELDS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Protection Prayer I	10'R	1 min/lvl	self	U
2)	Aura	caster	10 min/lvl	self	U
3)	Shield *	caster	1 min/lvl	self	U
4)	Blur *	caster	1 min/lvl	self	U
5)	Unpain I *	caster	1 min/lvl	self	Us
6)	Protection Prayer II	10'R	1 min/lvl	self	U
7)	Deflections I *	1 missile	—	10'	U
8)	True Aura	caster	10 min/lvl	self	U
9)	Bladeturn I *	1 attack	—	10'	U
10)	Unpain II *	caster	1 min/lvl	self	Us
11)	Protection Prayer III	10'R	1 min/lvl	self	U
12)	Deflections II *	2 missiles	—	10'	U
13)	Aim Untrue I *	1 missile	—	100'	U
14)	Bladeturn II *	2 attacks	—	10'	U
15)	Unpain III *	caster	1 min/lvl	self	Us
16)	Protection Prayer IV	10'R	1 min/lvl	self	U
17)	Deflections III *	3 missiles	—	10'	U
18)	Aim Untrue II *	2 missiles	—	100'	U
19)	Bladeturn III *	3 attacks	—	10'	U
20)	Unpain IV	caster	1 min/lvl	self	Us
25)	Protection Prayer True	10'R	1 min/lvl	self	U
30)	Mass Deflections	1 missile/lvl	—	10'	U
50)	Holy Shields True	varies	1 rnd/lvl	varies	U

- Aura** — Creates a bright aura about the caster, making him appear more powerful and subtracting 10 from all attacks against him.
- Shield** — Creates an invisible force shield in front of the caster. This functions as a normal shield (subtracting 25 from appropriate attacks, etc.), except it does not occupy a hand. This spell cannot be combined with a “real” shield.
- Blur** — Causes target to appear blurred to attackers. This subtracts 10 from all attacks directed at the target.
- Unpain I** — Caster is able to sustain an additional 25% of his total concussion hits before passing out. Hits are still taken and remain when the spell lapses.
- Protection Prayer II** — As *Protection Prayer I*, except bonuses are 10.
- Deflections I** — Caster can deflect any one missile that passes within 10' of him (caster must be able to see the missile). This cause 100 to be subtracted from the missile's attack.
- True Aura** — As *Aura*, except it makes the caster appear very powerful; subtracting 15 from all attacks against him.
- Bladeturn I** — Caster can deflect any one melee attack that he can see (and is within range). This causes 50 to be subtracted from the attack.
- Unpain II** — As *Unpain I*, except an additional 50% can be sustained.
- Protection Prayer III** — As *Protection Prayer I*, except bonuses are 15.
- Deflections II** — As *Deflections I*, except will deflect up to two missiles.
- Aim Untrue I** — Caster can deflect any one missile that passes within 100' of him (caster must be able to see the missile). This causes the missile to automatically miss.
- Bladeturn II** — As *Bladeturn I*, except affects 2 attacks.
- Unpain III** — As *Unpain I*, except an additional 75% can be sustained.
- Protection Prayer IV** — As *Protection Prayer I*, except bonuses are 20.
- Deflections III** — As *Deflections I*, except will deflect up to three missiles.
- Aim Untrue III** — As *Aim Untrue I*, except affects up to three missiles.
- Bladeturn III** — As *Bladeturn I*, except affects 3 attacks.
- Unpain IV** — As *Unpain I*, except an additional 100% can be sustained.
- Protection Prayer True** — As *Protection Prayer I*, except bonuses are 25.
- Mass Deflections** — As *Deflections I*, except will deflect one missile per level of the caster.
- Holy Shields True** — Caster may use any lower level spell on this list once per round.

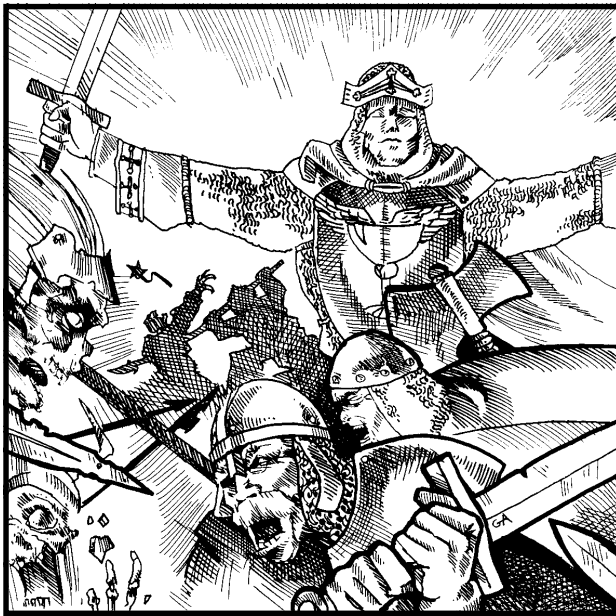
SPECIAL NOTES

- The *Aura* and *True Aura* spells are not cumulative with each other or with the *Blur* spell.
- For more information on multiple target spells (e.g., *Deflections II*, etc.), see Section 15.9 (p. 97).

HOLY SHIELDS

- Protection Prayer I** — Everyone in the area of effect who is aligned with the caster (GM's discretion) subtracts 5 from all elemental attacks against them. They may also add 5 to all RRs versus spells. These bonuses are not conferred to the caster.





INSPIRING WAYS

1. **Courage** – For the duration of this spell, all within the area of effect (including the caster) may make a second RR versus any fear or panic effect. This second RR is made with an additional +10 modifier.
2. **Inspirations I** – Caster inspires all allies who are within the area of effect (they must be aware of the caster). All allies gain +5 to melee attacks and moving maneuvers for the duration of the spell. This spell will only work during combat or highly religious moments (e.g., an oratory presentation prior to a large battle). These bonuses do not apply to the caster.
3. **Voice of Friendship** – For as long as they speak together, the target of this spell will believe that the caster is a good friend and is acting in the target's best interest.
4. **Inspirations II** – As *Inspirations I*, except bonuses are +10.
5. **Voice of Reason** – For as long as the caster speaks, the target will believe that the reasoning and ideas that the caster expresses are correct and valid.
6. **Inspirations III** – As *Inspirations I*, except bonuses are +15.
7. **Voice of Caution** – For as long as the caster speaks, the target will become more cautious (less rash) and will tend to obey the caster's warnings without hesitation or doubt.
8. **Command I** – Target must obey the caster. However, he will not perform any act that is completely alien to him (e.g., no suicide suggestions, no blinding himself suggestions, etc.).
9. **Inspirations IV** – As *Inspirations I*, except bonuses are +20.
10. **Words of Friendship** – As *Voice of Friendship*, except will affect all who can hear the caster.
11. **Inspirations V** – As *Inspirations I*, except bonuses are +25.
13. **Command II** – As *Command I*, except affects two targets.
14. **Words of Reason** – As *Voice of Reason*, except will affect all who can hear the caster.
15. **Inspirations VI** – As *Inspirations I*, except bonuses are +30.
16. **Courage True** – As *Courage*, except the second RR automatically succeeds.
17. **Inspirations VII** – As *Inspirations I*, except bonuses are +35.

PALADIN BASE LIST 6.6

INSPIRING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Courage	10'R	1 rnd/lvl	self	U
□ 2)	Inspirations I *	20'R	1 rnd/lvl	100'	U
□ 3)	Voice of Friendship *	1 target	varies	50'	Fm
□ 4)	Inspirations II *	20'R	1 rnd/lvl	100'	U
□ 5)	Voice of Reason *	1 target	varies	50'	Fm
□ 6)	Inspirations III *	20'R	1 rnd/lvl	100'	U
□ 7)	Voice of Caution *	1 target	varies	50'	Fm
□ 8)	Command I *	1 target	C	10'/lvl	Fm
□ 9)	Inspirations IV *	20'R	1 rnd/lvl	100'	U
□ 10)	Words of Friendship *	varies	varies	100'	Fm
□ 11)	Inspirations V *	20'R	1 rnd/lvl	100'	U
□ 12)					
□ 13)	Command II *	2 targets	C	10'/lvl	Fm
□ 14)	Words of Reason *	varies	varies	100'	Fm
□ 15)	Inspirations VI *	20'R	1 rnd/lvl	100'	U
□ 16)	Courage True	10'R	1 rnd/lvl	self	U
□ 17)	Inspirations VII *	20'R	1 rnd/lvl	100'	U
□ 18)	Words of Caution *	varies	varies	100'	Fm
□ 19)	Inspirations VIII *	20'R	1 rnd/lvl	100'	U
□ 20)	Voice of Conviction	1 target	varies	10'	Fm
□ 25)	Inspirations True *	20'R	1 rnd/lvl	100'	U
□ 30)	Words of Conviction	varies	varies	100'	Fm
□ 50)	Inspirations Mastery	varies	1 rnd/lvl	varies	U

18. **Words of Cautions** – As *Voice of Caution*, except will affect all who can hear the caster.

19. **Inspirations VIII** – As *Inspirations I*, except bonuses are +40.

20. **Voice of Conviction** – [RR Mod: -50] After casting this spell, the caster must tell the truth (as he knows it). All targets who fail their RR will believe the caster is speaking the absolute truth.

25. **Inspirations True** – As *Inspirations I*, except bonuses are +50.

30. **Words of Conviction** – As *Voice of Conviction*, except will affect all who can hear the caster.

50. **Inspirations Mastery** – Caster can use any lower level spell from this list once per round.

SPECIAL NOTES

- 1) *Voice* and *Words* spells will only work on non-enemies (i.e., those that are not actively hostile to the caster).
- 2) *Voice* and *Words* spells increase favorable reactions. This effect lasts 1 hour per level of the caster after the caster stops speaking. After this duration, the target's natural tendencies and reactions will take over. Note that most targets will continue to believe the caster even after the spell has lapsed.
- 3) Any target who resists a *Voice* or *Words* spell by more than 50 will realize that the caster was using magical influence.



RANGER BASE LIST 7.1

INNER WALLS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Heat Resistance *	1 target	1 min/lvl	touch	U
2)	Cold Resistance *	1 target	1 min/lvl	touch	U
3)	Resistance I	caster	1 min/lvl	self	U
4)	Bless I	caster	1 min/lvl	self	U
5)	Prayer I	caster	1 min/lvl	self	U
6)					
7)	Sterilization	1 cu'/lvl	—	touch	U
8)	Resistance II	caster	1 min/lvl	self	U
9)	Bless II	caster	1 min/lvl	self	U
10)	Prayer II	caster	1 min/lvl	self	U
11)	Prot. from Elements	caster	1 min/lvl	self	U
12)					
13)	Resistance III	caster	1 min/lvl	self	U
14)	Bless III	caster	1 min/lvl	self	U
15)	Prayer III	caster	1 min/lvl	self	U
16)					
17)	Resistance IV	caster	1 min/lvl	self	U
18)	Bless IV	caster	1 min/lvl	self	U
19)	Prayer IV	caster	1 min/lvl	self	U
20)	Purge Disease	1 target	P	touch	U
25)	Purge Curse	1 target	P	touch	U
30)	Purge Poison	1 target	P	touch	U
50)	Inner Wall	caster	1 min/lvl	self	U



11. Protection From Elements — Caster is protected from any natural heat and natural cold (treat as if target were in 70° F temperature). Caster also receives +40 to all RRs versus heat spells and heat attacks (+40 DB versus elemental fire and heat attacks); as well as +40 to all RRs versus cold spells and ice attacks (+40 DB versus elemental cold and ice attacks). If the target is more than 10' from the caster at any time, the spell is cancelled.

13. Resistance III — As *Resistance I*, except bonus is +15.

14. Bless III — As *Bless I*, except bonus is +15.

15. Prayer III — As *Prayer II*, except bonus is +15.

17. Resistance IV — As *Resistance I*, except bonus is +20.

18. Bless IV — As *Bless I*, except bonus is +20.

19. Prayer IV — As *Prayer II*, except bonus is +20.

20. Purge Disease — Allows target to attempt to throw off any 1 disease by making another RR with a special +50 modification. This spell may only be cast once per target per disease until the caster gains another level (see Section 15.3, p. 96).

25. Purge Curse — An RR is made for the curse (the caster's level is the attack level, the original attack level of the curse is the target level). If the RR fails, the curse is removed. This spell may only be cast once per target per curse until the caster gains another level (see Section 15.3, p. 96).

30. Purge Poison — Allows target to attempt to throw off the effects of any poison by making a RR with a special +50 modification. This spell may only be cast once per target per poison until the caster gains another level (see Section 15.3, p. 96).

50. Inner Wall — Caster gets a special bonus of +25 to his DB, RRs, and maneuver rolls.

INNER WALLS

- 1. Heat Resistance** — Target is protected from natural heat up to 170° F (treat as if target were in 70° F temperature). For temperatures above 170° F, subtract 100° F to determine the effective temperature for the target. Target also receives +20 to all RRs versus heat spells and heat attacks (+20 DB versus elemental fire and heat attacks). If the target is more than 10' from the caster at any time, the spell is cancelled.
- 2. Cold Resistance** — Target is protected from natural cold down to 20° F (treat as if target were in 70° F temperature). For temperatures below 20° F, add 50° F to determine the effective temperature for the target. Target also receives +20 to all RRs versus cold spells and cold attacks (+20 DB versus elemental cold and ice attacks). If the target is more than 10' from the caster at any time, the spell is cancelled.
- 3. Resistance I** — Caster gets a special bonus of +5 to his resistance rolls and defensive bonus.
- 4. Bless I** — Caster gets a special bonus of +5 to his maneuver rolls and defensive bonus.
- 5. Prayer I** — Caster gets a special bonus of +5 to his resistance rolls and maneuver rolls.
- 7. Sterilization** — Caster can sterilize 1 cubic foot per level of any solid or liquid. This will not affect inert poisons or harm creatures larger than 0.25" in length.
- 8. Resistance II** — As *Resistance I*, except bonus is +10.
- 9. Bless II** — As *Bless I*, except bonus is +10.
- 10. Prayer II** — As *Prayer I*, except bonus is +10.

SPECIAL NOTES

- See Section 15.21 (p. 100) for more on curses.
- See Section 15.3 (p. 96) for information on repeating attempts at removing poisons, diseases, and curses.
- Resistance*, *Prayer*, and *Bless* are not cumulative with each other.

MOVING WAYS

1. **Rockrunning** – Caster can run on any nearly horizontal rocky and earthen surfaces as if he was on level ground. He will expend exhaustion points as if he were walking.
2. **Limbwalking** – Allows caster to walk along tree limbs as if he were on level ground.
3. **Swimming** – Target can swim without expending energy (i.e., will expend no exhaustion points).
4. **Waterwalking** – Caster can walk on water as if he were on level dry ground. This may not be used on rough water.
5. **Sandrunning** – Caster can run on sandy surfaces as if he was on level ground. He will expend exhaustion points as if he were walking.
6. **Limbrunning** – As *Limbwalking*, except caster can move at two times normal pace (i.e., Run pace). He will expend exhaustion points as if he were walking.
7. **Traceless Passing** – Caster can walk without leaving tracks or other visible signs of his passing.
8. **Hide Tracks I** – Caster can hide the tracks of any 1 being. This spell and *Traceless Passing* can be used simultaneously and caster will still maintain 50% activity (i.e., he can concentrate on both spells at the same time).
9. **Waterrunning** – As *Waterwalking*, except caster can move at two times normal pace (i.e., Run pace). He will expend exhaustion points as if he were walking.
10. **Hide Tracks II** – As *Hide Tracks I*, except it hides 2 beings' tracks.
11. **Swimming True** – As *Swimming*, except target can swim as fast as he could run. He will expend exhaustion points as if he were walking.
12. **Hide Tracks V** – As *Hide Tracks I*, except it hides 5 beings' tracks.
13. **Running True** – As any of the *Running* spells above, except any one of the spells can be used each round (e.g., the caster could run on sand, then on water, then on limbs, etc.).
14. **Traceless Passing True** – As *Traceless Passing*, except caster need not concentrate.



RANGER BASE LIST 7.2 MOVING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Rockrunning	caster	1 min/lvl	self	U
□ 2)	Limbwalking	caster	1 min/lvl	self	U
□ 3)	Swimming	1 target	1 min/lvl	100'	U
□ 4)	Waterwalking	caster	1 min/lvl	self	U
□ 5)	Sandrunning	caster	1 min/lvl	self	U
~~~~~					
□ 6)	Limbrunning	caster	1 min/lvl	self	U
□ 7)	Traceless Passing	caster	C	self	U
□ 8)	Hide Tracks I	tracks of 1	C	50'	U
□ 9)	Waterrunning	caster	1 min/lvl	self	U
□ 10)	Hide Tracks II	tracks of 2	C	50'	U
~~~~~					
□ 11)	Swimming True	1 target	1 min/lvl	self	U
□ 12)	Hide Tracks V	tracks of 5	C	50'	U
□ 13)	Running True	caster	1 min/lvl	self	U
□ 14)	Traceless Passing True	caster	10 min/lvl	self	U
□ 15)	Merging Organic	caster	1 min/lvl	self	U
~~~~~					
□ 16)	Hide Tracks X	tracks of 10	C	self	U
□ 17)	Traceless Running	caster	C	self	U
□ 18)	Hide Tracks XV	tracks of 15	C	self	U
□ 19)	Traceless Running True	caster	C	self	U
□ 20)	Great Merging Organic	caster	1 min/lvl	self	U
~~~~~					
□ 25)	Hide Tracks XX	tracks of 20	C	50'	U
□ 30)	Merging True Organic	caster	1 min/lvl	self	U
□ 50)	Hide Tracks True	varies	C	50'	U

15. **Merging Organic** – Caster can merge into organic material (live or dead). While merged, the caster cannot move or perceive. When the caster emerges from the material, he can emerge from any side or face of the material. The caster cannot move “through” material greater in width than his own body size plus 2 feet.

16. **Hide Tracks X** – As *Hide Tracks I*, except it hides 10 beings' tracks.

17. **Traceless Running** – As *Traceless Passing*, except caster can move at two times normal pace (i.e., at a Run pace).

18. **Hide Tracks XV** – As *Hide Tracks I*, except it hides 15 beings' tracks.

19. **Traceless Running True** – As *Traceless Passing True*, except caster can move at two times normal pace (i.e., Run pace).

20. **Great Merging Organic** – As *Merging Organic*, except caster may turn within material and perceive the world outside the material.

25. **Hide Tracks XX** – As *Hide Tracks I*, except it hides 20 beings' tracks.

30. **Merging True Organic** – As *Great Merging Organic*, except caster may use spells on himself while merged.

50. **Hide Tracks True** – As *Hide Tracks I*, except caster can either absolutely hide his own tracks (preventing discovery via any method, including magic) or he can hide the tracks of a number of beings equal to his level.

SPECIAL NOTES

See Section 15.6 (p. 97) for notes on encumbrance limits for movement spells.





RANGER BASE LIST 7.3

NATURE'S GUISES

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Hues	caster	1 min/lvl	self	U
2)	Shade	100'R	10 min/lvl	touch	E
3)	Freeze Liquid	1 cu'/lvl	C	10'	F
4)	Silent Moves	caster	1 min/lvl	self	U
5)	Self Cloaking	caster	C	self	U
6)	Light	10'R	10 min/lvl	touch	E
7)	Darkness I	10'R	10 min/lvl	touch	E
8)	Shadow	caster	1 hr/lvl	self	U
9)	Study Form	caster	P	self	I
10)	Plant Facade	caster	1 min/lvl	self	E
11)	Animal Thoughts	caster	C	self	U
12)	Study Form True	caster	P	self	I
13)	Animal Facade	caster	1 min/lvl	self	E
14)					
15)	Animal Thoughts True	caster	C	self	U
16)	Plant Form I	caster	1 min/lvl	self	U
17)					
18)	Animal Form I	caster	1 min/lvl	self	U
19)					
20)	Plant Form II	caster	1 min/lvl	self	U
25)	Animal Form II	caster	1 min/lvl	self	U
30)	Plant Form True	caster	1 min/lvl	self	U
50)	Animal Form True	caster	1 min/lvl	self	U

8. **Shadow** — Caster and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a special bonus to Stalking and Hiding of between +25 and +75).

9. **Study Form** — Caster studies and memorizes the form of one type of animal or plant for use with spells later on this list. The caster can only have as many forms studied as he has levels.

10. **Plant Facade** — Allows caster to appear as any one type of plant that he has studied. Caster retains his size and will not smell or feel like the plant (i.e., it is purely a visual illusion and is subject to the normal illusion rules, see Section 15.14, p. 98).

11. **Animal Thoughts** — For the duration of this spell, the caster's mental patterns will appear to be those of any animal he has studied. The caster cannot move while this spell is active.

12. **Study Form True** — As Study Form, except a specific animal or plant form may be studied. For example, the woodsman's dog (as opposed to just a dog) may be studied.

13. **Animal Facade** — Allows caster to appear as any one type of animal that he has studied. Caster retains his size and will not smell or feel like the animal (i.e., it is purely a visual illusion and is subject to normal illusion rules, see Section 15.14, p. 98).

15. **Animal Thoughts True** — As *Animal Thoughts*, except caster can move (though he must maintain concentration).

16. **Plant Form I** — Allows caster to take the form of any one plant he has studied. The caster will look and feel like the plant. He can vary his size from 75% of normal to 200% of normal. The caster does not gain the physical abilities of the plant.

18. **Animal Form I** — Allows caster to take the form of any one animal he has studied. The caster will look and feel like the animal. He can vary his size from 75% of normal to 200% of normal. The caster does not gain the physical abilities of the animal.

20. **Plant Form II** — As *Plant Form I*, except caster may also assume the scent and physical abilities of the plant. Caster can vary his size from 50% of normal to 400% of normal.

25. **Animal Form II** — As *Animal Form I*, except caster gains the movement abilities of the chosen animal. Caster can vary his size from 50% of normal to 400% of normal.

30. **Plant Form True** — As *Plant Form II*, except the caster can change his form to any other plant he has studied at any time during the duration of the spell.

50. **Animal Form True** — As *Animal Form III*, except the caster can change his form to any other animal he has studied at any time during the duration of the spell.

SPECIAL NOTES

1) For the purposes of the spells on this list, an animal is a creature that has no greater than animal intelligence; and a plant has no measurable intelligence.

2) If *Shade*, *Light*, or *Darkness* is cast with the center point of its area of effect on a mobile target the area of effect moves with the target.

3) See Section 15.20 (p. 100) for specific rules on changing forms.

NATURE'S GUISES

1. **Hues** — Allows caster to take on the physical coloration of any 1 organic object. The caster must be in contact with object when the spell is cast. In many situations this will give a special bonus of +10 to +50 (GM's discretion) to Hiding maneuvers (and perhaps to some Stalking maneuvers).

2. **Shade** — All shadows in the area of effect deepen. All Hiding maneuvers gain a special bonus of +25 (+10 to all Stalking maneuvers).

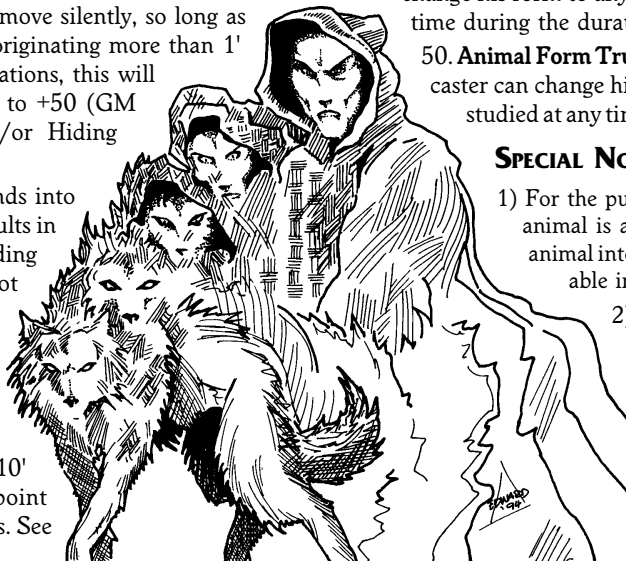
3. **Freeze** — Up to 1 cubic foot of liquid per level is cooled to freezing at a rate of 1 cubic foot per round. This will not drop a liquid's temperature below -20° F (thus, liquids with a freezing point below -20° F will only get cooler).

4. **Silent Moves** — Caster can move silently, so long as he does not create a sound originating more than 1' from his body. In many situations, this will give a special bonus of +10 to +50 (GM discretion) to Stalking and/or Hiding maneuvers.

5. **Self Cloaking** — Caster blends into surrounding terrain. This results in a special bonus of +75 to Hiding maneuvers. Caster may not move (appreciably) without losing this bonus.

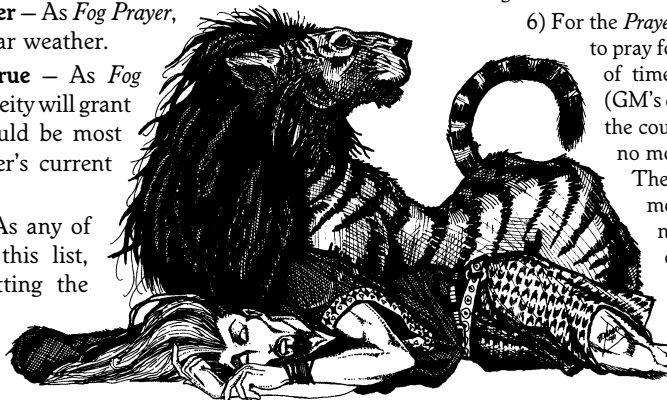
6. **Light** — Lights a 10' radius area surrounding point touched.

7. **Darkness I** — Throws a 10' radius area surrounding point touched into normal darkness. See Section 15.12 (p. 98).



NATURE'S SUMMONS

1. **Summon Nourishment** — An animal will arrive bearing some form of nourishment: berries, nuts, or tubers (vegetable matter). The animal will drop the food and return to the wilderness.
2. **Summon Warmth** — A heavily-furred animal will arrive and lie down near the caster. The animal will allow the caster (and only the caster) to lie down next to it.
3. **Summon Guide** — An animal who knows the path to a specific location will arrive. The animal will guide the caster to that location as long as he concentrates on the desired location.
4. **Summon Guardian** — A suitable large animal that is capable of inflicting at least Medium animal attacks will arrive. This animal will attempt to protect the caster from hostile attacks. If the caster leaves the general area in which the spell was cast, the animal will not travel with him (i.e., it will leave).
5. **Summon Mount** — A large animal will arrive and serve as a mount for the caster.
6. **Summon Hunter** — As *Summon Nourishment*, except animal brings a recently killed prey (some form of meat).
7. **Summon Sense** — An animal with a specified heightened sense will arrive. For the duration of the spell, the animal will "perceive" for the caster. The caster can concentrate to have the animal communicate what he has been perceiving.
9. **Summon Group** — A "group" of animals will arrive and stay near the area where the spell was cast. For the purposes of this spell, the animals summoned must normally travel in groups (e.g., wolves, deer, birds, etc.).
10. **Mass Summons** — The caster can use any lower level spells on this list, except that one animal per level will be summoned.
12. **Spread Plants** — This spell produces ground covering of grasses and small plants of other varieties. The plants must already exist in the area of effect. This spell simply allows them to multiply and grow faster (coverage takes 20+d100 hours).
13. **Fog Prayer** — Caster prays to his deity for fog. The chance that the prayer is answered is 2% per level of the caster. See note #6 below.
14. **Rain Prayer** — As *Fog Prayer*, except generates a light rain.
15. **Spread Plants II** — As *Spread Plants I*, except will also spread saplings and small trees.
16. **Storm Prayer** — As *Fog Prayer*, except will generate a heavy thunderstorm.
17. **Hail Prayer** — As *Fog Prayer*, except generates a hail storm.
19. **Lightning Prayer** — As *Fog Prayer*, except will generate a lightning storm.
20. **Tornado Prayer** — As *Fog Prayer*, except will generate weather that results in a tornado.
25. **Clear Weather Prayer** — As *Fog Prayer*, except will ensure clear weather.
30. **Weather Prayer True** — As *Fog Prayer*, except caster's deity will grant whatever weather would be most beneficial to the caster's current goal.
50. **Prayer Mastery** — As any of the *Prayer* spells on this list, except chance of getting the effect is 95%.



RANGER BASE LIST 7.4

NATURE'S SUMMONS

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Summon Nourishment	1 creature	—	varies	U
□ 2)	Summon Warmth	1 creature	8 hours	varies	U
□ 3)	Summon Guide	1 creature	24 hours (C)	varies	U
□ 4)	Summon Guardian	1 creature	8 hours	varies	U
□ 5)	Summon Mount	1 creature	24 hours	varies	U
□ 6)	Summon Hunter	1 creature	—	varies	U
□ 7)	Summon Sense	1 creature	24 hours (C)	varies	U
□ 8)					
□ 9)	Summon Group	1 group	24 hours	varies	U
□ 10)	Mass Summons	1 creature/lvl	varies	varies	U
□ 11)					
□ 12)	Spread Plants	20'R	P	10'	U
□ 13)	Fog Prayer	500'R/lvl	varies	10'	E
□ 14)	Rain Prayer	500'R/lvl	varies	10'	E
□ 15)	Spread Plants II	20'R	P	10'	U
□ 16)	Storm Prayer	500'R/lvl	varies	10'	E
□ 17)	Hail Prayer	500'R/lvl	varies	10'	E
□ 18)					
□ 19)	Lightning Prayer	500'R/lvl	varies	10'	E
□ 20)	Tornado Prayer	500'R/lvl	varies	10'	E
□ 25)	Clear Weather Prayer	500'R/lvl	varies	10'	E
□ 30)	Weather Prayer True	500'R/lvl	varies	10'	E
□ 50)	Prayer Mastery	500'R/lvl	varies	10'	E

SPECIAL NOTES

- 1) The caster must be outdoors to cast the spells from this list.
- 2) When summoning, the caster can specify a type of animal (bird, squirrel, deer, etc.). An animal of that type must exist within the region **and** the animal must be able to reach the caster within the specified time (this is usually a range of about 20 miles). If multiple animals exist, a random animal is summoned. The animal will take 10+1d100 minutes to arrive. The animal must leave when the spell expires. If the spell is cast again, a different animal will be summoned.
- 3) For the duration of the spell(s), the animal(s) summoned will ignore their natural instincts. For example, if a creature is summoned for warmth and a creature is summoned as a guardian, the two creatures will not be antagonistic to each other.
- 4) If a summoned animal is attacked, it will attack back in its natural fashion (and will no longer be under the influence of the spell). However, this violates the "trust" of the animal (see below).
- 5) The animal summoning spells on this list require that the caster has done nothing to violate the trust of the animals in the area. If this trust is violated, the summoning spell types change to Fm and all animals will now get an RR (a special modifier of +50) to resist (e.g., harming a Summoned animal would be a violation).

- 6) For the *Prayer* spells on this list, the caster is required to pray for at least one minute. The exact amount of time needed will vary from deity to deity (GM's discretion). The weather will appear over the course of 1-10 hours. The caster can cast no more than one of each *Prayer* type per day.

The chance of the weather appearing is modified by -30 if the weather does not normally occur in the region (at this time of year) or by +30 if the weather is very common in the region (at this time of year). Once summoned, the weather will run its natural course.



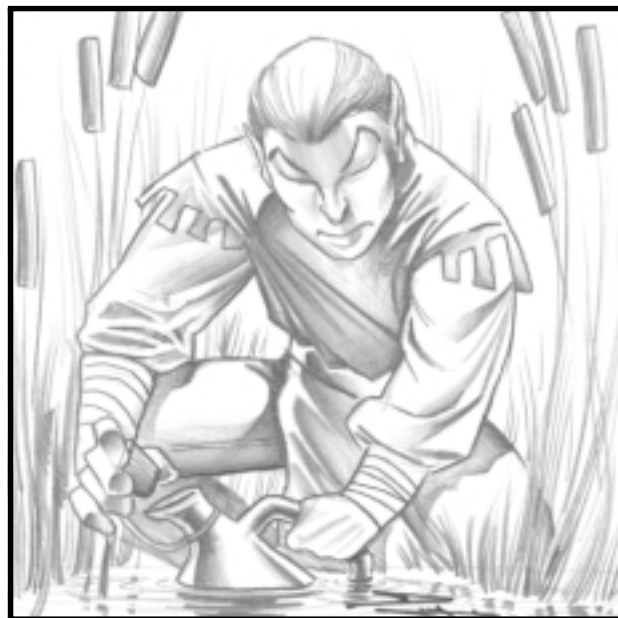


RANGER BASE LIST 7.5

NATURE'S WAY



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Trap Detection	5'R	1 min/lvl	50'	P
2)	Water Finding I	1 mile R	—	self	I
3)	Fire Starting	1'R	—	1'	E
4)					
5)	Food Finding I	1 mile R	—	self	I
6)	Water Purification	varies	P	touch	E
7)	Shelter Finding I	1 mile R	—	self	I
8)	Lesser Traps	1-10'R	P	touch	E
9)	Weather Prediction I	caster	—	1 mi/lvl	I
10)	Nature's Awareness I	100'R	C	self	I
11)	Water Finding II	10 mile R	—	self	I
12)	Waiting Awareness I	10'R	1 hr/lvl	self	I
13)	Food Finding II	10 mile R	—	self	I
14)	Major Traps	10'R	P	touch	E
15)	Shelter Finding II	10 mile R	—	self	I
16)	Nature's Awareness III	300'R	C	self	I
17)	Water Finding True	varies	—	self	I
18)	Food Finding True	varies	—	self	I
19)	Shelter Finding True	varies	—	self	I
20)	Nature's Awareness V	500'R	C	500'R	I
25)	Weather Prediction V	caster	—	1 mi/lvl	I
30)	Waiting Awareness II	50'R	1 hr/lvl	self	I
50)	Nature's Aware. True	100'R/lvl	C	self	I



10. **Nature's Awareness I** — Caster can monitor animate activity in the area (e.g., he will be aware of subtle movements). For the duration of this spell, the caster cannot move.
11. **Water Finding II** — As *Water Finding I*, except range is 10 miles.
12. **Waiting Awareness I** — Allows caster to set up a natural "alarm system" in the area of effect. Any disturbing activity will cause caster to be alerted.
13. **Food Finding II** — As *Food Finding I*, except range is 10 miles.
14. **Major Traps** — As *Lesser Traps*, except trap can deliver an 'E' critical hit.
15. **Shelter Finding II** — As *Shelter Finding I*, except range is 10 miles.
16. **Nature's Awareness III** — As *Nature's Awareness I*, except for the area of effect.
17. **Water Finding True** — Finds the closet water source (as defined in *Water Finding I*). This spell gives only direction and distance; no information about the size and quality of the water source is gained.
18. **Food Finding True** — Finds the closest source of food (as defined in *Food Finding I*). This spell gives only direction and distance; no information about the quantity or quality of the food source is gained.
19. **Shelter Finding True** — Find the closet shelter (as defined in *Shelter Finding I*). This spell gives only direction and distance; no information about the size or type of shelter is gained.
20. **Nature's Awareness V** — As *Nature's Awareness I*, except for the area of effect.
25. **Weather Prediction** — As *Weather Prediction I*, except period is 5 days.
30. **Waiting Awareness II** — As *Waiting Awareness I*, except that the radius is 50'.
50. **Nature's Awareness True** — As *Nature's Awareness I*, except for the area of effect.

SPECIAL NOTES

Some of the spells on this list are Passive in type. The target of the spell is allowed a RR, but success only indicates that the target is aware that a spell was cast upon him.



NATURE'S WAY

1. **Trap Detection** — Caster has a 75% chance of detecting a trap in the area of effect. The caster can concentrate on a different area each round. There must be living plants or animals in the area of effect or no information will be gained.
2. **Water Finding I** — Caster can locate the closest natural source of running water, exposed groundwater, etc. exceeding 1 gallon. He will learn the approximate size and quality of source.
3. **Fire Starting** — Allows caster to set a fire of 1' radius. Fire will burn as long as there is fuel. A target in the 1' radius will take an 'A' Heat critical.
5. **Food Finding I** — Caster learns location, type, and approximate quantity of edible food (e.g., dead animal matter, plants, etc.). The food source must exceed 1 pound.
6. **Water Purification** — Allows caster to purify a number of gallons of water equal to his level.
7. **Shelter Finding I** — Caster learns location, type, and approximate size of any waterproof, covered space exceeding 125 cubic feet. The shelter must have an entry (exceeding 2' radius) opening onto open air.
8. **Lesser Traps** — This spell creates a minor, normal trap (constructed magically). The trap can deliver up to a 'B' critical strike (must be either a Slash, a Krush, or a Puncture; specified by the caster at the time of casting) to any one target. The size of the trap can vary from 1' radius to 10' radius. The time to construct the trap is 1 round per 1' radius.
9. **Weather Prediction I** — Gives caster a 95% chance of predicting time, type, and severity of weather over next 24 hour period.

PATH MASTERY

1. **Pathlore** — Caster learns origin and nearest "destination" of the closest path within the area of effect.
2. **Nightvision** — Target can see 100' on a normal night as if it were daylight. See Section 15.12 (p. 98).
3. **Tracking I** — Caster gets a special bonus of +50 for all Tracking maneuvers.
4. **Path Tale** — Caster acquires visual image of any user(s) of a given path, up to 1 hour in the past per level of the caster.
5. **Pathfinding I** — Caster learns the location(s) of any path(s) within 1 mile. This spell reveals the nearest point on path, but not the path's course.
6. **Tracks Lore** — Caster learns origin of tracks, and acquires a visual image of the one who left them. Caster will gain a special bonus of +25 when tracking this particular being or animal.
7. **Detect Ambush I** — Caster is aware of any being within the area of effect that has hostile intentions towards him. The hostility must be directed specifically at the caster. The being's hostility must be active (i.e., the being intends to perform aggressive actions), not passive (i.e., no action is planned).
8. **Passing Lore** — Caster acquires visual and aural (sound) image of any being or animal that has passed within a 50' radius of a specific object. The being or animal can have passed up to 1 hour per level earlier. If more than one being or animal has passed, the caster will see them one image at a time, 1 image per round (starting with the oldest image).
9. **Pathfinding V** — As *Pathfinding I*, except range is 5 miles.
10. **Animal Tongues** — Allows caster to understand and "speak" the language of any 1 animal species.
11. **Tracks Analysis** — Caster acquires a visual image of all beings or animals who left tracks in the area. This provides a special bonus of +50 when later tracking that particular being or animal. If more than one being or animal has left tracks, the caster will see them one image at a time, one image per round (starting with the oldest image).
12. **Plant Tongues** — Allows caster to understand and "speak" the language of any 1 plant species.
13. **Pathfinding XX** — As *Pathfinding I*, except for range.
14. **Detect Ambush II** — As *Detect Ambush I*, except area of effect is 100' radius.
15. **Stonespeech** — Allows caster to understand and "speak" the language of any 1 "stone."
16. **Tracking II** — As *Tracking I*, except bonus is +75.
17. **Detect Ambush III** — As *Detect Ambush I*, except area of effect is 150' radius.
19. **Paths True** — As *Pathfinding I*, except range is 1 mile per level and exact route(s) within the range are ascertained.
20. **Detect Ambush True** — As *Detect Ambush*, except area of effect is 10' radius per level.



RANGER BASE LIST 7.6

PATH MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Pathlore	10'R	—	self	I
□ 2)	Nightvision	caster	10 min/lvl	self	U
□ 3)	Tracking I	caster	C	self	U
□ 4)	Path Tale	caster	C	self	I
□ 5)	Pathfinding I	caster	C	1 mile	I
□ 6)	Tracks Lore	caster	—	touch	I
□ 7)	Detect Ambush I	50'R	10 min/lvl(C)	self	I
□ 8)	Passing Lore	1 object	—	touch	I
□ 9)	Pathfinding V	caster	C	5 miles	I
□ 10)	Animal Tongues	caster	1 min/lvl	self	I
□ 11)	Tracks Analysis	100'R	C	self	I
□ 12)	Plant Tongues	caster	1 min/lvl	self	I
□ 13)	Pathfinding XX	caster	C	20 miles	I
□ 14)	Detect Ambush II	caster	10 min/lvl(C)	self	I
□ 15)	Stonespeech	caster	1 min/lvl	self	I
□ 16)	Tracking II	caster	C	self	U
□ 17)	Detect Ambush III	150'R	10 min/lvl	self	I
□ 18)					
□ 19)	Paths True	caster	—	1 mi/lvl	I
□ 20)	Detect Ambush True	10'R/lvl	10 min/lvl(C)	self	I
□ 25)	Know Path	caster	C	self	I
□ 30)	Tracking True	caster	C	self	U
□ 50)	Tracks Ahead	1 mi/lvl	C	100'	I

25. **Know Path** — Allows caster to ascertain the proper path to what he seeks (includes the course along that path). For example, he will always know the best way to Syclax.

30. **Tracking True** — As *Tracking*, except that it will negate any *Hide Tracks* spell (except for *Hide Tracks True*), and will always give tracker a special +100 Tracking bonus.

50. **Tracks Ahead** — Allows caster to know entire course of the tracks in the area of effect (i.e., exactly where and how they go). This will not negate *Hide Tracks True*.

SPECIAL NOTES

The various "Path" spells (*Pathfinding*, *Path Lore*, etc.) share a common definition of "path." A "Path," for these purposes, is a road, track or way created or constructed for a purpose, and along which something travels or moves with at least moderate frequency. This may have been constructed by men, animals, or other means.

In addition, the bounds of the path, for the purposes of these spells, should be between those points at which a larger path, population center (e.g., village, town, city, etc.), or dead end intersects the original. For instance, if the PC casts a *Path Lore* on a secondary road between the King's Highway and the Imperial Road, those two larger "paths" will mark the endpoints of the path, even if the road extends beyond both.

HEALER BASE LIST 8.1

BLOOD WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Clotting I	caster	—	self	Us
2)	Cut Repair I	caster	P	self	Us
3)	Minor Vessel Repair	caster	P	self	Us
4)	Clotting V	caster	—	self	Us
5)	Cut Repair III	caster	P	self	Us
6)	Major Vessel Repair I	caster	P	self	Us
7)	Joining ‡ *	caster	P	self	Us
8)					
9)	Mass Clotting	caster	—	self	Us
10)	Mass Cut Repair	caster	P	self	Us
11)	Unclotting	caster	—	self	Us
12)					
13)	Major Vessel Repair III	caster	P	self	Us
14)					
15)	Joining True ‡ *	caster	P	self	Us
16)					
17)	Major Vessel Repair V	caster	P	self	Us
18)					
19)	Unclotting True	caster	—	self	Us
20)	Regulations *	caster	varies	self	Us
25)	New Blood	caster	P	self	Us
30)	Blood Disease Cures	caster	P	self	Us
50)	Blood Repairs True	caster	1 rnd/lvl	self	Us



10. Mass Cut Repair — As *Cut Repair III*, except that caster can stop a number of hits per round equal to his level. For example, a 12th level Healer could stop bleeding wounds that were bleeding a total of 12 hits per round.

11. Unclotting — Allows caster to remove any one blood clot. This will counter *Clotting Curse* (on the Evil Cleric list, Curses). This spell has no effect on bleeding wounds that have clotted (i.e., “clots” in this sense apply only to internal blood clotting).

13. Major Vessel Repair III — As *Major Vessel Repair I*, except caster can repair up to 3 veins and/or arteries.

15. Joining True — As *Joining*, except caster must cast the other 3 Healer *Joining True* spells and recovery is instantaneous.

