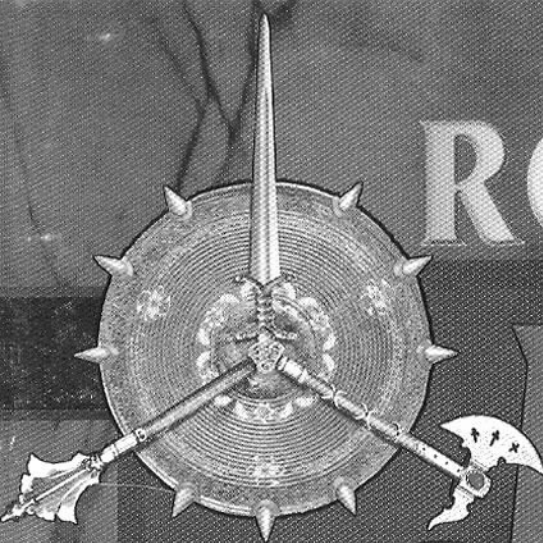




ROLEMASTER™

of Essence



**SPELL
LAW**

Exciting new spells for the Illusionist, Sorcerer, Monk & other tuned-in adepts

SPELL LAW: OF ESSENCE™

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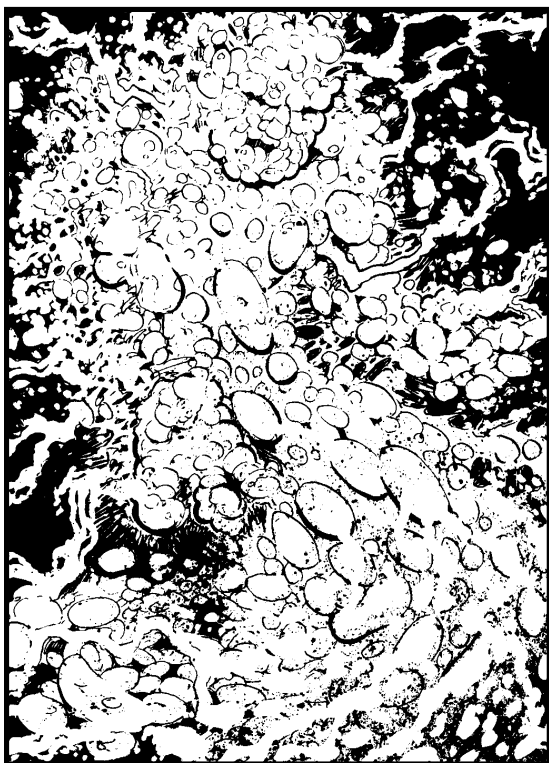
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INTRODUCTION

Spell Law consists of three volumes: *Of Essence* (this product), *Of Channeling*, 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 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 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 Illusionist's background and living experiences often differ significantly from the past life associated with a "pure" Magician. Thus, certain spell lists will be easier for the Magician to learn; correspondingly, others will seem simpler to the Illusionist. Each profession will find that its education is colored by its 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.

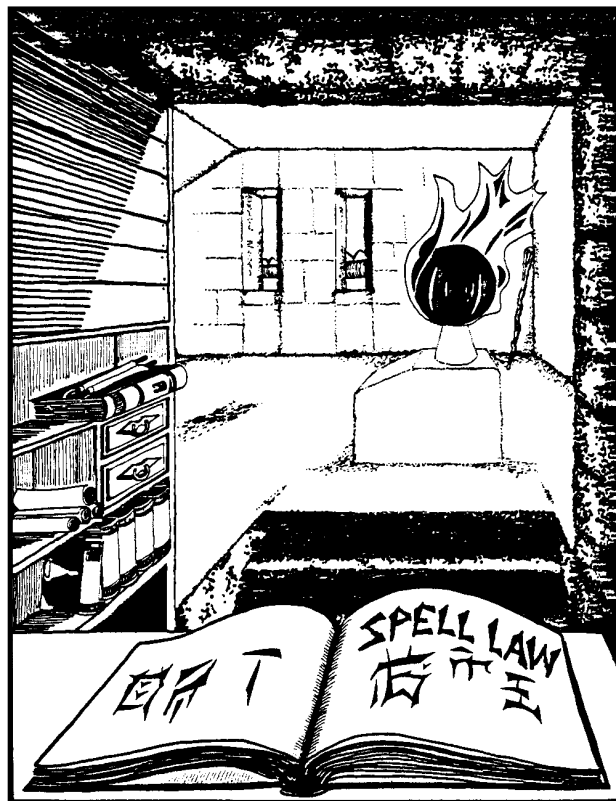
Certain organizational devices have been used to increase playability. Nonetheless, consistence and flavor are emphasized. After all, the world of spells is a rich one indeed.

THE REALM OF ESSENCE

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

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

The more inert material that is on the person of a spell user of Essence, the more difficult it becomes to manipulate the Essence. Thus, wearing armor, heavy clothing, or a helmet will interfere with the casting of Essence spells. In addition, only a small amount of other material may be carried on the person of a spell user of Essence without interfering with casting Essence 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**

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.

1.2 WHAT’S ON A SPELL LIST

- Spell List Name**—Each spell list has a unique name.
- Spell List Number**—Each spell list has a unique identifier line that combines its classification and a section number.
- 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.
- Spell Level/Name**—The level and name of each spell appears in two places; in the listing and in the descriptions.
- Area of Effect**—This is the area affected by the spell. If “varies” appears here, check the description for the exact area of effect.
- Duration**—This is the duration that the spell will remain active. If “varies” appears here, check the description for the exact area of effect.
- 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.
- Type**—This is the type of spell. It will determine what kind of resistance roll the target gets (if any).
- Notes**—If there are any global notes or special rules for spells in this list, they will be found here.

OPEN ESSENCE 2.7						
1 PHYSICAL ENHANCEMENT						
Lvl	Spell	Area of Effect	Duration	Range	Type	
1	Mannish Scale *	1 object	—	1'	I	
2	Sly Ears	1 target	10 min/lvl	10'	U	
3	Balance *	1 target	varies	10'	U	
4	Nightvision	1 target	10 min/lvl	10'	U	
5	Sidevision	1 target	10 min/lvl	10'	U	
6	Sounding	1 target	10 min/lvl	10'	U	
7	Watervision	1 target	10 min/lvl	10'	U	
8	Waterlungs	1 target	10 min/lvl	10'	U	
9	Heatvision	1 target	10 min/lvl	10'	U	
10	Gaslungs	1 target	10 min/lvl	10'	U	
11	Resist Poison *	1 target	1 hr/lvl	touch	Us	
12	Darkvision	1 target	10 min/lvl	10'	U	
13						
14						
15	Changing Lungs	1 target	10 min/lvl	10'	U	
16	Mass Balance	1 tgt/lvl	varies	10'	U	
17						
18	Mass Nightvision	1 tgt/lvl	10 min/lvl	10'	U	
19	Mass Watervision	1 tgt/lvl	10 min/lvl	10'	U	
20	Vision *	1 target	10 min/lvl	10'	U	
25	Mass Waterlungs	1 tgt/lvl	10 min/lvl	10'	U	
30	Mass Gaslungs	1 tgt/lvl	10 min/lvl	10'	U	
50	Mass Vision	1 tgt/lvl	10 min/lvl	10'	U	



PHYSICAL ENHANCEMENT

- Mannish Scale** – Caster can tell the exact dimensions, mass, and/or weight of one object.
- Sly Ears** – Target gains double normal hearing. This results in a special bonus of +50 to Awareness • Searching and Awareness • Senses skills involving only hearing (or +5 for Alertness skill). This bonus is +25 to such skills involving hearing and other senses (or +3 for Alertness skill).
- Balance** – Target gets a special bonus of +50 for maneuver rolls for a slow maneuver requiring balance (e.g., walking a 3" beam).
- Nightvision** – Target can see 100' on a normal night as if it were daylight. See Section 15.12 (p. 98).
- Sidevision** – Target has a 300' field of vision. The flank bonus for attacks against the target is lowered to +5 and the rear bonus is lowered to +15.
- Sounding** – Target’s voice has its loudness tripled. This has no effect on spell casting capabilities (it simply allows the caster to make himself heard without difficulty over long distances).
- Watervision** – As *Nightvision*, except target can see 100' in any water; even muddy, murky water.

- Waterlungs** – Target can breathe water but not air.
- Heatvision** – As *Nightvision*, except target can see varying degrees of heat on the surfaces of objects. This spell does not allow the caster to see “through” things. This vision is not sufficient for detailed actions like reading or mapping.
- Gaslungs** – As *Waterlungs*, except target can breathe any gas as normal air.
- Resist Poison** – Delays the effect of a poison on a target. If poison is not eliminated before the spell expires, the target will be affected by the poison at that time.
- Darkvision** – As *Nightvision*, except any darkness can be seen through. Also, no light is needed at all for this spell to work.
- Changing Lungs** – As *Waterlungs*, except target can breathe water, air, and/or any gas at will.
- Mass Balance** – As *Balance*, except can affect one target per level of caster.
- Mass Nightvision** – As *Nightvision*, except can affect one target per level of caster.
- Mass Watervision** – As *Watervision*, except can affect one target/level of caster.
- Vision** – As all “vision” spells below 15th level functioning at the same time.
- Mass Waterlungs** – As *Waterlungs*, except can affect 1 target per level of caster.
- Mass Gaslungs** – As *Gaslungs*, except can affect 1 target per level of caster.
- Mass Vision** – As *Vision*, except can affect 1 target per level of caster.

SPECIAL NOTES 9

See Section 15.12 (p. 98) for more on how the environment affects vision.





OPEN ESSENCE 2.1

DELVING WAYS



Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Text Analysis I	caster	1 min/lvl (C)	self	U
3)	Stone Analysis	caster	—	10'	I
4)	Metal Analysis	caster	—	10'	I
5)	Gas Analysis	caster	—	10'	I
6)					
7)	Text Analysis II	caster	1 min/lvl (C)	self	U
8)	Liquid Analysis	caster	—	10'	I
9)					
10)	Delving	1 item	—	touch	I
11)	Spell Analysis	1 spell	—	100'	I
12)					
13)					
14)	Death Analysis	1 corpse	—	touch	I
15)	Text Analysis III	caster	1 min/lvl (C)	self	U
16)	Power Analysis	1 target	—	100'	P
17)	Conveyance	caster	10 min/lvl	self	U
18)	Death's Delving	1 corpse	—	touch	I
19)					
20)	Analysis	1 target	—	10'	I
25)	Mass Analysis	1 tgt/rnd	1 rnd/lvl	10'	I
30)	Power Analysis True	1 target	—	100'	P
50)	Conveyance True	caster	10 min/lvl	self	U



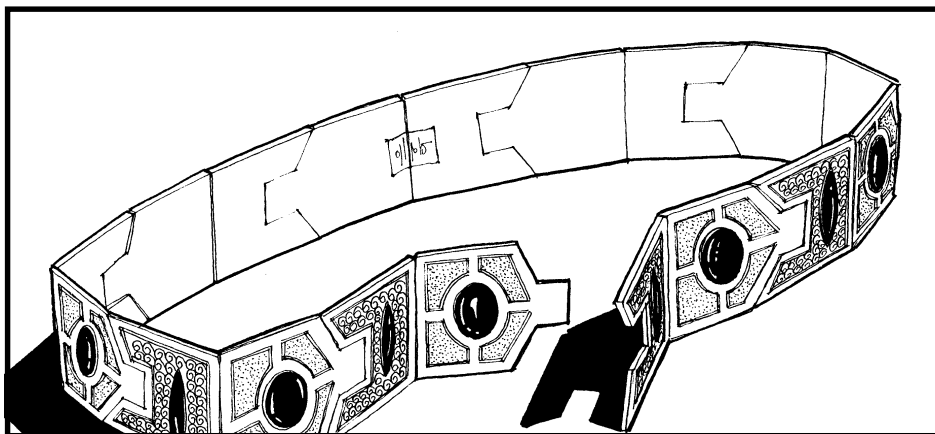
DELVING WAYS

2. **Text Analysis I** — Caster can read text written in an unknown language, but only understand basic concepts of it. This spell gives the caster the equivalent of rank 2 knowledge in a written language.
3. **Stone Analysis** — Gives nature and origin of natural stone, and when and how worked stone was obtained and worked.
4. **Metal Analysis** — As *Stone Analysis*, except metal may be examined.
5. **Gas Analysis** — As *Stone Analysis*, except gas may be examined.
7. **Text Analysis II** — As *Text Analysis I*, except gives a complete technical analysis (vocabulary and syntax) but not an understanding of idioms (jargon), implications, or cultural references. This spell gives the caster the equivalent of rank 5 knowledge in a written language.
8. **Liquid Analysis** — As *Stone Analysis*, except liquid may be examined.

10. **Delving** — Gives significant details about an item's construction and purpose (not specific powers).
11. **Spell Analysis** — Provides analysis of an active spell; giving its duration, the list it was cast from, and its type (not its level or exactly what spell it is).
14. **Death Analysis** — Gives information concerning a being's death (weapon, spell, time since, etc.); must be cast in place of death (within 24 hour) or in the presence of body (no time limit).
15. **Text Analysis III** — As *Text Analysis II*, except everything but implications is known (e.g., answers to riddles are not known automatically). This spell gives the caster the equivalent of rank 8 knowledge in a written language.
16. **Power Analysis** — As *Spell Analysis*, except will work on abilities/powers that are not currently active. One item, person, or place may be examined to see if it has power, which realm the power is from, a general idea of its origin, and its basic configuration.
17. **Conveyance** — Caster's awareness leaves his body (which is inactive for the duration of the spell) and may travel at 1 mile per minute. However, it can only travel 10' per round when moving through solid material or when observing the world. If the spell expires before the caster returns to his body, he will return to his body at the fixed rate of 500' per round, **and** upon returning to his body, he must make a RR modified by -50 or die (the attack level is equal to the number of rounds overstayed).
18. **Death's Delving** — As *Death Analysis*, except gives a visual image of the killer, and a vague reason for death (e.g., revenge, robbery, accident, etc.).
20. **Analysis** — Any of the lower level spells may be used together on one item, person, or place (*Conveyance* is not included).
25. **Mass Analysis** — As *Analysis*, except one item per round may be examined.
30. **Power Analysis True** — As *Power Analysis*, except exact origin, creator, and detailed purpose are given; this includes exact spell (when appropriate).
50. **Conveyance True** — As *Conveyance*, except rate is 10 mile per minute (50' per round through solid material and while observing).

SPECIAL NOTES

See Section 15.13 (p. 98) for more on information spells.





DETECTING WAYS

1. **Detect Essence** – Detects any active spell or item from the Essence realm. Caster can concentrate on a 5' radius area each round.
2. **Detect Mentalism** – As *Detect Essence*, except the realm is Mentalism.
3. **Detect Channeling** – As *Detect Essence*, except the realm is Channeling.
5. **Detect Invisible** – As *Detect Essence*, except detects invisible things. All attacks against something so detected receive a special modification of -50.
6. **Detect Traps** – As *Detect Essence*, except it gives a 75% chance of detecting a trap (trap sophistication may modify this chance).
7. **Detect Evil** – As *Detect Essence*, except detects if a being is evil **or** an item created by evil **or** long used by a very evil person.
8. **Location I** – Gives the direction and distance to any specific object or place that the caster is familiar with **or** has had described in detail.
10. **Perceive Power I** – As *Detect Essence*, except it will give an estimate of the power of the person (level) or item or spell examined.
11. **Detect Death** – As *Detect Essence*, except detects dead bodies and whether anything has died in the radius in the last 24 hours.
12. **Location III** – As *Location I*, except range is 300'.
15. **Detect Spell** – As *Detect Essence*, except detects any spell that has been cast in the area examined. Gives exact spell that was cast.
16. **Location V** – As *Location I*, except range is 500'.
18. **Perceive Power III** – As *Perceive Power I*, except range is 300'.
20. **Greater Location** – As *Location I*, except range is 1 mile.



OPEN ESSENCE 2.2

DETECTING WAYS



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Detect Essence	5'R	1 min/lvl (C)	100'	P
2)	Detect Mentalism	5'R	1 min/lvl (C)	100'	P
3)	Detect Channeling	5'R	1 min/lvl (C)	100'	P
4)					
5)	Detect Invisible	5'R	1 min/lvl (C)	100'	P
6)	Detect Traps	5'R	1 min/lvl (C)	100'	P
7)	Detect Evil	5'R	1 min/lvl	100'	P
8)	Location I	caster	1 min/lvl	100'	P
9)					
10)	Perceive Power I	5'R	1 min/lvl (C)	100'	P
11)	Detect Death	5'R	1 min/lvl (C)	100'	P
12)	Location III	caster	1 min/lvl	300'	P
13)					
14)					
15)	Detect Spell	5'R	1 min/lvl (C)	100'	P
16)	Location V	caster	1 min/lvl	500'	P
17)					
18)	Perceive Power III	5'R	1 min/lvl (C)	300'	P
19)					
20)	Greater Location	caster	1 min/lvl	1 mile	P
25)	Detect Detections	5'R	1 min/lvl (C)	100'	P
30)	Detect True	5'R	1 rnd/lvl (C)	100'	P
50)	Location True	caster	1 min/lvl	1 mi/lvl	P

25. **Detect Detections** – As *Detect Essence*, except detects any type of detection spell that is operating in the area examined (gives exact spell detected).

30. **Detect True** – Any of the lower level *Detect* spells can be used once per round.

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

SPECIAL NOTES

- 1) For the purposes of spells on this list, "evil" is defined as something that causes (or is a source of) intentional suffering, injury, or destruction (see Section 15.2, p. 96).
- 2) When using a *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.). In many cases, it will take more than two other attributes to make the description "unique" (i.e., no other item within range can possibly match the description).





OPEN ESSENCE 2.3

ELEMENTAL SHIELDS



ELEMENTAL SHIELDS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Resist Light	1 target	1 min/lvl	10'	U
2)	Resist Heat	1 target	1 min/lvl	10'	U
3)	Resist Cold	1 target	1 min/lvl	10'	U
4)	Resist Light Sphere	10'R	1 min/lvl	10'	U
5)	Resist Heat Sphere	10'R	1 min/lvl	10'	U
6)	Resist Cold Sphere	10'R	1 min/lvl	10'	U
7)					
8)	Lightarmor	1 target	1 min/lvl	10'	U
9)	Heatarmor	1 target	1 min/lvl	10'	U
10)	Coldarmor	1 target	1 min/lvl	10'	U
11)	Lightarmor Sphere	10'R	1 min/lvl	self	U
12)	Heatarmor Sphere	10'R	1 min/lvl	self	U
13)	Coldarmor Sphere	10'R	1 min/lvl	self	U
14)					
15)	Lightning Armor	1 target	1 min/lvl	10'	U
16)					
17)	Fire Armor	1 target	1 min/lvl	10'	U
18)					
19)	Ice Armor	1 target	1 min/lvl	10'	U
20)	Mass Lightarmor	1 tgt/lvl	1 min/lvl	10'	U
25)	Mass Heatarmor	1 tgt/lvl	1 min/lvl	10'	U
30)	Mass Coldarmor	1 tgt/lvl	1 min/lvl	10'	U
50)	True Armor	1 target	1 min/lvl	10'	U

- Resist Light** – Target is totally protected from all natural light (includes glare, sunburn, and temporary blinding; but not lightning). This also give a special modification of +10 to RRs versus light (electricity), and a special modification of +10 to target's DB against elemental electricity attacks.
- Resist Heat** – As *Resist Light*, except protects against natural heat to 200° F and the modifications apply to heat.
- Resist Cold** – As *Resist Light*, except protects against natural cold to -20° F and the modifications apply to cold.
- Resist Light Sphere** – As *Resist Light*, except all beings within a 10' radius of target are protected.
- Resist Heat Sphere** – As *Resist Heat*, except all beings within a 10' radius of target are protected.
- Resist Cold Sphere** – As *Resist Cold*, except all beings within a 10' radius of target are protected.
- Lightarmor** – As *Resist Light*, except protects against all natural light and electricity and the modifications are +20 for RRs and +20 for DB against attacks.
- Heatarmor** – As *Lightarmor*, except protects against heat.
- Coldarmor** – As *Lightarmor*, except protects against cold.
- Lightarmor Sphere** – As *Lightarmor*, except protects all beings within 10'R.
- Heatarmor Sphere** – As *Heatarmor*, except protects all beings within 10'R.
- Coldarmor Sphere** – As *Coldarmor*, except protects all beings within 10'R.

15. **Lightning Armor** – As *Lightarmor*, except it also decreases all electrical concussion hits (e.g., from shock bolts and lightning bolts) by half, and decreases electrical critical strikes by one level (e.g., 'A's are ignored, 'B's become 'A's, 'C's become 'B's, etc.)

17. **Fire Armor** – As *Lightning Armor*, except fire and heat spells are affected (e.g., fire bolts and fireballs).

19. **Ice Armor** – As *Lightning Armor*, except cold and ice spells are affected (e.g., ice bolts and coldballs).

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

25. **Mass Heatarmor** – As *Heatarmor*, except as many targets as the caster's level can be affected.

30. **Mass Coldarmor** – As *Coldarmor*, except as many targets as the caster's level can be affected.

50. **True Armor** – Acts as *Lightning Armor*, *Fire Armor*, and *Ice Armor* all at the same time.

SPECIAL NOTES

No spells on this list are cumulative with each other.



ESSENCE HAND

1. **Vibrations I** – Causes an object of up to 1 pound mass to vibrate rapidly; if fragile it may break (roll a RR). If it is an object held by a being the being must make a RR or fumble it (each round).
2. **Staying I** – Exerts 1 pound of pressure on a person or object. Object cannot be moved by staying alone, and pressure can only be in one direction.
3. **Telekinesis I** – Can move one object, up to 1 pound in mass, up to 1' per second (with no acceleration). If the caster stops concentration before the duration is up, the object remains stationary as if it had a *Staying* spell of an equal weight limit cast upon it.
4. **Vibrations II** – As *Vibrations I*, except mass limit is 5 pounds.
5. **Staying II** – As *Staying I*, except mass limit is 5 pounds.
6. **Telekinesis II** – As *Telekinesis I*, except mass limit is 5 pounds.
7. **Vibrations III** – As *Vibrations I*, except mass limit is 25 pounds.
8. **Staying III** – As *Staying I*, except mass limit is 25 pounds.
9. **Vibrations IV** – As *Vibrations I*, except mass limit is 50 pounds.
10. **Aiming** – By concentrating on the mind of a missile firer (the firer cannot be the caster) and the flight of the missile, the caster causes +50 to be added to the attack roll of the missile. The caster must concentrate, touch the firer and see the missile for the entire round that the missile is fired.
11. **Telekinesis III** – As *Telekinesis I*, except the mass limit is 25 pounds.
12. **Staying IV** – As *Staying I*, except the mass limit is 50 pounds.
13. **Mass Vibrations I** – As *Vibrations I*, except as many objects (up to 5 pounds each) as the caster's level can be vibrated (they must all be within the field of vision of the caster).
14. **Telekinesis IV** – As *Telekinesis I*, except mass limit is 50 pounds.
15. **Staying V** – As *Staying I*, except mass limit is 100 pounds.
16. **Hurling I** – Caster may "hurl" one object (that starts within 10' of him) of 1 pound or less with sufficient force to deliver an attack. Attacks are resolved on the Sling Attack Table with a maximum range of 300'. The OB of the attack is the caster's directed spell skill with this spell. If *Arms Law* is not available, use the Shock Bolt Attack Table (with a maximum range of 300') delivering Impact criticals.
17. **Telekinesis V** – As *Telekinesis I*, except mass limit is 100 pounds.
19. **Mass Vibrations III** – As *Mass Vibrations*, except objects may be up to 25 pounds in mass.
20. **Lord Aim** – As *Aiming*, except missile attack bonus is 100.
25. **Staying True** – As *Staying I*, except mass limit is 10 pounds per level.