17. Major Vessel Repair V — As *Major Vessel Repair I*, except caster can repair up to 5 veins and/or arteries.

19. Unclotting True — As *Unclotting*, except all blood clots are removed.

20. Regulations — Caster can regulate his own blood flow and completely eliminate any blood loss without fear of harm. The duration of this spell is for as long as the caster is immobile. If the caster moves, the spell ends. For example, a Healer is bleeding for twenty-seven hits per round lies down and casts this spell. As long as he doesn't move, he will not bleed and he may still cast other spells from this list (i.e., *Cut Repair*, etc.).

25. New Blood — Caster can restore all of the blood lost from his body. Recovery time is 1-10 hours.

30. Blood Disease Cures — Caster can eliminate any blood disease from his body. Recovery time is 1-10 hours.

50. Blood Repairs True — Caster can use any one of the lower spells on this list once per round.

BLOOD WAYS

- 1. Clotting I** — Allows caster to stop bleeding on a wound that is bleeding 1 hit per round. For 1 hour, the caster may not be moved or bleeding will resume at prior rate.
- 2. Cut Repair I** — Allows caster to stop bleeding from one wound that is bleeding at a rate of 1 hit per round.
- 3. Minor Vessel Repair** — Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds at up to 3 hits per round, not major arteries or veins).
- 4. Clotting V** — As *Clotting I*, except caster can stop bleeding in a wound that is bleeding up to 5 hits per round.
- 5. Cut Repair III** — As *Cut Repair I*, except that caster can repair wound(s) that bleed(s) for up to 3 hits per round (total); three 1 hit per round wounds or one 3 hits per round wound or one 2 hits per round and one 1 hit per round wound can be healed.
- 6. Major Vessel Repair I** — Allows caster to repair 1 damaged blood vessel of any size, including severed veins and arteries. Recovery time is 1-10 days (depending on severity of wound).
- 7. Joining** — Allows caster to reattach severed limb. Also requires the use of Bone Ways, Muscle Ways, and Organ Ways *Joining* spells to restore limb to functional status. Limb will be fully functional in 1-10 days.
- 9. Mass Clotting** — As *Clotting V*, except caster can stop a bleeding in a wound that is bleeding a number of hits per round equal to his level. For example, a 9th lvl Healer could stop the bleeding in a wound that is bleeding 9 hits per round.

SPECIAL NOTES

See *RMFRP* Section 24.1 (p. 75) for more on healing.

BONE WAYS

1. **Minor Fracture Repair** – Allows caster to mend on simple fracture (not compound fractures, shatters, joint damage, etc.). Recovery time is 1-10 hours.
2. **Cartilage Repair** – Allows caster to repair all cartilage damage around one joint. Recovery time is 1-2 hours.
3. **Major Fracture Repair** – As *Minor Fracture Repair*, except that caster can also repair compound fractures.
4. **Skull Repair** – Allows caster to mend one fracture in his skull (but not a shattered area). Recovery time is 1-10 hours.
5. **Joint Repair** – Allows caster to repair one broken (but not shattered) joint. Recovery time is 1-10 hours.
6. **Minor Fracture Repair True** – As *Minor Fracture Repair*, except recovery is instantaneous.
7. **Joining** – Allows caster to reattach severed limb. Also requires the use of Blood Ways, Muscle Ways, and Organ Ways *Joining* spells to restore limb to functional status. Limb will be fulling functional in 1-10 days.
8. **Cartilage Repair True** – As *Cartilage Repair*, except recovery is instantaneous.
9. **Major Fracture Repair True** – As *Major Fracture Repair*, except recovery is instantaneous.
10. **Skull Repair True** – As *Skull Repair*, except recovery is instantaneous.
11. **Joint Repair True** – As *Joint Repair*, except recovery is instantaneous.
12. **Shatter Repair** – Allows caster to repair any broken or shattered bone. Recovery time is 1-10 hours.
13. **Cartilage Regeneration** – Caster can regenerate any one area of cartilage. Recovery time is 1-10 hours.
14. **Bone Regeneration** – Caster can regenerate any one bone. Recovery time is 1-10 hours. This spell will not work on the skull.



HEALER BASE LIST 8.2

BONE WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Minor Fracture Repair	caster	P	self	Us
□ 2)	Cartilage Repair	caster	P	self	Us
□ 3)	Major Fracture Repair	caster	P	self	Us
□ 4)	Skull Repair	caster	P	self	Us
□ 5)	Joint Repair	caster	P	self	Us
~~~~~					
□ 6)	Minor Fract. Rep. True	caster	P	self	Us
□ 7)	Joining ‡ *	caster	P	self	Us
□ 8)	Cartilage Repair True	caster	P	self	Us
□ 9)	Major Frac. Rep. True	caster	P	self	Us
□ 10)	Skull Repair True	caster	P	self	Us
~~~~~					
□ 11)	Joint Repair True	caster	P	self	Us
□ 12)	Shatter Repair	caster	P	self	Us
□ 13)	Cartilage Regeneration	caster	P	self	Us
□ 14)	Bone Regeneration	caster	P	self	Us
□ 15)	Joining True ‡ *	caster	P	self	Us
~~~~~					
□ 16)	Rapid Shatter Repair	caster	P	self	Us
□ 17)	Rapid Cartilage Regen.	caster	P	self	Us
□ 18)	Skull Regen.	caster	P	self	Us
□ 19)	Rapid Bone Regen.	caster	P	self	Us
□ 20)	Shatter Repair True	caster	P	self	Us
~~~~~					
□ 25)	Cartilage Regen. True	caster	P	self	Us
□ 30)	Bone Regen. True	caster	P	self	Us
□ 50)	Skeletal Regen. True	caster	P	self	Us

15. **Joining True** – As *Joining*, except caster must cast the other 3 Healer *Joining True* spells and recovery is instantaneous.

16. **Rapid Shatter Repair** – As *Shatter Repair*, except recovery time is 5-50 minutes.

17. **Rapid Cartilage Reneration** – As *Cartilage Regeneration*, except the recovery time is 5-50 minutes.

18. **Skull Regeneration** – As *Bone Regeneration*, except will only work on the skull.

19. **Rapid Bone Regeneration** – As *Bone Regeneration*, except recovery time is 5-50 minutes.

20. **Shatter Repair True** – As *Shatter Repair*, except recovery is instantaneous.

25. **Cartilage Regeneration True** – As *Cartilage Regeneration*, except that caster can regenerate all of the lost cartilage in his body. Recovery time is 1-10 hours.

30. **Bone Regeneration True** – As *Bone Regeneration*, except that caster can regenerate all of the lost bones in his body (including his skull). Recovery time is 1-10 hours.

50. **Skeletal Regeneration True** – Caster can regenerate all of the lost bone and/or cartilage in his body. Recovery is instantaneous.

SPECIAL NOTES

See *RMFRP* Section 24.1 (p. 75) for more on healing.



HEALER BASE LIST 8.3

CLEANSING

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Transfer	1 target	P	touch	U
2)	Disease Purification	caster	P	self	Us
3)	Poison Purification	caster	P	self	Us
4)	Self Preservation	caster	1 min/lvl	self	Us
5)	Ease Addiction I	caster	P	self	Us
6)	Heal Addiction I	caster	P	self	Us
7)	Ease Addiction II	caster	P	self	Us
8)	Heal Addiction II	caster	P	self	Us
9)					
10)	Mind Disease Cures	caster	P	self	Us
11)	Heal Addiction III	caster	P	self	Us
12)	Long Transfer	1 target	P	1'/lvl	U
13)	Cure Disease	caster	P	self	Us
14)	Heal Addiction IV	caster	P	self	Us
15)	Cure Poison	caster	P	self	Us
16)	Unpsychosis	caster	P	self	Us
17)	Heal Addiction V	caster	P	self	Us
18)					
19)	Mind Disease Cures Tr.	caster	P	self	Us
20)	Heal Addiction X	caster	P	self	Us
25)	Lord Heal Addiction	caster	P	self	Us
30)	Heal Addiction True	caster	P	self	Us
50)	Addiction Mastery	caster	P	self	Us

CLEANSING

1. **Transfer** – Caster transfers one injury or addiction from the target to himself. The power point cost for this spell is equal to the cost of the healing spell necessary to heal the injury. This transfer spell must be cast multiple times for multiple injuries. If a single wound would take more than one healing spell to cure, this spell must be cast multiple times for the entire wound to be healed (though the Healer may choose to not transfer all the wounds). Note that the Healer does not have to know the spell needed to heal the wound before he can transfer the wound. In the case of concussion hits, the caster must decide how many hits he wants to heal and then transfer according to the healing spell that could heal that many points with one spell. To **transfer** a severed limb, the caster must know all 4 *Joining* spells **and** he must spend 28 PPs (7 for each *Joining* spell). However, the caster may choose to only spend 7 PPs and leave the target with a stub (i.e., only casting the *Joining* spell from Blood Ways).

For example, Rana the Healer is 10th level and has 75 power points (PPs). Ringlin the Fighter has just suffered: a severed hand, a damaged arm (two severed muscles, and a minor fracture), 80 concussion hits of damage, a gash that is bleeding 5 hits per round, and a serious skull fracture. Rana must cast 8 *Transfers*: one for the severed muscles (4 PPs for *Muscle Repair III*), four for the severed hand (28 PPs for all the *Joining* spells), one for the minor fracture (1 PP for *Minor Fracture Repair*), one for the bleeding wound (4 PPs for *Clotting V*), and one for the concussion damage (12 PPs for *Heal X*). Total PP expenditure would be 49. Ringlin would be completely un wounded and Rana must go about healing herself. Note that Rana could have chosen to not transfer the severed hand (if she did, her own hand would fall off). In this case, if she transferred enough for 1 *Joining* spell (from Blood

Ways), Ringlin would have a stub and a spare hand (perhaps to be joined later—if the hand can be preserved); and Rana would have 21 more PPs.

- Disease Purification** – Stops infection and/or spread of a disease after the disease is acquired. No further damage will occur in the uninfected areas of the body.
- Poison Purification** – Neutralizes any 1 poison in the caster's system. **Note:** *Damage already sustained is not cured.*
- Self Preservation** – Caster's "dead" body is preserved for the duration of the spell. This prevents any further deterioration (i.e., stat deterioration) or damage from already existing wounds. The caster will be in a coma and healing spells will continue to work (as they are all subconscious). This spell will not prevent the caster's soul from leaving his body (i.e., he must be healed to above the "death" threshold in a short amount of time or his soul will leave his body). If the soul leaves the body before the body is healed, only *Lifegiving* can return the soul.
- Ease Addiction I** – The caster must only check for withdrawal from a specific addiction once every two weeks (instead of once per week).
- Heal Addiction I** – The caster has one addiction level lowered by one. See *Gamemaster Law* for more on addiction and withdrawal.
- Ease Addiction II** – As *Ease Addiction I*, except the target must only check once per month.
- Heal Addiction II** – As *Heal Addiction I*, except the level is lowered by two.
- Mind Disease Cures** – Caster is cured of any 1 mind disease. Recovery times is 1-10 days.
- Heal Addiction III** – As *Heal Addiction I*, except the level is lowered by three.
- Long Transfer** – As *Transfer*, except for target can be up to 1' per level away.
- Cure Disease** – One disease is removed from the caster's system.
- Heal Addiction IV** – As *Heal Addiction I*, except the level is lowered by three.
- Cure Poison** – One poison is removed from the caster's system.
- Unpsychosis** – Allows the caster to repair a minor psychosis (recovery time of 1-10 hours). Minor psychosis include mild to moderate phobias (see *GM Law* for more on mind diseases).
- Heal Addiction V** – As *Heal Addiction I*, except the level is lowered by five.
- Mind Disease Cures True** – As *Mind Disease Cures*, except recovery is instantaneous.
- Heal Addiction X** – As *Heal Addiction I*, except the level is lowered by ten.
- Lord Heal Addiction** – As *Heal Addiction I*, except the level is lowered by twenty.
- Heal Addiction True** – As *Heal Addiction I*, except the level is lowered by one per level of the caster.
- Addiction Mastery** – As *Heal Addiction True*, except affects all addictions the target has.

SPECIAL NOTES

- See *RMFRP* Section 24.1 (p. 75) for more on healing.
- The caster can only cast these spells once per target until the caster increases his experience level (see Section 15.3, p. 96).
- Gamemaster Law* has more information on addiction and withdrawal.

MUSCLE WAYS

1. **Sprain Repair** – Caster can repair 1 sprain (no recovery time).
2. **Muscle Repair** – Caster can repair 1 damaged muscle. Recovery time is 5-50 minutes.
3. **Tendon Repair I** – Caster can repair 1 damaged tendon. Recovery time is 5-50 minutes.
4. **Muscle Repair III** – As *Muscle Repair I*, except caster can repair 3 damaged muscles.
5. **Tendon Repair III** – A *Tendon Repair I*, except caster can repair 3 damaged tendons.
7. **Joining** – Allows caster to reattach severed limb. Also requires the use of Bone Ways, Blood Ways, and Organ Ways *Joining* spells to restore limb to functional status. Limb will be fulling functional in 1-10 days.
8. **Muscle Repair True** – As *Muscle Repair I*, except recovery is instantaneous.
9. **Tendon Repair True** – As *Tendon Repair I*, except recovery is instantaneous.
11. **Mass Muscle Repair** – Caster can repair a number of damaged muscles equal to his level. Recovery time is 5-50 minutes.
12. **Muscle Regeneration** – Caster can regenerate any 1 muscle. Recovery time is 5-50 minutes.
13. **Mass Tendon Repair** – Caster can repair a number of damaged tendons equal to his level. Recovery time is 5-50 minutes.
14. **Tendon Regeneration** – Caster can regenerate any 1 tendon. Recovery time is 5-50 minutes.
15. **Joining True** – As *Joining*, except caster must cast the other 3 Healer *Joining True* spells and recovery is instantaneous.
17. **Rapid Muscle Regeneration** – As *Muscle Regeneration*, except recovery time is 1-10 minutes.
19. **Rapid Tendon Regeneration** – As *Tendon Regeneration*, except recovery time is 1-10 minutes.
20. **Regeneration True** – Caster can regenerate any 1 muscle or tendon. Recovery time is instantaneous.
25. **Total Muscle Regeneration** – Caster can regenerate all of the muscles in his body. Recovery time is 5-50 minutes.
30. **Total Tendon Regeneration** – Caster can regenerate all of the tendons in his body. Recovery time is 5-50 minutes.
50. **Mass Repairs True** – Caster can repair a number of damaged muscles and/or tendons equal to his level. Recovery is instantaneous.

HEALER BASE LIST 8.4

MUSCLE WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Sprain Repair	caster	P	self	Us
☐ 2)	Muscle Repair I	caster	P	self	Us
☐ 3)	Tendon Repair I	caster	P	self	Us
☐ 4)	Muscle Repair III	caster	P	self	Us
☐ 5)	Tendon Repair III	caster	P	self	Us
☐ 6)					
☐ 7)	Joining ‡ *	caster	P	self	Us
☐ 8)	Muscle Repair True	caster	P	self	Us
☐ 9)	Tendon Repair True	caster	P	self	Us
☐ 10)					
☐ 11)	Mass Muscle Repair	caster	P	self	Us
☐ 12)	Muscle Regeneration	caster	P	self	Us
☐ 13)	Mass Tendon Repair	caster	P	self	Us
☐ 14)	Tendon Regeneration	caster	P	self	Us
☐ 15)	Joining True ‡ *	caster	P	self	Us
☐ 16)					
☐ 17)	Rapid Muscle Regen.	caster	P	self	Us
☐ 18)					
☐ 19)	Rapid Tendon Regen.	caster	P	self	Us
☐ 20)	Regeneration True	caster	P	self	Us
☐ 25)	Total Muscle Regen.	caster	P	self	Us
☐ 30)	Total Tendon Regen.	caster	P	self	Us
☐ 50)	Mass Repairs True	caster	P	self	Us

SPECIAL NOTES

See RMFRP Section 24.1 (p. 75) for more on healing.



HEALER BASE LIST 8.5

ORGAN WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Nasal Repair	caster	P	self	Us
2)	Minor Nerve Repair	caster	P	self	Us
3)	Minor Ear Repair	caster	P	self	Us
4)	Minor Eye Repair	caster	P	self	Us
5)	Major Nerve Repair	caster	P	self	Us
6)	Major Ear Repair	caster	P	self	Us
7)	Joining ‡ *	caster	P	self	Us
8)	Major Eye Repair	caster	P	self	Us
9)	Minor Nerve Repair Tr.	caster	P	self	Us
10)	Organ Repair	caster	P	self	Us
11)					
12)	Paralysis Cures	caster	P	self	Us
13)	Mass Nerve Regen.	caster	P	self	Us
14)	Major Nerve Rep. True	caster	P	self	Us
15)	Joining True ‡ *	caster	P	self	Us
16)					
17)	Rapid Paralysis Cures	caster	P	self	Us
18)	Rpd. Mass Nerve Regen.	caster	P	self	Us
19)					
20)	Brain Repair	caster	P	self	Us
25)	Organ Regeneration	caster	P	self	Us
30)	Paralysis Cures True	caster	P	self	Us
50)	Reuniting	caster	P	self	Us

ORGAN WAYS

- Nasal Repair** – Caster can repair any nose damage short of complete nose loss.
- Minor Nerve Repair** – Caster can repair any minor nerve damage in 1 area. Recovery time is 5-50 minutes.
- Minor Ear Repair** – Caster can repair any external ear damage, including ear loss (regeneration takes 5-50 minutes)
- Minor Eye Repair** – Caster can repair any minor eye damage (e.g., corneal scratch, removal of foreign object, etc.).
- Major Nerve Repair** – As *Minor Nerve Repair*, except caster can repair any 1 area of major nerve damage. This will not repair destroyed nerves.
- Major Ear Repair** – As *Minor Ear Repair*, except caster can also repair any internal ear damage (e.g., restore hearing). Recovery time is 1-10 hours.
- Joining** – Allows caster to reattach severed limb. Also requires the use of Bone Ways, Muscle Ways, and Blood Ways *Joining* spells to restore limb to functional status. Limb will be fulling functional in 1-10 days.
- Major Eye Repair** – As *Minor Eye Repair*, except caster can repair any eye damage short of complete eye loss. Recovery time is 1-10 hours.
- Minor Nerve Repair True** – As *Minor Nerve Repair*, except that recovery is instantaneous.
- Organ Repair** – Caster can repair any damage to 1 organ (except the brain) that has not been completely destroyed. Recovery time is 1-10 hours.
- Paralysis Cures** – Caster can cure any paralysis problem. Recovery time is 1-10 hours.

13. **Mass Nerve Regeneration** – Caster can regenerate all the nerves in his body (outside brain area). Recovery time is 1-10 hours.

14. **Major Nerve Repair True** – As *Major Nerve Repair*, except that recovery is instantaneous.

15. **Joining True** – As *Joining*, except caster must cast the other 3 *Joining True* spells and recovery is instantaneous.

17. **Rapid Paralysis Cures** – As *Paralysis Cures*, except recovery time is 5-50 minutes.

18. **Rapid Mass Nerve Regeneration** – As *Mass Nerve Regeneration*, except recovery time is 5-50 minutes.

20. **Brain Repair** – Caster can repair brain damage (such as that caused by a skull fracture, etc. at the discretion of the GM). Experience lost by brain damage to the wounded being (the one from whom the damage is transferred) is not restored. Should the Healer have brain damage inflicted directly upon him (e.g., he is stuck in the head), he may suffer memory and/or experience loss. Recovery time is 1-10 hours.

25. **Organ Regeneration** – Caster can regenerate any 1 organ (external or internal), but not the brain. The recovery time is 1-10 hours.

30. **Paralysis Cures True** – As *Paralysis Cures*, except recovery is instantaneous.

50. **Reuniting** – Caster may reunite his soul with his body, provided the body is functional. To restore a dead target to life, a Healer would first have to heal all of the target's wounds (without "killing" himself), and then restore the target's soul by giving up his own (for the target this process operates like the *Lifegiving IV* spell on the Cleric Base list, Life Mastery). While technically alive, but without his soul, the Healer would be affected as if he had been "absolved" (per *Absolution Pure*, on the Cleric Base List, Channels); thus, he could take no conscious actions and he would be at -75 for all subconscious actions. He may regain his own soul through the use of this spell or through someone else casting the appropriate spell.



SPECIAL NOTES

See *RMFRP* Section 24.1 (p. 75) for more on healing.

SURFACE WAYS

1. **Heal I** – Caster is healed of d10 concussion hits.
2. **Frost/Burn Relief I** – Will heal one area of mild frostbite or a 1st degree burn.
3. **Stun Relief I** – Caster is relieved of 1 round's worth of accumulated stun effects.
4. **Regenerate I** – Reduces damage by 1 hit every round as long as caster concentrates. If caster is unconscious, this spell will operate without concentration.
5. **Frost/Burn Relief II** – As *Frost/Burn Relief I*, except 2 areas of mild damage **or** 1 area of moderate damage (e.g., 2nd degree burn) are healed.
6. **Awake** – Caster is instantly awake from any unnatural sleep (e.g., *Sleep* spell, sleeping drug, etc.). Caster takes one round to awaken.
7. **Heal V** – As *Heal I*, except caster can heal 5d10 concussion hits.
8. **Frost/Burn Relief III** – As *Frost/Burn Relief I*, except 3 areas of mild damage **or** 1 area of severe damage (e.g., 3rd degree burn) **or** a combination of 1 mild and 1 moderate area can be healed.
9. **Stun Relief III** – As *Stun Relief I*, except caster is relieved of 3 rounds accumulated stun effects.
10. **Regenerate II** – As *Regenerate I*, except 2 hits are healed every round.
11. **Frost/Burn Relief V** – As *Frost/Burn Relief I*, except the area(s) of damage that can be healed are: 5 mild and 1 severe **or** 1 mild and 2 moderate **or** 1 moderate and 1 severe **or** etc.
12. **Heal X** – As *Heal I*, except caster can heal 10d10 concussion hits.
13. **Stun Relief V** – As *Stun Relief I*, except caster is relieved of 5 rounds accumulated stun effects.
15. **Regenerate III** – As *Regenerate I*, except 3 hits are healed every round.
17. **Heal XV** – As *Heal I*, except caster can heal 15d10 concussion hits.
19. **Stun Relief X** – As *Stun Relief I*, except caster is relieved of 10 rounds accumulated stun effects.
20. **Heal XX** – As *Heal I*, except caster can heal 20d10 concussion hits.
25. **Heal True** – As *Heal I*, except caster is healed of all concussion hits.
30. **Frost/Burn Relief True** – Caster is relieved of all burns and/or frostbite.
50. **Stun Relief True** – Caster is relieved of all accumulated stun effects.

SPECIAL NOTES

See *RMFRP* Section 24.1 (p. 75) for more on healing.

HEALER BASE LIST 8.6 SURFACE WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Heal I	caster	P	self	Us
☐ 2)	Frost/Burn Relief I	caster	P	self	Us
☐ 3)	Stun Relief I *	caster	P	self	Us
☐ 4)	Regenerate I *	caster	C	self	Us
☐ 5)	Frost/Burn Relief II	caster	P	self	Us
☐ 6)	Awake	caster	P	self	Us
☐ 7)	Heal V	caster	P	self	Us
☐ 8)	Frost/Burn Relief III	caster	P	self	Us
☐ 9)	Stun Relief III *	caster	P	self	Us
☐ 10)	Regenerate II *	caster	C	self	Us
☐ 11)	Frost/Burn Relief	caster	P	self	Us
☐ 12)	Heal X	caster	P	self	Us
☐ 13)	Stun Relief V *	caster	P	self	Us
☐ 14)					
☐ 15)	Regenerate III *	caster	C	self	Us
☐ 16)					
☐ 17)	Heal XV	caster	P	self	Us
☐ 18)					
☐ 19)	Stun Relief X *	caster	P	self	Us
☐ 20)	Heal XX	caster	P	self	Us
☐ 25)	Heal True	caster	P	self	Us
☐ 30)	Frost/Burn Relief True	caster	P	self	Us
☐ 50)	Stun Relief True *	caster	P	self	Us



SORCERER BASE LIST 9.1

FLESH DESTRUCTION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Sprain Limb	1 target	P	100'	F
2)	Limb Pain	1 target	1 rnd/5 fail	100'	F
3)	Touch of Disruption	1 target	P	touch	F
4)	Lock Joint	1 target	1 rnd/5 fail	100'	F
5)	Break Limb	1 target	P	100'	F
6)	Disruption II	1 target	P	20'	F
7)	Skin Death	1 target	varies	100'	F
8)	Disruption V	1 target	P	50'	F
9)	Rupture Ear	1 target	P	100'	F
10)	Limb Death	1 target	P	100'	F
11)	Eye Disruption	1 target	P	100'	F
12)	Collapse Lung	1 target	P	100'	F
13)	Muscle Death	1 target	P	100'	F
14)	Bone Death	1 target	P	100'	F
15)	Black Channel I	1 target	varies	varies	F
16)					
17)	Long Flesh Destruction	1 target	P	300'	F
18)					
19)	Mass Flesh Dest.	1 target/lvl	P	100'	F
20)	Petrifaction	1 target	P	100'	F
25)	Black Channel II	1 target	varies	varies	F
30)	Disruption True	1 target	P	300'	F
50)	Black Channel III	1 target	varies	varies	F

3. **Touch of Disruption** – The bones and tissues of the target's body are disrupted as if the target had fallen a long distance. If the target fails his RR by 1-10, he takes an 'A' Impact critical; by 11-20, he takes a 'B'; by 21-30, he takes a 'C'; by 31-40, he takes a 'D'; by more than 41, he takes an 'E'.

4. **Lock Joint** – One of the target's joints locks. Target suffers the effects of *Limb Pain*. A moving target with a locked leg falls. A target with a locked arm drops anything he is carrying.

5. **Break Limb** – A random limb is broken. A broken arm is useless. One broken leg cuts movement by 50% and combat is modified by -75.

6. **Disruption II** – As *Touch of Disruption*, except range is 20'.

7. **Skin Death** – Target's skin will flake and peel all over his body. There is no tactical penalty, but target's Appearance is lowered by -50 (to a minimum of 1). Lasts until dispelled and 1 month passes. Magical healing could reduce this time.

8. **Disruption V** – As *Touch of Disruption*, except range is 50'.

9. **Rupture Ear** – One of the target's ears (random) is disrupted. His hearing is at 50% of normal until cured. This results in a -50 penalty to Awareness • Searching and Awareness • Senses skills involving only hearing (or -5 for Alertness skill); -25 to such skills involving hearing and other senses (or -3 for Alertness skill). If this spell is cast upon the same ear twice, the target is deaf in that ear.

10. **Limb Death** – One of the target's limbs (random) will wither and die. Target loses 5% of the use of the limb per day; when the total reaches 100%, the limb falls off. Can be cured through circulation and nerve repair spells up to the 80% point, then it must be regenerated. If the limb is a leg, movement is reduced by half the percentage lost (e.g., if a leg is 60% withered, movement is cut by 30%). If the limb is an arm, combat suffers a -1 penalty per 1% withered (e.g., if an arm is 75% withered, all combat will suffer a -75 penalty).

11. **Eye Disruption** – As *Ear Disruption*, except an eye is affected (as well as visual perception).

12. **Collapse Lung** – One of the target's lungs collapses. He is at 50% of normal for all activity until the lung is repaired.

13. **Muscle Death** – As *Limb Death*, except a random muscle is affected (not muscle organs, e.g., not the heart).

14. **Bone Death** – As *Limb Death*, except a random bone (not part of spine or skull) gradually disintegrates.

15. **Black Channel I** – One of the *Black Channel I* spells may be used (see Section 15.23, p. 101).

17. **Long Flesh Destruction** – As any single 10th level or lower spell on this list, except with a range of 300'.

19. **Mass Flesh Destruction** – As any single lower level spell, except it may be cast upon as many targets as the caster has levels.

20. **Petrifaction** – The target's bones will gradually petrify; a loss of activity (as in *Limb Death*) occurs due to loss of blood production.

25. **Black Channel II** – As *Black Channel I*, except one of the *Black Channel II* spells may be used.

30. **Disruption True** – As *Touch of Disruption*, except range is 300' and always delivers an 'E' Impact critical if the target fails to resist.

50. **Black Channels III** – As *Black Channel I*, except one of the *Black Channel III* spells may be used.

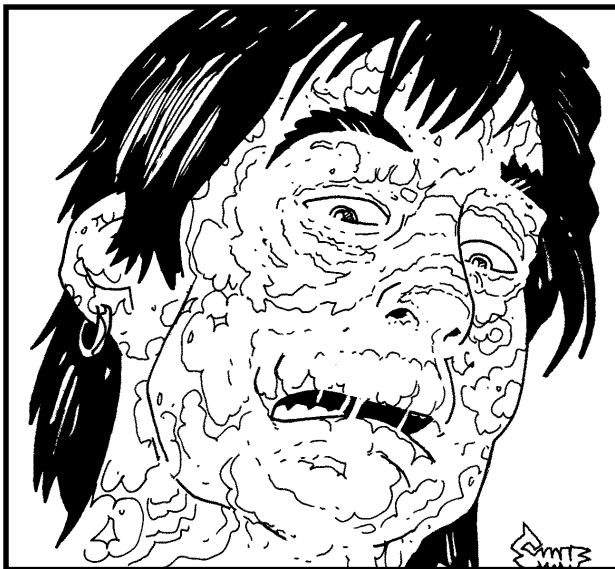
SPECIAL NOTES

See *RMFRP* Section 24.1 (p. 75) for more information on healing the damage created with this list.

FLESH DESTRUCTION

1. **Sprain Limb** – A random part of a random limb is sprained. If it is part of a leg: movement is cut by 25%, melee and missile attacks are modified by -10. If it is part of an arm, melee and missile attacks are modified by -20.

2. **Limb Pain** – A random limb is in intense pain. For a leg, the target cannot walk (target may crawl at 10% of his normal movement); for an arm, that arm cannot be used.



FLUID DESTRUCTION

1. **Vaporize Fluid** – For each level of the caster, he may vaporize 10 cubic feet of liquid.
2. **Freeze Fluid** – For each level of the caster, he may freeze 10 cubic feet of liquid. Caster is immune to the cold.
3. **Evaporate I** – Causes 1,000 cubic feet of liquid to rapidly evaporate (over the course of 1 hour).
4. **Unwater I** – Instantly disintegrates 100 cubic feet of water.
5. **Calm Water** – Water within the area of effect is calmed. Waves are cut 20' in center and less towards the perimeter.
6. **Water Bolt I** – A bolt of water is shot from the palm of the caster. Attack is resolved on the Water Bolt Attack Table 13.9 (p. 88).
7. **Unrain** – No precipitation will occur in the area of effect for the duration of this spell.
8. **Dehydrate** – Removes all the liquid (usually water) from 1 cubic foot of inanimate material.
9. **Evaporate II** – As *Evaporate I*, except 10,000 cubic feet are affected.
10. **Unwater II** – As *Unwater I*, except 1000 cubic feet are affected.
11. **Unrain True** – As *Unrain*, except area of effect and duration.
12. **Dehydrate True** – As *Dehydrate*, except affects 10 cubic feet.
13. **Evaporate III** – As *Evaporate I*, except affects 100,000 cubic feet.
14. **Unwater III** – As *Unwater I*, except affects 10,000 cubic feet.
15. **Greater Calm Water** – As *Calm Water*, except waves are cut by 50' in center.
17. **Long Fluid Destruction** – As any single 10th level or lower spell on this list, except with a range of 300'.
19. **Desiccation** – The target immediately begins to dehydrate and weather as if in a wind-blown, sandy desert. The target is immediately at -10% to activity and takes 1% of his total hits. For each round that the caster concentrates, the target loses another 5% activity and 1% of his total hits. If the caster maintains concentration for 28 consecutive rounds, animate targets will be reduced to dried out husks (i.e., when the activity penalty reaches 150%). If the caster is prevented from completing his rounds of concentration or the target gets out of the range of the spell, the target keeps the accumulated activity penalty and hits lost. The hits may be healed normally, but the activity penalty only recovers at the rate of 10% per day. Alternatively, the GM may allow the activity penalty to be removed with a *Cure Disease* spell (or its equivalent) cast **after** all of the hits are restored.
20. **Dehumidify** – For every minute that the caster concentrates, the humidity drops 1% of the original humidity (up to 50%). The humidity will gradually increase at a rate of 5% (of original humidity) per day until the original humidity is reached. Note that this change in humidity levels could affect an area's climate (in turn affecting the area's vegetation).
25. **Evaporate True** – As *Evaporate I*, except 1,000,000 cubic feet can be affected.
30. **Calm Water True** – As *Calm Water*, except area of effect is 1,000' radius per level of the caster.

SORCERER BASE LIST 9.2

FLUID DESTRUCTION

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Vaporize Fluid	10 cu'/lvl	P	100'	F
□ 2)	Freeze Fluid	10 cu'/lvl	P	100'	F
□ 3)	Evaporate I	1000 cu'	P	100'	F
□ 4)	Unwater I	100 cu'	P	100'	F
□ 5)	Calm Water	100'R	C	100'	F
□ 6)	Water Bolt I	1 target	—	100'	DE
□ 7)	Unrain	100'R	4 hrs/lvl	100'	E
□ 8)	Dehydrate	1 cu'	P	100'	F
□ 9)	Evaporate II	10,000 cu'	P	100'	F
□ 10)	Unwater II	1000 cu'	P	100'	F
□ 11)	Unrain True	500'R/lvl	1 day/lvl	100'	E
□ 12)	Dehydrate True	10 cu'	P	100'	F
□ 13)	Evaporate III	100,000 cu'	P	100'	F
□ 14)	Unwater III	10,000 cu'	P	100'	F
□ 15)	Greater Calm Water	100'R/lvl	C	100'/lvl	F
□ 16)					
□ 17)	Long Fluid Destruction	varies	varies	300'	F
□ 18)					
□ 19)	Desiccation	1 target	P	100'	F
□ 20)	Dehumidify	1 mi R	P	1 mi	F
□ 25)	Evaporate True	1,000,000 cu'	P	100'	F
□ 30)	Calm Water True	1000'R/lvl	C	1000'/lvl	F
□ 50)	Dehumidify True	1000'R/lvl	P	1000'/lvl	F



50. **Dehumidify True** – Every minute that the caster concentrates, the humidity drops 5% of the original humidity (up to 95%). The humidity increases as in *Dehumidify*. Note that this change in humidity levels could affect an area's climate (in turn affecting the area's vegetation).





SORCERER BASE LIST 9.3

GAS DESTRUCTION



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Unfog	10'R/lvl	P	100'	F
2)	Air Stop I	10'R	C	100'	F
3)	Vacuum I	5'R	—	100'	F
4)	Deoxygenation I	10'R	C	100'	F
5)	Air Stop II	20'R	C	100'	F
6)	Vacuum II	10'R	—	100'	F
7)	Deoxygenation II	20'R	C	100'	F
8)	Gas To Air	1 cu'/rnd	P	100'	F
9)	Air Stop X	100'R	C	100'	F
10)	Vacuum IV	20'R	—	100'	F
11)	Great Vacuum I	5'R	—	100'	F
12)	Fast Deoxygenation I	10'R	C	100'	F
13)	Deoxygenation V	50'R	C	100'	F
14)	Great Vacuum II	10'R	—	100'	F
15)	Fast Deoxygenation II	20'R	C	100'	F
16)					
17)	Long Gas Destruction	varies	varies	300'	F
18)					
19)	Major Deoxygenation	20'R	C	100'	F
20)	Major Vacuum	5'R	—	100'	F
25)	Deoxygenation True	20'R	C	100'	F
30)	Vacuum True	10'R	—	100'	F
50)	Implosion	1,000,000 cu'	—	300'	F



17. **Long Gas Destruction** — As any single 10th level or lower spell on this list, except with a range of 300'.

19. **Major Deoxygenation** — As *Deoxygenation I*, except affects a radius of 20' and removal rate is 10% per round.

20. **Major Vacuum** — As *Vacuum I*, except delivers an 'E' Impact critical.

25. **Deoxygenation True** — As *Deoxygenation I*, except affects a radius of 20' and removal rate is 20% per round.

30. **Vacuum True** — As *Major Vacuum*, except affects a 10' radius.

50. **Implosion** — Destroys gases in a single enclosure (e.g., usually a building) up to a size of 100'x100'x100' (or 1,000,000 cu'). The building has a chance of collapsing (dependent on construction) and everyone inside takes an 'E' Impact critical from falling debris. This results in a very loud explosion. If the building collapses, everyone within 100' of the building takes a 'C' Impact critical from the explosion.

GAS DESTRUCTION

1. **Unfog** — Disperses all fog in a 10'/lvl R.
2. **Air Stop I** — Cuts all generalized air movement (e.g., wind) by 30 mph in a 10' radius (will not affect breathing).
3. **Vacuum I** — Creates a 5' radius near vacuum; anyone within the radius must make a successful RR or take a 'B' Impact critical as the air leaves and rushes back in.
4. **Deoxygenation I** — Caster can remove the oxygen in a 10' radius at the rate of 1% of the original oxygen each round.
5. **Air Stop II** — As *Air Stop I*, except affects a radius of 20'.
6. **Vacuum II** — As *Vacuum I*, except affects a radius of 10'.
7. **Deoxygenation II** — As *Deoxygenation I*, except affects a radius of 20'.
8. **Gas To Air** — Changes any gas to normal air at a rate of 1cubic per round as long as the caster concentrates.
9. **Air Stop X** — As *Air Stop I*, except affects a radius of 100'.
10. **Vacuum IV** — As *Vacuum I*, except affects a radius of 20'.
11. **Great Vacuum I** — As *Vacuum I*, except delivers a 'D' Impact critical.
12. **Fast Deoxygenation I** — As *Deoxygenation I*, except removal rate is 5% per round.
13. **Deoxygenation V** — As *Deoxygenation I*, except affects a radius of 50'.
14. **Great Vacuum II** — As *Great Vacuum I*, except affects a radius of 10'.
15. **Fast Deoxygenation II** — As *Mass Deoxygenation I*, except affects a radius of 20'.

SPECIAL NOTES

- 1) All vacuums created by spells on this list also create a loud noise. The larger the radius, the louder the noise. The GM may wish to rule that all within the radius must make a second RR or be deafened for 1 round per 10 failure (RR attack level equals the radius of the vacuum).
- 2) An elemental creature made of gas will be cut to 20% activity if it is the target of an *Air Stop* spell (and the creature fits into the area of effect). A *Vacuum* spell thrown upon an elemental creature made of gas will result in a Slaying critical on the creature.
- 3) When the oxygen in an area of effect falls below 50% of normal, anyone in the area of effect must make a RR (attack level is 1) or fall asleep (this RR is modified by -2 for every 1% under 50%). Of course, if the % drops below 10%, suffocation becomes a danger. All fire spells in an area of low oxygen are modified by -2 (or -2 % effectiveness for non-attack spells) for every 1% under 50% of normal oxygen.



MIND DESTRUCTION

1. **Minor Pain** – Target takes 25% of his remaining concussion hits (i.e., those not already taken). These hits are restored when the duration is up, provided target has not died.
2. **Jolts I** – Target is stunned.
3. **Disorientation** – Target must subtract 25 from all orientation and perception rolls, and 5 from all initiative rolls.
4. **Unbalance** – Target must subtract 25 from all maneuver rolls.
5. **Distortions** – Target must subtract 25 from all attack rolls.
6. **Jolts III** – As *Jolts I*, except for duration.
7. **Major Pain** – As *Minor Pain*, except 50% of remaining hits are taken.
8. **Forget** – Target forgets a period of (1 minute per level) of his past, as desired by the caster.
9. **Word of Pain** – As *Major Pain*, except hits must be healed normally.
10. **Mind Shock** – As *Disorientation*, *Unbalance*, and *Distortions* (all at once).
11. **Mind Death** – Target mind blanks out for a period of 10 minutes each day at random. Target is incapable of activity or thought during this period.
12. **Jolts V** – As *Jolts I*, except for duration.
13. **Unminding** – Target's mind is completely blank for the duration. He cannot perceive events, time, or activity. At the end of the duration of this spell, he is stunned for 1 round after his mind comes back.
14. **Mass Disorientation** – As *Disorientation*, except affects a number of targets equal to the caster's level.



SORCERER BASE LIST 9.4

MIND DESTRUCTION

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Minor Pain	1 target	10 min/5 fail	100'	Fm
□ 2)	Jolts I	1 target	1 rnd/10 fail	100'	Fm
□ 3)	Disorientation	1 target	1 day/5 fail	100'	Fm
□ 4)	Unbalance	1 target	1 day/5 fail	100'	Fm
□ 5)	Distortions	1 target	1 day/5 fail	100'	Fm
~~~~~					
□ 6)	Jolts III	1 target	3 rnd/10 fail	100'	Fm
□ 7)	Major Pain	1 target	10 min/5 fail	100'	Fm
□ 8)	Forget	1 target	P	10'	Fm
□ 9)	Word of Pain *	1 target	P	100'	Fm
□ 10)	Mind Shock	1 target	1 day/5 fail	100'	Fm
~~~~~					
□ 11)	Mind Death	1 target	P	50'	Fm
□ 12)	Jolts V	1 target	5 rnd/10 fail	100'	Fm
□ 13)	Unminding	1 target	1 rnd/5 fail	100'	Fm
□ 14)	Mass Disorientation	1 target/lvl	1 hr/5 fail	300'	Fm
□ 15)	Mind Break	1 target	1 day/10 fail	100'	Fm
~~~~~					
□ 16)	Mass Unbalance	1 target/lvl	1 day/5 fail	100'	Fm
□ 17)	Long Mind Destruction	1 target	varies	300'	Fm
□ 18)	Mass Distortions	1 target/lvl	1 day/5 fail	100'	Fm
□ 19)	Horror	1 target	varies	100'	Fm
□ 20)	Lost Experience I	1 target	P	100'	Fm
~~~~~					
□ 25)	Mass Pain	1 target/lvl	10 min/5 fail	300'	Fm
□ 30)	Mass Mind Shock	1 target/lvl	1 day/5 fail	300'	Fm
□ 50)	Mass Unminding	1 target/lvl	1 rnd/5 fail	300'	Fm

15. **Mind Break** – Target is a blithering idiot. He can be lead around, but he can take **no** action.
16. **Mass Unbalance** – As *Unbalance*, except affects a number of targets equal to the caster's level.
17. **Long Mind Destruction** – As any single 10th level or lower spell on this list, except with a range of 300'.
18. **Mass Distortions** – As *Distortions*, except affects a number of targets equal to the caster's level.
19. **Horror** – [RR Mod: -20] The target believes he is being engaged by a creature of the his own worst fears. The target will be attacked each round by the creature (who has a +100 Martial Arts Strikes Rank I attack; the damage is real). Regardless of the damage done by the target (to the creature), the creature will only be defeated when the target makes his RR (one RR each minute), or when he loses consciousness.
20. **Lost Experience I** – Target loses 5% of his collected experience (usually experience points). Note that the target will not lose a level, only experience points (which means he will have to gain that many more experience points to gain his next level).
25. **Mass Pain** – As *Major Pain*, except as many targets as the caster's level are affected, the duration is until healed, and the range is 300'.
30. **Mass Mind Shock** – As *Mind Shock*, except as many targets as the caster's level can be affected and the range is 300'.
50. **Mass Unminding** – As *Unminding*, except as many targets as the caster's level can be affected and the range is 300'.