OPEN ESSENCE 2.4

ESSENCE HAND



Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Vibrations I	1 target, 1 lb	1 rnd/lvl	100'	F
□ 2)	Staying I	1 target, 1 lb	1 min/lvl	100'	F
□ 3)	Telekinesis I	1 target, 1 lb	1 min/lvl(C)	100'	F
□ 4)	Vibrations II	1 target, 5 lbs	1 rnd/lvl	100'	F
□ 5)	Staying II	1 target, 5 lbs	1 min/lvl	100'	F
□ 6)	Telekinesis II	1 target, 5 lbs	1 min/lvl(C)	100'	F
□ 7)	Vibrations III	1 target, 25 lbs	1 rnd/lvl	100'	F
□ 8)	Staying III	1 target, 25 lbs	1 min/lvl	100'	F
□ 9)	Vibrations IV	1 target, 50 lbs	1 rnd/lvl	100'	F
□ 10)	Aiming	1 target	1 rnd(C)	touch	U
□ 11)	Telekinesis III	1 target, 25 lbs	1 min/lvl(C)	100'	F
□ 12)	Staying IV	1 target, 50 lbs	1 min/lvl	100'	F
□ 13)	Mass Vibrations I	varies	1 rnd/lvl	100'	F
□ 14)	Telekinesis IV	1 target, 50 lbs	1 min/lvl(C)	100'	F
□ 15)	Staying V	1 target, 100 lbs	1 min/lvl	100'	F
□ 16)	Hurling I	1 target, 1 lb	—	10'	E
□ 17)	Telekinesis V	1 target, 100 lbs	1 min/lvl(C)	100'	F
□ 18)					
□ 19)	Mass Vibrations III	varies	1 rnd/lvl	100'	F
□ 20)	Lord Aim	1 target, 1 target	1 rnd(C)	touch	U
□ 25)	Staying True	1 target, 10 lb/lvl	1 min/lvl	100'	F
□ 30)	Great Telekinesis	1 target, 10 lb/lvl	1 min/lvl(C)	100'	F
□ 50)	Aim True	1 target	1 rnd(C)	touch	U

30. **Great Telekinesis** – As *Telekinesis I*, except mass limit is 10 pounds per level.

50. **Aim True** – As *Aiming*, except missile attack automatically does maximum damage. If the target is a Large or Super Large creature, the attack is treated as a Slaying attack.



OF
ESSENCE

9

SPELL LAW



OPEN ESSENCE 2.5

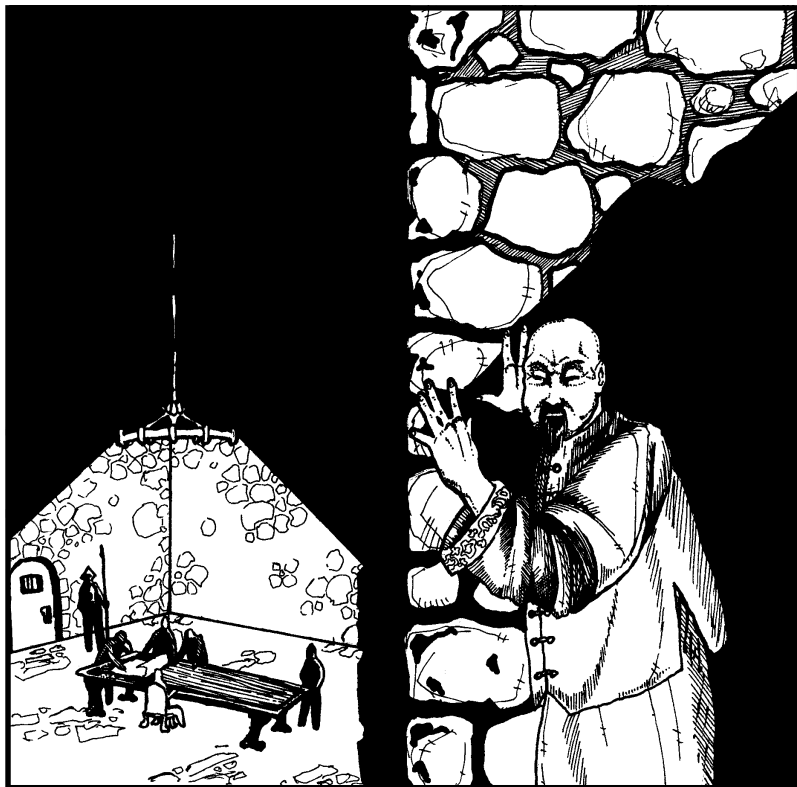
ESSENCE'S PERCEPTIONS



ESSENCE'S PERCEPTIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)					
☐ 2)	Presence *	20'R	1 rnd/lvl (C)	10'	U
☐ 3)	Listen I	varies	1 rnd/lvl (C)	10'	U
☐ 4)					
☐ 5)	Long Ear I	varies	1 min/lvl (C)	100'	U
☐ 6)	Watch I	varies	1 rnd/lvl (C)	10'	U
☐ 7)	Long Eye I	varies	1 min/lvl (C)	100'	U
☐ 8)	Listen II	varies	1 rnd/lvl (C)	100'	U
☐ 9)					
☐ 10)	Telepathy	1 target	1 rnd/lvl (C)	10'	Pm
☐ 11)	Watch II	varies	1 rnd/lvl (C)	100'	U
☐ 12)	Long Ear II	varies	1 min/lvl (C)	300'	U
☐ 13)					
☐ 14)	Listen III	varies	1 rnd/lvl (C)	500'	U
☐ 15)	Long Eye II	varies	1 min/lvl (C)	300'	U
☐ 16)					
☐ 17)					
☐ 18)	Watch III	varies	1 rnd/lvl (C)	500'	U
☐ 19)					
☐ 20)	Listen IV	varies	1 rnd/lvl (C)	1 mi/lvl	U
☐ 25)	Watch IV	varies	1 rnd/lvl (C)	1 mi/lvl	U
☐ 30)	Listen True	varies	1 rnd/lvl (C)	unlimited	U
☐ 50)	Watch True	varies	1 rnd/lvl (C)	unlimited	U

2. **Presence** – Caster is aware of the presence of all sentient/ thinking beings within 20'.
3. **Listen I** – Caster can pick a point up to 10' away and he will hear as if he were at that point.
5. **Long Ear I** – Caster's point of hearing may be moved independently up to 100' away (moves at the rate of 10' per round). He must physically be able to go there (e.g., he could not send his point of hearing through walls or closed doors).
6. **Watch I** – As *Listen I*, except the caster sees from the fixed point (it can rotate).
7. **Long Eye I** – As *Long Ear I*, except the caster sees from the moving point (it can rotate).
8. **Listen II** – As *Listen I*, except the range is 100'.
10. **Telepathy** – Caster receives surface thoughts from target. If target makes his RR by more than 25 he realizes that someone is trying to read his thoughts.
11. **Watch II** – As *Watch I*, except the range is 100'.
12. **Long Ear II** – As *Long Ear I*, except the range is 300'.
14. **Listen III** – As *Listen I*, except the range is 500'.
15. **Long Eye II** – As *Long Eye I*, except the range is 300'.
18. **Watch III** – As *Watch I*, except range is 500'.
20. **Listen IV** – As *Listen I*, except the range is 1 mile/level.
25. **Watch IV** – As *Watch I*, except the range is 1 mile/level.
30. **Listen True** – As *Listen*, except the range is unlimited (the caster must be able to locate the desired point in terms of direction and distance).
50. **Watch True** – As *Listen True*, except the caster sees instead of hearing.



OF
ESSENCE

10

SPELL LAW

LESSER ILLUSIONS

1. **Ventriloquism** — Caster can speak and his voice will appear to come from any point that he wants within 100' (point must be in his field of vision).
2. **Sound/Light Mirage** — Creates any simple, immobile image, scene, or sounds in an area up to 10' radius, **or** creates a set of immobile sounds in an area up to 10' radius.
3. **Taste/Smell Mirage** — As *Sound/Light Mirage*, except creates a set of immobile smells in the area of effect, **or** a set of immobile tastes in the area of effect.
4. **Illusions II** — Creates a simple, immobile image or scene up to an area of 10' radius. One of the following options may also be chosen: **a)** an extra sense can be added (not the tactile or *Presence* senses), **b)** the duration can be doubled, **c)** the range can be doubled, or **d)** the radius of the area of effect can be doubled. All parts of the area of effect must be within the range of the spell (and all of the area of effect must be in the caster's field of vision).
5. **Phantasm I** — Creates the image of one object or being that will move however the caster wants (as long as the caster concentrates). When the caster stops concentrating, the image remains but stops moving. The caster may resume concentration again later and make the image move again (presuming that the duration has not expired). The image can be of any size that would fit in the radius.
6. **Light Glamour** — Changes the visual appearance of one object. The target can be no larger than 10 pounds per level.
7. **Waiting Illusion II** — As *Illusion II*, except it can be delayed up to 24 hours. At the time of casting, the caster must decide upon the trigger for the spell. The caster can choose one of the following: **a)** time period, **b)** specified movements, **c)** specified sounds, **d)** specified smells, **e)** specified tastes. If a sense is used to trigger the spell, that sense must be included in the illusion.
8. **Illusions III** — As *Illusion II*, except two options may be chosen. See the notes at left for guidelines on how to combine the options.
9. **Phantasm II** — As *Phantasm I*, except one of the following options may also be chosen: **a)** an extra sense can be added (not the tactile or *Presence* senses), **b)** the duration can be doubled, **c)** the range can be doubled, **d)** the radius of the area of effect can be doubled, **e)** another image can be created and moved independently of the first (all separate images must be within the caster's field of vision and within range of the spell), or **f)** limited repetitious sounds, movements, etc. can be added that do not require concentration of the caster (the proper senses involved must also be included with the illusion).
10. **Waiting Phantasm II** — As *Phantasm II*, except it can be delayed as in *Waiting Illusion II*. The phantasm will move and act if given a simple command (at the time of casting), or it can deliver a short speech (if sound was one of the included senses).
11. **Waiting Illusion III** — As *Waiting Illusion II*, except two options may be chosen. See the notes below for guidelines on how to combine the options.
12. **Phantasm III** — As *Phantasm II*, except two options may be chosen. See the notes below for guidelines on how to combine the options.
13. **Illusions V** — As *Illusions III*, except four options may be chosen.
14. **Waiting Illusion IV** — As *Waiting Illusion III*, except three options may be chosen.

OPEN ESSENCE 2.6

LESSER ILLUSIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Ventriloquism	1 point	C	100'	E
□ 2)	Sound/Light Mirage	10'R	10 min/lvl	100'	E
□ 3)	Taste/Smell Mirage	10'R	10 min/lvl	100'	E
□ 4)	Illusions II	10'R	1 min/lvl	100'	E
□ 5)	Phantasm I	10'R	1 min/lvl (C)	100'	E
□ 6)	Light Glamour	1 object	1 day/lvl	50'	E
□ 7)	Waiting Illusion II	10'R	varies	50'	E
□ 8)	Illusions III	10'R	1 min/lvl	100'	E
□ 9)	Phantasm II	10'R	1 min/lvl (C)	100'	E
□ 10)	Waiting Phantasm II	10'R	varies	100'	E
□ 11)	Waiting Illusion III	10'R	varies	100'	E
□ 12)	Phantasm III	10'R	1 min/lvl (C)	100'	E
□ 13)	Illusions V	10'R	1 min/lvl	100'	E
□ 14)	Waiting Illusion IV	10'R	varies	100'	E
□ 15)	Waiting Phantasm III	10'R	varies	100'	E
□ 16)	Waiting Illusion V	10'R	varies	100'	E
□ 17)	Phantasm IV	10'R	1 min/lvl (C)	100'	E
□ 18)	Waiting Phantasm IV	10'R	varies	100'	E
□ 19)	Illusions VII	10'R	1 min/lvl	100'	E
□ 20)	Waiting Illusion VI	10'R	varies	100'	E
□ 25)	Phantasm V	10'R	1 min/lvl (C)	100'	E
□ 30)	Illusions X	10'R	1 min/lvl	100'	E
□ 50)	Phantasm X	10'R	1 min/lvl (C)	100'	E

15. **Waiting Phantasm III** — As *Waiting Phantasm III*, except two options may be chosen.
16. **Waiting Illusion V** — As *Waiting Illusion III*, except four options may be chosen.
17. **Phantasm IV** — As *Phantasm III*, except three options may be chosen.
18. **Waiting Phantasm IV** — As *Waiting Phantasm III*, except three options may be chosen.
19. **Illusions VII** — As *Illusions III*, except six options may be chosen.
20. **Waiting Illusion VI** — As *Waiting Illusion III*, except five options may be chosen.
25. **Phantasm V** — As *Phantasm III*, except four options may be chosen.
30. **Illusions X** — As *Illusion III*, except nine options may be chosen.
50. **Phantasm X** — As *Phantasm III*, except nine options may be chosen.

SPECIAL NOTES

- 1) If more than one option can be added to the *Illusion* or *Phantasm* spell, the same option may be chosen more than once. For example, with an *Illusion III*, two options are available. The range could be doubled once to 200' and then doubled again to 400'.
- 2) The sense aspects of the illusion (mirage or phantasm) are actually created (no RR) and detecting that it is an illusion can normally be accomplished only through spells or through the use of a conflicting sense. Even after the illusion is detected, it still exists (but the detector knows that it is not real).
- 3) See Section 15.14 (p. 98) for more on illusions.



OPEN ESSENCE 2.7

PHYSICAL ENHANCEMENT



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Mannish Scale *	1 object	—	1'	I
2)	Sly Ears	1 target	10 min/lvl	10'	U
3)	Balance *	1 target	varies	10'	U
4)	Nightvision	1 target	10 min/lvl	10'	U
5)	Sidevision	1 target	10 min/lvl	10'	U
6)	Sounding	1 target	10 min/lvl	10'	U
7)	Watervision	1 target	10 min/lvl	10'	U
8)	Waterlungs	1 target	10 min/lvl	10'	U
9)	Heatvision	1 target	10 min/lvl	10'	U
10)	Gaslungs	1 target	10 min/lvl	10'	U
11)	Resist Poison *	1 target	1 hr/lvl	touch	Us
12)	Darkvision	1 target	10 min/lvl	10'	U
13)					
14)					
15)	Changing Lungs	1 target	10 min/lvl	10'	U
16)	Mass Balance	1 tgt/lvl	varies	10'	U
17)					
18)	Mass Nightvision	1 tgt/lvl	10 min/lvl	10'	U
19)	Mass Watervision	1 tgt/lvl	10 min/lvl	10'	U
20)	Vision *	1 target	10 min/lvl	10'	U
25)	Mass Waterlungs	1 tgt/lvl	10 min/lvl	10'	U
30)	Mass Gaslungs	1 tgt/lvl	10 min/lvl	10'	U
50)	Mass Vision	1 tgt/lvl	10 min/lvl	10'	U

8. **Waterlungs** — Target can breathe water but not air.

9. **Heatvision** — As *Nightvision*, except target can see varying degrees of heat on the surfaces of objects. This spell does not allow the caster to see “through” things. This vision is not sufficient for detailed actions like reading or mapping.

10. **Gaslungs** — As *Waterlungs*, except target can breathe any gas as normal air.

11. **Resist Poison** — Delays the effect of a poison on a target. If poison is not eliminated before the spell expires, the target will be affected by the poison at that time.

12. **Darkvision** — As *Nightvision*, except any darkness can be seen through. Also, no light is needed at all for this spell to work.

15. **Changing Lungs** — As *Waterlungs*, except target can breathe water, air, and/or any gas at will.

16. **Mass Balance** — As *Balance*, except can affect one target per level of caster.

18. **Mass Nightvision** — As *Nightvision*, except can affect one target per level of caster.

19. **Mass Watervision** — As *Watervision*, except can affect one target/level of caster.

20. **Vision** — As all “vision” spells below 15th level functioning at the same time.

25. **Mass Waterlungs** — As *Waterlungs*, except can affect 1 target per level of caster.

30. **Mass Gaslungs** — As *Gaslungs*, except can affect 1 target per level of caster.

50. **Mass Vision** — As *Vision*, except can affect 1 target per level of caster.

PHYSICAL ENHANCEMENT

1. **Mannish Scale** — Caster can tell the exact dimensions, mass, and/or weight of one object.

2. **Sly Ears** — Target gains double normal hearing. This results in a special bonus of +50 to Awareness • Searching and Awareness • Senses skills involving only hearing (or +5 for Alertness skill). This bonus is +25 to such skills involving hearing and other senses (or +3 for Alertness skill).

3. **Balance** — Target gets a special bonus of +50 for maneuver rolls for a slow maneuver requiring balance (e.g., walking a 3" beam).

4. **Nightvision** — Target can see 100' on a normal night as if it were daylight. See Section 15.12 (p. 98).

5. **Sidevision** — Target has a 300° field of vision. The flank bonus for attacks against the target is lowered to +5 and the rear bonus is lowered to +15.

6. **Sounding** — Target's voice has its loudness tripled. This has no effect on spell casting capabilities (it simply allows the caster to make himself heard without difficulty over long distances).

7. **Watervision** — As *Nightvision*, except target can see 100' in any water; even muddy, murky water.

SPECIAL NOTES

See Section 15.12 (p. 98) for more on how the environment affects vision.



OF
ESSENCE

12

SPELL LAW

RUNE MASTERY

2. **Spell Store** – Caster may cast this spell with any spell he wants to store. The spell to be stored must be cast within one minute after the *Spell Store* is cast. The stored spell may then be cast later as an instantaneous spell. The *Spell Store* spell costs the same number of PPs as the spell that is stored. No other spell may be cast while a spell is stored.
3. **Rune I** – This spell inscribes a spell on a specially prepared piece of paper. The rune can then be used to cast the inscribed spell once. The spell to be inscribed must be cast within one minute after the *Rune #* spell is cast. Rune I can only inscribe 1st level spells. The rune can be set to affect the reader.
6. **Rune II** – As *Rune I*, except up to 2nd level spells can be inscribed.
8. **Rune III** – As *Rune I*, except up to 3rd level spells can be inscribed.
10. **Rune V** – As *Rune I*, except up to 5th level spells can be inscribed.
11. **Sign of Shock** – [RR Mod: -20] A Sign can be inscribed on any “non-mobile” surface and affects the triggering being. A Sign can be triggered by one of the following (decided by caster at the time of casting): **a)** specified time has passed, **b)** specified movements within 20', **c)** specified sounds within 20', **d)** touch, or **e)** reading. The Sign is cancelled when a being fails a RR against it. *Sign of Shock* puts the target in a state of shock for 10 minutes per 10 failure (treat as if target is stunned, except target will never pass out due to this shock).
12. **Rune VI** – As *Rune I*, except up to 6th level spells can be inscribed.
13. **Sign of Fear** – As *Sign of Shock*, except target will flee the location of the Sign for 1 minute per 5 failure. The target must make his RR based upon his resistance to Essence, not his resistance to Fear.
14. **Rune VII** – As *Rune I*, except up to 7th level spells can be inscribed.
15. **Sign of Sleep** – As *Sign of Shock*, except target falls into a magical sleep from which he cannot be awakened for 10 minute per 10 failure.
16. **Rune VIII** – As *Rune I*, except up to 8th level spells can be inscribed.
17. **Sign of Blinding** – As *Sign of Shock*, except target is blinded for 1 hour per 10 failure.
18. **Rune IX** – As *Rune I*, except up to 9th level spells can be inscribed.
19. **Sign of Paralysis** – As *Sign of Shock*, except target is paralyzed for 1 hour per 10 failure.
20. **Rune X** – As *Rune I*, except up to 10th level spells can be inscribed.
25. **Lord Research** – see Section 15.0 (p. 95).
30. **Lord Rune** – As *Rune I*, except up to 20th level spells can be inscribed.
50. **Mass Sign** – As any *Sign* spell desired, except that it can affect a number of targets up to the level of the caster before it is canceled.

OPEN ESSENCE 2.8

RUNE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)					
☐ 2)	Spell Store	1 spell	varies	self	U
☐ 3)	Rune I	1 spell	varies	self	U
☐ 4)					
☐ 5)					
☐ 6)	Rune II	1 spell	varies	self	U
☐ 7)					
☐ 8)	Rune III	1 spell	varies	self	U
☐ 9)					
☐ 10)	Rune V	1 spell	varies	self	U
☐ 11)	Sign of Shock	1 target	varies	touch	F
☐ 12)	Rune VI	1 spell	varies	self	U
☐ 13)	Sign of Fear	1 target	varies	touch	F
☐ 14)	Rune VII	1 spell	varies	self	U
☐ 15)	Sign of Sleep	1 target	varies	touch	F
☐ 16)	Rune VIII	1 spell	varies	self	U
☐ 17)	Sign of Blinding	1 target	varies	touch	F
☐ 18)	Rune IX	1 spell	varies	self	U
☐ 19)	Sign of Paralysis	target	varies	touch	F
☐ 20)	Rune X	1 spell	varies	self	U
☐ 25)	Lord Research	varies	varies	self	E
☐ 30)	Lord Rune	1 spell	varies	self	U
☐ 50)	Mass Sign	varies	varies	touch	F

SPECIAL NOTES

- 1) Rune paper is a special prepared paper, designed to hold enchantments (see *RMFRP* Section 24.2, p. 80). After the rune is read from the paper, it fades from the paper. The paper may then hold another rune.
- 2) The attack level of a rune is the level of the spell that is put into the rune. If the spell is an elemental attack, the reader's appropriate Directed Spell OB is used.





OPEN ESSENCE 2.9

SPELL WALL



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



9. **Essence Shield** – Creates a shimmering shield in front of the caster. This shield subtracts 10 from all frontal Essence 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. **Mind Shield** – As *Essence Shield*, except is effective only against Mentalism spells.

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

12. **Dispel Mentalism Sphere I** – As *Dispel Essence Sphere I*, except affects spells from the realm of Mentalism.

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

14. **Spell Shield** – As *Essence Shield*, except it is effective against any two of the three realms.

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

16. **Dispel Channeling Sphere I** – As *Dispel Essence Sphere I*, except affects spells from the realm of Channeling.

18. **Spell Shield True** – As *Essence Shield*, except is effective against all three realms.

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

20. **Essence Resistance** – Target gets a special bonus of +50 for all RRs versus Essence spells.

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

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

50. **Resistance True** – As *Essence Resistance*, except all three realms are affected.

SPELL WALL

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 Essence** – When the caster of this spell is a target of a spell from the realm of Essence, 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 all beings within 10' radius of target get the benefits.

4. **Cancel Mentalism** – As *Cancel Essence* except affects spells from the realm of Mentalism.

5. **Protection II** – As *Protection I*, except bonuses are 10.

6. **Cancel Channeling** – as *Cancel Essence*, except affects spells from the realm of Channeling.

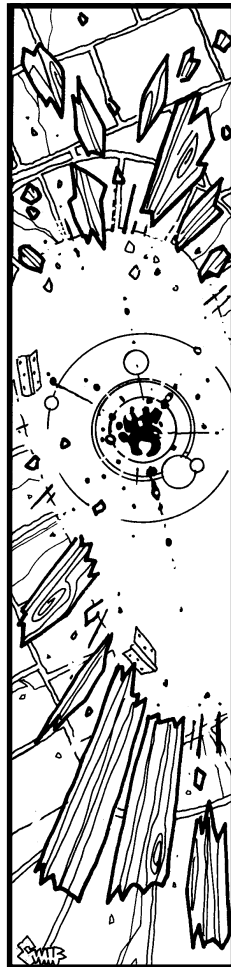
7. **Protection Sphere II** – As *Protection II*, except it has a 10' radius as in *Protection Sphere I*.