SORCERER BASE LIST 9.5

SOLID DESTRUCTION



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Melt Ice	10 cu'/lvl	P	100'	F
2)	Loosen Earth	100 cu'	P	100'	F
3)	Erosions	100 cu'/lvl	P	100'	F
4)	Cracks Call	10'x10'x10'	P	100'	F
5)	Undoor	10'x10'x6"	P	10'	F
6)	Stone/Earth	100 cu'	P	100'	F
7)					
8)	Earth/Mud	100 cu'	P	100'	F
9)					
10)	Corridor	3'x6'x1'/lvl	P	100'	F
11)	Shatter	1 cu'	P	100'	F
12)	Unearth	100 cu'	P	100'	F
13)	Unstone	100 cu'	P	100'	F
14)	Undoor True	1 door	P	10'	F
15)	Unmetal	1 cu'	P	100'	F
16)					
17)	Long Solid Destruction	varies	varies	300'	F
18)					
19)	Crevasse	100'x10'x200'	P	100'	F
20)	Solid Destruction True	1 cu'/lvl	P	100'	F
25)	Tremors	varies	1 rnd	100'/lvl	F
30)	Great Crack	varies	P	300'	F
50)	Quake	varies	varies	touch	F

10. **Corridor** – Creates a 3'x6' corridor that is 1' per level long. It can cut through any non-metal, inorganic material. The corridor is created at a rate of 1' (length) per round as long as the caster concentrates.

11. **Shatter** – Can shatter an inorganic object, up to 1 cubic foot. All within a 5' radius take an 'A' Impact critical and holder takes a 'C'. Metal objects get a special +30 RR modification.

12. **Unearth** – Disintegrates 100 cubic feet of earth.

13. **Unstone** – As *Unearth*, except affects stone.

14. **Undoor True** – As *Undoor*, except any single door is vaporized.

15. **Unmetal** – As *Unearth*, except affects 1 cubic foot of metal.

17. **Long Solid Destruction** – As any single 10th level or lower spell on this list, except with a range of 300'.

19. **Crevasse** – Causes a large crack to open in the ground. The size of the crack will be up to 10' wide, up to 100' deep, and up to 200' long. The crack takes 2 rounds to open.

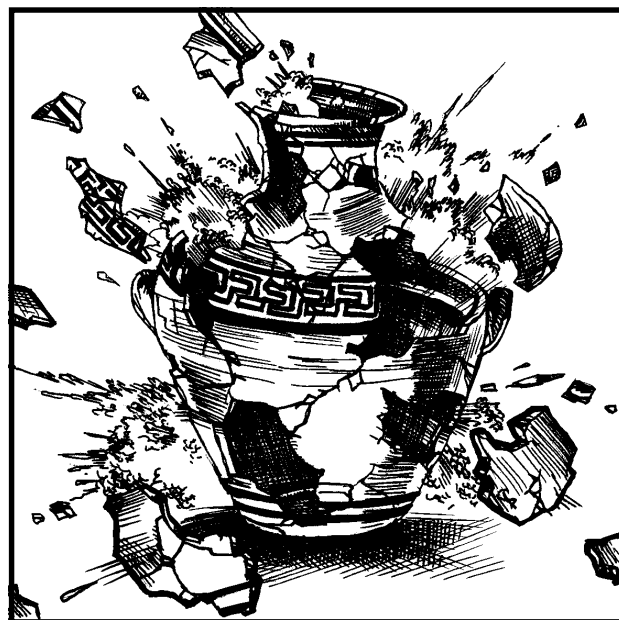
20. **Solid Destruction True** – As *Unearth*, except it will disintegrate 1 cubic foot per level of the caster of any inanimate solid.

25. **Tremors** – Causes a very minor earthquake which could cause shoddy construction to collapse (can be very terrifying). This is approximately 5.5 on the Richter scale.

30. **Great Crack** – Causes a large crevice to open in the ground (up to 10' per level deep, 1' per level wide and 20' per level long). The crevice takes 2 rounds to open. The caster can concentrate for 3 rounds to close the crevice.

50. **Quake** – Caster can cause an earthquake, with the spot he touches as the epicenter. The quake can be delayed up to 1 round per level. The severity of the quake on the Richter scale is determined by a d100 roll:

(01-20) = 5.5, (21-45) = 6, (46-65) = 6.5,
(66-80) = 7.0, (81-90) = 7.5, (91-95) = 8.0,
(96-98) = 8.5, (99-100) = 9.0.



SOLID DESTRUCTION

1. **Melt Ice** – For each level of the caster, he may melt up to 10 cubic feet of ice.
2. **Loosen Earth** – Loosens 100 cubic feet of earth to the consistency of plowed ground.
3. **Erosions** – For each level of the caster, he causes a 100 cubic foot section of inorganic material to erode and deteriorate at 1,000 x normal rate.
4. **Cracks Call** – Any previous cracks or flaws in material up to 10'x10'x10' (not 1,000 cubic feet) section will extend to their limit. See Section 15.7 (p. 97).
5. **Undoor** – Will vaporize a non-magic door up to 6" thick, 10' high, and 10' wide (if the door is thicker than 6" it will vaporize the closest 6 inches). This will only work on an object that is used as a door (e.g., a caster cannot *Undoor* a section of wall).
6. **Stone/Earth** – Changes 100 cubic feet of stone to packed earth. Change is gradual (taking 3 rounds for full effect).
8. **Earth/Mud** – As *Stone/Earth*, except changes earth to soft mud.



SOUL DESTRUCTION

1. **Question** — Target must answer a single concept question (presuming that the target can understand the question).
2. **Demonic Possession I** — Target is possessed by a minor Demon. Caster has no control over the target or the Demon. The Demon will force the target to do random (not necessarily destructive) things. Target gets an RR every other round to attempt to get rid of the Demon.
3. **Neurosis** — Target has an extreme dislike for any specific thing the caster chooses. Target has a 50% chance of overcoming the neurosis when given a choice. For example, a neurosis concerning horses would mean that every time the target tried to get on or near a horse he would only have a 50% chance. This chance is modified by three times his Self Discipline stat bonus.
4. **Guilt** — Target becomes guilty over some action in his past. The GM should choose some significant event in the target's past. He will not perform similar actions again and must take steps to alleviate the guilt.
5. **Paranoia** — Target will trust no one absolutely. When in a life threatening/dangerous situation, there is a 50% chance (modified by Self Discipline bonus x 3) that he will not put his safety in the hands of others.
6. **Demonic Possession II** — As *Demonic Possession I*, except target gets an RR only once every minute.
7. **Panic** — Target will flee in panic in any personally dangerous situation, unless he successfully makes an RR. Target is required to make an RR only once per combat. Fleeing equates to movement away for d10 rounds at maximum pace.
8. **Transferral** — Target's "soul" and the caster's "soul" are interchanged; the caster can operate at 50% of his normal activity in the body of the target. The target in the caster's body is inactive. The caster can cancel the spell at any time (takes 1 rnd), the target can only cancel the spell if he makes a successful RR (he gets one every 10 minutes). If either body is killed, both "souls" will be affected as by an *Absolution*.
10. **Demonic Possession III** — As *Demonic Possession I*, except target only gets an RR once every 10 minutes.
11. **Subjugation** — Part of the target's "soul" is taken and placed in an organic object on the caster's person. The body of the target will act as the caster directs whenever he concentrates. The spell is canceled when: the caster cancels it **or** the object is destroyed **or** the target is more than 100' from object **or** the object leaves caster's person. If the caster is not concentrating the target is free to do anything he wants (though he is at -30 to all actions). While being commanded, the target is aware of all the actions he is performing (but he is helpless to stop them).
12. **Un soul Curse** — Part of the target's soul is transferred to a random object somewhere within 100 miles. The target is at -30 to all activities until the spell is dispelled or he touches the object. The target will always know the direction of his "soul."
13. **Demonic Possession IV** — As *Demonic Possession I*, except target only gets an RR once every hour.
14. **Word of Panic** — Target flees in total panic from caster. Fleeing equates to movement away for d10 rounds at maximum pace.
15. **Shout of Panic** — As *Word of Panic*, except affects all within 20' of caster.
17. **Long Soul Destruction** — As any single 10th level or lower spell on this list, except with a range of 300'.

SORCERER BASE LIST 9.6

SOUL DESTRUCTION

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Question	1 target	—	100'	Fm
□ 2)	Demonic Possession I	1 target	varies	100'	Fm
□ 3)	Neurosis	1 target	P	100'	Fm
□ 4)	Guilt	1 target	P	100'	Fm
□ 5)	Paranoia	1 target	P	100'	Fm
□ 6)	Demonic Possession II	1 target	varies	100'	Fm
□ 7)	Panic	1 target	P	100'	Fm
□ 8)	Transferral	1 target	varies	100'	Fm
□ 9)					
□ 10)	Demonic Possession III	1 target	varies	100'	Fm
□ 11)	Subjugation	1 target	varies	100'	Fm
□ 12)	Un soul Curse	1 target	varies	100'	Fm
□ 13)	Demonic Possession IV	1 target	varies	100'	Fm
□ 14)	Word of Panic *	1 target	1 rnd/5 fail	100'	Fm
□ 15)	Shout of Panic *	20'R	1 rnd/5 fail	self	Fm
□ 16)					
□ 17)	Long Soul Destruction	1 target	varies	300'	Fm
□ 18)					
□ 19)	Dark Slumbers	1 target	varies	100'	Fm
□ 20)	Banishment	1 target	varies	100'	Fm
□ 25)	Transferral True	1 target	varies	100'	Fm
□ 30)	Absolution *	1 target	varies	100'	Fm
□ 50)	Absolution Pure *	1 target	varies	100'	Fm

19. **Dark Slumbers** — The target is put into a state of deep sleep from which he will not awaken or age. He will only die if his body is killed. This sleep will continue until dispelled or until a single, non-magical event (specified by the caster at the time of casting) is accomplished. Note that the caster must specify the non-magical condition (i.e., it is not an option).

20. **Banishment** — As *Subjugation*, except the "soul" is only released if the caster cancels the spell **or** the object is destroyed **or** the target touches the object.

25. **Transferral True** — As *Transferral*, except the caster can operate at 90% of normal activity, and the target can only make an RR once every hour.

30. **Absolution** — [RR Mod: -20] Target's "soul" is torn from the target's body; it remains in whatever place "souls" go, for 30 days per 10 failure. The soul can be returned early only through *Lifegiving*. The target is unconscious and at -75 for subconscious activities (including all healing and subconscious spells) while his soul is absent.

50. **Absolution Pure** — As *Absolution*, except "soul" can only be brought back through *Lifegiving*.

SPECIAL NOTES

- 1) Certain spells are meant to encourage interesting role playing situations. Their permanent duration means that they can be cured in the same fashion as any normal mental condition/disease (or by *Remove Curse* or similar spells).
- 2) The resistance rolls mentioned specifically in the spells on this list are resolved with an attack level equal to the attack level of the original spell.
- 3) See Section 15.22 (p. 100) for more on Demons.



EVIL CHANNELING 10.1

CURSES

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Detect Curse	1 target	1 min/lvl	10'	P
2)	Nightvision Curse	1 target	special	100'	F
3)					
4)	Ulcer Curse	1 target	special	100'	F
5)	Curse of Dake	1 target	special	100'	F
6)	Green Tongue	1 target	special	100'	F
7)	Sea Curse	1 target	special	100'	F
8)	Curse of Furd	1 target	special	100'	F
9)	Excommunication	1 target	1 day/10 fail	100'	F
10)	Learning of Mins	1 target	special	100'	F
11)	Curse of Shar Bu	1 target	special	100'	F
12)	Power Leech	1 target	special	100'	F
13)	Beauty of Arraer	1 target	special	100'	F
14)	Clotting Curse	1 target	special	100'	F
15)	Ugliness of Orn	1 target	special	100'	F
16)	Curse of Oli	1 target	special	100'	F
17)					
18)	Curse of Penth	1 target	special	100'	F
19)	Rewounding	1 target	special	100'	F
20)	Running Death	1 target	special	100'	F
25)	Friendslayer	1 target	special	100'	F
30)	Excommunication True	1 target	special	100'	F
50)	Dark Thoughts	1 target	special	100'	F

CURSES

1. **Detect Curse** – Detects a curse on an item or person.
2. **Nightvision Curse** – Target can see at night as if it were day, but he can only see in the day as if it were the darkest night.
4. **Ulcer Curse** – Target can only eat bread or dairy products. Anything else will aggravate his ulcer (unless he makes an RR) and he will be incapacitated for 1-10 hours.

5. **Curse of Dake** – Target cannot move faster than a walking pace on his own (he may be carried or ride at a faster pace).
6. **Green Tongue** – Target can only eat green leaves. Eating other food incapacitates him (if he fails a RR) for 1-10 hrs.
7. **Sea Curse** – Target will never voluntarily swim, enter any water (even a bath), or get into a boat.
8. **Curse of Furd** – All of target's fumble/failure ranges (weapon attacks, spell casting, and skill resolution) are doubled.

9. **Excommunication** – Target loses all Channeling power points (PPs). He cannot cast any Channeling spells (even through bonus items). A hybrid spell user of Channeling (e.g., Sorcerer or Healer) would only lose half his PPs. A character suffering from this curse suffers no exhaustion for the lost PPs.

10. **Learning of Mins** – Target can only speak and write his native language.

11. **Curse of Shar Bu** – Target is sterile and impotent.

12. **Power Leech** – Target loses 1 power point every 10 min. Power points are recovered in a normal fashion (usually a sleep period), but begin to leak away as soon as they are regained.

13. **Beauty of Arraer** – Target's appearance is raised to the maximum possible (and then some). If anyone sees the uncovered face of the target or gets within 3' (and is of the opposite sexual persuasion and fails a RR), they will attempt to possess and carry off the target (they will fight if necessary). Certain persons will get modifications to their RRs (eunuchs, hedonists, curties, morawoses, esseecees, icers, etc.).

14. **Clotting Curse** – Target's blood will coagulate and create a blood clot around the area of any cut or wound (bleeding at least one hit per round). The clot will cut off circulation to the area fed by the given vessel and target will lose the affected body section after 2-20 minutes due to system damage (e.g., a thigh wound might ultimately mean loss of leg; a neck wound would be fatal).

15. **Ugliness of Orn** – Target's appearance is lowered to 1. If a person sees the uncovered face of the target (or gets within 3'), he must make a RR. If he fails by 51 or more, he attacks the target. Even if the viewer is successful in his RR, he will experience extreme distaste (i.e., distain) for the target. For example, if the target went home after failing against this curse, his mother might resist (she gets a large modifier), but she might still make him sleep in the barn and eat on the porch.

16. **Curse of Oli** – Target will lie 50% of the time, regardless of the topic.

18. **Curse of Penth** – Target may only speak the truth.

19. **Rewounding** – Once per day (at a random time), the target will experience the pain from an old wound. For new characters, treat this as an 'A' Krush critical strike 50% of the time and a d10 concussion hits the other 50% of the time. Alternatively, the GM can re-open a specific old wound.

20. **Running Death** – Target will move at fastest possible pace until he dies of exhaustion. He may be restrained, but whenever freed, he will begin to run again.

25. **Friendslayer** – Every time the target is in a combat situation near friend(s) who are within 10', there is a 10% chance each round (non-cumulative) that he will attack one of his friends (random determination) and attempt to kill him. For these purposes a "friend" is any companion or associate.

30. **Excommunication True** – As *Excommunication* except effect is permanent until removed.

50. **Dark Thoughts** – Target may not attack any "evil" creature and the target learns all evil languages and the target will obey the commands of any evil person who is 10 or more levels higher than himself.

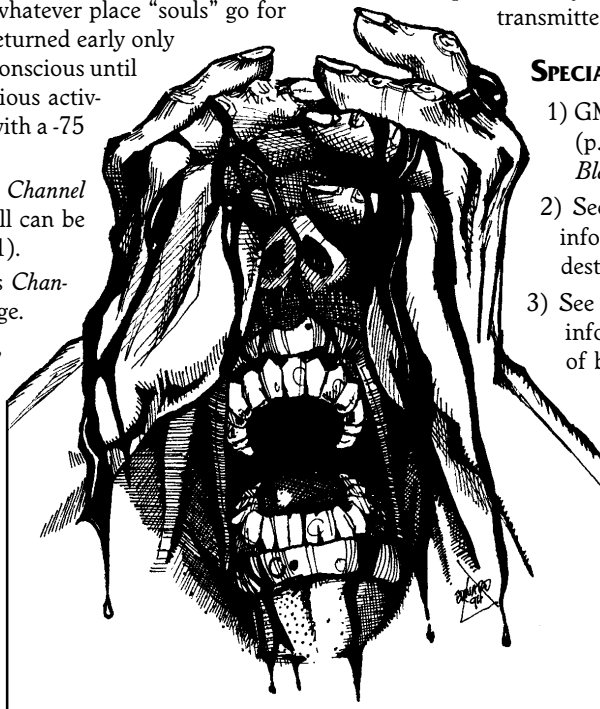
SPECIAL NOTES

- 1) See Section 15.21 (p.100) for more on dispelling curses.
- 2) See Section 15.24 (p. 101) for more information on using Evil spell lists.



DARK CHANNELS

2. **Dark Stunning** — [RR Mod: -10] Caster points his arm (elbow locked and fist clenched) at the target and channels raw power source (usually a deity). The target is stunned.
3. **Channels I** — When this spell is cast, the first level spell that the caster begins to cast the next round will be “channeled” to another spell user of the Channeling realm. The “channeled” spell is transmitted to the other spell user when it would normally take effect, and must be used by the receiving spell user immediately (i.e., the receiving spell user is now treated as the caster of the spell). All normal restrictions apply to the transmitted spell. The caster of the *Channels* spell must be able to see the receiver of the spell or know exactly where he is (direction and distance, or specific location). The receiver must know exactly when the spell is coming (though he need not know exactly what spell is coming). For example, if a Cleric was at a certain altar at midnight of a full moon ready to receive a spell; then another spell user who knew this could use *Channels* to send him a spell.
5. **Dark Sleep** — [RR Mod: -10] Caster points his arm (elbow locked and fist clenched) at the target and channels raw power source (usually a deity). The target falls into a deep, magical sleep.
6. **Channels III** — As *Channels I*, except up to a third level spell may be transmitted.
7. **Channel Opening I** — Caster can make contact with any 1 known target he is acquainted with. This spell will enable the caster to learn the specific location (direction and distance only) of the other being. This spell is often used with *Channels* spell.
8. **Dark Blinding** — [RR Mod: -10] Caster points his arm (elbow locked and fist clenched) at the target and channels raw power source (usually a deity). The target is blinded.
10. **Black Channel I** — Caster may cast one of the *Black Channel I* spells (see Section 15.23, p. 101).
11. **Channels V** — As *Channels I*, except up to a fifth level spell may be transmitted.
13. **Absolution** — [RR Mod: -20] Target’s “soul” is torn from his body. The soul remains in whatever place “souls” go for the duration. The soul can be returned early only through *Lifegiving*. Target is unconscious until soul is restored. Even subconscious activity (healing, etc.) is performed with a -75 penalty.
15. **Black Channel II** — As *Black Channel I*, except a *Black Channel II* spell can be cast (see Section 15.23, p. 101).
16. **Channeling Opening II** — As *Channeling Opening I*, except for range.
17. **Channel VII** — As *Channels I*, except up to a seventh level spell may be transmitted.
19. **Channel X** — As *Channels I*, except up to a tenth level spell may be transmitted.
20. **Absolution Pure** — As *Absolution*, except “soul” can only be brought back through *Lifegiving*.



EVIL CHANNELING 10.2

DARK CHANNELS

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)					
□ 2)	Dark Stunning *	1 target	1 rnd/5 fail	100'	F
□ 3)	Channels I *	1 spell	—	varies	U
□ 4)					
□ 5)	Dark Sleep *	1 target	1 rnd/5 fail	100'	F
□ 6)	Channels III *	1 spell	—	varies	U
□ 7)	Channel Opening I	1 being	C	1 mile/lvl	U
□ 8)	Dark Blinding *	1 target	1 hr/10 fail	100'	F
□ 9)					
□ 10)	Black Channel I *	1 target	—	varies	F
□ 11)	Channels V *	1 spell	—	varies	U
□ 12)					
□ 13)	Absolution *	1 target	1 week/10 fail	50'	F
□ 14)					
□ 15)	Black Channel II *	1 target	—	varies	F
□ 16)	Channel Opening II	1 being	C	10 mile/lvl	U
□ 17)	Channel VII *	1 spell	—	varies	U
□ 18)					
□ 19)	Channel X *	1 spell	—	varies	U
□ 20)	Absolution Pure *	1 target	—	50'	F
□ 25)	Black Channel III *	1 target	—	varies	F
□ 30)	Dark Absolution *	1 target	—	50'	F
□ 50)	Unholy Gate	—	1 rnd	varies	U

25. **Black Channel III** — As *Black Channel I*, except a *Black Channel III* spell can be cast (see Section 15.23, p. 101).

30. **Dark Absolution** — As *Absolution Pure*, except the “soul” is utterly destroyed.

50. **Unholy Gate** — Opens a direct channel to the evil cleric’s deity; results depend on the deity’s personality, motives and powers. Any spell the deity can cast can be transmitted through the gate.

SPECIAL NOTES

- 1) GMs should examine Section 15.23 (p. 101) for more information on *Black Channels*.
- 2) See Section 24.1 (p. 75) for more information on the effects of soul destruction.
- 3) See Section 15.12 (p. 98) for more information on vision and the effects of blindness.
- 4) See Section 15.24 (p. 101) for more information on using Evil spell lists.



EVIL CHANNELING 10.3

DARK LORE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Afterthoughts	caster	—	self	I
2)	Detect Good	5'R	1 min/lvl	100'	P
3)	Detect Blessing	5'R	1 min/lvl	100'	P
4)	Detect Emotion	5'R	1 min/lvl	100'	P
5)	Dark Lore I	1 item	—	100'	P
6)	Detections Holy	10'R	1 min/lvl	100'	P
7)					
8)	Dream I	caster	sleep	self	I
9)					
10)	Bless Tales	1 blessing	—	self	P
11)	Dark Lore II	varies	—	10'	P
12)	Dreams II	caster	sleep	self	I
13)	Emotion Analysis	1 target	—	10'	Pm
14)	Dark Lore III	varies	—	10'	P
15)	Dreams III	caster	sleep	self	I
16)	Light Lore I	1 item	—	10'	P
17)					
18)					
19)	Light Lore II	varies	—	10'	P
20)	Black Lore	1 item	—	100'	P
25)	Light Lore III	varies	—	10'	P
30)	White Lore	1 item	—	100'	P
50)	Black Lore Mastery	varies	—	100'	P

13. **Emotion Analysis** — Caster can determine the nature and origin of active extremes in emotion found within any 1 target (inanimate or animate). The degree and other details of such emotion can also be acquired.

14. **Dark Lore III** — As *Dark Lore I*, except caster can ascertain the origin point and nature of any 3 items of evil or darkness or caster can determine the age, origin point, nature, specific capabilities, and the name of the creator of any 1 item of evil or darkness. Caster also learns item's specific capabilities.

15. **Dreams III** — As *Dream I*, except limit is 3 dreams per night on different topics.

16. **Light Lore I** — As *Dark Lore I*, except caster can ascertain the origin point and nature of any 1 item "of light" or "of good."

19. **Light Lore II** — As *Light Lore I*, except caster can ascertain the origin point and nature of any 2 items of good or light or caster can determine the nature, origin point, and the exact significance of any 1 item of light or good.

20. **Black Lore** — Caster can ascertain the exact nature, origin, purpose, and history of any 1 item of evil or darkness; it allows caster to visualize all who have possessed the item.

25. **Light Lore III** — As *Light Lore I*, except caster can ascertain the origin point and nature of any 3 items of good or light or caster can determine the age, origin point, nature, specific capabilities, and the name of the creator of any 1 item of good or light. Caster also learns item's specific capabilities.

30. **White Lore** — As *Black Lore*, except it can only be used on an item "of darkness" or "of evil."

50. **Black Lore Mastery** — As *Black Lore*, except caster can acquire the information on all items of evil or darkness within 100'.

DARK LORE

1. **Afterthoughts** — Allows caster virtually total recall of any conversation or writing he encountered within a period of days equal to his level.
2. **Detect Good** — Detects "true good" in an animate or inanimate target. Caster can concentrate on a 5' radius area each round.
3. **Detect Blessing** — As *Detect Good*, except detects blessings in an animate or inanimate target.
4. **Detect Emotion** — Detects extreme emotions in the living mind of a target, or in an object forged under extreme emotion. Caster can concentrate on a 5' radius area each round.
5. **Dark Lore I** — Caster can ascertain the origin point and nature of any 1 item "of darkness" or "of evil." The caster will not learn specific capabilities.
6. **Detections Holy** — As *Detect Good*, except detects "holy" items and detection area is 10' radius.
8. **Dream I** — Caster has a dream relating to a topic decided upon just before retiring; limited to once per night. The caster must sleep a minimum of four hours.
10. **Bless Tales** — Caster can determine the author, origin, and complete history of a given blessing. He also learns the nature and specific powers.
11. **Dark Lore II** — As *Dark Lore I*, except caster can ascertain the origin point and nature of any 2 items of darkness or evil or caster can determine the nature, origin point, and the exact significance of any 1 item of darkness or evil.
12. **Dreams II** — As *Dream I*, except limit is 2 dreams per night on different topics.



SPECIAL NOTES

- 1) See Section 15.21 (p.100) for more information on curses.
- 2) See Section 15.2 (p. 96) for definitions of "Blessing," "Evil," "Good," "Holy," "Of Darkness," and "Of Light."
- 3) See Section 15.16 (p. 99) for more information on dreams and symbology.
- 4) See Section 15.24 (p. 101) for more information on using Evil spell lists.

DISEASE

1. **Chills** – Target gets a cold. Roll d100 for severity (high is bad for target).
2. **Grey Vision** – Target is color-blind. Treat as a -10 to all Awareness maneuvers involving vision.
3. **Smelling Loss** – Target has no sense of smell. Target never perceives by smell alone; and suffers a special modification of -25 to all Awareness maneuvers involving smell and other senses (only -3 to Alertness).
4. **Hearing Loss** – Target has no sense of hearing. Target never perceives by hearing alone; and suffers a special modification of -25 to all Awareness maneuvers involving hearing and other senses (only -3 to Alertness).
5. **Tongue Rot** – Over the course of 1 week the target's tongue will rot away. When tongue is fully gone, he will not be able to speak.
6. **Asthma** – Target gets severe asthma. For every round of physical exertion (melee, running, firing a bow, rowing, etc.), the target will have a -5 modifier (cumulative) to any action involving physical exertion. When this modifier reaches -100 the target lapses into unconsciousness. Each -5 modifier requires 3 rounds of rest to eradicate.
7. **Leprosy** – Target gets leprosy. This causes a gradual loss of feeling in the extremities (and blood flow). Every day, the target suffers a special modification of -1 (cumulative) to all Awareness maneuvers involving touch (maximum of -25). Also, target suffers a -1 to his appearance per day (down to a minimum of 1). After one week of leprosy, all concussion damage against the target is halved (this represents the loss of feeling in certain areas of the body).
8. **Minor Allergy** – Target becomes slightly allergic to a substance (not himself) of the caster's choosing. When in the presence of this substance, the target will be only be able to take 80% activity each round.
9. **Root Rot** – The roots of any one plant wither and die and no new roots can be grown. The plant will eventually die.
10. **Hemophilia** – The target becomes a hemophiliac. All bleeding wounds (i.e., "hits/rnd") and concussion hits are doubled. All critical strikes against the target have a 50% chance of giving an additional 1 hit per round. Healing hits requires double the normal expenditure.
11. **Malaria** – The target contracts malaria. After the initial bout of high fever, delirium, coma, and incapacitation (lasting 1+2d10 days), the target will be subject to random "relapses" similar to the initial bout (5% chance per month). If the target receives no care during the initial bout, there is a 99% chance of death (only 1% chance if properly cared for during this time).
12. **Withering Hand** – Caster may instantly kill any one plant he touches.
13. **Epilepsy** – Target becomes an epileptic. In a tension situation, there is a 5% chance he will go into an epileptic fit. If someone treats them (i.e., holds them down and places an appropriate object in his mouth), he has only a 1% chance of dying; if not, he has a 5% chance of dying.
14. **Pneumonia** – Target gets pneumonia. If the target is kept warm and completely immobile for 2 weeks, he will have only a 25% chance of dying (50% chance if not treated). The chance of dying is lowered by 5% for every 10 points by which caster's Constitution exceeds 50 (down to a minimum of 1%).
15. **Major Allergy** – As *Minor Allergy*, except caster only gets 60% activity each round.
16. **Carrier I** – The target suffers any one of the diseases from this list (fifth level or lower) chosen by the caster. In addition, the target is contagious. All who come into contact (5' radius) of the target makes an RR (with a special +25 modifier; modifier drops to +0 with touching the target; drops to -25 with intimate contact with the target). If the original target makes his RR, he does not suffer the effects, but is still a carrier of the disease. All people who catch the disease from the target are not contagious.

EVIL CHANNELING 10.4

DISEASE

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Chills	1 target	P	100'	F
☐ 2)	Grey Vision	1 target	P	100'	F
☐ 3)	Smelling Loss	1 target	P	100'	F
☐ 4)	Hearing Loss	1 target	P	100'	F
☐ 5)	Tongue Rot	1 target	P	100'	F
☐ 6)	Asthma	1 target	P	100'	F
☐ 7)	Leprosy	1 target	P	100'	F
☐ 8)	Minor Allergy	1 target	P	100'	F
☐ 9)	Root Rot	1 plant	P	touch	F
☐ 10)	Hemophilia	1 target	P	100'	F
☐ 11)	Malaria	1 target	P	100'	F
☐ 12)	Withering Hand	1 target	P	touch	F
☐ 13)	Epilepsy	1 target	P	100'	F
☐ 14)	Pneumonia	1 target	P	100'	F
☐ 15)	Major Allergy	1 target	P	100'	F
☐ 16)	Carrier I	1 target	P	100'	F
☐ 17)	Elephantiasis	1 target	P	100'	F
☐ 18)					
☐ 19)	Carrier II	1 target	P	100'	F
☐ 20)	Leukemia	1 target	P	100'	F
☐ 25)	Carrier III	1 target	P	100'	F
☐ 30)	Rabies	1 target	P	100'	F
☐ 50)	Plague	1 target	P	100'	F

17. **Elephantiasis** – Target gets elephantiasis. One of his extremities (not his head) swells and grows up to 5x normal size. Exact effect should be determined by the GM (but the extremity should be completely useless).

19. **Carrier II** – As *Carrier I*, except caster may select any disease from this list (10th level or lower).

20. **Leukemia** – Target gets leukemia. He will weaken at a rate of 2% per day (-2/day, cumulative, to activity in each round); when the total reaches 100%, the target is dead.

25. **Carrier III** – As *Carrier I*, except caster may select any disease from this list (15th level or lower).

30. **Rabies** – Target gets rabies. After 21 days of no visible effect, the disease sets in. The target's organs contract; he foams at the mouth, becomes very thirsty and violent; and any one he bites or scratches must resist or catch the disease. The target dies 5-7 days after disease's onset.

50. **Plague** – Target gets a "plague." If he fails his RR, he will die 95% of the time (in 10 minutes). The other 5% of the time, he believes that he resisted (and suffers no effects), but becomes a carrier instead. Anyone coming within 5' of a carrier must resist (+25 RR; +0 RR if touching the target; -25 RR if in intimate contact with the target) or face the same chances as the original target. Only the original target is contagious.

SPECIAL NOTES

- 1) When selecting allergies, the caster cannot choose something that the target is in constant contact with (e.g., the caster cannot choose for the target to be allergic to himself, air, dirt, etc.).
- 2) Once caught, diseases cannot be dispelled with *Dispelling* spells. However, they can be cured by *Undisease* or *Remove Disease* spells.
- 3) Unless stated otherwise, all diseases gained through this list are not contagious.
- 4) See Section 15.24 (p. 101) for more information on using Evil spell lists.



EVIL CHANNELING 10.5

NECROMANCY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Animate Dead I	1 corpse	1 min./lvl(C)	100'	U
2)	Control Undead I *	1 undead	C	100'	E
3)	Undead Mastery	1 undead	P	10'	F
4)	Animate Dead II	varies	1 min./lvl(C)	100'	U
5)	Create Undead I	1 corpse	P	10'	U
6)	Control Undead II *	varies	C	100'	E
7)	Animate Dead III	varies	1 min./lvl(C)	100'	U
8)	Create Undead II	varies	P	10'	U
9)	Control Undead III *	varies	C	100'	E
10)	Animate Dead IV	varies	1 min./lvl(C)	100'	U
11)	Create Undead III	varies	P	10'	U
12)	Animate Dead V	varies	1 min./lvl(C)	100'	U
13)	Control Undead IV *	varies	C	100'	E
14)	Animate Dead VI	varies	1 min./lvl(C)	100'	U
15)	Create Undead IV	varies	P	10'	U
16)					
17)	Order Undead	1 undead	varies	10'	U
18)					
19)	Control Undead V *	varies	C	100'	E
20)	Create Undead V	varies	P	10'	U
25)	Control Undead True *	varies	C	varies	E
30)	Ritual of Black Eternity	caster	P	self	U
50)	Create Undead True	1 corpse	P	10'	U

NECROMANCY

- Animate Dead I** – Caster can cause any dead body (within 50% of his own mass), to rise up and move. The caster must concentrate for the body to perform action; if he stops concentration, the body will stand motionless. The body can be maneuvered with a -25 modifier, and can melee with a -20 OB. Body cannot have been dead more than 1 day. Use Created Undead stats from *Creatures & Monsters* except the Undead with have a Move Rate of 25 and an OB of -20.
- Control Undead I** – Caster can control one Class I Undead. When this spell is cast, there is a flat 2% per Class of the Undead that the Undead will resist the spell.
- Undead Mastery** – [RR Mod: -25] Caster may master 1 level of Undead per level of the caster. This spell must be caster separately on each Undead. A mastered Undead allows the caster to control this specific undead without concentration. If the Undead is ever more than 10' per level from the master, this spell is dispelled. When this spell is cast, there is a flat 5% chance per Class of Undead that the Undead will resist the spell.
- Animate Dead II** – As *Animate Dead I*, except caster can control 2 bodies (within the restrictions above) or one body with -15 modifier to maneuvers and an OB of -10.
- Create Undead I** – Given a body that has been dead less than 1 week, the caster can turn the body into a Class I Undead. The Undead will attempt to attack the closest living being (if uncontrolled), but can take no other activity other than moving to the being and attacking. If controlled, the Undead will do anything (within its capabilities) that the caster commands. The Undead can be *Dispelled*, *Repelled*, or just smashed into little pieces.
- Control Undead II** – As *Control Undead I*, except 1 Class II Undead or 2 Class I's can be controlled.

- Animate Dead III** – As *Animate Dead I*, except 3 bodies can be controlled or one body with -5 to maneuvers and a +0 melee OB.
- Create Undead II** – As *Create Undead I*, except 1 Class II Undead or 2 Class I Undead can be created.
- Control Undead III** – As *Control Undead I*, except 1 Class III Undead or 3 Class I's or 1 Class II and 1 Class I can be controlled.
- Animate Undead IV** – As *Animate Dead I*, except 4 bodies can be controlled at the basic penalties or 1 body with +5 to maneuvers and a +10 melee OB.
- Create Undead III** – As *Create Undead I*, except can create 1 Class III Undead or 3 Class I or 1 Class II and 1 Class I.
- Animate Dead V** – As *Animate Dead I*, except 5 bodies can be controlled at the basic penalties or 1 body with +10 to maneuvers and a +20 melee OB.
- Control Undead IV** – As *Control Undead I*, except caster can control 1 Class IV Undead or 4 Class I's or 2 Class II's or 1 Class III and 1 Class I or 1 Class II and 2 Class I's.
- Animate Dead VI** – As *Animate Dead I*, except 6 bodies can be controlled at the basic penalties or 1 body with +15 to maneuvers and a +30 melee OB.
- Create Undead IV** – As *Create Undead I*, except caster can create 1 Class IV Undead or 4 Class I's or 2 Class II's or 1 Class III and 1 Class I or 1 Class II and 2 Class I's.
- Order Undead** – Any undead that is currently mastered (with the *Undead Mastery* spell), will follow simple, straight forward orders. This cancels the *Undead Mastery* spell. After completing the orders (which it will attempt to do for up to 1 day per level of the caster), the Undead returns to a normal Undead status (i.e., it attacks closest living being).
- Control Undead V** – As *Control Undead I*, except caster can control 1 Class V Undead or 5 Class I or etc.
- Create Undead V** – As *Create Undead I*, except caster can create 1 Class V Undead or 5 Class I's or 1 Class IV and 1 Class I or etc.
- Control Undead True** – As *Control Undead I*, except caster can control any one Undead or any one Undead (Class V or lower) without concentration or all Class III or lower Undead within a 100' radius. Range for controlling a single Undead is extended to 300'.
- Ritual of Black Eternity** – This ritual is considered to be one of the most evil of all magics. Using it, the caster transforms himself into a Lich, one of the most evil of the Undead. During the ritual, the caster's vital organs are "transferred" into a ready container (jar, box, item, etc.). If the spell succeeds (failure results in final death), the caster will be totally sustained by magic and will have slipped between the realms of life and unlfe. He can only be irrevocably destroyed by the destruction of the container and his organs. See *Creatures & Monsters* for typical statistics of a Lich.
- Create Undead True** – As *Create Undead I*, except caster can create any Undead that exists in the world system in use (e.g., Ring Wraiths, Vampires, etc.).

SPECIAL NOTES

- For the purposes of the above spells, Undead are divided into 6 classes: I, II, III, IV, V, and above V. A GM must place each of the Undead types in his world systems into one of these classes for the purposes of these spells. For example, Skeletons would obviously be Class I Undead, Mummies might be Class IV or V, Vampires would be above Class V, etc. See *Creatures & Monsters* for a complete classification of various Undead. Animated Dead are normally treated as Class I Undead. Also note that Undead do not normally get RRs versus spells from the Necromancy list.
- See Section 15.24 (p. 101) for more information on using Evil spell lists.

WOUNDING

1. **Wounding I** – Causes d10 concussion hits of damage.
2. **Cramp** – Causes one muscle to cramp in the target. Target will be at -10% to activity per 10 failure.
3. **Bleeding I** – Target will bleed at the rate of 1 hit per round.
4. **Wounding III** – As *Wounding I*, except does 3d10 concussion hits of damage.
5. **Sensory Damage I** – One external sensory organ (eye, nose, ear, etc.) is damaged. Foe will operate without that organ until healed. In addition, he will have a -10 modification per 10 failure to all actions that partially use that organ (-100 for all actions involving that organ directly).
6. **Fracture** – One of target's limbs suffers a minor fracture.
7. **Bleeding III** – As *Bleeding I*, except target bleeds for 3 hits per round.
8. **Wounding V** – As *Wounding I*, except does 5d10 concussion hits of damage.
9. **Sensory Damage II** – As *Sensory Damage I*, except 2 organs are affected.
10. **Paralysis** – The area touched by the caster on the target is paralyzed.
11. **Wounding VII** – As *Wounding I*, except does 7d10 concussion hits of damage.
12. **Drain Soul I** – Target is drained of d10 Temporary Constitution points. If target's Constitution drops to 0 or below, he becomes a Class I Created Undead.
13. **Energy Drain I** – Target loses 1 hit per round that the caster concentrates (and remains within 2' of the target). As each point is drained, the caster is restored 1 point (up to his maximum).
14. **Bleeding V** – As *Bleeding I*, except target bleeds for 5 hits per round.
15. **Wounding X** – As *Wounding I*, except does 10d10 concussion hits of damage.



EVIL CHANNELING 10.6

WOUNDING

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Wounding I *	1 target	P	2'	F
☐ 2)	Cramp *	1 target	P	2'	F
☐ 3)	Bleeding I *	1 target	P	2'	F
☐ 4)	Wounding III *	1 target	P	2'	F
☐ 5)	Sensory Damage I *	1 target	P	2'	F
☐ 6)	Fracture *	1 target	P	2'	F
☐ 7)	Bleeding III *	1 target	P	2'	F
☐ 8)	Wounding V *	1 target	P	2'	F
☐ 9)	Sensory Damage II *	1 target	P	2'	F
☐ 10)	Paralysis *	1 target	P	2'	F
☐ 11)	Wounding VII *	1 target	P	2'	F
☐ 12)	Drain Soul I *	1 target	P	2'	F
☐ 13)	Energy Drain I *	1 target	C	2'	F
☐ 14)	Bleeding V *	1 target	P	2'	F
☐ 15)	Wounding X *	1 target	P	2'	F
☐ 16)	Energy Drain II *	1 target	P	2'	F
☐ 17)					
☐ 18)	Drain Soul II *	1 target	P	2'	F
☐ 19)					
☐ 20)	Wounding XV *	1 target	P	2'	F
☐ 25)	Drain Soul True *	1 target	P	2'	F
☐ 30)	Bleeding True *	1 target	P	2'	F
☐ 50)	Wounding True *	1 target	P	2'	F

16. **Energy Drain II** – As *Energy Drain I*, except drains 2 hits per round.

18. **Drain Soul II** – As *Drain Soul I*, except drains 2d10 points and target becomes a Class II Created Undead if Constitution drops to 0 (or below).

20. **Wounding XV** – As *Wounding I*, except does 15d10 concussion hits of damage.

25. **Drain Soul True** – As *Drain Soul I*, except drains 1 point per level of the caster and target becomes a Class III Created Undead if Constitution drops to 0 (or below).

30. **Bleeding True** – As *Bleeding I*, except target bleeds for 1 hit for every 5 levels of the caster.

50. **Wounding True** – As *Wounding I*, except target loses all his hits and takes an additional 1 hit for each level of the caster.

SPECIAL NOTES

- 1) All spells on this list have a range of 2'. In melee, it is presumed that you are within 2' of your opponent every round.
- 2) See Section 15.24 (p. 101) for more information on using Evil spell lists.