8. **Dispel Essence Sphere I** – As *Cancel Essence*, except for the area of effect (centered on the caster). If the radius encounters an already existing spell, that spell must make an RR (with a special modifier of +30) or be cancelled.



UNBARRING WAYS

1. **Lock** – Caster can cause any lock he can see within 100' to be locked (the lock is just normally locked and can be opened normally).
2. **Magic Lock** – A door (or container) can be magically "locked." The door can be broken down normally or the spell can be dispelled. Otherwise, the door cannot be opened for the duration of the spell.
3. **Locklore** – Gives the caster a special bonus of +20 for picking the lock analyzed. If the caster describes the information gained from this spell, the listener will get a special bonus of +10 to picking the lock analyzed.
4. **Opening I** – When cast upon a lock, there is a 20% chance a normal lock will open, and a 45% chance that a *Magic Lock* will open. There is a 10% chance that any associated traps are set off. Rolls are open-ended, and the sophistication of the lock may modify the roll.
5. **Traplore** – As *Locklore*, except applies to disarming traps.
6. **Disarm I** – As *Opening I*, except its chances concern disarming traps. There is a 10% chance that the trap being disarmed is set off.
7. **Jamming** – Causes a door to expand and jam into its frame. Roll d100 to determine the severity of the jam (a 01 means the door is only slightly stuck; a 100 means that the door is unopenable).
8. **Weakening** – Reduces the inherent strength of a door by 50%. All maneuvers to break down the door get a special bonus of +50.
9. **Open Prison I** – When cast, there is a 20% chance that all locks within the area of effect are unlocked (45% chance for *Magic Locks*). Roll separately for each lock in the area of effect. Rolls are open-ended, and the sophistication of the lock may modify the roll.
10. **Opening II** – As *Opening I*, except chance is 40% (90% for *Magic Locks*).
11. **Undoor I** – Will vaporize a nonmagic door up to 6" thick, 10' high and 10' wide (if the door is thicker than 6" it will vaporize the closest 6 inches). This will only work on an object that is used as a door (i.e., a caster cannot *Undoor* a section of wall).
12. **Disarm II** – As *Disarm I*, except chance is 40% (90% for magical traps).
13. **Greater Magic Lock** – As *Magic Lock*, except duration is 1 hour per level and the chance that an *Opening* spell (or *Open Prison*) will work is reduced by 20%.
14. **True Lock** – As *Magic Lock*, except door is unbreakable by normal means.
15. **Undoor II** – As *Undoor I*, except door can be up to 2'x20'x20'.
16. **Open Prison II** – As *Open Prison I*, except chance is 40% (90% for *Magic Locks*).
17. **Undoor III** – As *Undoor I*, except door can be up to 3'x50'x50'.
18. **Magic Lock True** – As *Magic Lock*, except duration is 1 day per level and the chance that an *Opening* spell (or *Open Prison*) will work is reduced by 40%.



OPEN ESSENCE 2.10

UNBARRING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Lock	1 lock	—	100'	U
□ 2)	Magic Lock	1 door	1 min/lvl	touch	U
□ 3)	Locklore	1 lock	—	touch	I
□ 4)	Opening I	1 lock	—	touch	U
□ 5)	Traplore	1 trap	—	touch	I
~~~~~					
□ 6)	Disarm I	1 trap	—	touch	U
□ 7)	Jamming	1 door	P	50'	U
□ 8)	Weakening	1 door	P	50'	U
□ 9)	Open Prison I	5'R/lvl	P	self	U
□ 10)	Opening II	1 lock	—	touch	U
~~~~~					
□ 11)	Undoor I	6"x10'x10'	P	10'	U
□ 12)	Disarm II	1 trap	—	touch	U
□ 13)	Greater Magic Lock	1 door	1hr/lvl	touch	U
□ 14)	True Lock	1 door	1 hr/lvl	touch	U
□ 15)	Undoor II	2'x20'x20'	P	10'	U
~~~~~					
□ 16)	Open Prison II	5'R/lvl	P	self	U
□ 17)	Undoor III	3'x50'x50'	P	10'	U
□ 18)	Magic Lock True	1 lock	1 day/lvl	touch	U
□ 19)	Undoor True	1 door	P	10'	U
□ 20)	New Gate	8'x5'x6"/lvl	P	touch	U
~~~~~					
□ 25)	Lock Mastery	1 lock	—	touch	U
□ 30)	Trap Mastery	1 trap	—	touch	U
□ 50)	Gate Cleaver	varies	1 rnd/lvl	varies	U

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

20. **New Gate** – A doorway (8'x5') is created in any wall up to 6" deep per level of the caster.

25. **Lock Mastery** – Gives the caster a 90% chance of opening a lock. The roll is open-ended and the sophistication of the lock may modify the roll.

30. **Trap Mastery** – As *Lock Mastery*, except its chances concern disarming traps.

50. **Gate Cleaver** – Caster can utilize any one of the lower level spells on this list each round.

SPECIAL NOTES

Each lock and trap is rated according to the difficulty in unlocking/disarming it. The standard difficulty modifiers apply: Routine (+30), Easy (+20), Light (+10), Medium (0), Hard (-10), Very Hard (-20), Extremely Hard (-30), Sheer Folly (-50), Absurd (at least -70). Some suggested difficulty modifiers are: Simple Shackle Lock (Easy), Padlock (Medium to Hard), Tumbler Lock (Hard to Extremely Hard), Double Key Tumbler (Sheer Folly).

If a spell (e.g., *Opening I*, *Disarm I*, etc.) is used to attempt to unlock/disarm a device, the chance of the spell successfully operating the lock is modified by **half** of the modifier given above.



CLOSED ESSENCE 3.1

DISPELLING WAYS

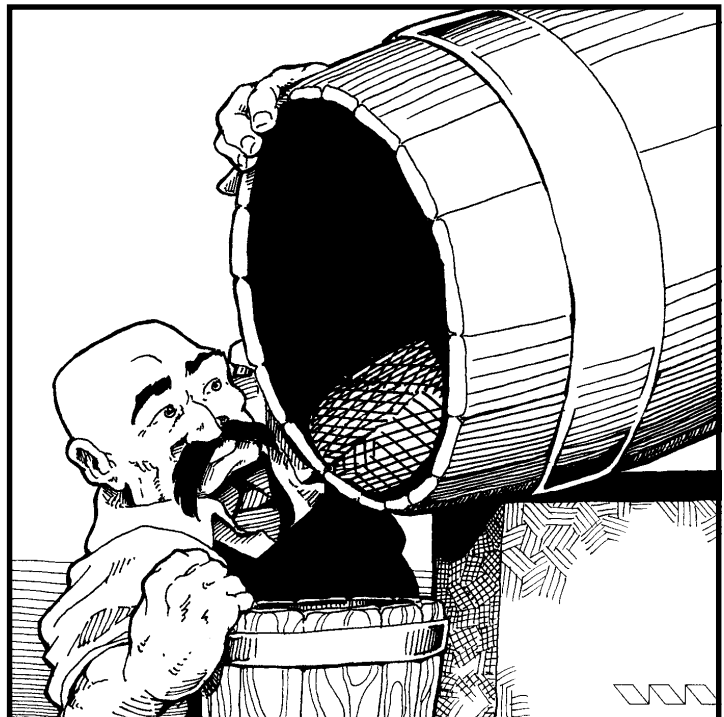


Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Cancel Essence I	caster	C	self	F
2)	Cancel Mentalism I	caster	C	self	F
3)	Cancel Channeling I	caster	C	self	F
4)	Dispel Essence I	1 target	—	10'	F
5)	Dispel Mentalism I	1 target	—	10'	F
6)	Dispel Channeling I	1 target	—	10'	F
7)	Dispel Ess. Sphere I	10'R	C	self	F
8)	Dispel Ment. Sphere I	10'R	C	self	F
9)	Dispel Chan. Sphere I	10'R	C	self	F
10)	Dispel Ess. Sphere V	50'R	C	self	F
11)	Dispel Ment. Sphere V	50'R	C	self	F
12)	Dispel Chan. Sphere V	50'R	C	self	F
13)					
14)	Dispel Ess. Sphere X	100'R	C	self	F
15)	Dispel Ment. Sphere X	100'R	C	self	F
16)	Dispel Chan. Sphere X	100'R	C	self	F
17)	Unessence	1 target	1 day	100'	F
18)	Unmentalism	1 target	1 day	100'	F
19)	Unchanneling	1 target	1 day	100'	F
20)	Cancel True	caster	C	self	F
25)	Dispel Essence True	300'R	C	self	F
30)	Dispel True	1 target	C	10'	F
50)	Dispel Sphere True	50'R	C	self	F

8. **Dispel Mentalism Sphere I** — As *Dispel Essence Sphere I*, except only Mentalism spells are affected.
9. **Dispel Channeling Sphere I** — As *Dispel Essence Sphere I*, except only Channeling spells are affected.
10. **Dispel Essence Sphere V** — As *Dispel Essence Sphere I*, except radius is 50'.
11. **Dispel Mentalism Sphere V** — As *Dispel Mentalism Sphere I*, except radius is 50'.
12. **Dispel Channeling Sphere V** — As *Dispel Channeling Sphere I*, except radius is 50'.
14. **Dispel Essence Sphere X** — As *Dispel Essence Sphere I*, except radius is 100'.
15. **Dispel Mentalism Sphere X** — As *Dispel Mentalism Sphere I*, except radius is 100'.
16. **Dispel Channeling Sphere X** — As *Dispel Mentalism Sphere I*, except radius is 100'.
17. **Unessence** — Target has no Essence power points (and thus can throw no Essence spells) for 24 hours (this includes spells cast using spell bonus items). This can also be cast against items which could normally cast spells. Hybrid spell casters who have Essence as one of their realms only have access to half their normal power points.
18. **Unmentalism** — As *Unessence*, except Mentalism is affected.
19. **Unchanneling** — As *Unessence*, except Channeling is affected.
20. **Cancel True** — As *Cancel Essence I* except all 3 realms are affected.
25. **Dispel Essence True** — As *Dispel Essence Sphere I*, except radius is 300'.
30. **Dispel True** — As *Dispel Essence I*, except all 3 realms are affected.
50. **Dispel Sphere True** — As *Dispel Essence Sphere V*, except all 3 realms are affected.

DISPELLING WAYS

1. **Cancel Essence I** — When the caster of this spell is a target of a spell from the realm of Essence, the “incoming” spell must first make an RR before the caster makes an RR. For RR purposes, each spell uses a level equal to the level of its caster. If the “incoming” spell passes the RR, it may target the caster normally; otherwise, the incoming spell has no effect on this target.
2. **Cancel Mentalism I** — As *Cancel Essence I*, except affects spells from the realm of Mentalism.
3. **Cancel Channeling I** — As *Cancel Essence I*, except affects spells from the realm of Channeling.
4. **Dispel Essence I** — Any active spell from the realm of Essence that is on the target must make a RR (use the level of that spell's caster as the spells level). If the spell fails its RR, it is dispelled.
5. **Dispel Mentalism I** — As *Dispel Essence I*, except affects spells from the realm of Mentalism.
6. **Dispel Channeling I** — As *Dispel Essence I*, except affects spells from the realm of Channeling.
7. **Dispel Essence Sphere I** — As *Dispel Essence I*, 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 modifier of +30) or be cancelled (not dispelled) for as long as the active spell is inside the radius.