OPEN CHANNELING LISTS



BARRIER LAW	LIGHT'S WAY	PURIFICATIONS	WEATHER WAYS
☐ 1) Light Wall ☐ 2) Airwall ☐ 3) Light Wall II ☐ 4) Waterwall ☐ 5) Woodwall ☐ 6) Earthwall ☐ 7) Icewall I ☐ 8) Barrier Pit ☐ 9) Airwall True ☐ 10) Stonewall ☐ 11) Waterwall True ☐ 12) Woodwall True ☐ 13) Earthwall True ☐ 14) Icewall II ☐ 15) Stonewall True ☐ 16) Meld Walls ☐ 17) Curved Wall ☐ 18) Wall of Force	☐ 1) Projected Light ☐ 2) Light I ☐ 3) Aura ☐ 4) Light II ☐ 5) Sudden Light ☐ 6) True Aura ☐ 7) Shock Bolt ☐ 8) Light III ☐ 9) Utterlight I ☐ 10) Waiting Light ☐ 11) Flare ☐ 12) Light V ☐ 13) Light X ☐ 14) Utterlight V ☐ 15) Mass Light ☐ 16) Mass Aura ☐ 17) Lightning Call ☐ 18) Alkar ☐ 19) Mass Utterlight	☐ 1) Disease Purification ☐ 2) Food Preservation ☐ 3) Poison Purification ☐ 4) Disease Resistance I ☐ 5) Poison Resistance I ☐ 6) Sustenance Purification ☐ 7) Disease Resistance II ☐ 8) Poison Resistance II ☐ 9) Mind Disease Cures ☐ 10) Disease Resistance III ☐ 11) Poison Resistance III ☐ 12) Undisease ☐ 13) Unpoison ☐ 14) Mass Undisease ☐ 15) Mass Unpoison ☐ 16) Mind Disease Cures Tr. ☐ 17) Gr. Disease Purification ☐ 18) Gr. Poison Purification ☐ 19) Purification True	☐ 1) Living Gauge ☐ 2) Rain Prediction ☐ 3) Storm Prediction ☐ 4) Weather Prediction I ☐ 5) Breeze Call ☐ 6) Fog Call ☐ 7) Weather Prediction III ☐ 8) Precipitation Call ☐ 9) Weather Prediction V ☐ 10) Wind Mastery ☐ 11) Clear Skies ☐ 12) Weather Prediction True ☐ 13) Rain Call ☐ 14) Weather Call ☐ 15) Storm Call ☐ 16) Weather Mastery
CONCUSSION'S WAYS	LOFTY MOVEMENTS	SOUND'S WAY	
☐ 1) Healing I ☐ 2) Frost/Burn Relief I ☐ 3) Minor Irritation Relief ☐ 4) Healing III ☐ 5) Stun Relief * ☐ 6) Frost/Burn Relief II ☐ 7) Regeneration I * ☐ 8) Healing V ☐ 9) Frost/Burn Relief III ☐ 10) Awakening ☐ 11) Healing VII ☐ 12) Regeneration II * ☐ 13) Frost/Burn Relief IV ☐ 14) Healing X ☐ 15) Long Stun Relief * ☐ 16) Regeneration III * ☐ 17) Healing XV ☐ 18) Regeneration V * ☐ 19) True Healing ☐ 20) Mass True Healing	☐ 1) Edgewalking ☐ 2) Limbwalking ☐ 3) Stonewalking ☐ 4) Waterwalking ☐ 5) Merging Organic ☐ 6) Store Sanctuary ☐ 7) Limbrunning ☐ 8) Stonerunning ☐ 9) Waterrunning ☐ 10) Windwalking ☐ 11) Returning I ☐ 12) Gr. Merging Organic ☐ 13) Returning V ☐ 14) Windrunning ☐ 15) Returning X ☐ 16) Merging Tr. Organic ☐ 17) Windrunning True ☐ 18) Word of Return * ☐ 19) Rereturning *	☐ 1) Speech I ☐ 2) Quiet I ☐ 3) Soundwall I ☐ 4) Speech II ☐ 5) Silence I ☐ 6) Quiet III ☐ 7) Soundwall V ☐ 8) Quiet V ☐ 9) Silence V ☐ 10) Speech III ☐ 11) Sounding ☐ 12) Silence X ☐ 13) Mass Soundwalls ☐ 14) Mass Quiet ☐ 15) Speech True	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 21) _____ ☐ 22) _____ ☐ 23) _____ ☐ 24) _____ ☐ 25) _____ ☐ 26) _____ ☐ 27) _____ ☐ 28) _____ ☐ 29) _____ ☐ 30) _____ ☐ 31) _____ ☐ 32) _____ ☐ 33) _____ ☐ 34) _____ ☐ 35) _____ ☐ 36) _____ ☐ 37) _____ ☐ 38) _____ ☐ 39) _____ ☐ 40) _____ ☐ 41) _____ ☐ 42) _____ ☐ 43) _____ ☐ 44) _____ ☐ 45) _____ ☐ 46) _____ ☐ 47) _____ ☐ 48) _____ ☐ 49) _____ ☐ 50) _____
DETECTION MASTERY	NATURE'S LAW	SPELL DEFENSE	
☐ 1) Detect Channeling ☐ 2) Detect Essence ☐ 3) Detect Mentalism ☐ 4) Detect Life ☐ 5) Detect Curse ☐ 6) Detect Undead ☐ 7) Detect Traps ☐ 8) Life Typing ☐ 9) Detect Invisible ☐ 10) Perceive Power I ☐ 11) Poison Analysis ☐ 12) Power Typing ☐ 13) Detect Spell ☐ 14) Perceive Power II ☐ 15) Location ☐ 16) Curse Analysis ☐ 17) Life Analysis ☐ 18) Detect True ☐ 19) Location True	☐ 1) Plant Lore ☐ 2) Herb Lore ☐ 3) Stone Lore ☐ 4) Speed Growth ☐ 5) Animal Tongues ☐ 6) Animal Mastery I ☐ 7) Nature's Awareness I ☐ 8) Plant Tongues ☐ 9) Animal Mastery III ☐ 10) Animal Empathy ☐ 11) Plant Control I ☐ 12) Stonespeech ☐ 13) Herb Production ☐ 14) Animal Mastery V ☐ 15) Plant Control III ☐ 16) Nature's Awareness V ☐ 17) Earth Empathy ☐ 18) Mastery ☐ 19) Animal Mastery True	☐ 1) Protection I ☐ 2) Cancel Channeling ☐ 3) Protection Sphere I ☐ 4) Cancel Essence ☐ 5) Protection II ☐ 6) Cancel Mentalism ☐ 7) Protection Sphere II ☐ 8) Dispel Channeling I ☐ 9) Channeling Shield ☐ 10) Protection III ☐ 11) Essence Shield ☐ 12) Dispel Essence I ☐ 13) Mind Shield ☐ 14) Protection IV ☐ 15) Spell Shield II ☐ 16) Dispel Mentalism I ☐ 17) Protection V ☐ 18) Spell Shield True ☐ 19) Channeling Resistance ☐ 20) Essence Resistance ☐ 21) Mentalism Resistance ☐ 22) Resistance True	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 21) _____ ☐ 22) _____ ☐ 23) _____ ☐ 24) _____ ☐ 25) _____ ☐ 26) _____ ☐ 27) _____ ☐ 28) _____ ☐ 29) _____ ☐ 30) _____ ☐ 31) _____ ☐ 32) _____ ☐ 33) _____ ☐ 34) _____ ☐ 35) _____ ☐ 36) _____ ☐ 37) _____ ☐ 38) _____ ☐ 39) _____ ☐ 40) _____ ☐ 41) _____ ☐ 42) _____ ☐ 43) _____ ☐ 44) _____ ☐ 45) _____ ☐ 46) _____ ☐ 47) _____ ☐ 48) _____ ☐ 49) _____ ☐ 50) _____



CLOSED CHANNELING LISTS



BLOOD LAW	CREATIONS	MUSCLE LAW	SYMBOLIC WAYS
☐ 1) Flowstop I ☐ 2) Flowstop III ☐ 3) Clotting I ☐ 4) Flowstop V ☐ 5) Limb Preservation ‡ * ☐ 6) Cut Repair I ☐ 7) Clotting III ☐ 8) Minor Vessel Repair ☐ 9) Cut Repair III ☐ 10) Major Vessel Repair ☐ 11) ☐ 12) Joining ‡ * ☐ 13) Flowstop True ☐ 14) Clotting True ☐ 15) ☐ 16) Unc clotting ☐ 17) ☐ 18) Cut Repair True ☐ 19) ☐ 20) Mass Flowstop ☐ 25) Joining True ‡ * ☐ 30) Mass Clotting ☐ 50) Mass Blood Repair	☐ 1) ☐ 2) Sustain self ☐ 3) Water Production I ☐ 4) Food Production I ☐ 5) Fire Starting ☐ 6) Nutrient Conjures I ☐ 7) Water Production III ☐ 8) Food Production III ☐ 9) Herb Enhancement ☐ 10) Water Production V ☐ 11) Food Production V ☐ 12) Nutrient Conjures III ☐ 13) Herb Mastery ☐ 14) ☐ 15) Lesser Plant Production ☐ 16) Mass Water Production ☐ 17) Food Production True ☐ 18) ☐ 19) ☐ 20) Lesser Animal Prod. ☐ 25) Nutrient Conjures True ☐ 30) Greater Plant Prod. ☐ 50) Greater Animal Prod.	☐ 1) Muscle Lore ☐ 2) Tendon Lore ☐ 3) Sprain Repair 1 ☐ 4) Muscle Repair I ☐ 5) Limb Preservation ‡ * ☐ 6) Tendon Repair I ☐ 7) ☐ 8) ☐ 9) Muscle Repair III ☐ 10) Tendon Repair III ☐ 11) ☐ 12) Joining ‡ * ☐ 13) Muscle Repair True ☐ 14) ☐ 15) Tendon Repair True ☐ 16) ☐ 17) Mass Muscle Repair ☐ 18) ☐ 19) Mass Tendon Repair ☐ 20) Muscle Regeneration ☐ 25) Joining True ‡ * ☐ 30) Tendon Regeneration ☐ 50) Mass Repair True	☐ 1) Analyze Symbol ☐ 2) Spell Prime ☐ 3) Unsymbol I ☐ 4) ☐ 5) Symbol I ☐ 6) ☐ 7) Symbol II ☐ 8) Unsymbol II ☐ 9) Symbol III ☐ 10) Analyze Symbol True ☐ 11) Symbol V ☐ 12) Unsymbol III ☐ 13) Symbol VI ☐ 14) ☐ 15) Symbol VII ☐ 16) Unsymbol V ☐ 17) Symbol VIII ☐ 18) Unsymbol X ☐ 19) Symbol IX ☐ 20) Symbol X ☐ 25) Lord Research ☐ 30) Lord Symbol ☐ 50) Unsymbol True
BONE LAW	LOCATING WAYS	NERVE LAW	
☐ 1) Bone Lore ☐ 2) ☐ 3) Minor Fracture Repair ☐ 4) Cartilage Repair ☐ 5) Limb Preservation ‡ * ☐ 6) Major Fracture Repair ☐ 7) ☐ 8) Skull Repair ☐ 9) ☐ 10) Joint Repair ☐ 11) Min. Fracture Rep. Tr. ☐ 12) Joining ‡ * ☐ 13) Cartilage Repair True ☐ 14) Maj. Fracture Rep. Tr. ☐ 15) Skull Repair True ☐ 16) Joint Repair True ☐ 17) Shatter Repair ☐ 18) Mass Min. Fract. Rep. ☐ 19) ☐ 20) Mass Cartilage Repair ☐ 25) Joining True ‡ * ☐ 30) Mass Maj. Fract. Rep. ☐ 50) Mass Shatter Repair	☐ 1) ☐ 2) Guess ☐ 3) Pathfinding I ☐ 4) Guidance ☐ 5) Location I ☐ 6) Pathfinding III ☐ 7) ☐ 8) Location III ☐ 9) Pathfinding V ☐ 10) Location V ☐ 11) Memory's Path ☐ 12) Pathfinding X ☐ 13) Divine Guidance ☐ 14) ☐ 15) Finding I ☐ 16) Location X ☐ 17) Pathfinding True ☐ 18) Finding III ☐ 19) ☐ 20) Lord Location ☐ 25) Paths True ☐ 30) Location True ☐ 50) Finding True	☐ 1) Nerve Lore ☐ 2) ☐ 3) ☐ 4) Minor Nerve Repair ☐ 5) Limb Preservation ‡ * ☐ 6) ☐ 7) ☐ 8) ☐ 9) Major Nerve Repair ☐ 10) Unparalysis ☐ 11) Min. Nerve Repair Tr. ☐ 12) Joining ‡ * ☐ 13) ☐ 14) ☐ 15) Minor Brain Repair ☐ 16) Maj. Nerve Repair Tr. ☐ 17) ☐ 18) Paralysis Cures ☐ 19) Unpsychosis ☐ 20) Mass Nerve Rep. Tr. ☐ 25) Joining True ‡ * ☐ 30) Nerve Regeneration ☐ 50) Brain Regeneration	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____
CALM SPIRITS	LORE	ORGAN LAW	
☐ 1) Animal Calming I ☐ 2) Calm I ☐ 3) Animal Calming III ☐ 4) Calm II ☐ 5) Hold Kind ☐ 6) Calm III ☐ 7) Animal Calming V ☐ 8) Calm IV ☐ 9) Calm V ☐ 10) Mass Animal Calm. I ☐ 11) True Hold ☐ 12) Calm X ☐ 13) ☐ 14) ☐ 15) Shout Of Calming * ☐ 16) ☐ 17) ☐ 18) Mass Animal Calm. II ☐ 19) ☐ 20) Lord Calm ☐ 25) Long Calm ☐ 30) Mass Calm ☐ 50) Calm True	☐ 1) Afterthoughts ☐ 2) Detect Evil ☐ 3) Detect Curse ☐ 4) Detect Hate ☐ 5) Light Lore I ☐ 6) Poison Lore ☐ 7) ☐ 8) Life Lore ☐ 9) ☐ 10) Curse Tales ☐ 11) Dark Lore I ☐ 12) Light Lore II ☐ 13) ☐ 14) ☐ 15) Hate Analysis ☐ 16) ☐ 17) Light Lore III ☐ 18) Dark Lore II ☐ 19) White Lore ☐ 20) Dark Lore III ☐ 25) Life Lore True ☐ 30) Black Lore ☐ 50) White Lore Mastery	☐ 1) Organ Lore ☐ 2) ☐ 3) Nasal Repair ☐ 4) ☐ 5) Minor Ear Repair ☐ 6) Minor Eye Repair ☐ 7) ☐ 8) ☐ 9) Major Ear Repair ☐ 10) ☐ 11) Major Eye Repair ☐ 12) ☐ 13) ☐ 14) Heart Repair ☐ 15) Lung Repair ☐ 16) Organ Repair ☐ 17) Nose Regeneration ☐ 18) Organ Transplant ☐ 19) ☐ 20) Eye & Ear Regen. ☐ 25) Organ Repair True ☐ 30) Heart Regeneration ☐ 50) Organ Regeneration	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____



ANIMIST BASE LISTS



ANIMAL MASTERY	NATURE'S MOVEMENT/SENSES
☐ 1) Animal Sleep I ☐ 2) Animal Restoration I ☐ 3) Animal Tongues ☐ 4) Animal Sleep III ☐ 5) Animal Mastery I ☐ 6) Animal Location ☐ 7) Befriending ☐ 8) Animal Restoration II ☐ 9) Animal Empathy ☐ 10) Animal Summons I ☐ 11) Animal Mastery III ☐ 12) Animal Summons III ☐ 13) Animal Call ☐ 14) Animal Reviving I ☐ 15) Call of the Wild ☐ 16) Animal Mastery V ☐ 17) Animal Restoration III ☐ 18) Animal Summons V ☐ 19) Animal Reviving II ☐ 20) Animal Summons X ☐ 25) Animal Master True ☐ 30) Animal Reviving III ☐ 50) Animal Summons True	☐ 1) Cat Step ☐ 2) Chameleon Skin ☐ 3) Wolf Sense ☐ 4) Deer Speed I ☐ 5) Bat Sense ☐ 6) Otterlungs ☐ 7) Glide I ☐ 8) Hawk Sense ☐ 9) Tiger Skin ☐ 10) Boar Strength ☐ 11) Lion Claws ☐ 12) Insect Sense ☐ 13) Deer Speed II ☐ 14) Bear Skin ☐ 15) Bear Arms ☐ 16) Glide III ☐ 17) Viperfang ☐ 18) Wyvern Skin ☐ 19) Deer Speed III ☐ 20) Ox Strength ☐ 25) Glide True ☐ 30) Deer Speed True ☐ 50) Dragon Skin

HERB MASTERY	NATURE'S PROTECTION
☐ 1) Herb Lore ☐ 2) Enhancement ☐ 3) Herb Finding I ☐ 4) Instant Herbal Cures ☐ 5) Herb Mastery II ☐ 6) Herb Finding III ☐ 7) Herb Production ☐ 8) Herb Mastery III ☐ 9) Herb Finding V ☐ 10) Herb Cleansing ☐ 11) Herb Mastery V ☐ 12) ☐ 13) Herb Finding X ☐ 14) ☐ 15) Herb Mastery X ☐ 16) ☐ 17) P. Instant Herbal Cures ☐ 18) Herb Finding XX ☐ 19) ☐ 20) Lord Herb Finding ☐ 25) Enhancement True ☐ 30) Herb Mastery True ☐ 50) Herb Finding True	☐ 1) Study Form ☐ 2) Resist Elements ☐ 3) Hues ☐ 4) Plant Facade ☐ 5) Silent Moves ☐ 6) Underwater Breathing ☐ 7) Animal Facade ☐ 8) Shadow ☐ 9) Shielding Organic I * ☐ 10) Plant Form I ☐ 11) Prot. From Elements ☐ 12) Animal Thoughts ☐ 13) Shielding Organic II * ☐ 14) Animal Form I ☐ 15) Animal Thoughts True ☐ 16) Animal Form II ☐ 17) Plant Form II ☐ 18) Shielding Organic III * ☐ 19) Animal Form III ☐ 20) Plant Form True ☐ 25) Animal Form True ☐ 30) Nature's Form True ☐ 50) Shielding Org. True *

NATURE'S LORE	PLANT MASTERY
☐ 1) Trap Detection ☐ 2) Nature's Awareness I ☐ 3) Pathfinding ☐ 4) Detect Magic ☐ 5) Weather Prediction I ☐ 6) Nature's Awareness II ☐ 7) Weather Prediction III ☐ 8) Locate Landmark I ☐ 9) Waiting Awareness I ☐ 10) Nature's Awareness III ☐ 11) Weather Prediction V ☐ 12) Memory's Path ☐ 13) Waiting Awareness II ☐ 14) Locate Landmark II ☐ 15) Nature's Eye I ☐ 16) Nature's Awareness V ☐ 17) Elemental Communication ☐ 18) Water Visions ☐ 19) Locate Landmark True ☐ 20) Nature's Eye II ☐ 25) Weather Prediction True ☐ 30) Nature's Eye III ☐ 50) Animist's Eye	☐ 1) Plant Lore ☐ 2) Speed Growth I ☐ 3) Plant Tongues ☐ 4) Plant Restore ☐ 5) Speed Growth II ☐ 6) Plant Location ☐ 7) Plant Growth II ☐ 8) Plant Control I ☐ 9) Speed Growth III ☐ 10) Plant Growth III ☐ 11) Plant Control III ☐ 12) Tree Restore ☐ 13) Plant Growth V ☐ 14) Speed Growth IV ☐ 15) Plant Control V ☐ 16) Wall of Thorns ☐ 17) Firestop ☐ 18) Plant Growth X ☐ 19) ☐ 20) Plant Growth True ☐ 25) Speed Growth True ☐ 30) Plant Control True ☐ 50) Plant Animation



CLERIC BASE LISTS



CHANNELS	PROTECTIONS
☐ 1) Create Holy Water ☐ 2) Calming * ☐ 3) Channels I * ☐ 4) ☐ 5) Stunning * ☐ 6) Channels III * ☐ 7) ☐ 8) Golden Slumbers * ☐ 9) ☐ 10) Channels V * ☐ 11) Blinding * ☐ 12) ☐ 13) Channels VIII * ☐ 14) Absolution * ☐ 15) Holy Shout ☐ 16) Item Returning ☐ 17) Channels X * ☐ 18) Sanctuary * ☐ 19) Item Rereturning ☐ 20) Absolution Pure * ☐ 25) Sanctuary True * ☐ 30) Lord Channels * ☐ 50) Holy Bridge	☐ 1) Prayer I ☐ 2) Bless I ☐ 3) Resistance I ☐ 4) Heat Resistance * ☐ 5) Cold Resistance * ☐ 6) ☐ 7) ☐ 8) Temperature Sphere I ☐ 9) ☐ 10) Protections Sphere I ☐ 11) Prayer III ☐ 12) Bless III ☐ 13) Resistance III ☐ 14) ☐ 15) Temperature Sphere II ☐ 16) ☐ 17) Protections Sphere III ☐ 18) Prayer V ☐ 19) ☐ 20) Bless V ☐ 25) Resistance V ☐ 30) Protections Sphere V ☐ 50) Protections True

COMMUNAL WAYS	REPULSIONS
☐ 1) Guess ☐ 2) ☐ 3) Intuitions I ☐ 4) Dream I ☐ 5) Intuitions III ☐ 6) Death's Tale ☐ 7) Channel Opening I ☐ 8) Intuitions V ☐ 9) ☐ 10) Dreams III ☐ 11) Intuitions X ☐ 12) Commune I ☐ 13) Magic Basin I ☐ 14) ☐ 15) Channel Opening II ☐ 16) ☐ 17) ☐ 18) Magic Basin II ☐ 19) Death's Tale True ☐ 20) Commune True ☐ 25) Intuitions True ☐ 30) Channel Opening True ☐ 50) High Prayer	☐ 1) Repel Undead V ☐ 2) Cancel Channeling ☐ 3) Anti-Channels I ☐ 4) Neutralize Curse I ☐ 5) Anti-Channels III ☐ 6) Repel Undead IX ☐ 7) Remove Curse ☐ 8) Dispel Channeling I ☐ 9) Neutralize Curse II ☐ 10) Anti-Channels V ☐ 11) Repel Undead XII ☐ 12) Anti-Channels VIII ☐ 13) ☐ 14) Dispel Channeling V ☐ 15) Anti-Channels X ☐ 16) Repel Undead XV ☐ 17) ☐ 18) Neutralize Curse III ☐ 19) Dispel Channeling X ☐ 20) Repel Undead True ☐ 25) Uncurse True ☐ 30) Anti-Channels True ☐ 50) Rechanneling

LIFE MASTERY	SUMMONS
☐ 1) Preservation I ☐ 2) Lifekeeping I ☐ 3) Preservation II ☐ 4) Heal Life Essence I ☐ 5) Lifekeeping II ☐ 6) Heal Life Essence II ☐ 7) Preservation III ☐ 8) ☐ 9) Heal Life Essence III ☐ 10) Preservation IV ☐ 11) Lifekeeping III ☐ 12) Lifegiving I ☐ 13) Heal Life Essence True ☐ 14) Preservation V ☐ 15) Lifegiving II ☐ 16) Lifekeeping IV ☐ 17) Lifegiving III ☐ 18) Preservation True ☐ 19) Restoration ☐ 20) Lifegiving IV ☐ 25) Lifegiving V ☐ 30) Restoration True ☐ 50) Lifegiving True	☐ 1) Summons I ☐ 2) Summons II ☐ 3) Summons III ☐ 4) Summons IV ☐ 5) Summons V ☐ 6) Summons VI ☐ 7) Summons VII ☐ 8) Summons VIII ☐ 9) Summons X ☐ 10) Demonic Gate I ☐ 11) Summons XV ☐ 12) ☐ 13) Lord Summons ☐ 14) ☐ 15) Demonic Gate II ☐ 16) ☐ 17) Waiting Summons ☐ 18) ☐ 19) ☐ 20) Demonic Gate III ☐ 25) Mass Summons ☐ 30) Summons True ☐ 50) Gate

PALADIN BASE LISTS		RANGER BASE LISTS	
COMMUNION	HOLY HEALING	INNER WALLS	NATURE'S SUMMONS
☐ 1) Detect Enemies ☐ 2) Cancel Channeling ☐ 3) Cancel Essence ☐ 4) Cancel Mentalism ☐ 5) Dreams I ☐ 6) Enemy Speech ☐ 7) Dispel Channeling I ☐ 8) Dispel Essence I ☐ 9) Dispel Mentalism I ☐ 10) Detect Enemies II ☐ 11) Dream III ☐ 12) Death's Tale ☐ 13) Channel Opening I ☐ 14) Dispel Chan. Sphere I ☐ 15) Dispel Essence Sphere I ☐ 16) Dispel Ment. Sphere I ☐ 17) Commune I ☐ 18) ☐ 19) Death's Tale True ☐ 20) Detect Enemies True ☐ 25) Commune True ☐ 30) Channel Opening True ☐ 50) High Prayer	☐ 1) Healing I ☐ 2) Flowstop I ☐ 3) Frost/Burn Relief I ☐ 4) Minor Fracture Repair ☐ 5) Healing III ☐ 6) Stun Relief * ☐ 7) Major Fracture Repair ☐ 8) Disease Resistance I ☐ 9) Poison Resistance I ☐ 10) Minor Vessel Repair ☐ 11) Healing V ☐ 12) Muscle/Tendon Repair ☐ 13) Frost/Burn Relief III ☐ 14) Stun Relief II * ☐ 15) Unparalysis ☐ 16) Healing X ☐ 17) Frost/Burn Relief IV ☐ 18) Undisease ☐ 19) Unpoison ☐ 20) Stun Relief True * ☐ 25) Healing XV ☐ 30) Healing True ☐ 50) Laying on Hands True	☐ 1) Heat Resistance * ☐ 2) Cold Resistance * ☐ 3) Resistance I ☐ 4) Bless I ☐ 5) Prayer I ☐ 6) ☐ 7) Sterilization ☐ 8) Resistance II ☐ 9) Bless II ☐ 10) Prayer II ☐ 11) Prot. from Elements ☐ 12) ☐ 13) Resistance III ☐ 14) Bless III ☐ 15) Prayer III ☐ 16) ☐ 17) Resistance IV ☐ 18) Bless IV ☐ 19) Prayer IV ☐ 20) Purge Disease ☐ 25) Purge Curse ☐ 30) Purge Poison ☐ 50) Inner Wall	☐ 1) Summon Nourishment ☐ 2) Summon Warmth ☐ 3) Summon Guide ☐ 4) Summon Guardian ☐ 5) Summon Mount ☐ 6) Summon Hunter ☐ 7) Summon Sense ☐ 8) ☐ 9) Summon Group ☐ 10) Mass Summons ☐ 11) ☐ 12) Spread Plants ☐ 13) Fog Prayer ☐ 14) Rain Prayer ☐ 15) Spread Plants II ☐ 16) Storm Prayer ☐ 17) Hail Prayer ☐ 18) ☐ 19) Lightning Prayer ☐ 20) Tornado Prayer ☐ 25) Clear Weather Prayer ☐ 30) Weather Prayer True ☐ 50) Prayer Mastery
EXORCISMS	HOLY SHIELDS	MOVING WAYS	NATURE'S WAY
☐ 1) Repel Undead I ☐ 2) Detect Undead ☐ 3) Repel Undead III ☐ 4) Repel Demon I ☐ 5) Repel Undead V ☐ 6) Repel Demon II ☐ 7) Banish Demon I ☐ 8) Neutralize Curse I ☐ 9) Repel Demon III ☐ 10) Repel Undead X ☐ 11) Banish Demon II ☐ 12) Repel Undead XII ☐ 13) Repel Demon IV ☐ 14) Neutralize Curse II ☐ 15) Repel Undead XV ☐ 16) Repel Demon V ☐ 17) Banish Demon III ☐ 18) Neutralize Curse III ☐ 19) Repel Demon VI ☐ 20) Repel Undead True ☐ 25) Repel Demon True ☐ 30) Uncurse True ☐ 50) Banish Demon True	☐ 1) Protection Prayer I ☐ 2) Aura ☐ 3) Shield * ☐ 4) Blur * ☐ 5) Unpain I * ☐ 6) Protection Prayer II ☐ 7) Deflections I * ☐ 8) True Aura ☐ 9) Bladeturn I * ☐ 10) Unpain II * ☐ 11) Protection Prayer III ☐ 12) Deflections II * ☐ 13) Aim Untrue I * ☐ 14) Bladeturn II * ☐ 15) Unpain III * ☐ 16) Protection Prayer IV ☐ 17) Deflections III * ☐ 18) Aim Untrue II * ☐ 19) Bladeturn III * ☐ 20) Unpain IV ☐ 25) Protection Prayer Treu ☐ 30) Mass Deflections ☐ 50) Holy Shields True	☐ 1) Rockrunning ☐ 2) Limbwalking ☐ 3) Swimming ☐ 4) Waterwalking ☐ 5) Sandrunning ☐ 6) Limbrunning ☐ 7) Traceless Passing ☐ 8) Hide Tracks I ☐ 9) Waterrunning ☐ 10) Hide Tracks II ☐ 11) Swimming True ☐ 12) Hide Tracks V ☐ 13) Running True ☐ 14) Traceless Passing True ☐ 15) Merging Organic ☐ 16) Hide Tracks X ☐ 17) Traceless Running ☐ 18) Hide Tracks XV ☐ 19) Traceless Running True ☐ 20) Great Merging Organic ☐ 25) Hide Tracks XX ☐ 30) Merging True Organic ☐ 50) Hide Tracks True	☐ 1) Trap Detection ☐ 2) Water Finding I ☐ 3) Fire Starting ☐ 4) ☐ 5) Food Finding I ☐ 6) Water Purification ☐ 7) Shelter Finding I ☐ 8) Lesser Traps ☐ 9) Weather Prediction I ☐ 10) Nature's Awareness I ☐ 11) Water Finding II ☐ 12) Waiting Awareness I ☐ 13) Food Finding II ☐ 14) Major Traps ☐ 15) Shelter Finding II ☐ 16) Nature's Awareness III ☐ 17) Water Finding True ☐ 18) Food Finding True ☐ 19) Shelter Finding True ☐ 20) Nature's Awareness V ☐ 25) Weather Prediction V ☐ 30) Waiting Awareness II ☐ 50) Nature's Awareness True
HOLY ARMS	INSPIRING WAYS	NATURE'S GUISES	PATH MASTERY
☐ 1) Holy Attack I * ☐ 2) Righteous Blow I ☐ 3) Holy Strength I ☐ 4) Holy Attack II * ☐ 5) Righteous Blow II ☐ 6) Holy Focus * ☐ 7) Holy Attack III * ☐ 8) Righteous Blow III ☐ 9) Holy Aura I ☐ 10) Holy Attack IV * ☐ 11) Righteous Blow IV ☐ 12) Holy Strength II ☐ 13) Holy Attack V * ☐ 14) ☐ 15) Holy Aura II ☐ 16) Holy Attack VI * ☐ 17) Holy Strength III ☐ 18) ☐ 19) Holy Attack VII * ☐ 20) Holy Aura True ☐ 25) Holy Attack True * ☐ 30) Holy Focus True * ☐ 50) Holy Martyr	☐ 1) Courage ☐ 2) Inspirations I * ☐ 3) Voice of Friendship * ☐ 4) Inspirations II * ☐ 5) Voice of Reason * ☐ 6) Inspirations III * ☐ 7) Voice of Caution * ☐ 8) Command I * ☐ 9) Inspirations IV * ☐ 10) Words of Friendship * ☐ 11) Inspirations V * ☐ 12) ☐ 13) Command II * ☐ 14) Words of Reason * ☐ 15) Inspirations VI * ☐ 16) Courage True ☐ 17) Inspirations VII * ☐ 18) Words of Caution * ☐ 19) Inspirations VIII * ☐ 20) Voice of Conviction ☐ 25) Inspirations True * ☐ 30) Words of Conviction ☐ 50) Inspirations Mastery	☐ 1) Hues ☐ 2) Shade ☐ 3) Freeze Liquid ☐ 4) Silent Moves ☐ 5) Self Cloaking ☐ 6) Light ☐ 7) Darkness I ☐ 8) Shadow ☐ 9) Study Form ☐ 10) Plant Facade ☐ 11) Animal Thoughts ☐ 12) Study Form True ☐ 13) Animal Facade ☐ 14) ☐ 15) Animal Thoughts True ☐ 16) Plant Form I ☐ 17) ☐ 18) Animal Form I ☐ 19) ☐ 20) Plant Form II ☐ 25) Animal Form II ☐ 30) Plant Form True ☐ 50) Animal Form True	☐ 1) Pathlore ☐ 2) Nightvision ☐ 3) Tracking I ☐ 4) Path Tale ☐ 5) Pathfinding I ☐ 6) Tracks Lore ☐ 7) Detect Ambush I ☐ 8) Passing Lore ☐ 9) Pathfinding V ☐ 10) Animal Tongues ☐ 11) Tracks Analysis ☐ 12) Plant Tongues ☐ 13) Pathfinding XX ☐ 14) Detect Ambush II ☐ 15) Stonespeech ☐ 16) Tracking II ☐ 17) Detect Ambush III ☐ 18) ☐ 19) Paths True ☐ 20) Detect Ambush True ☐ 25) Know Path ☐ 30) Tracking True ☐ 50) Tracks Ahead



HEALER BASE LISTS



SORCERER BASE LISTS



BLOOD WAYS	MUSCLE WAYS
☐ 1) Clotting I ☐ 2) Cut Repair I ☐ 3) Minor Vessel Repair ☐ 4) Clotting V ☐ 5) Cut Repair III ☐ 6) Major Vessel Repair I ☐ 7) Joining ‡ * ☐ 8) ☐ 9) Mass Clotting ☐ 10) Mass Cut Repair ☐ 11) Unc clotting ☐ 12) ☐ 13) Major Vessel Repair III ☐ 14) ☐ 15) Joining True ‡ * ☐ 16) ☐ 17) Major Vessel Repair V ☐ 18) ☐ 19) Unc clotting True ☐ 20) Regulations * ☐ 25) New Blood ☐ 30) Blood Disease Cures ☐ 50) Blood Repairs True	☐ 1) Sprain Repair ☐ 2) Muscle Repair I ☐ 3) Tendon Repair I ☐ 4) Muscle Repair III ☐ 5) Tendon Repair III ☐ 6) ☐ 7) Joining ‡ * ☐ 8) Muscle Repair True ☐ 9) Tendon Repair True ☐ 10) ☐ 11) Mass Muscle Repair ☐ 12) Muscle Regeneration ☐ 13) Mass Tendon Repair ☐ 14) Tendon Regeneration ☐ 15) Joining True ‡ * ☐ 16) ☐ 17) Rapid Muscle Regen. ☐ 18) ☐ 19) Rapid Tendon Regen. ☐ 20) Regeneration True ☐ 25) Total Muscle Regen. ☐ 30) Total Tendon Regen. ☐ 50) Mass Repairs True

BONE WAYS	ORGAN WAYS
☐ 1) Minor Fracture Repair ☐ 2) Cartilage Repair ☐ 3) Major Fracture Repair ☐ 4) Skull Repair ☐ 5) Joint Repair ☐ 6) Minor Fract. Rep. True ☐ 7) Joining ‡ * ☐ 8) Cartilage Repair True ☐ 9) Major Fract. Rep. True ☐ 10) Skull Repair True ☐ 11) Joint Repair True ☐ 12) Shatter Repair ☐ 13) Cartilage Regeneration ☐ 14) Bone Regeneration ☐ 15) Joining True ‡ * ☐ 16) Rapid Shatter Repair ☐ 17) Rapid Cartilage Regen. ☐ 18) Skull Regen. ☐ 19) Rapid Bone Regen. ☐ 20) Shatter Repair True ☐ 25) Cartilage Regen. True ☐ 30) Bone Regen. True ☐ 50) Skeletal Regen. True	☐ 1) Nasal Repair ☐ 2) Minor Nerve Repair ☐ 3) Minor Ear Repair ☐ 4) Minor Eye Repair ☐ 5) Major Nerve Repair ☐ 6) Major Ear Repair ☐ 7) Joining ‡ * ☐ 8) Major Eye Repair ☐ 9) Minor Nerve Repair Tr. ☐ 10) Organ Repair ☐ 11) ☐ 12) Paralysis Cures ☐ 13) Mass Nerve Regen. ☐ 14) Major Nerve Rep. True ☐ 15) Joining True ‡ * ☐ 16) ☐ 17) Rapid Paralysis Cures ☐ 18) Rpd. Mass Nerve Regen. ☐ 19) ☐ 20) Brain Repair ☐ 25) Organ Regeneration ☐ 30) Paralysis Cures True ☐ 50) Reuniting

CLEANSING	SURFACE WAYS
☐ 1) Transfer ☐ 2) Disease Purification ☐ 3) Poison Purification ☐ 4) Self Preservation ☐ 5) Ease Addiction I ☐ 6) Heal Addiction I ☐ 7) Ease Addiction II ☐ 8) Heal Addiction II ☐ 9) ☐ 10) Mind Disease Cures ☐ 11) Heal Addiction III ☐ 12) Long Transfer ☐ 13) Cure Disease ☐ 14) Heal Addiction IV ☐ 15) Cure Poison ☐ 16) Unpsychosis ☐ 17) Heal Addiction V ☐ 18) ☐ 19) Mind Disease Cures Tr. ☐ 20) Heal Addiction X ☐ 25) Lord Heal Addiction ☐ 30) Heal Addiction True ☐ 50) Addiction Mastery	☐ 1) Heal I ☐ 2) Frost/Burn Relief I ☐ 3) Stun Relief I * ☐ 4) Regenerate I * ☐ 5) Frost/Burn Relief II ☐ 6) Awake ☐ 7) Heal V ☐ 8) Frost/Burn Relief III ☐ 9) Stun Relief III * ☐ 10) Regenerate II * ☐ 11) Frost/Burn Relief ☐ 12) Heal X ☐ 13) Stun Relief V * ☐ 14) ☐ 15) Regenerate III * ☐ 16) ☐ 17) Heal XV ☐ 18) ☐ 19) Stun Relief X * ☐ 20) Heal XX ☐ 25) Heal True ☐ 30) Frost/Burn Relief True ☐ 50) Stun Relief True *

FLESH DESTRUCTION	MIND DESTRUCTION
☐ 1) Sprain Limb ☐ 2) Limb Pain ☐ 3) Touch of Disruption ☐ 4) Lock Joint ☐ 5) Break Limb ☐ 6) Disruption II ☐ 7) Skin Death ☐ 8) Disruption V ☐ 9) Rupture Ear ☐ 10) Limb Death ☐ 11) Eye Disruption ☐ 12) Collapse Lung ☐ 13) Muscle Death ☐ 14) Bone Death ☐ 15) Black Channel I ☐ 16) ☐ 17) Long Flesh Destruction ☐ 18) ☐ 19) Mass Flesh Dest. ☐ 20) Petrification ☐ 25) Black Channel II ☐ 30) Disruption True ☐ 50) Black Channels III	☐ 1) Minor Pain ☐ 2) Jolts I ☐ 3) Disorientation ☐ 4) Unbalance ☐ 5) Distortions ☐ 6) Jolts III ☐ 7) Major Pain ☐ 8) Forget ☐ 9) Word of Pain * ☐ 10) Mind Shock ☐ 11) Mind Death ☐ 12) Jolts V ☐ 13) Unminding ☐ 14) Mass Disorientation ☐ 15) Mind Break ☐ 16) Mass Unbalance ☐ 17) Long Mind Destruction ☐ 18) Mass Distortions ☐ 19) Horror ☐ 20) Lost Experience I ☐ 25) Mass Pain ☐ 30) Mass Mind Shock ☐ 50) Mass Unminding

FLUID DESTRUCTION	SOLID DESTRUCTION
☐ 1) Vaporize Fluid ☐ 2) Freeze Fluid ☐ 3) Evaporate I ☐ 4) Unwater I ☐ 5) Calm Water ☐ 6) Water Bolt I ☐ 7) Unrain ☐ 8) Dehydrate ☐ 9) Evaporate II ☐ 10) Unwater II ☐ 11) Unrain True ☐ 12) Dehydrate True ☐ 13) Evaporate III ☐ 14) Unwater III ☐ 15) Greater Calm Water ☐ 16) ☐ 17) Long Fluid Destruction ☐ 18) ☐ 19) Desiccation ☐ 20) Dehumidify ☐ 25) Evaporate True ☐ 30) Calm Water True ☐ 50) Dehumidify True	☐ 1) Melt Ice ☐ 2) Loosen Earth ☐ 3) Erosions ☐ 4) Cracks Call ☐ 5) Undoor ☐ 6) Stone/Earth ☐ 7) ☐ 8) Earth/Mud ☐ 9) ☐ 10) Corridor ☐ 11) Shatter ☐ 12) Unearth ☐ 13) Unstone ☐ 14) Undoor True ☐ 15) Unmetal ☐ 16) ☐ 17) Long Solid Destruction ☐ 18) ☐ 19) Crevasse ☐ 20) Solid Destruction True ☐ 25) Tremors ☐ 30) Great Crack ☐ 50) Quake

GAS DESTRUCTION	SOUL DESTRUCTION
☐ 1) Unfog ☐ 2) Air Stop I ☐ 3) Vacuum I ☐ 4) Deoxygenation I ☐ 5) Air Stop II ☐ 6) Vacuum II ☐ 7) Deoxygenation II ☐ 8) Gas To Air ☐ 9) Air Stop X ☐ 10) Vacuum IV ☐ 11) Great Vacuum I ☐ 12) Fast Deoxygenation I ☐ 13) Deoxygenation V ☐ 14) Great Vacuum II ☐ 15) Fast Deoxygenation II ☐ 16) ☐ 17) Long Gas Destruction ☐ 18) ☐ 19) Major Deoxygenation ☐ 20) Major Vacuum ☐ 25) Deoxygenation True ☐ 30) Vacuum True ☐ 50) Implosion	☐ 1) Question ☐ 2) Demonic Possession I ☐ 3) Neurosis ☐ 4) Guilt ☐ 5) Paranoia ☐ 6) Demonic Possession II ☐ 7) Panic ☐ 8) Transferral ☐ 9) ☐ 10) Demonic Possession III ☐ 11) Subjugation ☐ 12) Unsoul Curse ☐ 13) Demonic Possession IV ☐ 14) Word of Panic * ☐ 15) Shout of Panic * ☐ 16) ☐ 17) Long Soul Destruction ☐ 18) ☐ 19) Dark Slumbers ☐ 20) Banishment ☐ 25) Transferral True ☐ 30) Absolution ☐ 50) Absolution Pure

EVIL CHANNELING BASE LISTS			
DISEASE ☐ 1) Chills ☐ 2) Grey Vision ☐ 3) Smelling Loss ☐ 4) Hearing Loss ☐ 5) Tongue Rot ☐ 6) Asthma ☐ 7) Leprosy ☐ 8) Minor Allergy ☐ 9) Root Rot ☐ 10) Hemophilia ☐ 11) Malaria ☐ 12) Withering Hand ☐ 13) Epilepsy ☐ 14) Pneumonia ☐ 15) Major Allergy ☐ 16) Carrier I ☐ 17) Elephantiasis ☐ 18) ☐ 19) Carrier II ☐ 20) Leukemia ☐ 25) Carrier III ☐ 30) Rabies ☐ 50) Plague	CURSES ☐ 1) Detect Curse ☐ 2) Nightvision Curse ☐ 3) ☐ 4) Ulcer Curse ☐ 5) Curse Of Dake ☐ 6) Green Tongue ☐ 7) Sea Curse ☐ 8) Curse of Furd ☐ 9) Excommunication ☐ 10) Leaning of Mins ☐ 11) Curse of Shar Bu ☐ 12) Power Leech ☐ 13) Beauty of Arraer ☐ 14) Clotting Curse ☐ 15) Ugliness Of Orn ☐ 16) Curse of Oli ☐ 17) ☐ 18) Curse of Penth ☐ 19) Rewounding ☐ 20) Running Death ☐ 25) Friendslayer ☐ 30) Excommunication True ☐ 50) Dark Thoughts	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____
NECROMANCY ☐ 1) Animate Dead I ☐ 2) Control Undead I * ☐ 3) Undead Mastery ☐ 4) Animate Dead II ☐ 5) Create Undead I ☐ 6) Control Undead II * ☐ 7) Animate Dead III ☐ 8) Create Undead II ☐ 9) Control Undead III * ☐ 10) Animate Dead IV ☐ 11) Create Undead III ☐ 12) Animate Dead V ☐ 13) Control Undead IV * ☐ 14) Animate Dead VI ☐ 15) Create Undead IV ☐ 16) ☐ 17) Order Undead ☐ 18) ☐ 19) Control Undead V * ☐ 20) Create Undead V ☐ 25) Control Undead True * ☐ 30) Ritual of Black Eternity ☐ 50) Create Undead True	DARK CHANNELS ☐ 1) ☐ 2) Dark Stunning * ☐ 3) Channels I * ☐ 4) ☐ 5) Dark Sleep * ☐ 6) Channels III * ☐ 7) Channel Opening I ☐ 8) Dark Blinding * ☐ 9) ☐ 10) Black Channel I * ☐ 11) Channels V * ☐ 12) ☐ 13) Absolution * ☐ 14) ☐ 15) Black Channel II * ☐ 16) Channel Opening II ☐ 17) Channel VII * ☐ 18) ☐ 19) Channel X * ☐ 20) Absolution Pure * ☐ 25) Black Channel III * ☐ 30) Dark Absolution * ☐ 50) Unholy Gate	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____
WOUNDING ☐ 1) Wounding I * ☐ 2) Cramp * ☐ 3) Bleeding I * ☐ 4) Wounding III * ☐ 5) Sensory Damage I * ☐ 6) Fracture * ☐ 7) Bleeding III * ☐ 8) Wounding V * ☐ 9) Sensory Damage II * ☐ 10) Paralysis * ☐ 11) Wounding VII * ☐ 12) Drain Soul I * ☐ 13) Energy Drain I * ☐ 14) Bleeding V * ☐ 15) Wounding X * ☐ 16) Energy Drain II * ☐ 17) ☐ 18) Drain Soul II * ☐ 19) ☐ 20) Wounding XV * ☐ 25) Drain Soul True * ☐ 30) Bleeding True * ☐ 50) Wounding True *	DARK LORE ☐ 1) Afterthoughts ☐ 2) Detect Good ☐ 3) Detect Blessing ☐ 4) Detect Emotion ☐ 5) Dark Lore I ☐ 6) Detections Holy ☐ 7) ☐ 8) Dream I ☐ 9) ☐ 10) Bless Tales ☐ 11) Dark Lore II ☐ 12) Dreams II ☐ 13) Emotion Analysis ☐ 14) Dark Lore III ☐ 15) Dreams III ☐ 16) Light Lore I ☐ 17) ☐ 18) ☐ 19) Light Lore II ☐ 20) Black Lore ☐ 25) Light Lore III ☐ 30) White Lore ☐ 50) Black Lore Mastery	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____



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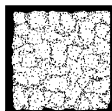
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	Lvl	Spell	Area of Effect	Duration	Range	Type
☐	1					
☐	2					
☐	3					
☐	4					
☐	5					
☐	6					
☐	7					
☐	8					
☐	9					
☐	10					
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OF
CHANNELING

SPELL LAW



12.1 ANIMIST



Animists are pure spell users of Channeling specializing in studies and powers concerning living things (e.g., druids, Shinto priests, etc.). Their base spells deal with plants, animals, weather, and nature in general.

Rosa was content. She had her garden, a pair of lovely children, a wonderful husband (well, if he would spend more time with the children; and less with that no-good Shem). She even had the animals, who helped her keep her garden clean. Yes, life was good.

Prime Stats: Intuition and Memory

ANIMIST SPELL LISTS

The Animist has six base lists. The full descriptions of all the spells on these lists can be found on pages 26-31. For a slightly higher development point cost, he may also develop open and closed Channeling spell lists. Full descriptions of these lists can be found on pages 6-25. Other spell lists may be developed, but will cost a larger number of development points.

Animal Mastery: Calming, befriending, and affecting animals in various ways.

Herb Mastery: Finding, preparing, and enhancing herbs (and herbal cures).

Nature's Lore: Gleaning information from the environment.

Nature's Movement/Senses: Enhancing abilities and senses.

Nature's Protection: Resisting and protecting using the elements of nature.

Plant Mastery: Growing, restoring, and affecting plants.

PROFESSION BONUSES

Awareness Group	+5	Power Manipulation	+5
Lore • Magical	+5	Power Point Dev.	+5
Outdoor Group	+20	Spell Group	+5
Power Awareness	+5		

SKILLS AND SKILL CATEGORIES

Armor • Heavy	11	Outdoor • Animal	1/2
Armor • Light	2/2/2	Outdoor • Environment. .	1/2
Armor • Medium	10	Power Awareness	2/6
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	4
Athletic • Brawn	4	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3	Self Control	5
Awareness • Perception	6	Special Attacks	10
Awareness • Searching	1/5	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack	10
Body Development	8	Subterfuge • Stealth	3
Combat Maneuvers	10	Subterfuge • Mechanics	8
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional ...	8
Directed Spells	3	Technical • Vocational..	5/12
Influence	2/6	Urban	4
Lore • General	1/3	Weapon • Category 1	6
Lore • Magical	2/5	Weapon • Category 2	7
Lore • Obscure	3/7	Weapon • Category 3	9
Lore • Technical	2/6	Weapon • Category 4	9
Martial Arts • Strikes	6	Weapon • Category 5	9
Martial Arts • Sweeps	6	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.



**Section
12.0
Professions**

Everyman Skills: Time Sense, Meditation, Channeling, Religion, Divination

Occupational Skills: Herb Lore

Restricted Skills: none

SPELL DEVELOPMENT

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10)	4/4/4
Open list (11-15)	4/4/4	Closed list (11-15)	4/4/4
Open list (16-20)	4/4/4	Closed list (16-20)	4/4/4
Open list (21+)	6/6/6	Closed list (21+)	8/8

First 5 lists developed in a given level: x1 cost

6th - 10th lists developed in a given level: x2 cost

11th - up lists developed in a given level: x4 cost

For spell lists not shown, see *RMFRP* p. 127 and *Character Law*.

TRAINING PACKAGES

Adventurer	31	Highwayman	24
Amateur Mage	26	Hunter	29
Animal Friend †	22	Knight	40
Assassin	34	Loremaster †	20
Berserker	36	Martial Artist	35
Burglar	30	Mercenary	35
City Guard	27	Merchant †	20
Cloistered Academic †	24	Performer	26
Con Man	24	Philosopher	29
Crafter	24	Sailor †	20
Crusading Academic	29	Scout †	30
Cut Purse	30	Shaman Priest	26
Detective	27	Soldier	29
Diplomat	25	Spy	30
Doctor	23	Traveller	13
Explorer	30	Wanderer	26
Guardian	31	Weapon Master	51
Herbalist †	20	Zealot	26

†: Typical ‡: Not normally allowed



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12.2 CLERIC



Clerics are pure spell users of Channeling who have concentrated in spells that require direct power from their deities. These spell users are the most powerful of the spell users of Channeling, but they are also the most restricted because of the requirements of their deity.

Evryx hated the night before a large battle. They always revelled too much; too much noise, too much drink, and too little care for the enemy. It was a good thing that the Dwarven Council sent him along. He will ensure there are no spies at the feast tonight. He will ensure that the soldiers are up in time to shake off the effects of the feast. Tomorrow there is battle.

Prime Stats: Intuition and Memory

CLERIC SPELL LISTS

The Cleric has six base lists. The full descriptions of all the spells on these lists can be found on pages 32-37. For a slightly higher development point cost, he may also develop open and closed Channeling spell lists. Full descriptions of these lists can be found on pages 6-25. Other spell lists may be developed, but will cost more development points.

Channels: Channeling direct power from a deity for attacks.

Communal Ways: Divining information.

Life Mastery: Restoring and preserving life in dead bodies.

Protections: Providing protections from a variety of different types of hostile forces.

Repulsions: Repelling undead and cancelling magic.

Summons: Summoning creatures to aid or assist.



PROFESSION BONUSES

Awareness Group	+5	Power Manipulation	+5
Influence	+5	Power Point Dev.	+5
Lore • Magical.....	+5	Spell Group	+5
Outdoor Group	+5	Weapon Group	+5
Power Awareness	+10		

SKILLS AND SKILL CATEGORIES

Armor • Heavy	11	Outdoor • Animal	3
Armor • Light	2/2/2	Outdoor • Environment. .	2/7
Armor • Medium	10	Power Awareness	2/5
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	4
Athletic • Brawn	5	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3	Self Control	5
Awareness • Perception	6	Special Attacks	10
Awareness • Searching	2/6	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack	15
Body Development	10	Subterfuge • Stealth	5
Combat Maneuvers	10	Subterfuge • Mechanics	7
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	3	Technical • Vocational ..	5/12
Influence	2/4	Urban	3
Lore • General	1/3	Weapon • Category 1	6
Lore • Magical.....	2/4	Weapon • Category 2	7
Lore • Obscure	3/7	Weapon • Category 3	9
Lore • Technical.....	2/6	Weapon • Category 4	9
Martial Arts • Strikes	6	Weapon • Category 5	9
Martial Arts • Sweeps	6	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Time Sense, Meditation, Channeling

Occupational Skills: Religion, Divination

Restricted Skills: none

SPELL DEVELOPMENT

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10).....	4/4/4
Open list (11-15)	4/4/4	Closed list (11-15)	4/4/4
Open list (16-20)	4/4/4	Closed list (16-20).....	4/4/4
Open list (21+)	6/6/6	Closed list (21+)	8/8

First 5 lists developed in a given level: x1 cost

6th - 10th lists developed in a given level: x2 cost

11th - up lists developed in a given level x4 cost

For spell lists not shown, see *RMFRP* p. 127 and *Character Law*.

TRAINING PACKAGES

Adventurer	32	Highwayman	27
Amateur Mage	26	Hunter	32
Animal Friend	31	Knight	40
Assassin	38	Loremaster †	20
Berserker	36	Martial Artist	35
Burglar	30	Mercenary	36
City Guard	28	Merchant †	20
Cloistered Academic †	24	Performer	26
Con Man	26	Philosopher	29
Crafter	24	Sailor	22
Crusading Academic	29	Scout	38
Cut Purse	32	Shaman Priest	29
Detective	28	Soldier	29
Diplomat	25	Spy	33
Doctor	23	Traveller	18
Explorer	30	Wanderer	29
Guardian	33	Weapon Master	51
Herbalist	23	Zealot	26

†: Typical ‡: Not normally allowed



12.3 PALADIN



Paladins are semi spell users who combine the realm of Arms with the realm of Channeling. Their base spells primarily deal with combat and protection. An example of a Paladin (from literature) might be Lancelot or Percival (from King Arthur's knights).

Padraic staggered down the hall. He could feel the blood oozing from his many wounds. By sheer willpower, he made his feet continue to move. It would be easy to stop moving; just sit down and die. But that would be the end. He must get back and warn the others. He must live that long; then he could die....

Prime Stats: Self Discipline and Intuition

Special Notes: The Paladin receives a special bonus of +20 to his Transcend Armor skill.

PALADIN SPELL LISTS

The Paladin has six base lists. The full descriptions of all the spells on these lists can be found on pages 38-43. For a slightly higher development point cost, he may also develop the open and closed Channeling spell lists on pages 6-25. Other spell lists may be developed, but will cost a larger number of development points.

Communion: Gathering information and cancelling (including dispelling) magic.

Exorcism: Repelling undead and banishing demons.

Holy Arms: Increasing offensive combat ability.

Holy Healing: Healing a variety of types of damage.

Holy Shields: Increasing defensive combat ability.

Inspiring Ways: Influencing others in a variety of ways.

PROFESSION BONUSES

Armor Group	+5	Combat Maneuvers	+10
Athletic Group	+5	Power Manipulation	+5
Awareness Group	+5	Weapon Group	+10
Body Development	+10		

SKILLS AND SKILL CATEGORIES

Armor • Heavy	3/3/3	Outdoor • Animal	2/6
Armor • Light	1/1/1	Outdoor • Environment	2/6
Armor • Medium	2/2/2	Power Awareness	6
Artistic • Active	2/5	Power Manipulation	6/12
Artistic • Passive	2/5	Power Point Develop.	8
Athletic • Brawn	3/7	Science • Basic	2/5
Athletic • Endurance	2/7	Science • Specialized	8
Athletic • Gymnastic	3/7	Self Control	2/7
Awareness • Perception	5/14	Special Attacks	2/8
Awareness • Searching	2/6	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack	15
Body Development	4/10	Subterfuge • Stealth	5
Combat Maneuvers	4/10	Subterfuge • Mechanics	7
Communications	3/3/3	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	20	Technical • Vocational	5/12
Influence	1/5	Urban	4
Lore • General	1/3	Weapon • Category 1	2/5
Lore • Magical	3/6	Weapon • Category 2	3/8
Lore • Obscure	3/7	Weapon • Category 3	4
Lore • Technical	2/6	Weapon • Category 4	4
Martial Arts • Strikes	6	Weapon • Category 5	4
Martial Arts • Sweeps	6	Weapon • Category 6	6
		Weapon • Category 7	6

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Jousting

Occupational Skills: Religion

Restricted Skills: none

SPELL DEVELOPMENT

Base list (all)	6/6/6	Closed list (1-5)	10/10
Open list (1-10)	8/8	Closed list (6-10)	12
Open list (11-15)	12	Closed list (11-15)	25
Open list (16-20)	18	Closed list (16-20)	40
Open list (21+)	25	Closed list (21+)	60

First 5 lists developed in a given level: x1 cost

6th - 10th lists developed in a given level: x2 cost

11th - up lists developed in a given level: x4 cost

For spell lists not shown, see *RMFRP* p. 127 and *Character Law*.

TRAINING PACKAGES

Adventurer	31	Highwayman	‡ (22)
Amateur Mage	‡ (32)	Hunter	31
Animal Friend	30	Knight	28
Assassin	‡ (34)	Loremaster	24
Berserker	‡ (26)	Martial Artist	‡ (35)
Burglar	‡ (28)	Mercenary	‡ (29)
City Guard †	20	Merchant	24
Cloistered Academic	28	Performer	28
Con Man	‡ (25)	Philosopher	32
Crafter	24	Sailor †	20
Crusading Academic	29	Scout	24
Cut Purse	‡ (33)	Shaman Priest	29
Detective	28	Soldier †	20
Diplomat	28	Spy	‡ (32)
Doctor	23	Traveller	15
Explorer	28	Wanderer	29
Guardian	29	Weapon Master	34
Herbalist	23	Zealot †	23

†: Typical ‡: Not normally allowed



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12.4 RANGER



Rangers are semi spell users who combine the realm of Channeling with the realm of Arms. Their base spells deal with operating in the outdoors and manipulating the weather.

Kyraal leaned on his long bow. The bushes around him rustled in the wind. With no more sound than the rustling leaves around him, he raised his bow, nocked an arrow, and drew back. With only the slightest movement, the arrow flew....

Prime Stats: Constitution and Intuition

RANGER SPELL LISTS

The Ranger has six base lists. The full descriptions of all the spells on these lists can be found on pages 44-49. For a slightly higher development point cost, he may also develop open and closed Channeling spell lists on pages 6-25. Other spell lists may be developed, but will cost a larger number of development points.

Inner Walls: Providing resistance to the natural elements and bonuses to certain types of activities.

Moving Ways: Enhancing the moving abilities of the caster.

Nature's Guises: Providing hiding and disguises.

Nature's Summons: Summoning assistance in the form of various types of animals, assisting the local plant life in growth, and praying for weather effects.

Nature's Way: Surviving in the wilderness (e.g., finding water, shelter, etc.).

Path Mastery: Discovering information about paths.

PROFESSION BONUSES

Athletic Group	+5	Outdoor Group	+20
Awareness Group	+10	Subterfuge • Stealth	+5
Body Development	+5	Weapon Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	5/5/5	Outdoor • Animal	1/5
Armor • Light	2/2/2	Outdoor • Environment ..	1/3
Armor • Medium	4/4/4	Power Awareness	5
Artistic • Active	2/5	Power Manipulation	6/12
Artistic • Passive	2/5	Power Point Develop.	8
Athletic • Brawn	3/7	Science • Basic	2/5
Athletic • Endurance	1/5	Science • Specialized	8
Athletic • Gymnastic	3/6	Self Control	2/7
Awareness • Perception ..	3/12	Special Attacks	3/9
Awareness • Searching	1/4	Special Defenses	40
Awareness • Senses	2/5	Subterfuge • Attack	6
Body Development	4/12	Subterfuge • Stealth	1/5
Combat Maneuvers	5/12	Subterfuge • Mechanics	4
Communications	3/3/3	Technical • General	3/7
Crafts	4/10	Technical • Professional ..	8
Directed Spells	15	Technical • Vocational ..	5/12
Influence	2/6	Urban	3/6
Lore • General	1/3	Weapon • Category 1	3/7
Lore • Magical	3/6	Weapon • Category 2	4
Lore • Obscure	3/7	Weapon • Category 3	6
Lore • Technical	2/6	Weapon • Category 4	6
Martial Arts • Strikes	4	Weapon • Category 5	6
Martial Arts • Sweeps	4	Weapon • Category 6	9
		Weapon • Category 7	9

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.



Everyman Skills: none

Occupational Skills: none

Restricted Skills: none

SPELL DEVELOPMENT

Base list (all)	6/6/6	Closed list (1-5)	10/10
Open list (1-10)	8/8	Closed list (6-10)	12
Open list (11-15)	12	Closed list (11-15)	25
Open list (16-20)	18	Closed list (16-20)	40
Open list (21+)	25	Closed list (21+)	60

First 5 lists developed in a given level: x1 cost

6th - 10th lists developed in a given level: x2 cost

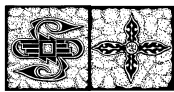
11th - up lists developed in a given level: x4 cost

For spell lists not shown, see *RMFRP* p. 127 and *Character Law*.

TRAINING PACKAGES

Adventurer	29	Highwayman †	18
Amateur Mage	31	Hunter †	25
Animal Friend †	22	Knight	31
Assassin	26	Loremaster	24
Berserker	28	Martial Artist	31
Burglar	26	Mercenary	31
City Guard †	20	Merchant	24
Cloistered Academic	28	Performer	28
Con Man †	20	Philosopher	32
Crafter	24	Sailor †	18
Crusading Academic	29	Scout †	16
Cut Purse	24	Shaman Priest	29
Detective	21	Soldier	23
Diplomat	28	Spy	25
Doctor	23	Traveller	10
Explorer	28	Wanderer	27
Guardian	28	Weapon Master	39
Herbalist †	20	Zealot	26

†: Typical ‡: Not normally allowed



12.5 HEALER



Healers are hybrid spell users who combine the realms of Channeling and Mentalism; they channel power to take wounds from others and use the enormous recuperative power of their bodies to heal the wounds once taken. Thus, a Healer could heal a person by taking his patient's injury upon himself and then healing this injury gradually.

Soryth looked over the ward. Wounded bodies laying in bed; the smell of antiseptic wash; the soft sounds of the nurses' shuffling feet; the soft golden glow of the morning sun through the windows. They will live. They will live.

Prime Stats: Intuition, Presence, and Self Discipline

HEALER SPELL LISTS

The Healer has six base lists. The full descriptions of all the spells on these lists can be found on pages 50-55. For a slightly higher development point cost, he may also develop open and closed Channeling spell lists on pages 6-25 and the open and closed Mentalism spell lists (see *Spell Law: Of Mentalism*, pages 6-25). Other spell lists may be developed, but will cost more development points.

Blood Ways: Healing bleeding wounds on the caster.

Bone Ways: Healing bone damage on the caster.

Cleansing: Purifying diseases and poisons on the caster (also includes a spell to transfer wounds from a target to caster).

Muscle Ways: Healing a variety of types of muscle damage (including damaged tendons) on the caster.

Organ Ways: Healing organ and nerve damage on the caster.

Surface Ways: Healing minor damage of a variety of types on the caster.

PROFESSION BONUSES

Awareness Group	+5	Power Manipulation	+5
Body Development	+10	Power Point Dev.	+5
Lore • Magical	+5	Self Control	+10
Power Awareness	+5	Spell Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	7/7/7	Outdoor • Animal	3
Armor • Light	4/4/4	Outdoor • Environment.	3
Armor • Medium	6/6/6	Power Awareness	2/6
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	6
Athletic • Brawn	6	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3	Self Control	2/7
Awareness • Perception	6	Special Attacks	15
Awareness • Searching	3	Special Defenses	25
Awareness • Senses	3/7	Subterfuge • Attack	15
Body Development	2/6	Subterfuge • Stealth	6
Combat Maneuvers	18	Subterfuge • Mechanics	8
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	3	Technical • Vocational..	5/12
Influence	2/6	Urban	3
Lore • General	1/3	Weapon • Category 1	9
Lore • Magical	2/5	Weapon • Category 2	20
Lore • Obscure	3/7	Weapon • Category 3	20
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	6	Weapon • Category 5	20
Martial Arts • Sweeps	6	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Time Sense, Adrenal Stabilization, Herb Lore, Use Prepared Herbs, Foraging, and choice of one of Surgery, Second Aid, or Midwifery

Occupational Skills: Animal Healing, First Aid

Restricted Skills: none

SPELL DEVELOPMENT

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10)	6/6/6
Open list (11-15)	6/6/6	Closed list (11-15)	8/8
Open list (16-20)	8/8	Closed list (16-20)	10/10
Open list (21+)	12	Closed list (21+)	25

First 5 lists developed in a given level: x1 cost

6th - 10th lists developed in a given level: x2 cost

11th - up lists developed in a given level: x4 cost

For spell lists not shown, see *RMFRP* p. 127 and *Character Law*.

TRAINING PACKAGES

Adventurer	31	Highwayman	28
Amateur Mage	26	Hunter	36
Animal Friend	33	Knight	43
Assassin	40	Loremaster †	20
Berserker	42	Martial Artist	35
Burglar	30	Mercenary	39
City Guard	29	Merchant †	20
Cloistered Academic †	24	Performer	26
Con Man	28	Philosopher	29
Crafter	24	Sailor	23
Crusading Academic	29	Scout	31
Cut Purse	34	Shaman Priest	29
Detective	30	Soldier	30
Diplomat	26	Spy	35
Doctor	23	Traveller	20
Explorer	30	Wanderer	30
Guardian	35	Weapon Master	84
Herbalist	23	Zealot	26

†: Typical ‡: Not normally allowed



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12.6 SORCERER



Sorcerers are hybrid spell users who combine the realms of Essence and Channeling, concentrating on spells of destruction. Their base spells deal with the specific destruction of animate and inanimate material.

Renlyn closed his eyes. The moaning sounds of his victims were faint in his ears. More importantly, he could hear the sounds of the serpents slithering on the floor. Death. Destruction. Survival. He smiled.

Prime Stats: Empathy, Intuition, and Self Discipline

SORCERER SPELL LISTS

The Sorcerer has six base lists. The full descriptions of all the spells on these lists can be found on pages 56-61. For a slightly higher development point cost, he may also develop open and closed Channeling spell lists on pages 6-25 and the open and closed Essence spell lists (see *Spell Law: Of Essence*, pages 6-25). Other spell lists may be developed, but will cost a larger number of development points.

Flesh Destruction: Damaging various parts of the body.

Fluid Destruction: Destroying and manipulating liquids in a variety of ways.

Gas Destruction: Destroying and manipulating various types of gasses.

Mind Destruction: Damaging various mental processes.

Solid Destruction: Destroying and manipulating various types of solids.

Soul Destruction: Damaging various aspects of the soul.

PROFESSION BONUSES

Directed Spells.....	+5	Power Manipulation	+15
Lore • Magical.....	+10	Power Point Dev	+5
Power Awareness	+10	Spell Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	11	Outdoor • Animal	3
Armor • Light	9	Outdoor • Environment.....	3
Armor • Medium	10	Power Awareness	2/5
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.....	6
Athletic • Brawn	7	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic.....	3	Self Control	5
Awareness • Perception	6	Special Attacks	15
Awareness • Searching.....	3	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack.....	15
Body Development	15	Subterfuge • Stealth.....	6
Combat Maneuvers.....	18	Subterfuge • Mechanics	7
Communications	2/2/2	Technical • General.....	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells.....	2/5	Technical • Vocational..	5/12
Influence	2/6	Urban	3
Lore • General	1/3	Weapon • Category 1	9
Lore • Magical.....	2/5	Weapon • Category 2	20
Lore • Obscure	3/7	Weapon • Category 3	20
Lore • Technical.....	2/6	Weapon • Category 4	20
Martial Arts • Strikes	9	Weapon • Category 5	20
Martial Arts • Sweeps	9	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Time Sense, Magic Ritual,



Spell Mastery, Meditation, Channeling, Divination

Occupational Skills: none

Restricted Skills: none

SPELL DEVELOPMENT

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10).....	6/6/6
Open list (11-15)	6/6/6	Closed list (11-15)	8/8
Open list (16-20).....	8/8	Closed list (16-20).....	10/10
Open list (21+)	12	Closed list (21+)	25

First 5 lists developed in a given level: x1 cost

6th - 10th lists developed in a given level: x2 cost

11th - up lists developed in a given level: x4 cost

For spell lists not shown, see *RMFRP* p. 127 and *Character Law*.

TRAINING PACKAGES

Adventurer	34	Highwayman	30
Amateur Mage	26	Hunter	36
Animal Friend	33	Knight	46
Assassin	41	Loremaster †	20
Berserker	44	Martial Artist.....	40
Burglar	31	Mercenary.....	44
City Guard.....	31	Merchant †	20
Cloistered Academic †	24	Performer	26
Con Man	28	Philosopher	29
Crafter	24	Sailor	23
Crusading Academic	30	Scout	31
Cut Purse.....	34	Shaman Priest	29
Detective	30	Soldier	37
Diplomat	26	Spy	34
Doctor	23	Traveller	20
Explorer	31	Wanderer	30
Guardian	40	Weapon Master	84
Herbalist.....	23	Zealot	28

†: Typical ‡: Not normally allowed

BASIC SPELL ATTACK TABLE 13.1

	Essence Spell			Channeling Spell			Mentalism Spell			
	Target's Armor			Target's Armor			Target's Armor			
	Metal Armor	Leather Armor	Other	Metal Armor	Metal Shield	Other	Metal Helmet	Leather Helmet	Other	
UM 100	-110	-115	-125	-105	-110	-125	-105	-115	-125	100 UM
UM 98-99	-85	-90	-100	-80	-85	-100	-80	-90	-100	98-99 UM
UM 96-97	-60	-65	-75	-55	-60	-75	-55	-65	-75	96-97 UM
93-95	-50	-45	-55	-35	-40	-55	-35	-45	-55	93-95
89-92	-45	-40	-50	-30	-35	-50	-30	-40	-50	89-92
85-88	-40	-35	-45	-25	-30	-45	-25	-35	-45	85-88
81-84	-35	-30	-40	-20	-25	-40	-20	-30	-40	81-84
77-80	-30	-25	-35	-15	-20	-35	-15	-25	-35	77-80
73-76	-25	-20	-30	-10	-15	-30	-10	-20	-30	73-76
69-72	-10	-15	-25	-5	-10	-25	-5	-15	-25	69-72
65-68	-5	-10	-20	0	-5	-20	-5	-10	-20	65-68
61-64	-5	-5	-15	0	-5	-15	0	-5	-15	61-64
57-60	0	-5	-10	+5	0	-10	0	-5	-10	57-60
53-56	0	0	-5	+10	0	-5	+5	0	-5	53-56
49-52	+5	0	0	+15	+5	0	+10	0	0	49-52
45-48	+10	+5	0	+20	+10	0	+15	+5	0	45-48
41-44	+15	+10	+5	+25	+15	+5	+20	+10	+5	41-44
37-40	+20	+15	+15	+30	+20	+15	+25	+15	+15	37-40
33-36	+25	+20	+20	+35	+25	+20	+30	+20	+20	33-36
29-32	+30	+25	+30	+40	+30	+30	+35	+25	+30	29-32
25-28	+35	+30	+35	+45	+35	+35	+45	+30	+35	25-28
21-24	+40	+35	+45	F	+40	+45	+35	+35	+45	21-24
17-20	+45	+40	+50	F	+45	+50	F	+40	+50	17-20
13-16	F	+45	+60	F	F	+60	F	+45	+60	13-16
09-12	F	F	+65	F	F	+65	F	F	+65	09-12
05-08	F	F	+70	F	F	+70	F	F	+70	05-08
03-04	F	F	F	F	F	F	F	F	F	03-04
UM 01-02	F	F	F	F	F	F	F	F	F	01-02 UM

Key:

F — Spell Fails, roll on Table 14.6, p. 94.

UM — Unmodified roll. Apply result with no modifications.

Range Modifiers:

Range	Modifier
Touching	+30
0' - 10'	+10
11' - 50'	0
51' - 100'	-10
101' -300'	-20
301' +	-30



Standard Attack Roll Modifications for Defender:

Special Bonus due to items varies
 Full "Soft" or "Hard" cover -20
 Half "Soft" or "Hard" cover -10

Standard Attack Roll Modifications for Attacker:

Attacker's skill **rank** for the spell's list varies
 Special bonus due to items or the spell varies
 If target is static +10
 Attacker has taken 26-50% of his hits -5
 Attacker has taken 51-75% of his hits -10
 Attacker has taken 76%+ of his hits -15
 Attacker has used 26-50% of his exhaustion points -5
 Attacker has used 51-75% of his exhaustion points -10
 Attacker has used 76-90% of his exhaustion points -15
 Attacker has used 91-99% of his exhaustion points -20
 Attacker has used 100%+ of his exhaustion points -30

RESISTANCE ROLL TABLE 13.2

Target Level	Attack Level of the Spell Caster															Target Level	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	>15 †	
1	50	55	60	65	70	73	76	79	82	85	87	89	91	93	95	+	1
2	45	50	55	60	65	68	71	74	77	80	82	84	86	88	90	+	2
3	40	45	50	55	60	63	66	69	72	75	77	79	81	83	85	+	3
4	35	40	45	50	55	58	61	64	67	70	72	74	76	78	80	+	4
5	30	35	40	45	50	53	56	59	62	65	67	69	71	73	75	+	5
6	27	32	37	42	47	50	53	56	59	62	64	66	68	70	72	+	6
7	24	29	34	39	44	47	50	53	56	59	61	63	65	67	69	+	7
8	21	26	31	36	41	44	47	50	53	56	58	60	62	64	66	+	8
9	18	23	28	33	38	41	44	47	50	53	55	57	59	61	63	+	9
10	15	20	25	30	35	38	41	44	47	50	52	54	56	58	60	+	10
11	13	18	23	28	33	36	39	42	45	48	50	52	54	56	58	+	11
12	11	16	21	26	31	34	37	40	43	46	48	50	52	54	56	+	12
13	9	14	19	24	29	32	35	38	41	44	46	48	50	52	54	+	13
14	7	12	17	22	27	30	33	36	39	42	44	46	48	50	52	+	14
15	5	10	15	20	25	28	31	34	37	40	42	44	46	48	50	+	15
> 15†	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	>15

To resist the target's Resistance Roll must be greater than or equal to the number given.

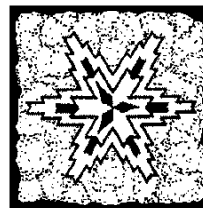
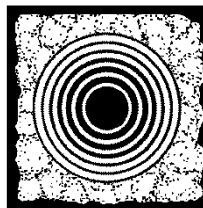
Standard RR Modifications:

Basic Spell Attack Roll modifications varies from -125 to +70
 Special bonuses due to items or the spell varies
 Bonus due to the target's race varies
 Willing target (the target doesn't want to resist the spell) -50
 Same realm (target's realm of power is the same as the spell's) +15
 3x target's stat bonus for the spell's realm -30 to +30
 (In for Channeling, Em for Essence, Pr for Mentalism)

† —For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.

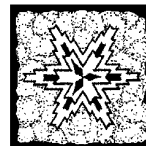
ATTACK TABLE 13.3

COLD BALL SPELL LAW

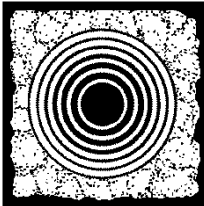


	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	01-04 UM
UM 01-04	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-04 UM
05-08	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	05-08
09-12	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	09-12
13-16	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	13-16
17-20	-	-	-	1	-	-	-	1	-	-	-	1	-	-	-	1	-	1	3	4A	17-20
21-24	-	-	1	2	-	-	1	2	-	-	1	2	-	-	1	2	1	2	4A	5A	21-24
25-28	-	1	2	3	-	-	2	3	-	1	2	4	-	1	2	3	2	3	5A	6A	25-28
29-32	1	2	3	4A	1	1	3	4A	1	2	3	5A	1	2	3	4A	3	4A	6A	7A	29-32
33-36	2	3	4A	5A	1	2	4A	5A	2	3	4A	6A	2	3	4	5A	4A	5A	7A	8A	33-36
37-40	3	4	5A	6A	2	3	5A	6A	3	4	5A	7A	3	4	5A	6A	5A	6A	8A	9A	37-40
41-44	4	5A	6A	7A	3	4A	6A	7A	4	5A	6A	8A	4A	5A	6A	7A	6A	7A	9A	10B	41-44
45-48	5	5A	7A	8A	4A	5A	7A	8A	5	6A	7A	9A	5A	6A	7A	8A	7A	8A	10B	11B	45-48
49-52	5A	6A	8A	9A	5A	6A	8A	9A	5A	7A	8A	10A	6A	7A	8A	9B	8A	9A	11B	12B	49-52
53-56	5A	6A	9A	10A	6A	7A	9A	10B	6A	7A	10A	11B	7A	8A	9A	10B	9A	10B	12B	13B	53-56
57-60	6A	7A	10A	11B	7A	8A	10B	11B	6A	8A	11B	12B	7A	9A	10A	11B	10B	11B	13B	14C	57-60
61-64	6A	7A	11B	12B	8A	8A	11B	12B	7A	8A	12B	13B	8A	9B	11B	12B	11B	12B	14C	15C	61-64
65-68	6A	8A	12B	13B	8A	9A	12B	13B	7A	9B	13B	14B	8B	10B	12B	13B	12B	13B	15C	16C	65-68
69-72	7A	8B	12B	13B	9A	9B	13B	14B	7A	9B	14B	15B	9B	10B	13B	14C	13B	14B	16C	17C	69-72
73-76	7A	9B	13B	14B	9B	10B	14B	14B	8B	10B	15B	15C	9B	11B	14B	15C	14B	15C	17C	18C	73-76
77-80	7B	9B	13B	14B	9B	10B	14B	15C	8B	10B	15C	16C	10B	11B	15B	16C	15C	16C	18C	19C	77-80
81-84	8B	10B	14B	15C	10B	11B	15C	15C	8B	11B	16C	16C	10B	12B	15C	17C	16C	17C	19C	20C	81-84
85-88	8B	10B	14C	15C	11B	11B	15C	16C	9B	11B	16C	17C	11B	12B	16C	18C	16C	18C	20C	21C	85-88
89-92	8B	11B	15C	16C	11B	12B	16C	16C	9B	12B	17C	17C	12B	13B	17C	19C	17C	19C	21C	22C	89-92
93-95	8B	11B	15C	16C	12B	12B	16C	17C	9B	12B	17C	18C	13B	13B	18C	19C	17C	19C	21C	22C	93-95
UM 96-99	9C	12C	16C	17D	13C	13C	17C	18D	10C	13C	18C	19D	14C	14C	19C	20D	18C	20D	22D	24D	96-99 UM
UM 100	13D	16E	20E	21E	17E	17E	21E	22E	14D	17E	22E	23E	18E	18E	23E	24E	22E	24E	26E	28E	100 UM

(Use Cold Criticals)



UM = Unmodified Roll



ATTACK TABLE 13.4

FIRE BALL

SPELL LAW

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-04
01-04	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	01-04
05-08	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	05-08
09-12	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	09-12
13-16	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	13-16
17-20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	17-20
21-24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-24
25-28	1	2	3A	4A	1	2	3A	4A	1	2	3A	4A	1	2	3A	4A	1	2	3A	4A	25-28
29-32	2	3	4A	5A	2	3	4A	5A	2	3A	4A	5A	2	3A	4A	5A	2	3A	4A	5A	29-32
33-36	3	4A	5A	6A	3A	4A	5A	6A	3A	3A	4A	5A	3A	4A	5A	6A	3A	4A	5A	6A	33-36
37-40	3	5A	6A	7A	4A	5A	6A	7A	4A	4A	5A	6A	5A	6A	7A	12B	6A	7A	13B	14B	37-40
41-44	4A	6A	7A	8A	5A	6A	7A	8B	5A	4A	5A	6A	6A	7A	8B	13B	7A	8A	14B	15B	41-44
45-48	4A	7A	8A	9B	6A	7A	8B	9B	5A	5A	6A	7A	7A	8B	9B	14B	8A	9B	15B	16B	45-48
49-52	5A	8A	9A	10B	7A	8A	9B	10B	6A	6B	7B	8B	8B	9B	10B	15B	9B	10B	16B	17C	49-52
53-56	5A	8A	10B	11B	8A	9A	10B	11B	6A	7B	8B	9B	9B	10B	11B	16C	10B	11B	17C	18C	53-56
57-60	6A	9A	11B	12B	9A	10A	11B	12B	7B	8B	9B	10B	10B	11B	12B	17C	11B	12B	18C	19C	57-60
61-64	6A	9B	12B	13B	10A	11B	12B	13B	7B	9B	10B	11B	11B	12B	13C	18C	12B	13B	19C	20C	61-64
65-68	7A	10B	13B	14B	11B	11B	12B	13B	8B	10B	11B	12B	12B	13C	14C	19C	13B	14C	20C	21C	65-68
69-72	7B	10B	14B	15C	11B	12B	13B	14C	8B	11C	12C	13C	13C	14C	15C	20C	14C	15C	20C	22C	69-72
73-76	8B	11B	15C	16C	12B	12B	13B	14C	9B	12C	13C	14C	14C	15C	16C	21C	15C	16C	21C	23D	73-76
77-80	8B	11B	15C	16C	12B	13B	14C	15C	10C	13C	14C	15C	15C	16C	17C	22D	16C	17C	22D	24D	77-80
81-84	9B	12C	16C	17C	13B	13C	14C	15C	11C	14C	15C	16C	16C	17C	18C	23D	17C	18C	23D	25D	81-84
85-88	9B	12C	16C	17C	13C	14C	15C	16C	12C	15C	16C	17C	17C	18D	19D	24D	18C	20C	24D	26D	85-88
89-92	10C	13C	17C	18C	14C	14C	15C	16C	13C	16C	17C	18C	18D	19D	23D	25D	20C	22D	25D	27D	89-92
93-95	10C	13C	17C	18C	14C	14C	15C	16C	14C	17C	18C	19C	20D	20D	25D	26D	22C	24D	26D	28D	93-95
UM 96-97	11C	14D	18D	19D	15C	15C	16C	17C	15D	18D	19D	20D	21D	21D	26D	27E	23D	25D	27E	29E	96-97 UM
UM 98-99	13D	16D	20D	21E	17D	17D	18D	19D	17D	20E	21E	22E	23E	23E	28E	29E	25E	27E	29E	31E	98-99 UM
UM 100	15E	18E	22E	23E	19E	19E	20E	21E	19E	22E	23E	24E	25E	25E	30E	31E	27E	29E	31E	33E	100 UM

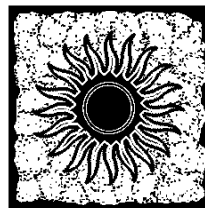
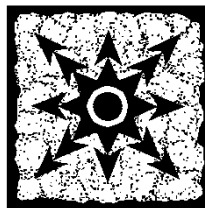
(Use Heat Criticals)



UM = Unmodified Roll

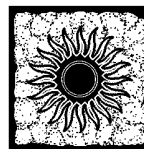
ATTACK TABLE 13.5

FIRE BOLT SPELL LAW



	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	01-02 UM
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	03-10
11-20	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	11-20
21-30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
31-35	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	1	-	31-35
36-40	2	2	1	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	2	-	36-40
41-45	2	3	2	1	2	2	1	-	1	-	-	-	1	1	-	-	1	1	4A	-	41-45
46-50	3	4	3	3A	2	3	3	1	1	1	1	-	2	2	1	-	2	3	6A	3A	46-50
51-55	3	4	4	4A	2	4	4	3A	2	2	3	1	3	3	2	1A	3	5A	7A	5A	51-55
56-60	4	5	5A	6A	3	5	6	5A	2	3	5	3A	4	4	3	3A	4A	6A	8A	7A	56-60
61-65	4	5	6A	7A	4	6	7A	7A	3	4	6	5A	5	5	4	5B	5A	7A	9A	9B	61-65
66-70	5	6	7A	9A	4	7	8A	9A	3	4	7A	7B	6	6	5A	7B	6A	8A	10B	10B	66-70
71-75	5	6A	8A	10B	5A	8	9A	10B	4	5	8A	9B	7A	7	6A	9C	7A	9A	11B	11C	71-75
76-80	5	7A	9A	11B	6A	9A	10B	11B	4	5A	9B	11C	8A	8A	7A	11C	8A	10B	12C	12C	76-80
81-85	6A	7A	10B	12B	6A	9A	11B	13C	5	6A	10B	13C	9A	9A	8B	13C	9B	11B	13C	13D	81-85
86-90	6A	8A	11B	14C	6A	10A	12B	14C	6A	7A	12C	15C	10A	10B	9B	15D	10B	12B	14D	14D	86-90
91-95	6A	8B	12B	15C	8A	10A	13C	16C	6A	8B	14C	17D	11B	11B	10C	16D	11B	13C	15D	16D	91-95
96-100	7A	9B	13C	16C	8B	11A	14C	17C	7B	9B	15C	18D	12B	12C	11C	17D	12C	14C	16D	18D	96-100
101-105	7A	9B	14C	17C	9B	11B	15C	18D	7B	10B	16D	19D	13C	13C	12D	18E	13C	15C	17D	20E	101-105
106-110	7B	10B	15C	18D	10B	12B	16C	19D	8B	11B	17D	20E	14C	14D	13D	19E	14C	16D	18E	22E	106-110
111-115	8B	10B	16C	19D	10B	12B	17D	20D	8B	11C	18D	21E	15D	15D	15D	20E	16D	18D	20E	24E	111-115
116-120	8B	11C	17D	20D	11C	13C	19D	22E	9C	12C	19E	22E	16D	16D	16E	22E	18D	20D	22E	26E	116-120
121-125	9C	12C	18D	21E	12C	14C	20E	23E	10C	13C	20E	23E	17D	17E	18E	24E	20D	22E	24E	28E	121-125
126-130	9C	12C	19D	22E	12C	14C	20E	23E	10C	13C	21E	24E	18E	18E	20E	26E	22E	24E	26E	30E	126-130
131-135	9C	13C	20E	23E	13D	14D	21E	24E	10C	14D	22E	25E	19E	19E	21E	28E	24E	26E	28E	32E	131-135
136-140	10C	13D	21E	24E	14D	15D	22E	25E	11D	14D	23E	26E	20E	20E	22E	30E	26E	28E	30E	34E	136-140
141-145	10D	14D	22E	25E	15D	16D	23E	26E	11D	15E	24E	27E	21E	21E	24E	32E	28E	30E	32E	36E	141-145
146-150	10D	14E	23E	26E	16E	16E	24E	27E	11D	15E	25E	28E	22E	22E	26E	34E	30E	32E	34E	38E	146-150
UM 100	14E	18E	28E	32E	20E	20E	28E	32E	15E	19E	29E	33E	25E	27E	30E	38E	36E	38E	40E	45E	100 UM

(Use Heat Criticals)



UM = Unmodified Roll

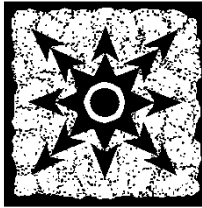
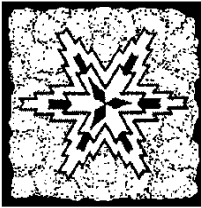
Range Mod

0' - 10' +35
 11' - 50' 0
 51' - 100' -25
 101' - 200' -40
 201' - 300' -55
 301' - up -75