GATE MASTERY

1. **Familiar** – The caster can attune to a creature (of animal intelligence and no more than 10% of caster's mass) to serve as his familiar. The caster must obtain the creature through normal means and cast this spell on the creature once per day for 1 week (concentrating for 2 hours/day). The caster can then control the familiar and view the world through its senses by concentrating on it if the familiar is within 50' per level. If the creature is killed, the caster will have a -25 modification to all actions for 2 weeks.
2. **Summons I** – Caster can instantly summon a first level, non-intelligent creature that he can control. If the caster can communicate with the creature, it will follow orders. Otherwise, control is only maintained through concentration of the caster. The general type of the creature can be specified by the caster but exactly what the creature is should be determined by the GM (selected from creatures commonly found in the area). If the creature was summoned for a task that is not dangerous to it, the duration is 10 minutes per level. However, if the creature is ever put into a dangerous situation, the duration drops to 1 round per level.
3. **Companion** – The caster can make a semi-intelligent being a companion. The companion can be no more than 50% of the caster's mass. The companion cannot be more intelligent than the caster. The relationship between the caster and the companion is not magical (and the caster must strive to maintain good relations with the companion or it will leave him). The relationship should be treated as a parent/child relationship. The companion will almost always obey a "do not" command (e.g., "Do not drink that potion"); but the companion may make an RR to resist a "do" command (e.g., "Go steal the eggs from the chickens).
5. **Summons II** – As *Summons I*, except caster can also choose one of the following options: **a)** the level of a summoned creature is increased by one, **b)** an extra first level creature can be summoned, or **c)** the duration can be doubled.
6. **Control Demon I** – Allows the caster to control a Type I demon for the duration of the spell. At the time of casting, there is a 2% chance per Type of the demon that the demon can ignore the control.
7. **Summons III** – As *Summons II*, except 2 options can be chosen.
8. **Lesser Demonic Gate** – Caster summons a demon who gradually appears over the course of d10+1 rounds. The GM should roll d100 (not open-ended) to determine the type of the demon. A result of 1-60 summons a Type I demon. A result of 61-90 summons a Type II demon. A result of 91-100 summons a Type III demon. If demon is not "controlled" or "mastered" before it fully appears, it will attack. See special notes on p. 168 for more details.
9. **Summons V** – As *Summons III*, except 4 options can be chosen.
10. **Control Demon II** – As *Control Demon I*, except Type I and Type II demons can be controlled.
11. **Summons X** – As *Summons III*, except 9 options can be chosen.
12. **Summon Folk** – After casting this spell, any nearby rural spirits or occupational spirits will visit the caster (exact time before the visit occurs may vary). The summoned folk will have the same nature as the caster. The exact results of their visit will vary (GM's discretion).
13. **Control Demon III** – As *Control Demon I*, except Type I, Type II, and Type III demons can be controlled.
14. **Companion True** – As *Companion*, except there is no size limitation on the companion.

CLOSED ESSENCE 3.2

GATE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Familiar	1 animal	P	touch	U
☐ 2)	Summons I	1 creature	varies	100'	U
☐ 3)	Companion	1 creature	varies	100'	U
☐ 4)					
☐ 5)	Summons II	varies	varies	100'	U
☐ 6)	Control Demon I	1 demon	C	10'/lvl	E
☐ 7)	Summons III	varies	varies	100'	U
☐ 8)	Lesser Demonic Gate	1 demon	varies	10'	U
☐ 9)	Summons V	varies	varies	100'	U
☐ 10)	Control Demon II	1 demon	C	10'/lvl	E
☐ 11)	Summons X	varies	varies	100'	U
☐ 12)	Summon Folk	varies	varies	100'	U
☐ 13)	Control Demon III	1 demon	C	10'/lvl	E
☐ 14)	Companion True	1 creature	varies	100'	U
☐ 15)	Waiting Summons	varies	varies	100'	U
☐ 16)	Lord Summons	varies	varies	100'	U
☐ 17)	Lesser Waiting Gate	1 demon	varies	10'	U
☐ 18)	Greater Demonic Gate	1 demon	varies	10'	U
☐ 19)	Control Demon IV	1 demon	C	10'/lvl	E
☐ 20)	Mass Summons	varies	varies	100'	U
☐ 25)	Demon Mastery II	1 demon	varies	10'/lvl	Fm
☐ 30)	Waiting Gate	1 demon	varies	10'	U
☐ 50)	Control Demon V	1 demon	C	10'/lvl	E

15. **Waiting Summons** – As *Summons X*, except the arrival of the summoned creature(s) can be delayed up to 1 day per level of the caster **or** until triggered by one of the following (decided at the time of casting): specified movements, touch, or a specific action. The caster may specify (at the time of casting) a single task for the creature(s) to perform when it (they) arrives.

16. **Lord Summons** – As *Summons III*, except 19 options may be chosen.

17. **Lesser Waiting Gate** – As *Waiting Summons*, except it functions as *Lesser Demonic Gate*.

18. **Greater Demonic Gate** – As *Lesser Demonic Gate*, except Types III, IV, V, and VI can be summoned. Roll d100 (not open-ended) to determine the type: 1-60 results in a Type III demon, 61-85 results in a Type IV demon, 86-95 results in a Type V demon, and 96-100 results in a Type VI demon.

19. **Control Demon IV** – As *Control Demon I*, except Type I, Type II, Type III, and Type IV demons can be controlled.

20. **Mass Summons** – As *Summons III*, except the caster can take as many options as he has levels.

25. **Demon Mastery II** – As *Control Demon II*, except concentration is not required. There is a 5% chance per Type of the demon that the demon can ignore the mastery.

30. **Waiting Gate** – As *Waiting Summons*, except it functions as *Greater Demonic Gate*.

50. **Control Demon V** – As *Control Demon I*, except Type I, Type II, Type III, Type IV, and Type V demons can be controlled.

SPECIAL NOTES

See Section 15.23 (p. 101) for more on summoning creatures and controlling demons.



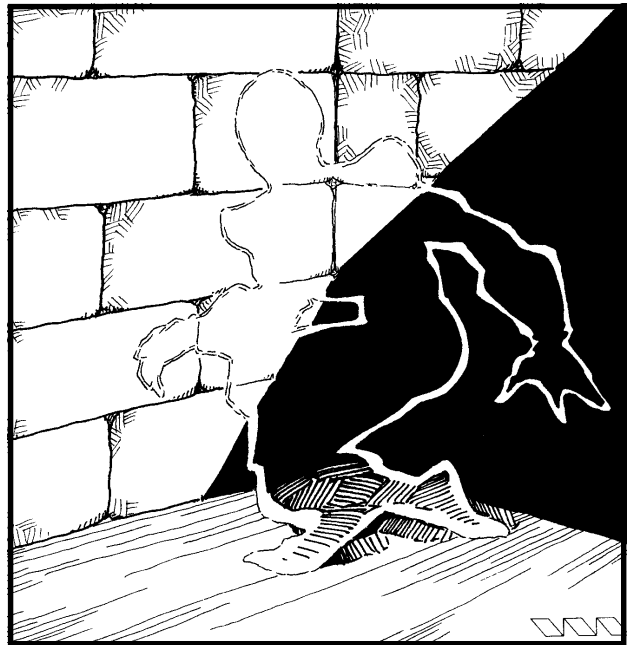


CLOSED ESSENCE 3.3

INVISIBLE WAYS



Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Unseen I	1 target	24 hours	10'	E
3)					
4)	Invisibility I	1 target	24 hours	10'	E
5)					
6)	Invisibility II	1 target	24 hours	10'	E
7)					
8)	Invisibility Sphere I	1 target	24 hours	10'	E
9)					
10)	Unseen III	3 targets	24 hours	10'	E
11)	Invisibility Sphere II	1 target	24 hours	10'	E
12)					
13)	Unseen V	5 targets	24 hours	10'	E
14)					
15)	Invisibility Split	2 targets	24 hours	10'	E
16)					
17)	Unseen X	10 targets	24 hours	10'	E
18)	Invis. Split Sphere	2 targets	24 hours	10'	E
19)					
20)	Invisibility Sphere III	1 target	24 hours	10'	E
25)	Mass Unseen	1 target/lvl	24 hours	10'	E
30)	Mass Invisibility	1 target/lvl	24 hours	10'	E
50)	True Invisibility	caster	24 hours	self	E



17. **Unseen X** – As *Unseen I*, except up to 10 objects can be affected.

18. **Invisibility Split Sphere** – As *Invisibility Split Sphere*, except the two radii can vary up to 10' (chosen at the time of casting).

20. **Invisibility III** – As *Invisibility I*, except radius can vary up to 20' (chosen at the time of casting).

25. **Mass Unseen** – As *Unseen I*, except as many objects as the caster's level may be affected.

30. **Mass Invisibility** – As *Invisibility I*, except as many targets as the caster's level can be affected. Each target gets its own radius.

50. **True Invisibility** – As *Invisibility II*, except only affects the caster. If he attacks he is only visible for the round immediately following the attack. Violent blows do not affect this spell.

SPECIAL NOTES

1) Only objects/beings totally contained in an invisibility radius at the time of casting become invisible; such an object/being would become visible upon totally leaving the radius; such an object/being would become visible upon violating the normal *Unseen/Invisibility* restrictions (e.g., attacking, receiving a violent blow, etc.), but the other objects/beings associated with the radius would remain invisible.

2) See Section 15.5 (p. 96) for more on Invisibility.



INVISIBLE WAYS

2. **Unseen I** – A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hours pass **or** the object is struck by a violent blow (being hit by a weapon, falling, etc.) **or** the object makes a violent move (i.e., an attack).
4. **Invisibility I** – As *Unseen I*, except everything within 1' of the target is invisible as long as it is within 1' and as long as none of the *Unseen I* termination conditions occur.
6. **Invisibility II** – As *Invisibility I*, except the radius can vary up to 1' (chosen at the time of casting). This makes the invisible target harder to see.
8. **Invisibility Sphere I** – As *Invisibility I*, except the radius is 10'.
10. **Unseen III** – As *Unseen I*, except 3 objects can be affected.
11. **Invisibility Sphere II** – As *Invisibility Sphere I*, except the radius can vary up to 10' (chosen at the time of casting).
13. **Unseen V** – As *Unseen I*, except 5 objects can be affected.
15. **Invisibility Split** – As *Invisibility I*, except two targets can be affected (with a separate radius for each).

LIVING CHANGE

1. **Shrink Self** – Caster may shrink by up to 50% his normal mass (height in most situations). The caster retains his previous strength.
2. **Enlarge Self** – As *Shrink Self*, except caster may increase his mass by 50% (height in most situations); there is no increase in his strength (except for movement purposes).
3. **Change Lore** – Allows caster to analyze the form of another being for future use with *True Change* (see below).
5. **Change to Kind** – Caster can alter the target's form to the form of any desired humanoid race. The form cannot be a specific form. For example, the target could take on the form of a Dwarf, but not the Dwarven king. Only physical form is gained (e.g., the target who becomes a Dwarf would not receive the dwarves ability to see in the dark).
7. **Shrink** – As *Shrink Self*, except the maximum decrease is 10% of caster's mass per level (to a maximum of 90% of the target's mass) and it can be cast on any material that is living or was once living.
10. **Enlarge** – As *Shrink*, except it increases target's mass up to 10% of caster's mass per level.
11. **Change** – As *Change to Kind*, except alteration can be to any organic form within 50% to 200% target's current mass. Target gains no special abilities from the change.
13. **True Change** – As *Change*, except altered form can be that of a specific being analyzed by *Change Lore*.
15. **Changing** – As *True Change*, except caster may assume a different form anytime during the spell, by concentrating for one round per change.
17. **Merging** – Target can merge into any solid, inanimate material. 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. The caster can exit at any time up to 1 hour per level; all other targets must emerge after a specified time (the caster specifies the time when the spell is cast, must be less than 1 hour per level).
19. **Invulnerability** – Target has all critical hits lowered by one in severity (an 'A' critical is treated as an 'A' critical with a -20 modification).
20. **Passing** – Target may pass through any inanimate material up to 1' per level; it takes one round to pass through 2'.
25. **Mass Enlarge** – As *Enlarge*, except it simultaneously enlarges (by up to 50% of caster's mass) as many targets as the caster's level. All objects must enlarge the same percentage amount.
30. **Mass Change** – As *Change*, except affects up to the caster's level in targets (all targets must take the same type of form).
50. **Mass Merging** – As *Merging*, except affects up to the caster's level in targets. All targets must exit after a set time. If the caster is one of the targets, he may exit any time and all other targets can exit with him.

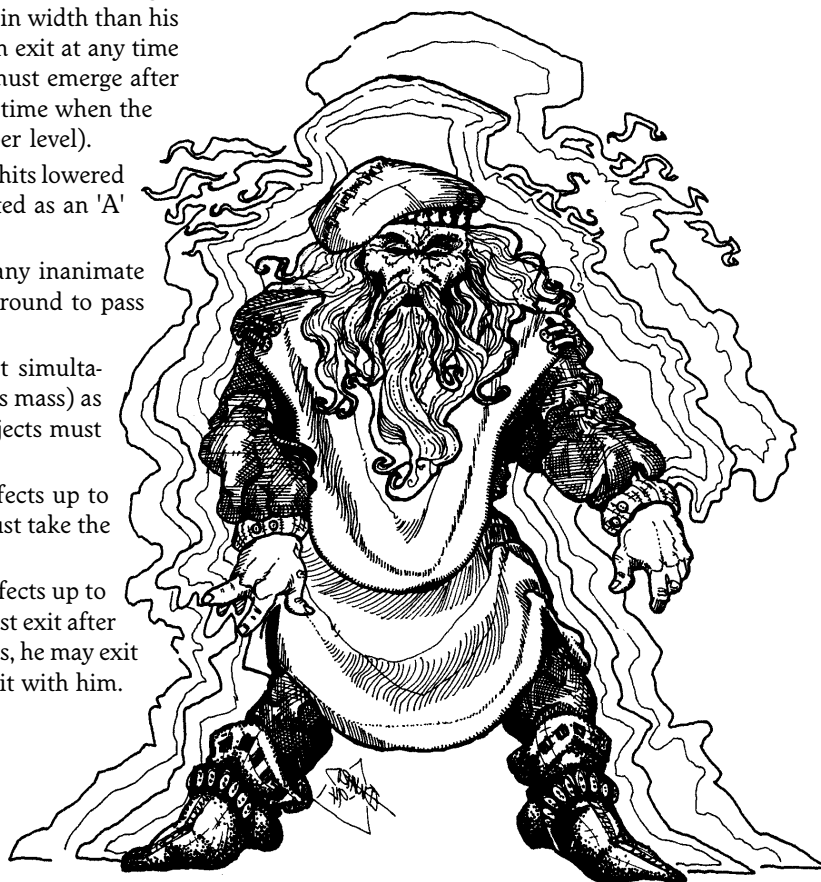
CLOSED ESSENCE 3.4

LIVING CHANGE

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Shrink Self	caster	1 min/lvl	self	U
☐ 2)	Enlarge Self	caster	1 min/lvl	self	U
☐ 3)	Change Lore	caster	—	100'	P
☐ 4)					
☐ 5)	Change to Kind	1 target	10 min/lvl	10'	U
☐ 6)					
☐ 7)	Shrink	1 target	10 min/lvl	10'	U
☐ 8)					
☐ 9)					
☐ 10)	Enlarge	1 target	10 min/lvl	10'	U
☐ 11)	Change	1 target	10 min/lvl	10'	U
☐ 12)					
☐ 13)	True Change	1 target	10 min/lvl	10'	U
☐ 14)					
☐ 15)	Changing	caster	10 min/lvl	self	U
☐ 16)					
☐ 17)	Merging	1 target	varies	10'	U
☐ 18)					
☐ 19)	Invulnerability	1 target	1 min/lvl	10'	U
☐ 20)	Passing	1 target	1 min/lvl	10'	U
☐ 25)	Mass Enlarge	1 target/lvl	1 min/lvl	10'	U
☐ 30)	Mass Change	1 target/lvl	10 min/lvl	10'	U
☐ 50)	Mass Merging	1 target/lvl	varies	10'	U

SPECIAL NOTES

See Section 15.20 (p. 100) for more on the abilities gained/retained when a new shape is assumed.





CLOSED ESSENCE 3.5

LOFTY BRIDGE



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Leaping *	1 target	1 rnd	100'	U
2)	Landing *	1 target	varies	100'	U
3)	Leaving I	1 target	—	10'	U
4)	Levitation	1 target	1 min/lvl	10'	U
5)	Fly I	1 target	1 min/lvl	10'	U
6)	Portal	3'x6'x3'	1 rnd/lvl	touch	U
7)	Fly II	1 target	1 min/lvl	10'	U
8)	Long Door I	1 target	—	10'	U
9)	Leaving III	1 target	—	10'	U
10)	Teleport I	1 target	—	10'	U
11)	Fly III	1 target	1 min/lvl	10'	U
12)	Long Door III	1 target	—	10'	U
13)	Teleport III	3 targets	—	10'	U
14)	Portal True	3'x6'x5'/lvl	1 rnd/lvl	touch	U
15)	Long Door V	1 target	—	10'	U
16)	Teleport V	5 targets	—	10'	U
17)	Fly True	1 target	1 min/lvl	10'	U
18)	Teleport X	10 targets	—	10'	U
19)	Mass Leaving	1 target/lvl	—	10'	U
20)	Lord Teleport	20 targets	—	10'	U
25)	Mass Long Door	1 target/lvl	—	10'	U
30)	Mass Teleport	1 target/lvl	—	10'	U
50)	Teleport True	1 target	—	10'	U



LOFTY BRIDGE

- Leaping** — Allows the target to leap 50' laterally or 20' vertically in the round that the spell is cast.
- Landing** — Allows the target to land safely after a fall up to 20' per level of the caster. In addition, the target may take that distance off the severity of any longer fall.
- Leaving I** — Caster teleports the target to a point up to 100' away. There can be no intervening "barriers" in a direct line between the target and the point. A "barrier" is defined as anything the target could not physically go through (e.g., a closed door is a barrier, a pit is not).
- Levitation** — Allows target to move up and down vertically at a rate of 10' per round. The spell does not confer any ability to control horizontal movement.
- Fly I** — Target can fly at a rate of 75' per round (approximately 5 mph). While *Fly* is active, normal movement (e.g., walking, running, etc.) is not allowed.
- Portal** — Opens a 3'x6'x3' portal in any solid surface. When the duration ends, the surface is returned to its previous state. If anyone is in the area of effect when the spell ends, he is forced back to his point of entry.
- Fly I** — As *Fly I*, except rate is 150' per round.
- Long Door I** — As *Leaving I*, except target can pass through barriers by specifying exact distances. If the arrival point coincides with solid or liquid material, the target does not move; instead, he is stunned 1d10 rounds (the caster still expends the PPs for this spell).
- Leaving III** — As *Leaving I*, except movement range is 300'.

10. **Teleport I** — As *Long Door I*, except movement range is 10 miles per level. This can be very risky depending upon the caster's familiarity with the destination's locale. The following chances for failure exist: *Never seen place* (but has had described) = 50%; *Been briefly* (one hour or less) = 25%; *Studied* (been in for 24 hours) = 10%; *Studied carefully* (7 days) = 1%; *Lived in* (for at least one year) = 0.01%. In the case of failure, first determine the direction of the error (randomly). The amount of error is then determined by making a 1d100 (open-ended) to determine the distance of the error in feet.

11. **Fly III** — As *Fly I*, except rate is 300' per round.

12. **Long Door III** — As *Long Door I*, except movement range is 300'.

13. **Teleport III** — As *Teleport I*, except up to 3 targets may be moved to same place.

14. **Portal True** — As *Portal*, except portal is 3'x6' and up to 5' per level deep.

15. **Long Door V** — As *Long Door I*, except movement range is 500'.

16. **Teleport V** — As *Teleport III*, except 5 targets may be moved.

17. **Fly True** — As *Fly I*, except rate is 450' per round.

18. **Teleport X** — As *Teleport III*, except 10 targets may be moved.

19. **Mass Leaving** — As *Leaving*, except as many targets as the caster's level may be moved.

20. **Lord Teleport** — As *Teleport III*, except 20 targets can be moved.

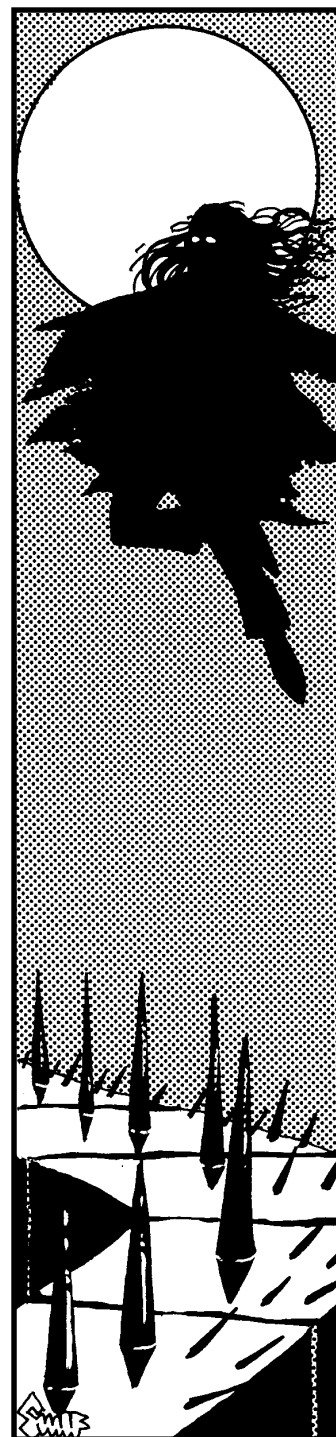
25. **Mass Long Door** — As *Long Door*, except as many targets as the caster's level may be moved up to 300'.

30. **Mass Teleport** — As *Teleport III*, except as many targets as the caster's level may be moved.

50. **Teleport True** — As *Teleport I*, except with an unlimited movement range.

SPECIAL NOTES

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



RAPID WAYS

1. **Run I** – Target may run at double his normal walking pace; he expends exhaustion points at the same rate he would if he were walking, once he stops or performs some other action the spell is canceled.
2. **Speed I** – Target may act at twice his normal rate (i.e., 200% activity per round), but immediately afterwards must spend a number of rounds equal to the rounds speeded at half rate— only 50% normal activity per round.
3. **Speed Reading** – Target reads at a rate of 10 pages per minute.
4. **Speed II** – As *Speed I*, except duration is 2 rounds for one target or 1 round for each of 2 targets.
5. **Sprint I** – Target may run at triple his normal walking pace and only expends exhaustion points at the same rate he would if he were walking. Once he stops or performs some other action the spell is canceled.
6. **Haste I** – Target may act at twice his normal rate (i.e., 200% activity).
7. **Speed III** – As *Speed I*, except duration is 3 rounds split among one to three targets (in any combination).
8. **Haste II** – As *Haste I*, except duration is 2 rounds for one target or 1 round for each of 2 targets.
9. **Fast Sprint** – Target may run at four times his normal walking pace and only expend exhaustion points at the same rate he would if he were walking, but once he stops or performs some other action the spell is canceled.
10. **Speed V** – As *Speed III*, except duration is 5 rounds split among one to five targets (in any combination).
11. **Run III** – As *Run I*, except 3 targets may be affected.
12. **Haste III** – As *Haste I*, except duration is 3 rounds split among one to three targets (in any combination).
14. **Sprint III** – As *Sprint I*, except 3 targets may be affected.
15. **Haste V** – As *Haste III*, except duration is 5 rounds split among one to five targets (in any combination).
16. **Run V** – As *Run I*, except 5 targets may be affected.
17. **Speed X** – As *Speed III*, except duration is 10 rounds split among one to ten targets (in any combination).
18. **Sprint V** – As *Sprint I*, except 5 targets may be affected.
20. **Haste X** – As *Haste III*, except duration is 10 rounds split among one to ten targets (in any combination).
25. **Mass Run** – As *Run I*, except as many targets as the caster's level may be affected.
30. **Mass Speed** – As *Speed III*, except duration is a number of rounds equal to the caster's level, split among any number of targets up to the caster's level (in any combination).
50. **Mass Haste** – As *Haste III*, except duration is a number of rounds equal to the caster's level, split among any number of targets up to the caster's level (in any combination).