ATTACK TABLE 13.6

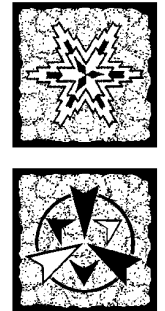
ICE BOLT

SPELL LAW



	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	01-02 UM
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	03-10
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	11-20
11-20	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	21-30
21-30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31-35
31-35	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	36-40
36-40	2	2	1	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	41-45
41-45	2	3	2	1	2	2	1	-	-	-	-	-	1	-	-	-	-	-	-	-	46-50
46-50	3	4	3	2	2	3	1	1	1	-	-	-	2	1	-	-	-	-	-	-	51-55
51-55	3A	4	4	3	2	4	2	2	1	1	1	-	3	2	1	-	-	-	-	-	56-60
56-60	4A	5A	5	4	3	5	2	3	2	2	2	1	4A	3	2	-	-	-	8A	-	61-65
61-65	4A	5A	6	5	4A	6A	3	4	2	3	4	3	5A	4A	3A	2	-	-	9B	-	66-70
66-70	5A	6A	7A	6	4A	7A	4	5	3A	4	5	5A	6A	5A	4B	3A	6	8A	10B	10A	71-75
71-75	5A	6A	7A	7A	5A	8A	5A	6	4A	5A	6A	7A	7A	6B	5B	4B	7A	9B	11C	11B	76-80
76-80	5A	7A	8A	8A	6A	9A	6A	7A	5A	6A	7A	8B	8B	7B	6B	6B	8A	10B	12C	12C	81-85
81-85	6A	7A	8A	9A	6A	9A	7A	8A	6A	7A	8B	9B	9B	8C	7C	7C	9B	11C	13D	13C	86-90
86-90	6A	8A	9A	10B	7A	10A	8B	9B	6B	8B	9B	10C	10C	9C	8C	8C	10B	12C	14D	14D	91-95
91-95	6A	8B	9B	11B	8A	10A	9B	10B	7B	9B	10C	11C	11C	10C	10C	12D	11C	13D	15D	15D	96-100
96-100	7B	9B	10B	12C	8B	11B	10B	11C	7B	10C	11C	12D	12C	11D	12D	14D	12C	14D	16D	16D	101-105
101-105	7B	9B	10B	13C	9B	11B	11C	12C	8C	11C	12C	13C	13D	12D	14D	16D	13D	15D	17E	18D	106-110
106-110	7B	10B	11C	14C	10C	12C	12C	13C	8C	12C	13D	14D	14D	13D	16D	18E	14D	16E	18E	20E	111-115
111-115	8B	10C	12C	14C	10C	12C	13C	14D	9C	13D	14D	15D	15D	14E	18E	20E	16D	18E	20E	22E	116-120
116-120	8C	11C	12C	15D	11C	13C	14C	15D	9C	13D	15D	16E	16E	16E	20E	22E	18E	20E	22E	24E	121-125
121-125	9C	12C	13C	16D	12C	13C	15D	16D	10D	14D	16E	17E	17E	18E	22E	24E	20E	22E	24E	26E	126-130
126-130	9C	12C	14D	16D	12D	14D	16D	18E	10D	14E	17E	18E	18E	20E	24E	26E	22E	24E	26E	28E	131-135
131-135	9C	13D	15D	17E	13D	14D	17E	19E	11E	15E	18E	19E	20E	22E	26E	28E	24E	26E	28E	30E	136-140
136-140	10D	13D	16E	17E	14D	15D	18E	20E	11E	15E	19E	20E	22E	24E	28E	30E	26E	28E	30E	32E	141-145
141-145	10D	14E	17E	18E	15E	16E	20E	21E	12E	16E	20E	21E	24E	26E	30E	32E	28E	30E	32F	34F	146-150
146-150	10E	14F	18F	18F	16F	16F	22F	22F	12F	16F	22F	22F	26F	28F	31F	34F	30F	32F	34F	36G	UM 100
UM 100	14F	18F	22G	22G	20G	20G	26G	26G	16F	20F	26G	26G	30F	32F	35G	38G	36G	38G	40G	42G	

(For A, B, C, D, and E results, use Impact Criticals)



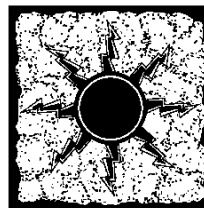
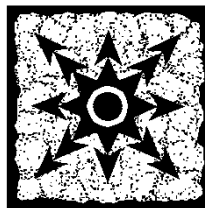
UM = Unmodified Roll

Range	Mod
0' - 10'	+35
11' - 50'	0
51' - 100'	-25
101' - 200'	-40
201' - 300'	-55
301' - up	-75

ATTACK TABLE 13.7

LIGHTNING BOLT

SPELL LAW



	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	01-02 UM
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	03-10
11-20	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	11-20
21-30	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
31-35	2	3	1	-	3	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31-35
36-40	3	5	3	2	5	3	1	-	-	-	-	-	1	-	-	-	-	-	-	-	36-40
41-45	5A	6	5	3	6	5	3	1	-	-	-	-	2	1	-	-	-	-	3A	-	41-45
46-50	6A	7A	7	5	7A	7	5	3	1	-	-	-	3	3	1	-	1	1	5A	1	46-50
51-55	7A	8A	8A	7	8A	9A	7A	5	2	1	1	-	4A	5A	3	1	2	3	7B	3	51-55
56-60	8A	9A	9A	9A	9A	10A	9A	7A	3	3	3	1	5A	6A	5A	3	4	5	9B	5A	56-60
61-65	9A	10A	10A	11B	10A	11A	11A	9B	4	5	5	3	6A	7B	7B	5A	6	7A	11C	7B	61-65
66-70	10A	11A	11B	13B	11B	12A	12B	11B	5A	7	7	5A	7B	8B	8B	7B	8A	9A	13D	9C	66-70
71-75	11A	12B	12B	14C	12B	13B	13B	13B	6A	8A	9A	7A	8B	9C	9C	9C	10A	11B	15D	11D	71-75
76-80	12B	13B	13B	15C	13B	13B	14B	15B	7A	9A	11A	9B	9C	10C	10D	11D	12B	13B	17E	13D	76-80
81-85	13B	14B	14C	16C	13B	14B	15B	17C	8A	10B	12B	11B	10C	11D	11D	12E	14B	15C	19E	15E	81-85
86-90	14B	14B	15C	17D	14C	14B	16C	18C	8A	11B	13B	13C	11D	12D	12E	14E	16C	17C	21F	17E	86-90
91-95	14B	15C	16C	18D	14C	15C	17C	19D	9B	12B	14C	15C	12D	13E	13E	16E	18C	19D	23F	19F	91-95
96-100	15C	15C	17D	19D	15C	15C	18D	20D	9B	12C	15C	15C	13E	14E	14E	18F	20D	21D	25F	21F	96-100
101-105	15C	16C	18D	20E	15D	15D	19D	21E	10B	13C	16D	18D	14E	15E	15E	15F	22D	23E	27G	23F	101-105
106-110	16C	16D	19E	21E	16D	16D	20E	22E	10C	13C	17D	19E	15E	16F	16F	22F	24E	25E	29G	25G	106-110
111-115	16D	17D	20E	22F	16E	16E	21E	23F	11C	14D	18E	20E	16F	17F	18F	24G	25E	27F	31G	27G	111-115
116-120	16D	17E	21F	23F	17E	17E	22F	24F	11D	14D	19E	21F	17F	18F	20G	25G	26F	28F	32H	29G	116-120
121-125	17E	18E	22F	24G	17F	18F	23F	25G	12D	15E	20F	22F	18F	19G	22G	28G	27F	29G	33H	31H	121-125
126-130	17E	18F	23G	25G	18F	19F	24G	26G	12E	15E	21F	23G	19G	20G	24G	30H	28G	30G	34H	33H	126-130
131-135	17F	19F	24G	26G	19G	20G	25G	27H	13E	16F	22G	24G	20G	21G	26H	31H	29G	31H	35I	35H	130-135
136-140	18F	19G	25H	26H	20G	21G	26H	27H	13F	16F	23G	24H	21G	22H	28H	33H	30H	32H	36I	37I	136-140
141-145	18F	20G	26H	27H	21H	22H	27H	28H	14F	17G	24H	25H	22H	23H	29H	34I	32H	33I	37I	39I	141-145
146-150	18G	20H	27I	27I	22H	22H	28I	28I	14G	18H	25I	25I	23H	24H	30I	35I	32I	34I	38I	40I	146-150
UM 100	22H	25I	32J	32J	25I	25I	33J	33J	20H	25I	30J	30J	27I	30I	38J	42J	38J	42J	43J	45J	100 UM

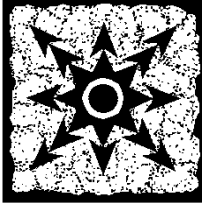
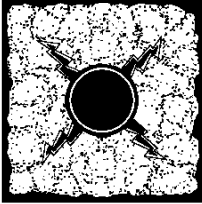
(For A, B, C, D, and E results, use Electricity Criticals)

Range	Mod	Critical Result	Use Electricity	Use Impact	Use Heat
0' - 10'	+35	F	E	A	-
11' - 50'	-	G	E	B	-
51' - 100'	-25	H	E	C	A
101' - 200'	-40	I	E	D	B
201' - 300'	-55				
301' - up	-75				

UM = Unmodified Roll

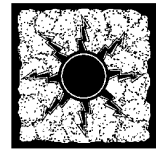
SHOCK BOLT

SPELL LAW



	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	03-10
11-20	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	11-20
21-30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
31-35	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31-35
36-40	2	1	1	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	36-40
41-45	2	2	1	-	2	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	41-45
46-50	3	2	2	1	2	2	1	-	-	-	-	-	1	-	-	-	-	-	1	-	46-50
51-55	3	3	3	3	3	3	2	1	-	-	-	-	1	1	-	-	-	-	2	-	51-55
56-60	4	3	4	5	3	3	3	2	-	-	-	-	1	1	-	-	-	-	2	-	56-60
61-65	4A	4	5	6	4	4	4	3	-	-	-	-	2	2	1	-	-	1	3	1	61-65
66-70	5A	4A	6	6	4A	4	5	4	1	-	-	-	2	3	2	-	1	2	4A	2	66-70
71-75	5A	5A	7A	7	5A	5A	6	5	1	1	1	-	3	3	3	1	2	3	5A	3A	71-75
76-80	6A	5A	7A	7A	5A	5A	7A	6	2	1	2	1	3	4	4	2	3	4	6A	4A	76-80
81-85	6A	6A	8A	8A	6A	6A	8A	7A	2	2	3	2	4	4	5	3A	4	5A	7A	5A	81-85
86-90	6A	6A	8A	8A	6A	6A	8A	8A	2	2	4	3A	4	5	5A	4A	5	6A	8A	6A	86-90
91-95	7A	7A	9A	9A	7A	7A	9A	9A	3	3	5A	4A	5A	5A	6A	5A	6A	7A	8A	7A	91-95
96-100	7A	7A	9A	9A	7A	7A	9A	10A	3A	3A	5A	5A	5A	6A	6A	6A	6A	7A	9A	8A	96-100
101-105	7A	7A	10A	10A	8A	8A	10A	10A	3A	4A	6A	6A	6A	6A	7A	7A	7A	8A	9A	9A	101-105
106-110	8A	8A	10A	10A	8A	8A	10A	11B	4A	4A	6A	7A	6A	7A	7A	8A	7A	8A	10A	9B	106-110
111-115	8A	8A	11A	11B	9A	9A	11B	11B	4A	5A	7A	8A	7A	7A	8A	8A	8A	9A	10B	10B	111-115
116-120	8A	8B	11B	11B	9B	9B	11B	12B	4A	5A	7A	8A	7A	8A	8A	9A	8A	9A	11B	10B	116-120
121-125	9B	9B	12B	12B	10B	10B	12B	12B	5A	6A	8A	9A	8A	8A	9A	10	9A	10A	11B	11B	121-125A
126-130	9B	9B	12B	12B	10B	10B	12B	13B	5A	6A	8A	9B	8A	9A	9A	10	9A	10B	12B	11B	126-130B
131-135	9B	9B	13B	13B	11B	11B	13B	13B	5A	7A	9B	10B	9A	9A	10A	11	10B	11B	12B	12B	131-135B
136-140	10B	10B	13B	13B	11B	11B	13B	14B	5A	7A	9B	10B	9B	10A	10B	11	10B	11B	13B	12B	136-140B
141-145	10B	10B	14B	14B	12B	12B	14B	14B	6A	8B	10B	11B	10B	10B	11B	12	11B	12B	14B	13B	141-145B
146-150	10B	10B	14B	14B	12B	12B	14B	14B	6A	8B	10B	11B	10B	10B	11B	12	12B	12B	14B	14B	146-150B
UM 100	16D	16D	18D	18D	17D	17D	18D	18D	12C	14C	16C	16C	14C	14C	16C	17	17C	17C	18C	18C	100 UM

(Use Electricity Criticals)

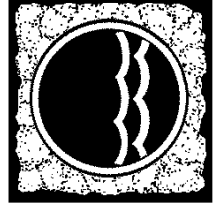
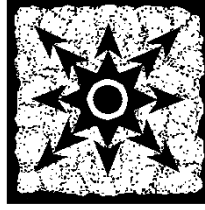


UM = Unmodified Roll

Range	Mod
0' - 10'	+35
11' - 50'	0
51' - 100'	-25
101' - 200'	-40
201' - 300'	-55
301' - up	-75

ATTACK TABLE 13.9

WATER BOLT SPELL LAW



	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	01-02 UM
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	03-10
11-20	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	11-20
21-30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
31-35	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31-35
36-40	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	36-40
41-45	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	41-45
46-50	1	1	-	-	1	-	-	-	-	-	-	-	1	-	-	-	-	-	-	-	46-50
51-55	1	1	1	-	2	1	-	-	-	-	-	-	2	1	-	-	-	-	-	-	51-55
56-60	2	2	2	1	2	2	1	-	-	-	-	-	2	2	1	-	-	-	1	-	56-60
61-65	2	2	3	2	3	2	2	1	1	-	-	-	3	3	2	-	-	-	2	1	61-65
66-70	2	3	4	3	3	3	3	2	1	1	1	-	3	4	3	1	-	-	4A	2	66-70
71-75	3	3	5	4	4	3	4	3	2	2	2	1	4	5	4	2	-	1	5A	4	71-75
76-80	3	4	6	5	4	4	5	4	2	3	4	3	5A	6	6	4	1	3	6A	6A	76-80
81-85	3A	4	7	6	5A	4A	6	5	3	4	6	5	6A	7A	8A	6	3	5	8B	8A	81-85
86-90	4A	5A	7A	7	5A	5A	7A	6	3A	4	8	7A	7A	8A	9A	8A	5	7A	10B	10A	86-90
91-95	4A	6A	8A	8A	6A	5A	8A	7A	4A	5A	10A	9A	8A	9A	10B	10A	7A	9A	12B	12B	91-95
96-100	4A	6A	8A	9A	6A	6A	9A	8A	4A	5A	10A	11A	9A	10B	11B	12B	9A	11A	14B	14B	96-100
101-105	5A	6A	9A	10A	7A	6A	10A	9A	5A	6A	11A	12B	10B	11B	12B	14B	11A	13A	15C	16B	101-105
106-110	5A	7A	9A	10A	7A	7A	11A	10B	5A	6A	11B	13B	11B	12B	13B	16B	12A	14B	16C	18C	106-110
111-115	5A	7A	10A	11B	8A	7A	12B	11B	6A	7B	12B	13B	12B	13B	14B	17C	13B	15B	17C	19C	111-115
116-120	6A	7A	10A	11B	8A	8A	12B	12B	6A	7B	12B	14B	13B	14B	15C	18C	14B	16B	18C	20C	116-120
121-125	6A	8A	11B	12B	9A	8A	13B	13B	7A	8B	13B	14C	14B	15C	16C	19C	15B	17C	19C	21C	121-125
126-130	6A	8A	11B	12B	9B	9B	13B	14B	7B	8B	13B	15C	15C	16C	17C	20C	16B	18C	20C	22C	126-130
131-135	7A	8B	12B	13C	10B	9B	14B	15C	7B	9B	14C	15C	16C	16C	17C	21C	17C	19C	21C	23C	131-135
136-140	7A	9B	12B	13C	10B	10B	14C	15C	8B	9B	14C	16C	16C	17C	18C	22C	18C	20C	22C	24C	136-140
141-145	7B	9B	13C	14C	11C	11C	15C	16C	8B	10C	15C	15C	17C	18C	19C	23C	19C	21C	23C	25C	141-145
146-150	7B	9C	13C	14C	11C	11C	15C	16C	8B	10C	15C	16C	18C	18C	20C	24C	20C	22C	24C	26C	146-150
UM 100	10E	12E	16E	17E	14E	14E	18E	20E	11E	13E	18E	20E	22E	22E	24E	28E	24E	26E	28E	30E	100 UM

(Use Impact Criticals)



UM = Unmodified Roll

Mod

0' - 10'	+35
11' - 50'	0
51' - 100'	-25
101' - 200'	-40
201' - 300'	-55
301' - up	-75

Range



14.1 COLD CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Cold breeze yields little damage. +0H	Attack yields a brief climate change. +0H	You give foe's cheeks a rosy hue. +1H	Your blast looks good, works poorly. +2H	Sharp and cold air assaults foe's skin. +3H
06-10	Feeble and poorly directed. Foe is not really concerned. +1H	Burst of cold causes target mild discomfort. +2H	Your attack conjures a bitter arctic wind. Foe is not impressed. +3H	Foe shields himself. Your attack misses most of its mark. +4H	Ice up the ground and foe's feet. He springs clear. You have initiative. +4H
11-15	Foe dodges your attack with too much effort. You have initiative. +2H	Foe evades frantically. He is still chilled. You have initiative next round. +3H	Encrust foe with ice. He is unbalanced as he shakes it off. You gain initiative. +4H	Light frosting leaves foe unsteady. You must hit him again. +5H - ∞	Frigid strike to foe's torso and face. You have the initiative. +6H - ∞
16-20	Foe is fearful of your assault. Your attack gives you the initiative. +3H	Assault blinds foe for a moment. You have 2 rounds of initiative. +4H	Numbing whirlwind encircles foe. You have 2 rounds of initiative. +5H	Foe's attempts to evade and strikes himself. You try not to laugh. +6H - ∞	Foe's failed efforts to avoid your attack puts him at a grave disadvantage. +7H - ∞
21-35	Burst of cold to the face sends foe stumbling back. You have initiative for 2 rounds. +4H	Frost laden blast forces foe back. Any containers of water freeze and burst open. You have 2 rounds of initiative. +5H	Disorient foe with a tricky shot. His garments have failed to keep out the chill. Press him while you can. +6H - ∞	With a burst of white, you shower foe with ice crystals. Foe closes his eyes to avoid the onslaught. +7H - ∞ - ♠ (-20)	Freeze foe's hair and scalp. If foe has long hair, it breaks off! Foe struggles in vain to repair the damage. +8H - (2×-15)
36-45	Your attack freezes one of foe's metal items. Foe takes a defensive stance. +5H - ∞	Foe makes a futile attempt to parry the attack. He loses 3 rounds of initiative. +6H - ∞	Catch foe in lower leg. You gain initiative while foe regains footing. +7H - 2× - ♠	Foe ices down; freezing any exposed skin. The pain is great. +9H - ♠ - 2♠ - (-20)	Assault to foe's legs. Hypothermic, he struggles to remain standing. ♠ - (-20)
46-50	Scatter your attack all over foe's chest. Foe is covered with frost. He looks ghoulish. +6H - 2×	Cold penetrates foe's chest and gives him frostbite. The pain must be severe. He stumbles back. +7H - 2× - 2♠	Blast hits foe's chest and scatters. The cold stings all exposed skin. Foe has a shocked look on his face. +8H - ♠	Assault lands on foe's weapon arm. He makes a supreme effort to pull his arm away. Foe is unable to protect himself. +9H - ♠ - 2♠ - (-10)	Glancing strike to lower back. Foe is spun about and slings his weapon away. You have him now. +10H - ♠
51-55	Blow to foe's chest. Your attack has force and foe stumbles. +7H - ♠	Strong off-center blast takes foe in his shield arm wrist and side. +8H - ♠ - 3♠	Hard strike to chest, armor does not help. Blow leaves its frigid mark. +5H - 2♠ - (-10)	Heavy blow to shield shoulder. Foe is knocked back 5 feet. Muscle damage. +10H - 2♠ - 3♠	Blow to side. Foe seeks to regain his wind and survive your next onslaught. +11H - ♠ - 4♠
56-60	Strike falls on an exposed area. Foe gives ground. He is shaken but his guard is still up. +8H - 2♠	Foe turns to avoid your attack and exposes his back. All wood on his back becomes frozen and brittle. +9H - 2♠ - 2♠	Strong blast hits foe low. His legs almost give with the pain. Foe recoils 5 feet away from your assault. with leg armor: +5H - 2× w/o leg armor: +9H - ♠ - ♠	Miss foe's arm and strike his thigh. He loses his footing. Skin and nerve damage causes foe pain. ♠ - 3♠ - (-15)	Your blast engulfs foe's weapon arm and climbs toward his torso. He steps away frantic to evade the pain. +10H - ♠ - 4♠ - (-20)
61-65	Well placed. Strike slams into foe's weapon arm. Foe's evasion is comical. with arm greaves: +2H - ∞ w/o arm greaves: +9H - ♠ - ♠	Solid strike to foe's forearm. Foe's hand frozen shut for 1 round. +10H - ♠ - ♠ - (-5) - 3♠	Blast freeze dries organic material on foe's back. +11H - 4♠	Blast freezes foe's arm and shield. If no shield, arm useless from nerve damage. with shield: +20H - (-20) w/o shield: 5♠ - (-30)	Strike to foe's waist. All equipment on belt freezes and breaks if foe moves. +13H - 3♠ - (-30)
66	Steal the heat from foe's neck and chest area. Foe drops anything he is holding and blocks his throat. +10H - 3♠ - ♠	Foe is covered by the blast. All extremities are damaged. The pain grows until foe is warmed up. 4♠ - ♠ - 3♠	Foe's response to your burst of cold sends him to the ground hard. Foe jams his wrist into the ground. 6♠ - (-15) - 4♠	Frigid onslaught fills foe's eyes and mouth with ice. Foe is blinded for a moment until he can clear his eyes. 4♠ - (-30) - 4♠	Your strike steals the heat out of foe's neck and upper chest. Nerves and muscles are damaged. +15H - 8♠ - ♠ - 4♠
67-70	Score a hit to foe's side. It produces mild frostbite. Any herbs on foe's belt are ruined. +10H - ♠ - ♠ - (-5)	Spray foe's face with a powerful chill. He tries without success to push your attack away. The damage endures. +11H - 2♠ - ♠ - (-10)	Freeze foe's weapon arm. It is useless until it is warmed up. Foe is in great pain and struggles to stand. +12H - 2♠ - ♠ - (-15)	Polar wind pierces deep into chest and leaves foe trembling. You are close to victory. Foe faces the wrong way. with chest armor: +15H - ♠ - ♠ - (-5) w/o ch armor: +13H - 3♠ - ♠ - (-20)	Blow to foe's shield arm. He is knocked down. If foe has a shield, it is broken. If not, the arm is broken. with shield: 2♠ w/o shield: 6♠
71-75	Strong unbalancing blast. Foe's body temperature drops. +11H - 2♠ - (-10)	Strike lands on foe's legs. The pain and shock cause him to falter. +12H - 2♠ - ♠ - 3♠	Side strike hits foe just right. Any leather or cloth freezes and shatters. 2♠ - ♠ - 3♠ - (-20)	Blast drains the heat from foe's weapon arm. Hand and arm are useless. The hand is frozen closed. +13H - 2♠ - ♠ - (-50)	Blast freezes weapon hand, shoulder and face. Foe is numb and needs time to warm up. Foe is still standing. +15H - 3♠
76-80	Strike to foe's shield arm. If foe sees it he may block with a shield. Foe recoils 5 feet from the blast. with shield: +2H - 2× w/o shield: +12H - 2♠ - ♠	Chest strike freezes what it touches. Equipment is damaged. The pain persists. Chest armor is destroyed. w/ ch. armor: +13H - 4♠ - (+15) - 3♠ w/o chest armor: +20H - 4× - (-5)	Blow to foe's arms. Any metal armguards freeze, immobilizing arms until the armor is removed or unfrozen. with chest armor: 3♠ - 4♠ w/o chest armor: (-25) - 4♠	Strike to foe's side downs him. Severe frostbite hampers movements. Any liquid among foe's equipment freezes. +15H - 3♠ - ♠ - (-25)	Solid chest strike. Foe flips onto his back, dropping all he holds. Foe is at your mercy. 12♠ - (-30)
81-85	Back blast. Any glass on back is broken. Painful bruise. +13H - 2♠ - ♠	Clean hard strike pushes foe over, cracking ribs. His recovery lacks grace. +12H - 2♠ - ♠ - (-15) - 4♠	Arctic blast to foe's torso. Foe is badly frostbitten and falls to knees in pain. 6♠ - 5♠ - (-40)	Freezes foe's hands. Arms are useless. Foe drops what he was carrying. 9♠ - 6♠	Assault to throat and face is terminal. Foe is still active but dies in 12 rounds. +17H
86-90	Assault to foe's lower leg freezes part of it. Foe falls down. Without leg armor, foot must be amputated. with leg armor: 2♠ - 6(-10) w/o leg armor: (-70)	Strike lower leg and freeze it. With leg armor, he needs aid in 20 rnds to keep the foot. Without leg armor, it's gone. with leg armor: 3♠ w/o leg armor: (-75)	Blow to foe's knees. They freeze up and foe falls. On impact, foe shatters a knee. His fall makes it twice as bad. 9♠ - 6♠ - (-80)	Chest hit causes much pain. If foe is warmly clothed he is knocked out. If not he dies of shock in 12 rounds. +25H - (-40)	Your ruthless tempest entangles foe and steals the warmth from his body. He drops and dies in 9 inactive rounds. -
91-95	Blow lands on foe's face. It freezes his nose, ears and cheeks. Foe collapses. Without helm, foe loses both ears. with helmet: 3♠ w/o helmet: 6♠ - (-50)	Connect with foe's hip. Hip is fractured. Skin and muscles are frostbitten. Foe falls down. He is almost helpless. +17H - 3♠ - ♠ - (-75)	Freeze the blood in foe's thigh. As it warms the clots move to his heart killing him in 9 rounds. +15H - 3♠ - ♠ - (-30)	All warmth is driven from foe's lower body. Vital organs are destroyed. Foe is immobile, and dies in 9 rounds. +18H	Push foe backwards and off balance. The blood in foe's extremities is frozen. He dies in 6 rounds of agony. +19H
96-99	Chest strike sends foe over hard. He is knocked out. His lips freeze and split open. He cannot speak for 2 weeks. 9♠	Blast foe's neck and collarbone. Neck armor will block the attack, but foe is knocked out. If the neck is exposed it freezes solid and foe dies in 9 rounds. -	Your onslaught freezes foe's torso and head. Foe remains standing for a moment. He goes into shock and dies 6 rounds later. +18H	Foe's heart and lungs are suddenly frozen by your arctic blast. Foe is finished. He dies of shock and suffocation in 6 rounds. +19H	Foe is a lifeless frozen statue. He is quite dead and well preserved. Store in a cool dry place. +20H - (+10)
100	Foe is sent into a month long coma by the attack. He loses his nose to frostbite. +21H	Assault drops foe's body temperature; his heart stops. He dies in 1 round; well preserved. You are respected by all. (+5)	Blast freezes foe's eyes, mouth, and neck. Foe falls down in a coma for 2 weeks and paralyzed from neck down. -	Massive assault freezes foe's body completely. He remains standing, but if knocked over he will shatter. +20H	Foe freezes solid and shatters into a thousand pieces. Most land within 20 feet from where he was standing. (+20)

Key: ∞ = must parry ⚡ rounds; ♠ = no parry for ⚡ rounds; ♠ = stunned for ⚡ rounds; ♠ = bleed ⚡ hits per round; (-⚡) = foe has -⚡ penalty; (+⚡) = attacker gets +⚡ next round.



14.2 ELECTRICITY CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Blast is frightful, but ineffective. +0H	Your strike's energy is poorly aimed. +0H	Strike's energy soaks into the ground. +1H	Bright flash and little heat disturb foe. +2H	Foe avoids blast but feels charged. +3H
06-10	Sparks fly. Foe is illuminated by blast. +1H	Foe's hair stands on end. Frightening! +2H	Foe waves off sparks and smoke. +3H	Static gathers on foe. Zap! +4H	Foe sees spots. You have initiative. +4H
11-15	Bolt reaches for foe but then grounds out. You have initiative. +2H	Mild jolt to foe's shoulder causes him to hesitate. You have initiative. +2H	The thunderous crack of your attack panics foe. You gain the initiative. +3H	Bolt jumps to foe's weapons and then into the ground. You have initiative. +4H	Flash unbalances foe and sends him on the defensive. You have initiative. +5H – ✱
16-20	Foe flinches from the static in the air. You have the initiative. +3H	The blast of light and heat daunts foe. He looks away; you have initiative. +4H	Flying debris obstructs foe's vision. You have 2 rounds of initiative. +3H	Foe strikes out at the blast to protect himself. It seems to work well enough. +4H – ✕	Foe fails to avoid some of the attack and almost falls down. +6H – ✱
21-35	Foe recoils from thundering sound of the blast. He loses 2 rounds initiative. +4H	Flashes of light and sharp cracks. Foe's impressed. You have 2 rnds initiative. +5H	Any coins on foe heat up smolder in foe's pockets. He steps back. +6H – ✕	Your attack jolts foe into action. He steps back and swings in all directions. +5H – 2✕ – ♠	Foe is magnetized foe a moment. It distracts him. He is dazed. +10H – 2✱
36-45	Blast almost misses, but it grounds into foe's weapon arm. w/o metal weapon: +5H – ✕ with metal weapon: +7H – ✱✕	Foe's side and back are entangled by blast. Foe is shaken. +2H – ✕ – ♠	Foe heats up and goes on defensive until he cools. His footing is good. +7H – 2✕	Entangle foe in deadly blue light. Garments smolder and traces of energy inhabit his equipment. +7H – ✱ – 2(-10)	Foe's equipment is infested by the blast. Garments are scorched; exposed skin is burned. Foe is a wreck. +12H – 2✱
46-50	Small bits of electrical energy chase around foe's body. Foe makes a futile effort to throw them off. +2H – ✕ – ♠	Strike hits foe's chest. Clothes smoke, then burn. Foe flails his arms trying to put them out. +6H – 2✕	Strike connects with foe's arm. It careens off each piece of metal foe is wearing. Exposed areas are blistered. +7H – 2✱	Direct hit to foe's chest illuminates foe. Much of the strike grounds out. Some of the energy remains for an instant. +7H – 2✱ – 2(-10)	Blast to foe's waist. He stumbles, dazed by light, and twitches for the next hour. You have 6 rnds of initiative. +13H – 2✱ – ●
51-55	Direct sizzling blast to foe's shoulder. It grounds out and leaves foe dazed. +6H – ✱	Back strike throws equipment about. Minor burns to exposed skin. +7H – ✱ – 2♠	Hard strike to side, armor does not help. Blow leaves a permanent mark. +7H – ✱● – ♠	Blast assaults foe's shield arm. If foe has metal armor he is knocked out. +10H – 2✱ – ✕	Weapon arm endures a terrible onslaught. Foe drops all in his hand. +13H – 2✱ – 2♠
56-60	Foe is jerked off balance by the strike and has trouble regaining footing. +7H – 3✕	Blast heats up metal on foe, causing painful burns to contacting flesh. w/o metal: +8H – 2✱ with metal: +10H – 2✱●	Strong blast hits foe low. His legs almost give from the pain. Foe recoils. with leg armor: +12H – ✱ w/o leg armor: +9H – 2✱	You hits hard; foe's abdomen is hammered. He steps back 5 feet. with abdominal armor: +20H w/o abdominal armor: +15H – 6✱	Bolt passes through foe's leg before grounding. Foe suffers. with leg armor: +8H – ✱● w/o leg armor: +2H – 2♠
61-65	Well placed. Strike slams into foe's weapon arm. Foe's evasion is comical. with metal greaves: +3H – 2✱ w/o metal greaves: +7H – ✱	Foe's reflexes are numbed by blast. He is dazed and moving slowly. +9H – ✱●	Strike is low and pours into ground. A stray bolt arches into foe's leg. +10H – 2✱ – ✕	Blast to foe's shield shoulder. Foe's shield arm and shield ignite. with shield: 6✱ – 3♠ w/o shield: 2✱ – 2♠	Foe is overcome by the flash. He falls, entangled in his smoldering garments. +14H – 2✱ – ✕
66	Disrupt the beating of foe's heart for a moment. Reflexes strain muscles. Foe is knocked down. 3 ✱	Bright flash illuminates foe and jolts every muscle in his body. Foe's reflexes will flinch again in 10 rounds. +15H – 3✱● – 2♠ – (-20)	Any metal armor on arm and chest becomes fused together in the blast. Foe's arm is then pinned and useless. +9H – 12✱	Foe's neck absorbs the bulk of the attack. Nerves overload. Foe is knocked out and mute for a week. +20H – 4♠	Boom! Foe's skeleton crackles with the impact. He drops and dies in 2 rounds. (+10)
67-70	Blast climbs up foe's side and sends him stumbling back 5 feet. He blocks his face against a renewed assault. +7H – ✱✕	Strike lands on shoulder and streaks down back. Foe steps forward in failing attempt to duck. He is vulnerable. +10H – 2✱ – ●	Back blast. Foe drops to one knee and rises again with some difficulty. Skin is blistered badly. +11H – 2✱● – (-10)	The shock of the assault inhabits foe's spine. Muscles and tendons are stretched. He has trouble standing. +12H – 2✱ – (-20)	Blasted leaps onto foe's shield arm. His arm and any shield are on fire. Metal is fused. 4✱ – 3♠ – (-40)
71-75	Your attack infects foe with electrical energy. It dances all over him. It takes some time for him to recover. +8H – 3✱ – (-5)	Chest and arm blast damages organic armor. Metal armor will heat up painfully. Foe smells own hair burning. 4✱ – 2♠ while metal armor worn: 3♠	Chest blast. Organic armor is destroyed. Metal armor is scalding hot. +12H – 8✱ until metal armor removed: 5♠	Attack engulfs foe's weapon. Hand and arm are useless. Skin, muscles, and nerves are damaged. +13H – 3✱	Strike savages center of foe's chest. Foe's convulsions resemble a dance. One arm is paralyzed. with armor: +10H – 3✱● – ♠ w/o chest armor: 6✱ – 3♠
76-80	Electrify foe's shield side. Foe finds little protection behind his shield. Hopefully, it contains no metal. w/o metal on shield: +6H – ✱● with metal on shield: +9H – 2✱●	Abdomen entangled by a great electrical serpent. Foe is knocked down; the beast disappears. with abdom. armor: +15H – 2✱ – ● w/o abdominal armor: +11H – 2♠	Nerves in foe's elbow are damaged; shield arm is useless. He drops his weapon on his foot. He is embarrassed. 8 ✱ – (-5) – ♠	Blast reaches out with hateful resolve. Foe's neck and back are engulfed. Nerves are damaged and muscles torn. +20H – 10✱●	Metal on foe fuses to his body, damaging nerves. Dazed, he drops to the ground to look for his marbles. +18H – 3♠
81-85	Blast goes right into foe's back and he vibrates. He is unaware of much around him for a moment. He flails his weapon around. +12H – 2✱✕	The shock turns foe's reflexes against his muscles. Tendons are torn during foe's violent convulsions. The poor fool. +13H – 3✱●	Violent shock to foe's abdomen. Armor deflects some of the damage. Foe is terribly unbalanced. Torn cartilage. with armor: +10H – ✱ – (-20) w/o armor: 4✱ – (-40) – 2♠	Bolt grapples foe's weapon arm and snakes into his body. His arm is useless. He is dizzy and falls unconscious after 6 active rounds. +15H – 6(-30)	Blast hits shoulder. Foe conducts your strike well. His nervous system is rearranged. He drops and dies of shock and nerve damage in 12 rounds. –
86-90	Assault to foe's lower leg fuses metal and burns much. Foe falls. One leg is paralyzed if metal greaves are worn. with metal armor: +15H – 2✱● w/o metal armor: +15H – 3✱●	Blast lands on leg with unusual force. Simple leg fracture if he wears armor; a compound fracture if not. with leg armor: 6✱● – ♠ w/o leg armor: 6✱ – (-50)	Burnt of strike infests foe's knee. Muscles and nerves are burned. Foe drops in agony and grips his knee. 2✱● – (-60)	Electrify foe's body. Muscles and tendons tear in convulsions. If no armor he dies in 12 rounds. with chest armor: 9✱ – 6♠	Strike seeks out the shoulder and then his spine. Foe drops, hip and backbone shattered, and dies in 12 rounds. –
91-95	Strike arcs up into foe's hip. Garments catch fire. Shock and nerve damage inflicted. 3✱ – (-50)	Jolt blinds foe for 2 days and sends him crashing to the ground. He is badly dazed and helpless while the blindness lasts (2 to 10 days). 9✱	Trapped in a web of light, your foe falls to escape the heat. He is unconscious and, without immediate aid, will go into shock, dying in 12 rounds. (-75) – 5♠	Strike to foe's head devastates nervous system. He falls into a coma. Foe is a living vegetable. Any metal is hot to the touch. +30H	Blast rends foe's body, causing fatal damage to organs. His eyes pop out and he dies in 9 inactive rounds. So much for the Governor's pardon. +25H
96-99	Foe's loses consciousness from the blast. His convulsions keep him standing 1 round. +10H – 12✱	Strike overloads foe's nervous system. His heart stops and restarts several times. He drops and dies in 9 rounds. +15H	Sustained heat of the onslaught fuses metal, cloth, and skin. Foe's eyes pop out of his head. He dies in 3 rounds. –	Foe reels back 10 feet. Nerve damage and shock combined with broken hip and arm spell death in 3 painful rnds. +20H	Titanic blast virtually cuts foe in half. Bolts streak across ground threatening new victims. Foe is dead, of course. (+20)
100	Foe's head is ablaze. Garments catch fire. Foe falls unconscious and dies in 6 rounds from nerve damage. +20H	Foe's insides heat up and burn, destroying nerves and organs alike. Foe drops and dies instantly. (+10)	Strike lands on foe's head. Muscles are fused, tendons torn. Foe's brain fries. He slips to ground and dies in 3 rnds. 3(+10)	Havoc reigns around foe. Closest thing to him is also entangled in this deadly bolt. He dies 2 rnds later. (+15)	Strike to foe's head. He is burned to a cinder. What is left blows away on the wind. All fear you. (+20)



14.3 HEAT CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	The air around foe shimmers. Pfft. +0H	Attack is wild and boils nearby water. +0H	Hot smoke makes foe's eyes red. +1H	Foe evades the embrace of the flames. +2H	Foe avoids the blast but not the heat. +3H
06-10	Hot wind makes foe uncomfortable. +1H	Singe foe's exposed skin. The heat dies quick. Foe is not impressed. +2H	Sparks and smoke dance all over foe. He waves them off with little effort. +3H	Flames surround foe. He seems to step out of them unharmed. +4H	Sweltering heat reaches out for foe. He evades. You have initiative. +4H
11-15	Foe covers his face and leaps aside. You have initiative. +2H	Foe simmers in his clothes. He is unfocused and you have initiative. +2H	Foe suspects that he is on fire. He is wrong. You gain the initiative. +3H	Foe is enshrouded by smoke. The heat harms him little. You have initiative. +4H	Flash unbalances foe and sends him on the defensive. You have initiative. +6H – ★
16-20	Blast stings foe's hands and arms. You have the initiative. +3H	Assault blinds foe for a moment. You have 2 rounds of initiative. –	Hair and bowstrings are singed. You have 2 rounds of initiative. +5H	Foe strikes out at the flames to protect himself. It seems to work well enough. +6H – ✕	Foe fails to avoid some of the attack and almost falls down. +7H – ✕
21-35	Foe's chest and side heat up and garments smolder from assault. He will be easily kindled if you strike again. +4H – ★	Fire laden blast forces foe back. Any containers of water boil and burst open. You have 2 rounds of initiative. +6H	Disorient foe with a tricky shot. Garments smolder suspiciously. He checks them carefully; guard is still up. +7H – ✕ – ♠	With a burst of flame, you cover foe with heated air. Foe jumps back to avoid any additional wounds. +8H – 2✕ – ♠	Blister foe's weapon arm. He gives ground to escape the heat. His footing is better than you had hoped. +9H – 2✕ – 2♠
36-45	Hot winds dance around foe parching his exposed skin. He puts up a desperate defence. +6H – ✕	Foe's shield side is swathed in fire. He may use a shield to avoid the attack, but it combusts. Shield hand is burned. with shield: +3H – 3✕ w/o shield: +7H – ✕ – ♠	Heat catches foe in lower leg. You gain initiative while foe regains his balance. The pain stays with him. +8H – 2✕ – ♠	Cover foe with a flash fire. Exposed skin burns. The flames bite deep and the pain is great. If not wet: +9H – 2♠ If wet: +6H – 2✕	Strike to side and back ignite foe's cloak and pack. Neck and shoulder are lightly burned. with backpack: +8H – ♠ w/o backpack: +10H – 3♠
46-50	Clothes smoke, then burn. Foe flails his arms trying to put them out. The pain endures longer than the flames. +7H – ✕ – ♠	Foe evades most of the damage with some grace. The remainder scorches his side lightly. +8H – 2✕ – ♠	Flame spreads up foe's side and snaps at his arm and face. Exposed areas are lightly burned. +9H – ★ – 2♠	Assault lands on foe's weapon arm. He makes a supreme effort to pull his arm away. Foe is unable to protect himself. +10H – ★ – 3♠	Foe blocks flames with his weapon. A wooden weapon is destroyed. A metal weapon becomes too hot to hold. +12H – 2★ – 3♠
51-55	Spark sets a piece of foe's equipment on fire. Foe must remove the item. +8H – 2✕ – ♠	Foe ducks; attack torches back and the ground behind him. He is shaken. +8H – ★ – 2♠	Hard strike to side, armor does not help. Blow leaves a blistering mark. +9H – 2★ – 3♠	Foe is aflame and takes damage for 3 rounds while he burns. +10H – 2★ – 3♠	Your flames reach out. Foe frantically leaps back. His chest is burned. +13H – ★● – 3♠
56-60	Assault ignites foe's back. Equipment crackles as it burns and falls clear. +9H – ★ – 2♠	Engulf foe in flame and smoke. The flames die down; foe escapes death. +10H – 2★ – 2♠	Strong blast hits foe in legs; they nearly give with pain. He recoils 5 ft. with leg armor: +8H – 2✕ w/o leg armor: +10H – 2★ – 2♠	Flames dance around foe's head. He seeks to get clear and almost falls. With helmet: +3H – 2★ – 2(-10) w/o helmet: +12H – 2♠	Garments over foe's shoulders and head are set afire. He is frantic. with helm: +8H – ★● – ♠ – (-5) w/o helm: +15H – 2★● – (-10) – 3♠
61-65	Well placed. Strike slams into foe's weapon arm. Garments are burned. Foe's evasion is comical. with arm greaves: +7H – ♠ w/o arm greaves: +10H – 3♠	Concentrated strike burns through foe's leg. The flames do not last but foe's skin is exposed. Skin blisters. +9H – ★● – (-5) – 2♠	Flames burst against foe's side. He stumbles but does not fall. He tries to smother the fire with his garments. +10H – ★● – (-10) – 3♠	Foe's shield arm and shield are on fire. Dropping the shield only helps a little. The flames cling to his garments. with shield: +10H – 2★ – ♠ – 4♠ w/o shield: +13H – 2★ – ♠ – 6♠	Searing strike to foe's legs. Exposed skin and muscle is burned. Infection will follow. Foe struggles to stay up. +15H – 2★● – 4♠ – (-10)
66	Flame grapples foe's shield and chest. The wound is grave and infection will follow. +9H – 2★● – (-15)	Fire lands along side foe's face. His hair, cheek, and ear are engulfed. Foe throws himself to the ground. +10 – 2★ – 4♠	Blaze consumes garments on weapon arm. Any metal covering heats up. Foe falls from the blast. +12H – 3♠	Foe's face and weapon hand are scalded. Foe is having trouble opening his eyes. +10★ – (-10) – 6♠	Foe's combustible garments turn him into a torch. He runs a short distance, drops and dies in 6 rounds. +25H
67-70	Toast foe's side and send him stumbling back 5 feet away from you. He blocks his face against any renewed assault. +8H – 2★ – 2♠ – (-5)	Flames seek out foe with a predator's lust. He throws garments and equipment off frantically to satisfy the blaze. Foe is busy staying alive. +7H – 2★ – ♠ – (-10) – 2♠	Back blast. Foe drops to one knee and then rises again with some difficulty. Some of his garments still smoke from the assault. Skin is blistered badly. 2★ – ♠ – (-15) – 2♠	Foe leaps back from your deadly inferno. He escapes death but falls on his back. He is prone for 1 round. Minor arm burns. +15H – ★ – 3♠	Blast leaps onto foe's shield arm. Any shield foe has and his arm are on fire. The heat penetrates deep and foe's face shows it. 5♠ – (-15)
71-75	Fire consumes garments and hair. Blinding smoke keeps foe's defenses poorly aligned. +12H – ★●	Chest and arm blast damages organic armor and engulfs any wood on foe. Metal armor heats up painfully. +9H – 2★ – ♠ – (-15) – (+10)	Chest blast. Organic armor is destroyed. Metal armor should be removed quickly. 3★ – (-15) – 6♠	Foe's weapon arm is a conflagration. Hand and arm are useless. Muscles and nerves are damaged. 6★ – (-50)	Strike center of foe's chest. Flame spills in all directions. Foe is knocked down. Chest armor is destroyed. +15H – 6♠ – (-60)
76-80	Foe's shield side is engulfed in flame. Foe's shield is kindled if wooden. +10H – 2★ – ♠ – 2♠	Abdomen entangled in flames. The flames will spread upward next turn if not extinguished. Foe sees the danger. 20 – 2♠	Strike engulfs foe's most exposed hand and burns it without mercy. Hand is useless. Arm clothing is destroyed. 6★ – (-40)	Foe's side is ignited by your strike and the wounds are deep. He smothers the fire but the damage is done. 3★● – 5♠	Blast lands on foe's side but spreads to arms and legs. A shield prevents arm damage but his hands are burned off. +20H – 12★
81-85	Foe exposes his back while evading the strike. Blast scorches a small wound in his shoulder blade. +8H – 2★ – 2♠ – (-20)	Strike knocks foe down on his back. The flames do not endure but much equipment is burned or crushed. ★ – 2♠	Violent inferno destroys organic armor and ruins metal armor on leg. Much of the blast rumbles clear after impact. (-20) – 2♠	Foe's arms and chest embrace your infernal strike. Arms are useless and foe's skin is open to the air. +15H – 9★	Foe inhales flames scalding lungs and throat. Foe is active for 12 rnds (while he burns), then dies. +20H
86-90	Assault to foe's lower leg consumes covering. Foe falls down. One leg is on fire. +10H – 2(-10)	Leg covering is set on fire by blast. It spreads quickly and foe is in trouble. The flames will grow if not put out. +16H – 3★	Foe's shield side is devoured by flames. Head, arm, side, and leg have critical burns. If foe has a shield, it is destroyed in place of his arm. +15H – 6★● – (-85) – 3♠	Blast engulfs lower half of foe's body. If foe has abdominal armor, he is knocked out. If not, he dies in 12 inactive rounds from organ damage. with abdominal armor: 2♠	Foe's lower body is badly burned. Nerves, organs and tissue destroyed. Foe is paralyzed and will die in 9 rounds from shock and dehydration. +20H
91-95	Blow to foe's head. If he has helmet it heats up like a furnace and must be painfully removed. Foe ears and cheeks are burned. with helmet: +15H – 3★ – (-10) w/o helmet: +12H – 2★● – (-30)	Head strike. Force of blast removes any helmet worn. Hair, scalp and skin burn. Smoke and flame blind foe for 3 rnds. with helmet: +10H – 3✕ – 2♠ w/o helmet: 8♠	Trapped in the furnace of your blast, foe is overcome and falls down. He is unconscious and still burning. +18H – 6★● – (-90) – 4♠	Flames assault upper body. If foe has a full helm, he is blinded and in a coma for 2 days. If not, he dies in 6 rounds due to shock and brain damage. –	Foe is cremated before your very eyes. He remains standing for 6 rounds and then drops and dies. A small fire lingers over the remains. A horrible end. +25H
96-99	Blast lands on the weapon arm and climbs up to foe's neck. It burns all it touches. If foe has any organic neck covering it is destroyed. 4★● – 8♠	Flames burn into foe's throat. The damage is frightening. Foe's neck collapses in the flames. He drops and dies in 9 inactive rnds. He smells bad. +20H – 12♠ – (+10)	Intense heat fuses metal, cloth and skin. Foe is unrecognizable. If no chest armor he is dead instantly. Otherwise he dies after 9 rounds of burning. –	Foe is trapped in the furnace made by your attack. Organs are destroyed and foe's blood boils. He has no hope of survival and dies in 6 inactive rounds. +20H	Your foe is devoured by a hellfire of which even you are frightened. All combustibles within 10 ft ignite. Little will remain when the fire dies. (+10)
100	Brutally scar the side of foe's face. Foe is knocked out. He loses 50 from his Appearance and 25 from his Presence. +20H – 5♠	Assault consumes clothing and tissue. Foe's arms and chest are without skin. Foe is paralyzed. Infection will follow. +25H	Strike to foe's head. If he has a helmet, his head is broiled and he dies in 2 rnds. If no helmet he dies instantly. (+10)	Every part of foe is ablaze. He dies in 2 rounds, making terrifying noises. He continues to burn for 12 rounds. (+15)	Fire devours every part of foe in an instant. Bits of metal, teeth and a few bones shower to the ground. (+20)

Key: ♠✕ = must parry ♠ rounds; ♠● = no parry for ♠ rounds; ★♠ = stunned for ♠ rounds; ♠♠ = bleed ♠ hits per round; (-♠) = foe has -♠ penalty; (+♠) = attacker gets +♠ next round.



14.4 IMPACT CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Foe rolls with the blow.. +0H	Rattle foe a little. Bruise his elbow. +0H	Strike glances off foe. He presses on. +1H	Strike lands without force. Foe is up. +2H	How foe evaded that blow is a mystery. +3H
06-10	It looks solid, but foe is not hindered. +1H	Bump foe in the chest. He loses a garment decoration. +2H	Foe turns to evade and gets hit in the backside. Little damage is done. +3H	Wild assault to shoulder fails to connect with foe. +4H	Foe is unbalanced and gives ground to regain his footing. +3H – 2(-15)
11-15	With great effort foe evades the damage. You have initiative. +2H	Corrupt foe's sense of balance. He stumbles and loses the initiative. +4H	Firm strike causes foe to step back and get his bearings. +3H – ×	Strike to chest is not hard but it is well placed. Foe steps back 5 feet. +4H – ×	Foe staggers back and trips, making things worse for him. +6H – ★
16-20	Spin foe sideways. He recovers quickly. You have the initiative. +3H	Foe's response is quick enough to avoid serious damage. +2H – ×	Strong blow. Foe abandons any hope of the initiative and falls back. +4H – ×	Foe starts stepping away from the assault before it hits his legs. +6H – ×	Foe fails to avoid some of the attack and almost falls down. +9H – ★
21-35	Your strike has some effect. Foe loses his balance and cannot regain a good stance. You have 2 rounds of initiative. +5H	Strike seeks foe's head. He blocks with his weapon and evades with shameless grace. He keeps his guard up. +5H – ×	Foe is unbalanced and can only manage some wild swings to protect himself for the moment. +8H – ×	Blow almost sends foe down. He strikes the ground with his weapon while trying to regain his balance. +10H – ×	Foe reels from this deadly strike. He avoids death but not damage. His side is badly bruised. +15H – ★
36-45	Foe must give ground or fall. He steps back 5 ft and goes low to avoid falling. He loses 2 rnds of initiative. +8H	Violent blow to shield side. Any shield is destroyed. Foe's side is bruised. He is still on his feet. +9H – ×	Pitiless blow to foe's lower leg. Foe is desperate to defend himself while he regains his balance. +10H – ★	Boom! Foe is hammered by an effective strike to his back. He looks to be recovering. Minor bruises. +12H – 2★	Hammer foe in shoulder. He falls 10 feet and spins around. He stumbles another 5 ft before regaining control. +15H – 2★ – 2(-15)
46-50	A solid shot unnerves foe and knocks him to the side. His recovery is slow. You have 3 rounds of initiative. +10H	Foe loses footing before being struck, but still avoids most of assault. A piece of equipment is knocked loose. +10H – ★	Foe's weapon arm is slammed into his chest. Foe almost falls. He steps back 5 feet and regains some footing. +12H – 2× – (+5)	Foe is shaken and steps back 5 feet for the next 2 rounds. If he cannot step back he falls down. +5H – 2×	Foe is lifted off the ground and thrown back five feet. Amazingly he does not fall. His guard is down. +20H – ★●
51-55	Bash to foe's side damages equipment unbalancing him. He stumbles about. +10H – ★	Smash foe to side. Foe still fights but footing is unfirm and armor is loose. +12H – ★	Hard strike to side, armor does not help. The bruise is deep and effective. +15H – 2×	Batter foe. He fumbles his weapon grip. He notices little else right now. ★● – (+5)	Foe tries to withstand blow, but goes down. He takes 2 rnds to stand. +20H – 2(40)
56-60	Foe's shield arm is roughed up. Foe puts his guard up and steps back. It is clear he is dazed. +10H – ★	Foe's response is ungraceful. The strike slams his weapon arm into his side and pins it for the moment. +10H – 2★	Strong bash hits foe low. His legs almost give with the pain. Foe recoils 5 feet away from your assault. +12H – 2★	Concussion bruises skin and batters ribs. Foe is numb, unable to feel the damage. He thinks wound is mortal. 2★● – (-10)	Impact scatters unattached equipment. Shield, helmet, and any weapons go flying. Foe then falls down. +20H – 2★●
61-65	Well placed. Strike slams into foe's weapon arm. Foe holds onto his weapon . with arm greaves: +8H – × w/o arm greaves: +12H – ★	Blow crashes into foe's chest. If he has chest armor, it is damaged. If not, he has terrible bruises and cracked ribs. with chest armor: +12H – 2× w/o chest armor: +10H – ★●	Crashing blow to foe's shoulder sends him over. He uses weapon arm to stay standing and cannot defend himself. +10H – ★● – (+5)	Lay waste to foe's shield arm. Any shield in use takes some of the damage, but is destroyed by impact. with shield: +5H – ★ – 3(-10) w/o shield: +10H – 2★ – ●	Your strike vandalizes foe's sense of balance and he crashes to the ground. His legs and pride are bruised. +20H – 3★●
66	Foe braced poorly for the impact. His knee is pressed backwards damaging muscles and tendons. +20H – ×	Fingers are entangled in the impact and broken. Foe's shield hand is useless. The swelling might go away in a day. +15H – ★●	Blast breaks shield arm. He falls on his weapon arm and breaks his wrist. Both arms are useless. Talk about bad luck. 3★ – (-90)	Snap foe's head back. Foe falls unconscious onto ground breaking a leg and hand. Without helm he dies . –	Head strike. Foe's skull is crushed. Any helmet worn is driven into the side of foe's head. –
67-70	Foe's evasion attempt exposes back and side. Impact causes foe to drop his guard and stumble to the side. +7H – ★●	Blow to back flings foe to knees. He drops his weapon. He stands but his guard is down as he rearms himself. +12H – ★●	A piece of solid equipment is jammed into foe's chest. The pain is sharp. It leaves a permanent bruise. 2★ – ●	Foe is knocked down. He lands on his equipment, and drops his weapon. He cannot get up for 2 rounds. +15H – (+5)	Strike impacts along thigh. Leg is twisted and muscles pulled. Foe jams a finger during the struggle. +15H – ★ – (-10)
71-75	Modest strike provides some excellent openings. If foe has a shield, it is out of position for 1 round. +10H – 2★	Solid strike to shoulder numbs foe's senses and bruises muscles. Foe's sense of direction is off. +20H – 2★ – ●	Violent strike to foe's midsection. He falls, drops equipment, and is vulnerable while standing up. +10H – 2★● – 2(+5)	Strike at foe's legs. Foe wisely leaps back from the strike. Both shins and knees are bruised his ankle is broken. with leg armor: +8H – 2(-20) w/o leg armor: +10H – ★	Strike lands in center of foe's chest. Foe is knocked down. Chest armor is destroyed. Ribs are broken. with chest armor: +20H – 5★ – (-10) w/o chest armor: +15H – 6★ – (-30)
76-80	Strike lands hard against foe's shield side. He almost loses his footing. Foe will fall against any nearby object. with shield: +6H – ★ w/o shield: +15H – 2★ – ●	Your irresistible blow sends foe onto his back. He drops his weapon. Foe has a variety of bruises. with chest armor: +12H – 3× w/o chest armor: +10H – 2★● – (+5)	Sweep foe onto his back. Foe must roll over to get up. Leg armor will slow him down. Minor fracture on lower leg. with leg armor: +5H – ★ – 2(-60) w/o leg armor: +15H – ★ – (-25)	Fold up foe's weapon arm and snap it against his body like a twig. His arm is useless. Boy that must hurt! +10H – ★	Strike crashes into foe's side, breaking his shoulder and collar bone. One arm is useless; the other isn't much better. +25H
81-85	Solid shot to foe's chest drives home a deep bruise. The wound is unforgiving. Ribs are cracked and cartilage is torn. +10H – (-25)	Brutal strike lands between foe's shoulder blades. Tendons and muscles sprain. Little is not painful for foe. +10H – 2★ – (-25)	Strike looks harmless. However, foe's collarbone is broken. He is furious with his fortune. The pain is real. +15H – ★ – (-25)	Impact to face and chest knocks out teeth and breaks ribs. Foe is dazed and stands immobile for 3 rounds. +20H	Violent onslaught ruptures organs and causes massive internal bleeding. Foe will die in 6 inactive rounds. +30H
86-90	Assault to legs. Foe's balance is stolen. He falls to the ground. Foe's shin and knee are bashed against the ground. with leg armor: +8H – 2★ w/o leg armor: +10H – 3★●	Strike flings its strength into foe's legs. Muscles are bruised and tendons are torn. Foe remains standing. One of foe's greaves comes off. with leg armor: +20H – 3★ – (-50) w/o leg armor: +20H – ★● – (-20)	Blow fractures foe's thigh. Foe does not fall down, but he cannot walk until the leg has a splint. This is a good opportunity to practice your first aid. +20H – 2★● – (-60)	Onslaught to foe's midsection. Organs are damaged and foe throws up blood. Foe's abdomen is seriously damaged. He falls and should not be moved. with abdominal armor: 12★ w/o abdominal armor: dies in 6 rounds	Foe is thrown down. Two ribs protrude from his chest. Organs are destroyed. Foe's eyes glaze when death comes in 3 rnds. +50H
91-95	Blow to foe's head. If he has a helmet, it is unseated and covers foe's eyes. If no helmet, foe is knocked out. +20H – 3★● – (-50)	Strike hammers side of head. With helmet, foe is in coma for 2 weeks. If no helm, foe dies in 1-10 rnds. +25H	Force of attack breaks foe's knee and sends him down. He can't get up unassisted. He considers surrendering. +20H – 9★● – (-75)	Foe's face, jaw and neck shatter. He stumbles back a few steps. He falls and dies after 3 rounds of inactivity. Sad. +50H	Foe's lower body is crushed. Massive blood loss and shock will cause foe to die after 6 rounds. He can still speak. +30H
96-99	Blow lands hardest against foe's hip. The bone is fractured and foe falls down. Foe sprains wrist in the fall. When it rains, it pours. +20H – 3★● – (-50)	This sudden tempest breaks foe's neck. He cannot breath. He drops and dies after a futile 12 round struggle. Close his eyes. +25H	Savage impact ruptures internal organs and breaks many bones. Foe falls and dies.. +50H	Bash in foe's side. Bones are broken by the concussion. One of them is driven into a kidney. Foe goes into shock, drops, and dies in 8 rounds. +25H	Strike brings foe down. His spine is broken with little effort. Foe is still. Blood pours from his mouth heralding his death. He dies in 3 rounds. (+20)
100	Foe slams to ground from brutal strike. His rib cage is fractured. With armor, he is only knocked out; if no armor, foe dies in 3 rnds from internal bleeding. +25H	Bash in foe's side and a shoulder. The shoulder blade violently contacts foe's spine. Foe is paralyzed from the shoulder down. Foe is unhappy. +30H	Foe's head is in the middle of this tumult. Foe dies instantly. His skull is crushed and a few other bones are also broken in his fall. (+10)	Crush foe's lungs and heart with an irresistible onslaught. The impact slams foe to the ground and he dies a moment later. (+25)	Blast breaks close to thirty bones in foe's skeleton. He is dead a moment later. His body is difficult to gather up. Very little of his equipment is intact. –

14.5 SPELLS AGAINST CREATURES CRITICAL STRIKE TABLE

	LARGE CREATURES		SUPER LARGE CREATURES	
	NORMAL	SLAYING	NORMAL	SLAYING
01-05	Your karma is not strong enough to damage such a beast. +0H	Sparks fly. The enchantment fails. You had hoped for more damage. +5H	The strength of your strike is not up to the challenge. +0H	You warn foe of his doom with this tiny whisper of your power. +3H
06-10	It looked powerful but your foe did not even stumble. +1H	Foe throws off the magic that threatens his very existence. +9H	Strike lands with little result. You had better get serious soon. +1H	Foe evades much of the damage. Maybe next time. +5H
11-20	You are daunted by the beast's gaze and your aim fails. +3H	Strike lands solid. Foe howls out in pain and anger! +12H	The beast is made of stronger stuff than you hoped. +2H	Your blast scrapes along foe's shoulder hissing as it touches his skin. +9H
21-30	The strike is powerful, but poorly placed. Remember, Focus. +5H	Chest strike leaves visible damage. Foe makes a futile attempt to brush it off. +15H	Strike glances off foe and damages his surroundings. +3H	Your strike is solid and flat, foe is burned by the enchantment. +12H
31-40	The attack lands well but seems only to scuff your foe's skin. +7H	Firm strike to foe's lower abdomen. Measurable damage has been done. +18H	Solid, but nowhere near a vital spot. Bruise foe's calf muscle. +5H	Heavy assault yields a measure of damage to foe's leg. +15H
41- 50	Solid attack yields predictable damage. +10H	Your assault entangles foe's arm for an instant. Arm is bruised. +20H	Blow is placed solidly against foe's side. His vitals are beyond reach. +7H	Strike tears down foe's back. He ducks down in pain. +18H
51-65	Weak attack to a vulnerable spot. Foe is enraged by the close call. +13H	Blow to foe's back. Foe's hide is tough, but much damage is done. +25H	Strike threatens foe's eyes and he flinches. You have initiative. +7H	Blast to foe's face. Most of the damage misses him. Some does not. +20H
66	Blast drives into foe's mouth. The concussion knocks him down and puts him into a coma for a month. +30H	Assaulting foe's very living essence, your strike lands upon his head. His life is stripped from him. He dies instantly. (+10)	You find a weak point. Unexpectedly, foe reels and falls down. His shoulder is shattered. He gets up slowly. +25H – (-75)	Collapse foe's chest with perfect placement. His lungs are destroyed and his heart stops. He dies after 6 rounds of wheezing. +30H
67-70	Solid strike on foe's leg. Foe feels the assault. +15H	Attack hammers foe in his shield side. He is in much pain. +30H	Although not deadly, this strike leaves a visible and encouraging wound. You may win yet. +12H	Assault bounces off foe's primary arm. Arm is damaged but still functioning. Try again. +25H
71-80	Solid strike to foe's head hurts him, but he is still coming. If foe has head gear it is knocked off. +20H	Etch a nasty wound in foe's chest over his vitals. He is upset greatly. You have initiative for 6 rounds. +12H – 3★	Blow to foe's upper arm. Discoloration and various bruises mark your success. +15H	Solid strike to the chest. Foe steps back 10 feet and rebounds. +25H
81-90	Strong blast staggers your terrible foe. He is as surprised as you are at this success. He loses 6 rounds of initiative. +15H – 3★	Blow to foe's arm joint lands poorly. Foe will have a bruise. You think you know what went wrong. +25H – 3★	Your strike hit no vitals, but you can hear the ribs in foe's side crackle. Foe fights on in some pain. +20H	Sparks fly and smoke rises off foe as your assault impacts. +30H
91-95	Hard and effective, your strike almost brings foe down. He stumbles, but does not fall. +20H – 2★●	You concentrate the energy of the strike and fracture foe's leg bone. 2★× – (-30)	Heavy and hard. Your strike is effective. Foe's abdomen is damaged. +30H	Your attack lands with a beautiful crash. Foe's leg is heavily damaged. He struggles to keep his defense up. +25H – 2★●
96-98	Strike lands and tears down into foe's neck. This vicious blast crushes foe's neck and shatters his spine. He falls unmoving and dies in 3 rounds. –	You are a mighty enchanter. Your strike hits foe's chest and neck. His neck is broken. Foe drops and dies. (+15)	Your onslaught lands against foe's skull. Brain is damaged. Swelling fractures his skull. Foe drops and dies in 6 rounds. –	Shot lands against foe's chest. Strike infests foe with terminal poison. The full burden of the enchantment ends his life instantly. –
99-100	You step into the right spot and rip open foe's side. Your blow shatters some ribs. Foe dies in 6 painful rounds. –	Perfect aim. Foe's carotid artery and jugular vein are torn open. Foe drops and dies in 3 rounds. –	Violent strike to foe's face. His eyes are badly damaged. He is blinded. He falls over. You have him now. 12★● – (-95)	Blast to foe's head. Inner ear destroyed. Foe dies in 6 inactive rounds. +20H
101-150	Glancing strike to foe's abdomen loses much of the impact on foe's hide. +30H – 3★●	Side strike. Attack careens down foe's chest and leg. Skin is torn away. Foe roars his defiance. +35H – 5★●	Titanic blast sends foe stumbling despite his bulk. He is unable to defend himself for a moment. +30H – 2★●	Foe stumbles 10 feet to his right with the impact of your attack. He is vulnerable. +35H – 3★●
151-175	Your weapon wounds deep and cuts muscles and tendons. 5★● – (-20)	Fracture a bone in foe's forearm. It twists in a painful direction. His guard is down. +40H – 6★● – (-25)	Side strike. Foe steps to the side and takes the damage in his ribs. Bones are broken. 4★● – (-20)	Blast breaks bones and causes bleeding in foe's leg. He can still operate. 5● – (-20)
176-200	Foe presents a weak spot and you strike. Blow lands at the base of the neck. Tendons are damaged. +35H – (-35) – 10●	He is knocked down and out. Ribs are shattered. The concussion causes internal bleeding. 10● – (-50)	Mighty is your strike. Its turn to give. Foe's chest tears open and blood sprays on all bystanders. +30H – 5● – (-30)	Epic assault to foe's side sends foe onto his back. Wounds are severe. Internal bleeding. He is in trouble. +40H – 10● – (-50)
201-250	When your strike lands on foe's back, bones crackle and pop. Foe is paralyzed and in a 3 month coma. –	Assault causes mortal damage. Foe's organs fail. He is inactive and dies after 3 rounds. +50H	Snap foe's head back and fracture his spine. Foe is paralyzed from the neck down. +40H	Hammer foe's neck and face. The energy engulfs his throat. Nerves are destroyed. Foe dies after 9 inactive rounds. +50H
251+	Foe lowers his eyes within your reach and you strike with great skill and fury. Foe dies instantly. +20H	Impact of blast drives content of skull in all directions. Foe falls and flails around violently. He dies instantly. –	Shatter parts of foe's skeleton. Heart and lungs are damaged. Foe falls dead. His blood pours out onto the floor. –	Blast goes in through foe's eye and comes out ugly. Foe dies instantly. His terrible bulk comes crashing down. (+20)

Key: ♠× = must parry ♠ rounds; ♠● = no parry for ♠ rounds; ♠★ = stunned for ♠ rounds; ♠● = bleed ♠ hits per round; (-♠) = foe has -♠ penalty; (+♠) = attacker gets +♠ next round.

14.6 SPELL FAILURE TABLE

	ATTACK SPELLS		NON-ATTACK SPELLS	
	ELEMENTAL	FORCE	INFORMATIONAL	OTHER
01-20	That gnat just landed in your ear. You must begin casting the spell again (but do not lose the power points).	Your target's grace distracts you. You lose the spell (and one power point).	Momentary lapse in concentration delays the casting of the spell for one round.	You stumble across the incantation and delay the casting of the spell for one round.
21-30	Your fingertips spark and surprise you. You lose the spell (and one power point). You operate at a -50 modification next round.	You remember a childhood incident that was traumatizing. You lose the spell (but not the power points). Operate at -10 for five rounds.	You only gain one small bit of information. Unfortunately, that information is outdated (or incorrect).	You cannot remember the final words for the spell. Lose the spell (but not the power points).
31-40	Minor power backlash. You lose the spell (and half the number of power points –rounded down). Stunned for 1 round.	The magic blurs your vision. You lose the spell (and half the number of power points –rounded down). Stunned for 1 round.	You gain half of the desired information; but it is incorrect.	Your head pounds. You have to stop casting (lose the spell, but not the power points).
41-60	You realize you are casting the wrong spell. You must start over. Lose the power points and the spell.	The planets are not aligned correctly! Your spell has absolutely no effect (and you lose the power points).	The information you gain is correct, but you have no idea what the topic was!	A momentary mental lapse cause you to forget your place in the spell (lose the spell, but not the power points).
61-75	You feel a spider crawling up your back! You lose the spell and the power points.	Your target must be blessed! Your spell has no effect and you lose double the normal number of power points.	You gain correct information about a similar topic to that which you were seeking. You are so surprised, you are stunned 1 round.	While casting, you notice that shadows are beginning to move. You immediately stop casting (lose the spell and 1 power point).
76-90	The spell fails! Flames rolls down your arm. You take 5 hits and are stunned for 3 rounds.	Power backlash! The spell fails entirely. You are stunned for 8 rounds.	You cannot make out the information due to extraneous feedback.	A muscle cramp in your jaw causes your spell to fail. Lose the spell, and half the normal points (rounded down). You are stunned for two rounds.
91-95	The elements refuse your call! You are knocked back 3 feet (taking d10 hits), and are stunned for six rounds.	The target's will is stronger than yours! You collapse on the ground (taking d10 hits), and are stunned for 9 rounds.	You gain a bit of ominous information about your own death! You are stunned for one round.	You are seeing stars. You must cancel the spell. Lose the spell, and half the normal power points (rounded down). You are stunned for one round.
96-100	Instead of launching, the elements engulf you. Take 20 hits and a 'B' critical strike.	The spell internalizes. You take 4d10 hits and knocked unconscious for 12 hours.	You gain one piece of very specific, incorrect information. However, you experience power feedback (take d10 hits).	You internalize the spell. You take 2d10 hits and are stunned for 2d10 rounds.
101-125	The elemental attack strays to the right of the intended target. You are stunned for three rounds.	The spell affects a random target to the right of the intended target. You are stunned for one round and take d10 hits (from the mental strain).	Power feedback causes the information to be garbled. You are stunned for two rounds.	The spell strays to points unknown. You are stunned for three rounds.
126-150	An unforeseen cosmic shift causes the spell to veer to the left of the target (striking the nearest target). This sudden change causes mental strain; take 5 hits and you are stunned for one round.	You lose control and the spell hits a target to the left of the intended target. Make another attack against a random target within range. You are stunned for one round and take d10 hits from the wild attack.	You gain useless information about an unknown target. In addition, there is so much information, that you are stunned for three rounds.	For some reason, the spell does not work! You are stunned for four rounds while you try and figure it out.
151-175	You get the polarity backwards! The elements travel 180° from the intended direction (hitting any available target). In the wake, you take 5d10 hits and a 'C' critical strike.	The spell targets a random victim that can be anywhere with 500'. The power backlash short circuits your brain. Take 25 hits and are unable to function for d10 hours.	You strain too hard to get the information. Your spell fails utterly and you take 3 hits (and are stunned for 5 rounds).	You have been working too hard. The spell misfires badly. You take d10 hits and are stunned for d10 rounds.
176-185	The elements cannot be controlled! Your brain is fried (lose all spell casting ability for 1 week). You operate at -50 for 3 months (or until brain is repaired).	The spell lodges in your head. You suffer brain damage; you operate at a -75 modification for d10 months (or until brain is repaired). You lose all spell casting ability for 1 week).	Something just is not right here. The massive overload in your head knocks you down (take five hits). Spend 5d10 minutes recovering (no other actions allowed).	The spell misfires in your head. Take 2d10 hits while you are knocked down. You are unable to function for one hour.
186-191	The spell explodes immediately as you cast it! Make a point blank attack on yourself. You are in a coma for 1 week (and lose spell casting ability for 2 weeks).	The spell misfires and internalizes inside your head. Take 35 hits. You lose spell casting ability for d10 weeks. There is a 40% chance of falling into a d10 day coma.	The utter nothingness that you discern takes you close to death. Take 2d10 hits and an 'A' Impact critical as you recover. You must spend one hour doing nothing.	Severe power feedback knocks you down. Take 1d10 hits and an 'A' Impact critical. You are unable to function for d10 hours.
192-195	The elements attack you. Take 10d10 hits and d10 'C' critical strikes. After the assault, you will fall into a coma for 5 weeks. After the coma, you will seem fine; but will die 6 hours later.	You suffer a massive stroke! Take 10d10 hits and fall into a month-long coma. At the end of the coma, you will seem fine; but will die d10 hours later.	You have seen your own death! You collapse to the ground (take 3d10 hits and you are unconscious for d10 hours). You now suffer from Paranoia.	You have just acquired a nervous disorder GM's discretion). You lose all spell casting ability for d10 weeks. You slam yourself into the nearest solid object (take 5d10 hits) and knock yourself out (for 12 hours).
196-200	The power is too much to control. The elements refuse to rise to your command. The spell internalizes and paralyzes your torso.	The spell completely short circuits your nervous system. You are paralyzed from the waist down.	You are the victim of a mild stroke. Take 4d10 hits and lose all spell casting ability for one week. In addition, you will have a -40 penalty for d10 days.	You suffer a mild stroke. Take 20 hits and lose all spell casting ability for two weeks. In addition, you will have a -50 penalty for d10 days.
201-250	The elements control you! Take 8d10 concussion hits and a d10 'E' critical strikes. After displaying your failure, you will fall into a coma for 3 weeks (and lose spell casting ability for d10 weeks).	The spell completely internalizes. You lose all spell casting ability for d10 weeks and will be in a coma for d10 weeks. Take 8d10 hits.	The spell short circuits. Take 20 hits and knock yourself out for 9 hours. You lose all spell casting ability for 4 weeks.	You internalize the spell. Take 4d10 hits and you are knocked out for 2d10 hours. You have lost all spell casting ability for d10 weeks.
251-300	You slip into the elemental planes for d10 rounds. When you return, you realize that you have lost all your spell casting ability for d10 months.	Severe nervous disorder causes you to lose all your spell casting ability for d10 months.	You now have a nervous tick. You are stunned for d10 rounds. Anytime you attempt to cast this spell in the future will result in deterioration of the nervous tick (eventually, you will become a quivering blob).	You now suffer from a nervous disorder (GM's discretion). You are stunned for 2d10 rounds and can no longer cast this spell.
301+	All of the elements visit you at once. All that is left is a charred mass of flesh.	Massive internalization of spell. Instant brain death.	You have seen Armageddon. This results in brain shut-down. You are in a coma for 3 months.	You suffer a severe stroke. You drop into a coma for d10 months.



SPECIAL SPELL NOTES



This section presents some general guidelines for certain situations that arise when spells are cast.

LORD RESEARCH

The *Alchemy Companion* provides a complete system for item creation and alchemy. However, *Spell Law* provides several spells that allow for item creation through the use of "Lord Research."

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 to 25th level—Symbolic Ways (p. 25) for Channelers or Rune Mastery (*Of Essence*, p. 13) for Essence users. 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.

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. 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)—see the *Alchemy Companion*.

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. A GM may decide not to allow spell research in his game.

A GM should first determine if a 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. In order to make a research static maneuver (see *RMFRP* p. 124), the following requirements must be met:

Definition of Realm – The GM should determine the realm of the proposed spell, (i.e., is the spell an Essence spell, a Mentalism spell, a Channeling spell, or perhaps a hybrid spell).

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 GM (with help from the researcher) should determine if the spell fits into an existing list.

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.

Research Material – The GM must establish that the character has access to the research material necessary.

Time – The researcher must spend at least 8-10 hours a day for the period indicated on the chart below. Triple the time if the spell being researched does not fit on one of the researcher's base, open, or closed lists.

SPELL RESEARCH TIME CHART

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

Upon completion of the required research time, the researcher may make a static maneuver roll modified by his research skill bonus and by his skill bonus (if any) for the spell list that the new spell fits on. If successful, the researcher knows the spell. If "partially successful," the researcher may research for one more week and then repeat the static maneuver attempt.



Section 15.0 Special Spell Notes

15.1 COMBINING EFFECTS

More than one spell with the same name may not be in effect upon the same target at the same time. For this purpose, spells that have the same name with a numerical progression (e.g., *Protection I*, *Protection II*, etc.) should be considered to have the same name.

A Gamemaster may not want to allow certain other spells to be combined. If it is more appropriate in his world system, we strongly suggest he make more restrictions than we indicate in the rules. This may be particularly appropriate for spells on the same list (e.g., Cleric Base list, Protections).

15.2 GOOD, EVIL, DARK & LIGHT

There are a number of "alignment"-oriented spells. Largely, the application of these spells depends upon the system of morals the GM is using within his world. For these purposes, **Good** is assumed to be primarily motivated to promote the well-being and happiness of others, or to combat those forces that stand against it (i.e., Evil). **Evil** is characterized as that which causes intentional suffering or destruction, and that which strives to overthrow good. These definitions may (and should) be altered to fit the GM's particular view of these concepts.

"**Of Light**" is defined as something of "Good" origins (regardless of whether the thing itself is Good or not).

"**Of Darkness**" is defined as something of "Evil" origins (regardless of whether the thing itself is Evil or not).

"**Holy**" is defined as a person, place or object magically blessed by any priest or servant of a deity (or even the deity itself). Note that this may also include the concept of "Unholy," if Holy is applied to a Good blessing and Unholy applied to an Evil blessing.

15.3 REPEATED SPELL ATTEMPTS

Unless stated otherwise, when a spell caster attempts certain magical effects (e.g., *Item Analysis*, *Remove Curse*, etc.), that caster may attempt such an action on a specific item or situation only once per experience level. If the attempt fails, another attempt may not be made until another the caster increases his skill rank for the list that the spell is on.

Alternately, the GM may determine that another attempt may be made only after the caster has developed another skill rank for the list on which the spell is located.

15.4 PERMANENT SPELLS

A number of spells have a permanent duration. Typically, these spells deal with the creation of objects, substances, or effects. These durations are intended to indicate that a real, tangible object, substance, or effect has been produced. These results (unless otherwise noted) are subject to the normal effects of time and the environment. For instance, a *Wall of Ice* is permanent in duration, but is still subject to melting or destruction. The same is true of healing spells; a wound might be healed, but the target is still subject to such wounds in the future.

15.5 INVISIBILITY

Two or more invisible beings in a radius of invisibility must make "coordination" rolls to attempt to move together; difficulty would be based upon the amount of communication (e.g., holding hands - routine; touching - easy; talking to one another - medium; etc.).

Any solid material that enters an invisibility radius after casting will produce a "fringe effect" (i.e., will blur slightly, will seem slightly out of focus); potential observers may make an Alertness or an Observation maneuver to see if they notice the effects of the invisibility. If an observer is alert, suggested difficulties are:

Absurd: target of 1" radius moving at a walking pace;

Sheer Folly: target of 1" radius moving faster than walking;

Extremely Hard: target of 1' radius moving at a walking pace;

Very Hard: target of 1' radius moving faster than walking;

Hard: a 10'R or larger moving at a walking pace;

Medium: a 10'R or larger moving faster than walking.

If the invisibility is not moving there is an additional modification of -20. If the observer is within 10' of the fringe effect there is an additional modification of +20.

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

Invisibility is a useful and powerful type of spell. This type of spell lasts 24 hours or until the target attacks or until the target is struck by a violent blow. Often an invisible being attempting a moving maneuver has a chance of bumping into something or taking a jarring blow due to stumbling or landing. In such a case, we suggest that a "visibility" roll (1d100, open-ended) be made and modified based upon the difficulty of the maneuver: *Routine* (no roll), *Easy* (+2), *Light* (+5), *Medium* (+10), *Hard* (+15), *Very Hard* (+20), *Extremely Hard* (+25), *Sheer Folly* (+40), *Absurd* (+50). The character becomes visible if the result is greater than 100. Of course if the character "falls" or "falls down" due to the result of the moving maneuver, he automatically becomes visible. If the result is "fail to act" or "freeze," no visibility roll is required.

SPECIAL EFFECTS ON INVISIBILITY

Certain factors may improve perception rolls made to detect invisible objects or beings.

Rain/Water—Rain or water rushing on and over the area of effect of an invisibility spell will improve the chances of perceiving an invisible area through the heightened "fringe effect" of the rain passing through the radius limit. Modifications to any Perception rolls shift the difficulty of the maneuver by 2 to 3 "columns," depending on the amount of water, size of the invisibility radius and lighting.

Dust/Powder/Paint—Any substance that will coat an object will coat an invisible object. An invisible being covered in flour, for instance, would be visible as a white figure. Bonuses for perceiving an invisible object or being coated in this fashion range involve a "column shift" of 4 to 6 degrees of difficulty, depending upon the degree of coverage and the ease of seeing the covering substance itself (e.g., coal dust covering an invisible being at night will not help as much as crimson paint during the day on a snowfield). Additionally, the fringe effect of a substance passing through the invisibility radius will produce a fringe effect as with rain/water above.



15.6 ENCUMBRANCE LIMITS FOR MOVEMENT SPELLS

When dealing with movement spells (e.g., *Fly*, *Levitation*, *Leaving*, *Long Door*, etc.), we suggest that such spells normally handle a base weight up to 1.5 times the target's mass (weight). For every level of the caster, an additional 5 pounds is added to this base amount. There is then a 1% chance per 10 pounds over this limit that the spell will fail whenever the target attempts to lift more than the base amount. For example, a 200 pound 10th level Magician normally could *Levitate* up to 350 pounds ($200 \times 1.5 + 50 = 350$ base). If the Magician attempted to lift 400 pounds, the chance of the spell failing would be only 5%. This chance occurs each and every time the caster attempts to lift additional weight, although weight may be discarded without danger. This chance of failure is handled separately from (and in addition to) normal spell failure.

Note that the target's own weight is included in these calculations.

15.7 WALL SPELLS AND MATERIAL INTEGRITY

Any "wall" created by a spell must rest on a solid surface when initially created. It cannot be created in the same space as other solid material—it can only displace liquids and gases. With all such walls, the caster has the option of varying the width and height (not the thickness) up to the allowed dimensions of the spell. If the caster attempts to "fill" a space with a wall, the wall will not fit perfectly (i.e., not snugly).

BREACHING A WALL

In this section we present guidelines for "breaching" a wall by making a 3'x3' hole by delivering hits from attacks. Below we provide the hit totals required for a 3'x3' hole that is 1' deep—just proportionally increase (or decrease) these amounts for deeper (or less deep) holes.

Type of Material	Hits Required for a 3'x3'x1' Hole
Earth (packed)	10,000
Wood (Oak)	15,000
Ice	20,000
Brick	25,000
Stone (Granite)	65,000
Metal (Iron)	85,000

When an attack is made against a wall, apply any hits normally. If an attack delivers a critical, additional hits are applied to the structure:

Critical Severity	Additional Damage
A	+5 hits (+10 from spell attacks)
B	+10 hits (+20 from spell attacks)
C	+15 hits (+30 from spell attacks)
D	+20 hits (+40 from spell attacks)
E	+25 hits (+50 from spell attacks)

If *Cracks Call* has been cast on a wall, any further damage to such a structure does increased damage—triple any further damage.

WEAPON BREAKAGE

Pounding on a wall with a weapon is not conducive to the future efficacy of the weapon. In general, whenever striking a hard, immobile substance like a wall, you must check for damage to your weapon if you roll doubles on an attack.

To check for damage make a 1d100 roll (open-ended), add all applicable modifiers listed below, and add the weapon's strength (see the Weapon Chart in *RMFRP* Appendix A-7, p. 148). If the result is less than 100, the weapon breaks.

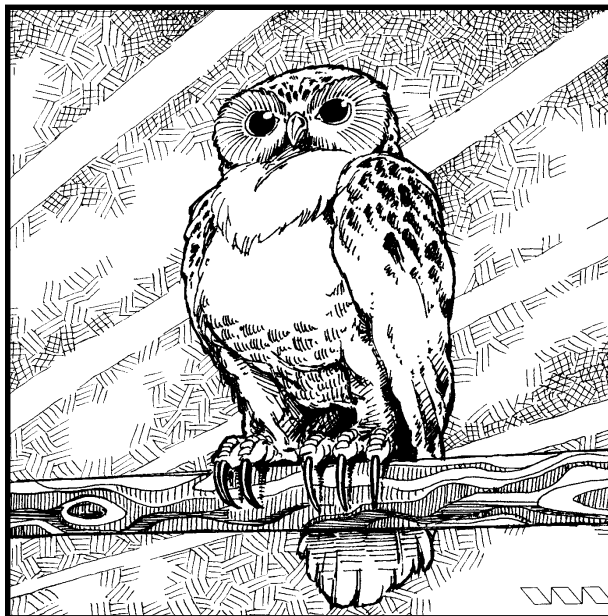
Condition	Breakage Modifier
<i>Tools</i> specifically made to breach the material (e.g., saws, chisels, picks, shovels, etc.)	+20
<i>Against Earth</i> : concussion weapons	+5
slashing weapons	-5
<i>Against Wood</i> : concussion weapons	+0
axes	+20
other slashing weapons	-10
<i>Against Ice</i> : concussion weapons	-5
slashing weapons	-20
<i>Against Brick/Stone</i> : picks & mattocks	+0
other concussion weapons	-10
slashing weapons	-30
<i>Against Metal</i> : concussion weapons	-15
slashing weapons	-35

15.8 CANCELING A SPELL

The caster of a non-permanent spell can, at any time, cancel that spell; the caster must be within the spell's original range limit or within "sensing" range of the spell's current effects. The caster cannot cancel the actual physical or mental results of a spell (e.g., fire, wounds, etc.). Cancellation takes 1 round of concentration.

15.9 MULTIPLE TARGETS

When casting a spell that can affect multiple targets, the caster can concentrate in order to "hold" the spell until it can be applied to the allowed number of targets. For instance, a spell user casting *Deflections II* may "hold" the spell until two missiles have been fired at the caster and deflected.



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15.10 CONFLICTING EFFECTS

When two conflicting spells are directed at the same area, the lower level spell (or either one of two spells with equal levels) must make a RR; the attack level is the higher of the two levels and the target level is the lower of the two. If the RR fails, the lower level spell is canceled; if it succeeds, the higher level spell is canceled.

Where more than two conflicting spells are involved, start with the lowest attack level spell and roll a RR versus the highest level spell. Repeat this process until only one spell is left.

15.11 RRS FOR PASSIVE SPELLS

Spells listed as Passive in type do not provide a resistance roll to resist the effects of the spell. However, they do allow a resistance roll for the target to notice the spell.

Anyone who makes a successful RR versus a passive spell is aware that a spell has been cast on him. An open-ended roll may then be made, adding the appropriate Magical Lore skill bonus **and** half of the amount that the RR was made by. If the modified result is over 100, then the spell can be identified by the target.

15.12 VISIBILITY

Fog and Mist – Fog reduces visibility within its radius, depending upon its thickness. A light fog limits line of sight to approximately 100 feet **and** applies a -10 modification to all maneuvers using skills in the Awareness group that involve vision (e.g., Alertness, Observation, etc.). A heavy fog limits line of sight to approximately 10-20 feet **and** the modification is -50. In addition, there is a modification of -20 to all maneuvers using skills in the Awareness group that involve hearing—due to the inability to localize sounds effectively. A mist is treated as a light fog.

Darkness and Blindness – For game purposes, blindness and complete darkness may be handled the same way. Magical darkness is, to all intents and purposes, impenetrable without magical light of some kind. Normal fires, torches and the like will still produce heat, and will continue to burn (and ignite combustible materials), but will not produce any light.

Characters who are blind or operating under magical darkness operate with a modification of -100. Characters with Spatial Awareness skill may attempt to move without penalty (or a reduced penalty).

Nightvision – *Nightvision* allows an individual to see in the presence of extremely faint light. The light from the moon or stars or even a tiny point source of light is enough to allow a person with Nightvision to see normally. If there is no light (i.e., underground, in magical darkness, etc.), then *Nightvision* does not give any benefit.

In addition, the use of *Nightvision* makes a person highly susceptible to sudden bright light. A very bright flash of light can stun an individual using *Nightvision*, giving a -50 RR modification to *Sudden Light* and similar spells.

Nightvision suffers normal penalties to visibility due to fog, mist, etc.

Darkvision – *Darkvision* is a magical vision that allows the user to see in complete (including magical) darkness as if in normal daylight. The user is subject to the same penalties for bright light as *Nightvision*.

15.13 INFORMATION SPELLS

The basic attack roll for spells that impart information to a character should be rolled by the GM. Because a failure may impart false information to the PC, the player should not know whether the roll was successful or not. As a rule of thumb, a mild failure should result in vague or slightly incorrect information, when any information is received at all. A severe failure should give misleading or even dangerously wrong information to the PC.

15.14 ILLUSIONS

For the purposes of the guidelines outlined in this section, “illusions” include all “Elemental” type spells that create or manipulate a physical element perceived by one of the six senses used in *Rolemaster*: sight, hearing, smell, taste, touch (i.e., feel), and *Presence*. Such spells include: *Illusions*, *Phantasms*, *Mirages*, *Facades*, *Misfeels*, etc.

The sense aspects (i.e., physical elements) of such spells are actually created. Because of this, all potential targets actually sense an illusion and resistance rolls are *not* made to “not sense an illusion.” For example, a *Light Mirage* spell will actually create an image that consists of the physical element, light (much like we create holograms in our world)—so anyone looking at a *Light Mirage* will actually see the image.

DISCOVERING AN ILLUSION

A target can “discover” if what he is sensing is an illusion by:

- Using a sense that is not affected by the aspects of the illusion (e.g., touching a *Light Mirage*)
- Deducing that it is only an illusion (e.g., an illusion of a fish walking on land might be easily discovered)
- Using an appropriate detection spell (e.g., *Detect Essence*, *Detect Illusion*, etc.)

But even if one of these things happens, the target senses will still be affected by the illusion (e.g., he will still see a *Light Mirage* even if he puts his hand through it).

A GM may require an open-ended d100 roll for each illusion to determine how accurately it is rendered by the spell. This roll would be modified by the caster’s skill bonus for the list that the spell comes from and by a standard difficulty modification (i.e., +10 for Light, -10 for Hard, etc.) based on the intricacy and unusualness of the illusion.

Then he can allow each target that senses the illusion to make an Alertness or an Observation maneuver to “discover” the illusion (see above). Such a maneuver is modified by subtracting the caster’s modified roll. For example, if a caster’s modified roll for an illusion is +75, then all such Alertness/Observation maneuvers would be modified by -75.

FEEL ILLUSIONS

If one of the senses in an illusion is “feel,” then the illusion feels real to a target’s touch senses. Striking part of such an illusion will cause the “feel” part of the illusion to be cancelled, but the rest of the illusion will remain for the normal duration of the spell. An illusion can be given multiple “feel” senses by using options from an *Illusion* # spell or a *Phantasm* # spell—in this case, each blow to the illusion cancels one of the “feel” senses.

A *Phantasm* with “feel” (as one of the senses used) can strike a blow against a target; the blow is the equivalent of a fist attack (see *RMFRP*, p. 226) with an OB equal to the caster’s directed spell skill for *Phantasm* attacks. If a *Phan-*



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Example: *Khale has decided to employ his Dream spell to discover whether he should travel to Golotha by ship or overland. That night he receives a dream of a sea-bird perched upon a piece of beached driftwood beneath a storming sky. Upon awaking, Khale realizes that he has received his dream, but it was not the decisive clue he was looking for, and has created more questions than it has answered. Grumbling about double-dealing GMs, he decides to purchase a horse and travel overland rather than risk the strange portents of the dream.*

In the above example, the dream might have implied that the PC would be shipwrecked, or that the journey would be dangerous but successful. It might have also been a storming sky because of other events in the background of the PC, rather than a reference to the journey itself. This method provides a check upon the abuse of these powerful spells.

15.17 SPELL LIST AVAILABILITY

A Gamemaster may wish to make certain spell lists harder to learn than others for a variety of reasons. This can be done by making certain lists unavailable in certain cultures, or very difficult or expensive to obtain access to.

Example: *Desert nomad Mentalists might have some trouble attempting to learn the Liquid Alteration list—not particularly common in their culture.*

Another approach could be to make access to certain lists controlled by guilds or craft associations, who might jealously guard their trade secrets from all but initiates. Some arts of magic (lists) might well be found only in rare, ancient tomes. There are a variety of approaches to limiting the flow of magical knowledge, and the one used by any particular GM will be dependent upon his world system. However, there should always be certain lists that are more or less “common knowledge” for members of each profession; usually these will be the profession’s base lists.

15.18 VARIABILITY OF SPELL DURATION

If a spell user has some means of tracking time precisely, it is possible to know exactly how long a given spell will last. Most spell users do not have such means, however, and should not be allowed to know exactly when a given duration is going to elapse. The GM may roll randomly to give a $\pm 10\%$ – 20% variability to the duration, or any other range the GM desires. This reflects the typical inability of one to accurately judge the precise passage of time.

Example: *A Magician casts a Fly spell that has a duration of 12 minutes. The player, having calculated out the distance to the far shore of a large inland lake, begins his flight. The GM rolls a 10% reduction in duration, and the player is going to be very surprised when he plunges into the lake unexpectedly.*

15.19 RRS FOR AREA EFFECTS

Radius effect spells do not allow a RR to avoid the attack or effect. However, if a caster tries to place the centerpoint of a radius effect on a target, the target receives a RR, with success indicating that the effect will be centered upon the target’s location at the time of the casting, and not upon the target himself. Note that this does not negate the effect, but prevents the effect from being “attached” to the target.

tasm has been given multiple “feel” senses by using options from a *Phantasm #* spell, each attack cancels one of the “feel” senses.

If a *Phantasm* has been given increased “size” by using options from a *Phantasm #* spell, the concussion hit damage from an attack is doubled for each option so used (e.g., if two options are used to increase the “size” to a 40’ radius, the attack’s concussion hit damage is four times normal).

Even though the damage caused by a *Phantasm*’s strike is like a fist, the phantasm can seem to be striking with any weapon or attack (e.g., sword, Dragon claw, hoof, dagger, etc.).

15.15 SLAYING CRITICALS FOR SPELLS

When a certain type of spell delivers a critical to a specific Large or Super Large creature, a GM may want to treat the critical as “slaying” (i.e., use the Slaying columns on the Spells Against Creatures Critical Strike Table 145, p. 93). This process should be used when a target is particularly vulnerable to the element or force of a spell. Some common examples include:

Creature	“Slaying” Spell
Air Elemental	Vacuum
Fire Drake.....	Ice Bolt
Cold Drake	Fire Bolt
Steel Golem	Lightning Bolt

15.16 DREAMS AND SYMBOLOGY

Dream spells and other divination spells are a valuable part of some fantasy environments, but some GMs are not comfortable with them. They represent an “outside” source of information that can skew a carefully planned story.

The GM may decide to be explicit in the information given, but it is recommended that any information be imparted through symbology and metaphor. Animals, music, smells, panoramas, and other elements may be used to convey general messages and vague clues to the information being sought.



Section 15.0 Special Spell Notes

15.20 CHANGING SPELLS

Spells which transform the caster or target into other creatures (or even plants) must be handled with caution. The lower level changing spells only give the physical form, without the commensurate abilities or powers. It is simply as if the recipient of the spell had altered his body to *appear* like the desired creature. Combat abilities, flying abilities, or any other special aspect are not received.

If a "changing" spell indicates that physical abilities are received, then purely physical abilities may be utilized, such as armor type, flight, and the use of natural weaponry (no skill with these abilities are received, but the caster may develop such skills). No magical or special abilities are received (e.g., breath weapons, magical immunities, spell capabilities, etc.). These abilities are only received if the spell *explicitly* states that such abilities are possible.

15.21 CURSES AND DISEASES

Curse and disease spells are handled in a special manner with regards to dispelling and canceling. Such a spell is normally unaffected by normal *Cancel* and *Dispel* spells.

Curse spells include all of the spells on the Curses list (*Of Channeling*, Section 10.1, p. 62) and a few other scattered spells. One of these spells can only be dispelled by *Uncurse* or *Remove Curse* spells.

Disease spells include all of the spells on the Diseases list (*Of Channeling*, Section 10.4, p. 65) and a few other scattered spells. One of these spells can only be dispelled by *Undisease* or *Remove Disease* spells. Alternatively, certain diseases may be "healed" by using normal healing treatments or healing spells.

15.22 DEMONS AND OTHER ENTITIES

The "Entities" referred to in the Entity Summons spell list (*Of Essence*, Section 10.4, p. 65) include Demons, Elementals, and any other extra-planar creatures that are appropriate to a GM's world. *Creatures & Monsters* provides full discussions and descriptions of a wide variety of Demons and Elementals. This section provides a brief outline of some of the properties of Entities for use with the spells on the Dark Contacts and Entity Summons spell lists.

Entities are assumed to be beings of another plane who are brought into the caster's plane through the use of an elemental force (usually one not of the Entity's plane). Thus, the Entity and caster do not make RRs during the initial summons and contact. The Entity can only remain in the world (for more than 2 rounds) while under the influence of an *Entity Mastery* spell, a *Control Entity* spell, a *Demon Mastery* spell, or a *Control Demon* spell.

For the purposes of the *Spell Law* spells, the 6 Types of Entities be classified as follows:

Type	Level	Elemental Name
I	1-2	Elemental Servants
II	3-5	Weak Elementals
III	6-10	Guardian Elementals
IV	11-15	Strong Elementals
V	16-20	—
VI	21-40	—
Beyond the Pale	41-100+	—

DEMON SUMMONING

When a Demon is "summoned" (see the Entity Summons list, *Of Essence*, Section 10.4, p. 65), it gradually materializes over the course of two rounds. If the Demon is not *Controlled* or *Mastered* (i.e., usually by one of the spells on the Entity Summons list) before the Demon materializes, make a d100 roll (open-ended) and add the Demon's Type times 10. Use this roll to determine the effect that the caster suffers (no RR):

Roll	Effect
≤ 20	Roll on the attack column of the Spell Failure Table 14.6, caster takes result.
21-40	Caster takes an 'A' Impact critical.
41-60	Caster takes a 'B' Impact critical.
61-75	caster takes a 'C' Impact critical.
76-90	caster takes a 'D' Impact critical.
91-100	caster takes an 'E' Impact critical.
> 100	Demon gives caster a <i>Quest</i> (GM discretion), see the Spirit Mastery list (<i>Of Essence</i> , Section 3.10, p. 25).

The Demon always leaves if uncontrolled or unmastered. In order to handle the Types of Demons a GM uses in his world system, he may want to change the % chance of failure for summoning spells and the penalties outlined above.

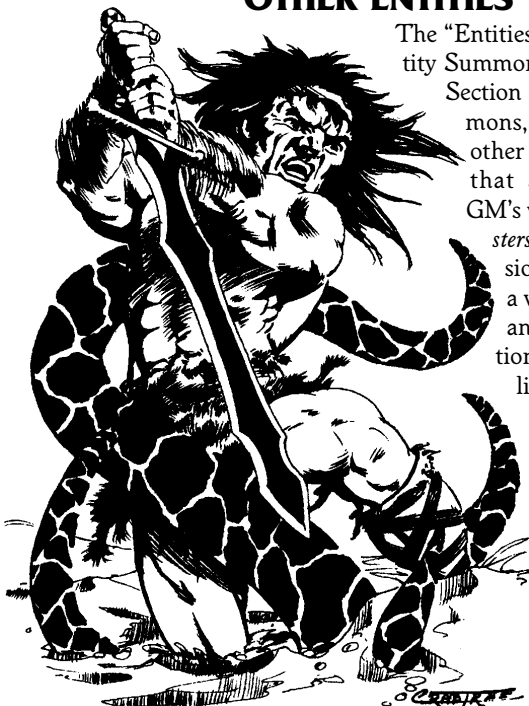
DEMON CONTACTS

When a Demon is "contacted" (see the Dark Contacts list, *Of Essence*, Section 10.1, p. 62), it contact is gradually established over the course of two rounds. If the Demon is not *Forced* (i.e., usually by one of the spells on the Dark Contacts list: *Force Analysis*, *Force Information*, or *Force Search*) before contact is established, the caster suffers an effect. Make a d100 roll (open-ended) and add the Demon's Type times 10. Use this roll to determine the effect that the caster suffers (no RR):

- If the result is less than 90, roll on the attack column of the Spell Failure Table 14.6 (p. 94), the caster takes the result.
- If the result is less than 90, the effect depends on the *Force* spell that the caster attempted:
 - No Force Spell*: Caster takes d5 'A' Impact criticals.
 - Force Analysis*: Caster loses item to be analyzed;
 - Force Information*: Caster is in a coma for d10 days;
 - Force Search*: Demon gives caster a *Quest* (GM discretion), see the Spirit Mastery list (*Of Essence*, Section 3.10, p. 25).

In order to handle the Types of Demons a GM uses in his world system, he may want to change the % chance of failure for contact spells and the penalties outlined above.

Note: Demons gain information by common knowledge among Demons, by contacting other Demons, or by observing the human plane (mentally and physically).



15.23 FATAL CHANNELING PROJECTIONS

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

Fatal Channeling projections fall into 2 categories; they may (1) destroy the soul or life's Essence of the target or (2) they may destroy all or part of the target's body. The former group consists of those projections known as *Absolutions*, spells normally found in the higher reaches of power. The latter category embraces what are commonly called *Black Channels*.

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

The detailed effects of *Absolutions* are found in the Evil Cleric base list, Dark Channels (Of Channeling, Section 10.2, p. 63). Specific aspects of *Black Channels* are also found on that list; nonetheless, most of the actual results of usage are dictated by cultural choice and spell variation. Thus, the chart below has been provided. Certain users of *Black Channels* may have a choice with regard to which type they use in a specific situation. Others will be bound by cultural/religious restrictions, and may use only one variation.

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

15.24 EVIL SPELL LISTS

Evil spell lists are included for evil spell users in all three realms: Channeling, Essence, and Mentalism. These lists reflect the dark sides of Essence, Channeling and Mentalism. A GM should realize that this is a high subjective and flexible concept and should reflect this in his world system. This could range from an evil spell user being perverted and manipulated by evil gods and power sources to minimal effects like the disapproval of superstitious peasants.

Evil spell users are always pure spell users (i.e., they have access to only one realm). They are the Evil Magician, the Evil Cleric, and the Evil Mentalist. An evil spell user has the six evil lists of his realm as his standard set of base lists. The GM should also select one of the options below that fits his concept of evil spell users in his world.

Option 1: *An evil spell user only gets the six evil lists as automatic base lists; but he is allowed to choose four additional base lists from that realm's open lists, that realm's closed lists, and the base lists of the corresponding profession of that realm (e.g., Magician, Cleric, or Mentalist lists).*

Option 2: *An evil spell user only gets the six evil lists as automatic base lists; but he is allowed to choose four additional base lists from the base lists of one other pure spell user profession of that realm. Such evil spell users could be Evil Illusionists, Evil Animists, Evil Seers, etc.*

15.25 HYBRID SPELLS

There is a set of hybrid spell lists for each of the three hybrid spell user professions (see Section 12.0, p. 75-80):

Profession	Realms
Healer	Channeling/Mentalism
Mystic	Essence/Mentalism
Sorcerer	Channeling/Essence

Note: *Full rules for hybrid spell users can be found in Character Law.*

A hybrid spell user can learn spells from his base lists and from the open and closed spells of both of his realms.

RESISTANCE ROLLS

When a character makes a resistance roll (RR) against a spell cast by a hybrid spell caster, follow one of these procedures:

- **If the spell is not from a hybrid base spell list**, handle the RR as you would any other spell from the realm corresponding to the spell.
- **If the spell is from a hybrid base spell list**, the spell uses power from two realms. So, when referring to the Basic Spell Attack Table 13.1 (p. 81), use the column from either of the two realms that is most advantageous for the target/defender.

In addition, do **not** modify the RR by 3x the target's stat bonus for the spell's realm. Instead, modify the RR by the sum of the two stat bonuses corresponding to the spell's realm—In & Pr for Healer base spells, Em & Pr for Mystic base spells, and In & Em for Sorcerer base spells.

If the target's realm of power is the same as either of the spell's realms, a +15 RR modification applies (see Resistance Roll Table 13.2, p. 81).



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16.0



HOW TO USE SPELL LAW WITHOUT ROLEMASTER

This section presents a set of guidelines for using *Spell Law* (SL) if you do not have access to the *Rolemaster* (RM) system.

Note: *The bonuses, penalties, and modifications given in these guidelines are based upon a scale of 1-100 for rolls and the capabilities of most characters. If your system uses a 3-18 or 1-20 scale, divide all bonuses, penalties, and modifications by 5 before using.*

5.1 DICE ROLLING CONVENTIONS

Each die used in *Spell Law* is a 10-sided die which gives a result between 0 and 9. If two of these dice are used, a variety of results can be obtained. However, results between 1 and 100 are the primary basis of *Rolemaster*—it is a “percentile” system.

PERCENTILE ROLLS (“1-100,” 1d100)

1-100 Roll (1d100) — Most of the rolls in *Rolemaster* are “1-100” rolls (also called “d100” rolls). To obtain a 1-100 result roll two dice together—one die is treated as the “ten’s” die and the other as the “one’s” die (designate before rolling, please). Thus a random result between 01 and 100 (a “00” is treated as 100) is obtained.

Example: *The GM asks a player to make a 1-100 roll. The two dice are rolled; the ten’s die is a “4” and the one’s die is a “7.” Thus the result is “47.”*

Low Open-ended Roll — To obtain a “low open-ended roll” first make a 1-100 roll. A roll of 01-05 indicates a particularly unfortunate occurrence for the roller. The dice are rolled again and the result is subtracted from the first roll. If the second roll is 96-00, then a third roll is made and subtracted, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the low open-ended roll.

Example: *The GM asks a player to make a low open-ended roll, and the initial roll is a 04 (i.e., between 01 and 05). A second roll is made with a result of 97 (i.e., between 96 and 100); so a third roll is made, resulting in a 03. Thus, the result of the low open-ended roll that the GM requested is -96 (= 04 - 97 - 03).*

High Open-ended Roll — To obtain a “high open-ended roll” first make a 1-100 roll. A roll of 96-00 indicates a particularly fortunate occurrence for the roller. The dice are rolled again and the result is added to the first roll. If the second roll is 96-00, then a third roll is made and added, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the high open-ended roll.

Example: *The GM asks a player to make a high open-ended roll, and the initial roll is a 99 (i.e., between 96 and 100). A second roll is made with a result of 96; so a third roll is made with a result 04. Thus, the result of the high open-ended roll is 199 (= 99 + 96 + 04).*

Open-ended Roll — An open-ended roll is both high open-ended and low open-ended.

UNMODIFIED ROLLS (UM)

Certain results on some rolls indicate an immediate effect—no modifications (or bonuses) are considered. These rolls are marked on the appropriate charts with a UM.

NON-“1-100” ROLLS

1-10 Roll (1d10) — In instances when a result (roll) between 1 and 10 is required, only one die is rolled. This gives a result between 0 and 9, but the 0 is treated as a 10.

1-5 Roll (1d5) — Roll one die, divide by 2 and round up.

1-8 Roll (1d8) — Roll one die; if the result is 9 or 10, reroll until a 1 to 8 result occurs.

5-50 Roll (5d10) — Roll 1-10 five times and sum the results.

2-10 Roll (2d5) — Roll two dice, divide each result by 2 (round up if necessary), and then add the two results to obtain the “2-10” (“2d5”) result.

5.2 THE REALMS OF POWER

Spell usage falls into three separate realms each of which concerns a different source of the power required to cast a given spell **and** a different set of spell lists. Similar spells exist in more than one realm, but the source of the power for the spells is dependent on the realm from which that power comes.

The Realm of Channeling — Channeling is the power of the deities of a given world as channeled through their followers or other spell users. It is religious in nature and independent of the Essence. A spell user of Channeling draws directly on the power of his deity, even though this “usually” does not require the conscious cooperation of the deity. Thus spells of this realm do not necessarily reflect the nature of the deity as long as the spell user is using relatively subtle spells (i.e., healing, detection, etc.). More powerful and significant spells such as death spells and the revival of the dead might require the active consent of a deity, depending upon the world system being used by the Gamemaster.

Metal interferes with the drawing of power from deities, so no metal may be worn when casting or using a Channeling spell (any spell of this realm). In addition, only a small amount of metal may be *carried* on the person of a spell user of Channeling when casting or using spells; this should be determined by the Gamemaster dependent upon his world system.

The Realm of Essence — Essence is the power that exists in everyone and everything of and on a given world. It has been known in other sources as the Tao, Magic, Unified Field, the Force etc. A spell user of the Essence taps this power, molds it, and diverts it into spells. Most powerful Essence spells reflect this and are almost elemental in nature: fire, earth, water, wind, light, cold, etc.

The more inert material that is on the person of the spell user of Essence, the more difficult it becomes to manipulate the Essence. Thus, when casting or using an Essence spell no armor, heavy clothing, or helmet may be worn. When the cooperation of more than one party is necessary for the casting of the Essence spell, all parties must abide by the above restriction.

The Realm of Mentalism — Mentalism is the power of the Essence channeled through the mind of the spell user, who in effect acts as a very, very minor deity for these purposes. Thus, Mentalism is a very personal power, and even the most powerful spells are usually limited by the senses and perceptions of the spell user. Similarly, such spells are usually limited to affecting the caster or one particular target.

Any head covering interferes with the power of Mentalism spells, so no head covering (especially helmets) may be worn while casting a Mentalism spell.

15.3 SPELL USER CLASSIFICATIONS

Spell users are classified according to their realm of power and their profession. This is assumed to be based on training or aptitude in early life and thus a factor inherent in a "profession." Many "professions" are provided in *Spell Law*; however, Gamemasters may wish to initiate others or use those of different systems. See Section 12.0 (p. 75-80) for specific information on the professions provided in *Spell Law*.

Pure Spell Users — Pure spell users are of professions which have concentrated solely on one realm of power. Thus, their spells are generally more powerful than those employed by other spell users. The pure spell users presented in *Spell Law* are Animists, Clerics, Illusionists, Lay Healers, Magicians, and Mentalists.

Semi Spell Users — Semi spell users combine a realm of power with proficiency in skills that are not spell related. Members of these professions can only throw spells of limited potency, but are fairly adept in the use of arms. The semi spell users presented in *Spell Law* are Bards, Dabblers, Magents, Monks, Paladins, and Rangers.

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

Non Spell Users — Members of these professions have no inherent magical realm of power, and thus can only learn spells at great effort and cost (if at all, according to the Gamemaster's discretion). Even then their spells are of very limited potency.

15.4 SPELL LISTS

In *Spell Law*, the spells are organized into lists that reflect the similarities and basic applications common to the individual domains. Higher level spells found on a given list will reflect the increased knowledge and efficiency that comes from the use and practice of lower level spells on the same list. This reflects the learning process that accompanies development within a consistent spell grouping.

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

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

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

CLASSIFICATIONS

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

Open Spell Lists — There are ten open spell lists for each realm. Open spell lists involve the easiest concepts to master in each realm of power, although considerable dedication is required to learn their use.

Closed Spell Lists — There are ten closed spell lists for each realm. Closed spell lists involve the deepest and most powerful concepts common to each realm of magic, requiring tremendous dedication and specialization to master (or learn at all). Only pure and hybrid spell users may learn these spell lists.

Base Lists — There are six base lists for each spell using profession. These lists may only be learned by members of the appropriate profession. The spells on these lists represent professional specialties.

LEARNING SPELLS

Assuming a GM is using a system that allows characters to develop and improve their various skills, knowledge of each spell list should be handled as an individual skill. Then each time a character develops skill with a spell list, he will learn the lowest level spell on that list that he doesn't already know.

If a GM is using a "level-based" system, allow each pure and hybrid spell user to start knowing 20 spells (10 for semi spell users) and to learn 20 new spells (10 for semi spell users) each time he advances a level. A spell user cannot learn a spell on a list unless he already knows all of the lower level spells on that list.

15.5 CASTING SPELLS

Once a list is known (i.e., learned) to a given level, a spell user can cast those spells he knows. Normally, however, a spell user is restricted in how long it takes to cast a spell and how many spells he can cast before resting.

If a level-based system is being used, a spell user may not cast a spell with a level higher than his own level (e.g., a 5th level spell user could not cast spells above 5th level).

CASTING CAPABILITIES

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

Each spell user has a number of power points based upon his skill rank with a "power skill" (or his level) and one of his stats. For a character of extraordinary faculties it could be as high as three or four power points for each skill rank (level). (The *Stat Bonus Chart* summarizes the number of power points per level a character has available.) The applicable stat is based upon the character's realm of power as follows (hybrid spell users should average the stat from their realms of power):

Realm	PP Stat
Channeling	Intuition (wisdom, insight, luck)
Essence	Empathy (intelligence, bardic voice)
Mentalism	Presence (charisma, mental discipline)



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STAT BONUS CHART			
1-100 Stat	3-18 Stat	Stat Bonus	Power Points
102+	20+	+35	4
101	19	+30	3
100	18	+25	3
98-99	17	+20	3
95-97	16	+15	2
90-94	15	+10	2
75-89	13-14	+5	1
25-74	9-12	+0	0
10-24	7-8	-5	0
5-9	6	-10	0
3-4	5	-15	0
2	4	-20	0



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A GM who is using a 2-12 or a 3-18 stat system may use the appropriate column on the *Stat Bonus Chart* to obtain a character's power points per level. This is dependent upon his game's character creation system, but for a character of extraordinary faculties it could be as high as three or four points.

Bonus Items — Certain magic items, 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).

Restrictions — GMs 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 starting characters (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 rest periods (possession of 2 "x2" PP multipliers doesn't multiply your spell points by 4).
- Bonus items should be usable by only 1 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 for only one realm of power, except for hybrid spell user bonus items.

MISCELLANEOUS

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

TIME REQUIRED TO CAST A SPELL

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

During spell preparation, a spell caster must concentrate and be relatively inactive (10% of normal activity or movement allowed). On the round of spell *effect* (i.e., when it is actually "cast" or "thrown") a spell caster may operate with 25% of normal activity (which means he may not cast another spell). If a caster is dropped, stunned, or killed during preparation, the spell is canceled but no power points are expended.

Note that certain spells are instantaneous in effect and do not require preparation and the caster may operate with 90% of normal activity the round the spell is cast (only one such spell may be cast each round). Instantaneous spells are marked as such on the spell lists and in the descriptions.

Class I Spells — A Class I spell require one round to cast; zero rounds to prepare, and one round for effect. A spell is a Class I spell if the caster knows at least six higher level spells on the same list.

Class II Spells — A Class II spells require two rounds to cast; one round of preparation, and one round for effect. A spell is a Class II spell if it is not a Class I spell **and** if the caster knows at least three higher level spells on the same list.

Class III Spells — A Class III spells require 3 rounds to cast; two rounds of preparation, and one round for effect. A spell is a Class III spell if it is not a Class I or a Class II spell

15.6 RESOLVING SPELLS

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

SPELL FAILURE

When a spell fails, a high open-ended roll is made and applied to the appropriate section of the Spell Failure Table 14.6 (p. 99). Then, the results are applied to the spell caster.

NON-ATTACK SPELLS

Non-attack spells include those which cannot adversely effect an opponent. These spells are indicated in the spell descriptions and include all spells marked: informational, defensive, etc. When a non-attack spell is cast, the caster makes a non-open-ended 1-100 roll: if the roll is 01-02, the spell fails; otherwise, the spell succeeds.

BASIC ATTACK SPELLS

Basic Attack spells include all spells which are not non-attack spells and which are not "elemental attack spells." Usually a Basic Attack spell is directed at a target that is a creature (or an unusual object) that gets to attempt to resist the effects of the spell.

Basic Attack spells are resolved by the caster making an attack roll (**not** open-ended) and then applying the results to a Resistance Roll (open-ended) made by the target (or Gamemaster). This net Resistance Roll (RR) will indicate if the spell has affected the target.

Basic Attack Rolls — The Basic Attack Roll (BAR) is **not** open-ended and represents the effectiveness of the caster's spell.

Unmodified Rolls — A BAR of 01-02 or 96-00 indicate an immediate effect and no modifications are applied. These rolls are marked on the Basic Attack Table with a "UM"—an unmodified roll of 01-02 indicates automatic spell failure, while an unmodified roll of 96-00 indicates a higher than normal Resistance Roll modification.

Modifications to the Basic Attack Roll — If the original roll was *not* 01-02 or 96-00, the following modifications are added to the Basic Attack Roll to obtain the Modified BAR. If the BAR thus modified is less than 03, the Modified BAR is 03. If the modified roll is greater than 95, the Modified BAR is 95.

Level — The level to which the caster knows the spell's list is added to the BAR.

Range — There is a modification to the BAR based upon the distance from the caster to the target. The modifications are provided on the Basic Spell Attack Table 13.1 (p. 81).

Cover and Situation – Certain situations can result in modifications being given by the Gamemaster. Some suggested modifications are indicated below.

Situation	Mod	Notes
Full Cover	-20	Detected but not sighted
Partial Cover	-10	Less than 50% of target sighted
Static Target	+10	No cover, target is surprised or prone

Miscellaneous – Some races, unusual material, spells, and magic items may modify the BAR.

Basic Spell Attack Table – The Basic Spell Attack Table (p. 81) has nine columns based upon the effect certain armor has on the three realms of power. To find the appropriate column, first find the heading for the realm of power of the spell being cast (Essence, Channeling, or Mentalism). Then choose one of the three columns *under that realm* which applies to the target.

Effects of the Basic Attack Roll – The Modified BAR is cross-indexed with the appropriate column and the spell result is read off the Basic Spell Attack Table 13.1.

Spell Failure – An “F” Result indicates that the spell has failed.

Resistance Roll Modification – A result of a positive or negative number indicates a result which must be added to the target’s Resistance Roll.

RESISTANCE ROLLS

The target of a Basic Attack spell that does not fail **must** make a Resistance Roll (RR). This open-ended roll represents the target’s innate resistance to the effects of the spell and may be modified by a number of factors:

Modifications From the BAR – The modification indicated by cross-indexing the Modified BAR with the appropriate target column is added to the RR.

Stat Bonus – A stat bonus modification is added to the RR; this bonus is based upon the realm of the spell cast and one of the stats of the target. The stat bonus for a RR against a hybrid spell user’s base spells is obtained by averaging the stat bonuses for the two realms involved. The values of these modifications are given in the Stat Bonus Chart. Use Intuition (Wisdom) for Channeling, Empathy (Intelligence) for Essence, and Presence (Charisma) for Mentalism.

Willing Targets – Certain targets may submit themselves as willing participants in a spell, in such a case, the RR should be modified by -50.

Miscellaneous – Some races, unusual material, spells, magic items may modify the BAR.

The Resistance Roll Table – To use the Resistance Roll Table 13.2 (p. 81), cross-index the level of the caster (or his skill rank with the spell’s list) with the level of the target. If the Modified RR is greater than or equal to the result obtained by the cross-indexing, the target has resisted the spell. Otherwise, the target has not resisted the spell and suffers the results given in the description of that spell.

ELEMENTAL ATTACK SPELLS

An elemental attack spell concentrates one of the raw forms of Essence (earth, water, air, heat, cold or light) into a physical attack on the target. Since such a spell concentrates elemental force to attack its target physically, the target is **not** entitled to a Resistance Roll. Each spell of this type has a separate attack table (Tables 13.3-13.9, p. 82-88) differentiating its varying effects.

Elemental Attack Rolls – The Elemental Attack Roll (EAR) is an open-ended roll that represents the accuracy and potency of a caster’s elemental attack spell.

Unmodified Rolls – An EAR of 01-02 or 96-00 *may* indicate an immediate effect and no modifications are applied. These rolls are marked on the elemental attack tables with a “UM.”

- An unmodified roll of 01-02 indicates spell failure.
- An unmodified roll of 96-00 for Area spells (e.g., *Cold Ball*, *Fire Ball*, etc.) indicates a very severe attack result.
- An unmodified roll of 00 for non-Area spells (e.g., *Ice Bolt*, *Lightning Bolt*, etc.) indicates a very severe attack result.
- If an unmodified roll is not indicated, then rolls of 01-05 and 96-00 are treated as normal open-ended rolls.

Caster Modifications to the EAR – If the original EAR was not an unmodified result, the following Caster modifications are added to the EAR.

Level – The level to which the caster knows the spell’s list is added to the EAR.

Caster Agility – The caster’s Agility stat bonus may modify the EAR (see the Stat Bonus Chart). This modification is not applicable to Area Spells (e.g., *Cold Ball*, *Fire Ball*).

Directed Spells Skill Bonus – By spending time and effort in practice, a caster may develop Directed Spell skill in using certain elemental attack spells. This is dependent upon the character development system used. This modification is not applicable to Area Spells (e.g., *Cold Ball*, *Fire Ball*).

Range – There is a modification to the EAR based upon the distance from the caster to the target. The modifications are provided on the attack tables. This modification is not applicable to Area Spells (e.g., *Cold Ball*, *Fire Ball*).

Target Modifications to the EAR – If the original EAR was not an unmodified result, the following target modifications are added to the EAR.

Target Quickness – The target’s Quickness stat bonus may modify the EAR (see the Stat Bonus Chart). This only applies if the target is moving; stationary targets receive cover and position modifications rather than Quickness bonuses.

Shields & Helmets – A helmet and/or shield which faces the caster gives the target modifications as indicated below. Shield modifications are not applicable to Area Spells (e.g., *Cold Ball*, *Fire Ball*, etc.).

Type	EAR Mod.	Note
No Helmet	+5	–
Normal Helmet	+0	–
Full Helmet	-5	covers face
Wall Shield	-30	35-50 lb
Full Shield	-20	25-30 lb
Normal Shield	-15	15-20 lb
Target Shield	-5	5-10 lb

Cover and Position – At times, the target may be in an advantageous position. For example, partially behind a tree and this should be reflected in a subtraction from the EAR (to be determined by the GM). Note that, at times, the defender’s position may be so advantageous that he cannot be affected by the attack (use common sense). Some suggested modifications are indicated below.

Situation	Mod	Notes (No Qu Bonus)
Full Cover	-60	Detected but not sighted
Partial Cover	-30	Less than half of target sighted
Static Target	+30	No cover, target is surprised or prone



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How to Use
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Area Spells — Certain Elemental Attack spells are called Area spells (*Fire Ball*, *Cold Ball*, etc.). These spells attack all targets in their radius. Modifications to the EAR due to caster's Agility, caster's skill, range, and target's shield *do not* apply; all other modifications do apply. In addition, there is a +20 EAR modification for any target at the center point (chosen by caster) of the spell's effect.

Result Determination — If the Modified EAR is less than 03, it is treated as 03. If the Modified EAR is greater than 95 for an Area Elemental Attack spell, it is treated as 95. If the Modified EAR is greater than 99 for a non-Area Elemental Attack spell, it is treated as 99.

The Modified EAR is cross-indexed with the target's armor on the appropriate elemental attack table. The results vary from spell failure to critical strikes as follows:

Spell Failure — A "F" result indicates that the spell has failed.

Concussion Hits — A number result (e.g., "8") indicates the number of concussion hits the target receives. Each target is limited in the number of concussion hits that he can take. When this limit is passed, the target is unconscious. Death may be caused if this limit is exceeded by a certain amount.

Critical Strikes — A result of a number followed by a letter (e.g., "17B") indicates: a number of concussion hits (see above) and a critical strike of a severity indicated by the letter (i.e., a severity of between 'A' and 'J').

Critical Strike Tables — The severity of a critical strike (or just critical) ranges from 'A' (least severe) to 'E' (most severe) with letters 'F' through 'J' indicating multiple criticals as detailed below and on the individual elemental attack tables.

When a critical is indicated, a second (1-100, not open-ended) roll is then made and the result is cross-indexed with the severity of the critical ('A', 'B', 'C', 'D', or 'E'). The results are immediately applied to the target.

Certain critical strikes fall in the range of 'F', 'G', 'H', 'I', or 'J'. These results indicate two or three normal critical strikes to be applied to the target. A separate roll is made for each critical and all results are applied cumulatively. The number of critical strikes and their severity is given by the following table.

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

Large and Super Large Creatures — Certain unusual creatures are so large and/or powerful that the normal critical strike tables are not used. Such creatures are separated into two categories:

- *Large Creatures* (Trolls, Giants, Demons, and Undead, etc.).
- *Super Large Creatures* (Dragons, powerful Demons, etc.).

Each category has its own column on Table 14.5 (p. 93), which is consulted if a sufficiently severe critical strike is obtained against them.

Large Creature Critical Strikes — Only critical strikes of severity 'B', 'C', 'D', or 'E' affect Large creatures (i.e., 'A' severity criticals are ignored). A high open-ended roll is made and cross-indexed with the "Large Creature, Normal" column on Table 14.5 (p. 93), to obtain a result.

Super Large Creature Critical Strikes — Only critical strikes of severity 'D' or 'E' affect Super Large creatures (i.e., 'A', 'B', and 'C' severity criticals are ignored). A high open-ended roll is made and cross-indexed with the "Super Large, Normal" column on Table 14.5, to obtain a result.

Slaying Criticals — Some Large and Super Large creatures are especially vulnerable to certain types of spell criticals. In such cases, if a Large or Super Large critical is to be resolved, use the appropriate "Slaying" column on Table 14.5 instead of the "Normal" column.

CRITICAL & FAILURE RESULTS

All of the critical and failure tables have two different types of information: descriptions and mechanics.

- The description information will describe the critical hit (usually including a body location). The GM should feel free to alter the description to more appropriately fit the type of attack.
- The mechanics information is the game effects of the critical hit. The GM should rarely alter these results. The presentation of this information will always follow this format:
+βH - β✱ - β● - β♦ - β(-α) - β(+α)

where α and β are numbers. In general:

H	 hits
✱	 rounds of stun
●	 rounds of no parry
✕	 rounds of must parry
♦	 hits per round
(-α)	 penalty
(+α)	 bonus

Sometimes, the second and third items are combined (reading as ✱●). Also, sometimes the third item is replaced with β(✕-α) (there can never be both a ● and a ✕ entry). Below is a more detailed explanation of the entries.

- +βH — This indicates that the target of the attack takes an additional β hits of damage.
- β✱ — This indicates that the target of the attack is stunned for β rounds. While stunned, the target may only parry with half of his normal ability; the only other allowed actions are maneuvering (modified by at least -50). When β is not specified, it is assumed to be 1.
- β●: This indicates that the target of the attack cannot parry for β rounds. The only allowable actions are maneuvering (modified by at least -75). This result is often accompanied by a ✱ result (see above). When β is not specified, it is assumed to be 1.
- β(✕-α): This indicates that the target of the attack must parry for his next β actions with a penalty of α. When β is not specified, it is assumed to be 1. When α is not specified, it is assumed to be zero.
- β♦: This indicates that the target of the attack will lose β hits every round until the wound is healed. "Bleeding" represents not only actual blood loss, but also represents ongoing pain. When β is not specified, it is assumed to be 1.
- β(-α): This indicates the target of the attack suffers a penalty of α for β rounds. When β is not specified, the penalty is assumed to last until the wound is healed.
- β(+α): This indicates that the attacker gains a bonus of α for β rounds. When β is not specified, it is assumed to be 1.

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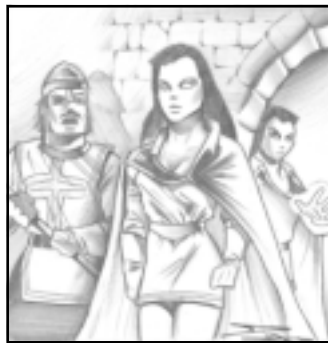
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There will be many other types of support products including a book of non-player characters (many of which play important roles in the sagas as well as the complete stats on the "in-house" characters used in the development of the *Bladelands*), a book detailing the powers and abilities derived from the mystical Hues, and many others!

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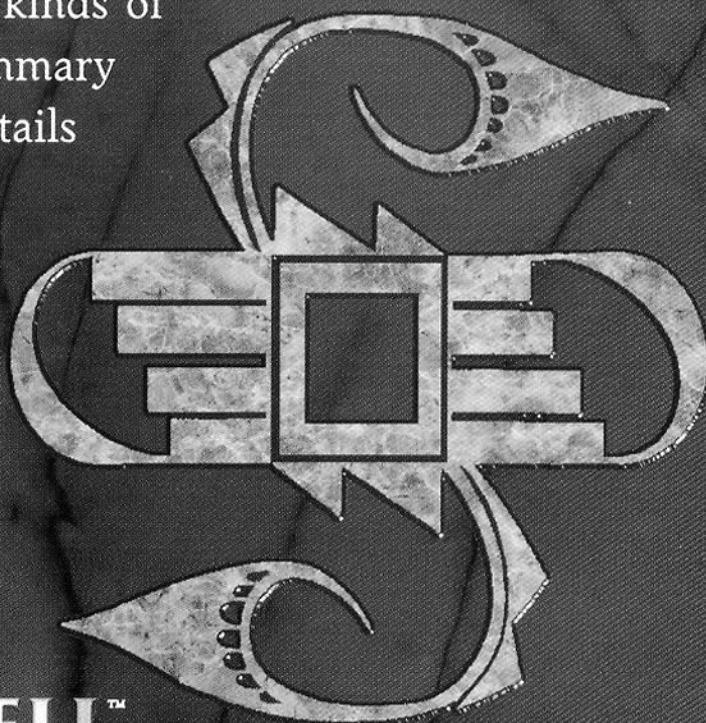
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