CLOSED ESSENCE 3.6

RAPID WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Run I *	1 target	10 min/lvl	10'	U
□ 2)	Speed I *	1 target	1 rnd	10'	U
□ 3)	Speed Reading	1 target	10 min/lvl	10'	U
□ 4)	Speed II *	varies	varies	10'	U
□ 5)	Sprint I *	1 target	10 min/lvl	10'	U
□ 6)	Haste I *	1 target	1 rnd	10'	U
□ 7)	Speed III *	varies	varies	10'	U
□ 8)	Haste II *	varies	varies	10'	U
□ 9)	Fast Sprint *	1 target	10 min/lvl	10'	U
□ 10)	Speed V *	varies	varies	10'	U
□ 11)	Run III *	3 targets	10 min/lvl	10'	U
□ 12)	Haste III *	varies	varies	10'	U
□ 13)					
□ 14)	Sprint III *	3 targets	10 min/lvl	10'	U
□ 15)	Haste V *	varies	varies	10'	U
□ 16)	Run V *	5 targets	10 min/lvl	10'	U
□ 17)	Speed X *	varies	varies	10'	U
□ 18)	Sprint V *	5 targets	10 min/lvl	10'	U
□ 19)					
□ 20)	Haste X *	varies	varies	10'	U
□ 25)	Mass Run *	1 target/lvl	10 min/lvl	10'	U
□ 30)	Mass Speed *	varies	varies	10'	U
□ 50)	Mass Haste *	varies	varies	10'	U



SPECIAL NOTES

Only one *Haste* or *Speed* spell may be in effect on an individual at any given time. In addition, as *Speed* requires a 50% activity penalty after the spell effects end. So, casting a *Speed* or *Haste* spell at that point will only bring a person to normal activity, rather than extending the 200% activity time ($50\% \times 2 = 100\%$).



CLOSED ESSENCE 3.7

SHIELD MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Enchanted Shield	1 shield	1 min/lvl	10'	U
2)	Shield *	caster	1 min/lvl	self	U
3)	Blur *	1 target	1 min/lvl	10'	U
4)	Enchanted Robes	1 robe	1 min/lvl	10'	U
5)	Deflections I *	1 missile	—	100'	U
6)	Enchanted Leather	1 leather	1 min/lvl	10'	U
7)	Bladeturn I *	1 attack	—	100'	U
8)					
9)	Deflections II *	2 missiles	—	100'	U
10)	Aim Untrue I *	1 missile	—	100'	U
11)	Bladeturn II *	2 attacks	—	100'	U
12)					
13)	Deflections III *	3 missiles	—	100'	U
14)					
15)	Aim Untrue II *	2 missiles	—	100'	U
16)					
17)	Bladeturn III *	3 attacks	—	100'	U
18)	Re-aiming *	1 missile	—	100'	U
19)	Aim Untrue III *	3 missiles	—	100'	U
20)	Mass Deflections *	varies	—	100'	U
25)	Mass Bladeturn *	varies	—	100'	U
30)	Mass Aim Untrue *	varies	—	100'	U
50)	Re-aiming True *	100'R	—	100'	U

5. **Deflections I** — Caster can deflect any one missile that passes within 100' of him (caster must be able to see the missile). This causes 100 to be subtracted from the missile's attack.

6. **Enchanted Leather** — Caster temporarily enchants one non-magic suit of leather (usually a shirt) with a special bonus of +10 to DB.

7. **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.

9. **Deflections II** — As *Deflections I*, except 2 missiles may be affected.

10. **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 its target.

11. **Bladeturn II** — As *Bladeturn I*, except 2 melee attacks may be affected.

13. **Deflections III** — As *Deflections I*, except 3 missiles may be affected.

15. **Aim Untrue II** — As *Aim Untrue I*, except 2 missiles may be affected.

17. **Bladeturn III** — As *Bladeturn I*, except 3 melee attacks may be affected.

18. **Re-aiming** — One missile passing within 100' of caster is reversed and make an attack on its source. For the attack on the missile's source, use an OB of +5 (no other OB or DB modifiers apply).

19. **Aim Untrue III** — As *Aim Untrue I*, except 3 missiles may be affected.

20. **Mass Deflections** — As *Deflections I*, except as many missiles as the caster's level may be affected.

25. **Mass Bladeturn** — As *Bladeturn I*, except as many melee attacks as the caster's level may be affected.

30. **Mass Aim Untrue** — As *Mass Deflections*, except missiles automatically miss.

50. **Re-aiming True** — As *Re-aiming*, except all missiles passing within 100' of caster are reversed. Each missile attacks its firer with a +20 OB.

SPECIAL NOTES

1) 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.

2) The bonuses from *Enchanted Robes* and *Enchanted Leather* are not cumulative **and** they are not cumulative with bonuses from other armor.

SHIELD MASTERY

1. **Enchanted Shield** — Caster temporarily enchants a non-magic, non-metal shield with a special bonus of +10 to defensive bonus (DB).
2. **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.
3. **Blur** — Causes target to appear blurred to attackers. This subtracts 10 from all attacks directed at the target.
4. **Enchanted Robes** — Caster temporarily enchants one robe to confer a special bonus of +10 to DB.



SPELL ENHANCEMENT

1. **Special Effects** – Caster can add a minor smell, visual, or audio aspect to the next spell that he casts. This minor effect cannot increase or change the effects of the spell in any fashion.
2. **Extension II** – Causes the next spell that the caster casts (within 1 minute) to have double the normal duration. This spell is not cumulative with any other *Extension* spells.
4. **Ranging I** – Causes the next spell that the caster casts (within 1 minute) to have its range increased by 50'. This spell is not cumulative with any other *Ranging* spells.
5. **Extension III** – As *Extension II*, except duration is 3 times normal.
6. **Instant Ranging I** – As *Ranging I*, except the casting time is instant.
7. **Increased Radius I** – Causes the next spell that the caster casts (within 1 minute) to have its area of effect increased by 5'. This spell is not cumulative with other *Increased Radius* spells.
8. **Ranging II** – As *Ranging I*, except range increase is 100'.
9. **Extension IV** – As *Extension II*, except duration is 4 times normal.
10. **Instant Ranging II** – As *Instant Ranging I*, except range is increased by 100'.
11. **Increased Radius II** – As *Increased Radius II*, except area of effect is increased by 10'.
12. **Ranging III** – As *Ranging I*, except range increase is 200'.
13. **Extension V** – As *Extension II*, except duration is 5 times normal.
14. **Instant Ranging III** – As *Instant Ranging I*, except range is increased by 200'.
15. **Increased Radius III** – As *Increased Radius II*, except area of effect is increased by 15'.
16. **Ranging IV** – As *Ranging I*, except range increase is 300'.
17. **Extension X** – As *Extension II*, except duration is 10 times normal.
18. **Instant Ranging IV** – As *Instant Ranging I*, except range is increased by 300'.
19. **Increased Radius IV** – As *Increased Radius II*, except area of effect is increased by 20'.
20. **Ranging V** – As *Ranging I*, except range increase is 500'.
25. **Greater Extension** – As *Extension II*, except duration is increased by 12 hours.
30. **Extension True** – As *Extension II*, except duration is increased by 24 hours.
50. **Permanent** – As *Extension II*, except duration is permanent. Only one permanent spell can be in effect at a time for each spell caster.

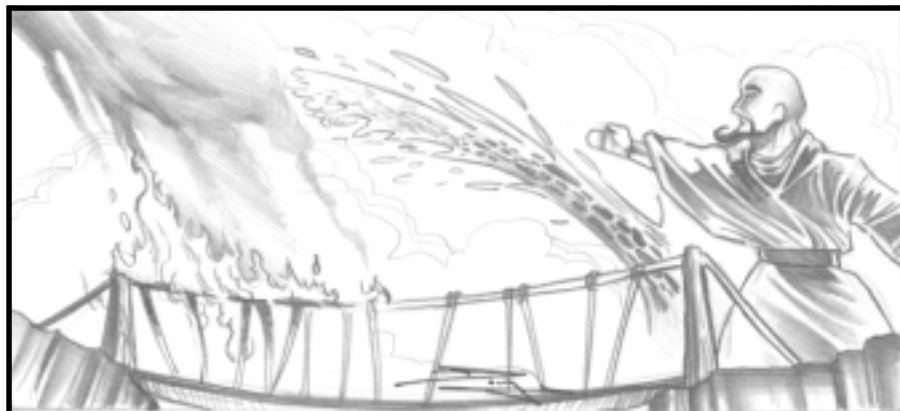
CLOSED ESSENCE 3.8

SPELL ENHANCEMENT

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Special Effects *	1 spell	varies	self	U
☐ 2)	Extension II	1 spell	varies	self	U
☐ 3)					
☐ 4)	Ranging I	1 spell	varies	self	U
☐ 5)	Extension III	1 spell	varies	self	U
☐ 6)	Instant Ranging I *	1 spell	varies	self	U
☐ 7)	Increased Radius I	1 spell	varies	self	U
☐ 8)	Ranging II	1 spell	varies	self	U
☐ 9)	Extension IV	1 spell	varies	self	U
☐ 10)	Instant Ranging II *	1 spell	varies	self	U
☐ 11)	Increased Radius II	1 spell	varies	self	U
☐ 12)	Ranging III	1 spell	varies	self	U
☐ 13)	Extension V	1 spell	varies	self	U
☐ 14)	Instant Ranging III *	1 spell	varies	self	U
☐ 15)	Increased Radius III	1 spell	varies	self	U
☐ 16)	Ranging IV	1 spell	varies	self	U
☐ 17)	Extension X	1 spell	varies	self	U
☐ 18)	Instant Ranging IV *	1 spell	varies	self	U
☐ 19)	Increased Radius IV	1 spell	varies	self	U
☐ 20)	Ranging V	1 spell	varies	self	U
☐ 25)	Greater Extension	1 spell	varies	self	U
☐ 30)	Extension True	1 spell	varies	self	U
☐ 50)	Permanent	1 spell	varies	self	U

SPECIAL NOTES

- 1) Only spells with a defined duration can have their duration changed with an *Extension* spell. This does not include spells with a duration of “concentration” or “instant” spells.
- 2) Only spells with a “radius” effect can have their area of effect changed by the *Increase Radius* spells.
- 3) Only spells with a range other than “self” can be altered by *Ranging* spells.
- 4) *Instant Ranging* does not allow two spells to be cast in the same round. Thus, a spell that is utilizing *Instant Ranging* still takes a minimum of two rounds to cast (one for the *Instant Ranging* and one for the other spell).





CLOSED ESSENCE 3.9

SPELL REINS



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Spell Store	1 spell	varies	self	U
2)	Identify Casting *	1 target	—	self	P
3)	Spell Hold I *	1 spell	1 rnd	100'	F
4)					
5)	Spell Bending I *	1 spell	—	100'	F
6)	Spell Hold II *	1 spell	2 rnds	100'	F
7)					
8)	Spell Bending II *	1 spell	—	100'	F
9)	Spell Hold III *	1 spell	3 rnds	100'	F
10)	Reverse Spell I *	1 spell	—	100'	F
11)	Spell Bending III *	1 spell	—	100'	F
12)	Spell Hold IV *	1 spell	4 rnds	100'	F
13)	Power Loan	caster	—	self	U
14)	Spell Bending IV *	1 spell	—	100'	F
15)	Spell Hold V *	1 spell	5 rnds	100'	F
16)	Reverse Spell II *	1 spell	—	100'	F
17)	Spell Bending V *	1 spell	—	100'	F
18)	Spell Hold X *	1 spell	10 rnds	100'	F
19)					
20)	Lord Spell Hold *	1 spell	20 rnds	100'	F
25)	Spell Bending True *	1 spell	—	100'	F
30)	Spell Hold True *	1 spell	1 rnd/lvl	100'	F
50)	Reversal True *	100'R	—	self	F



SPELL REINS

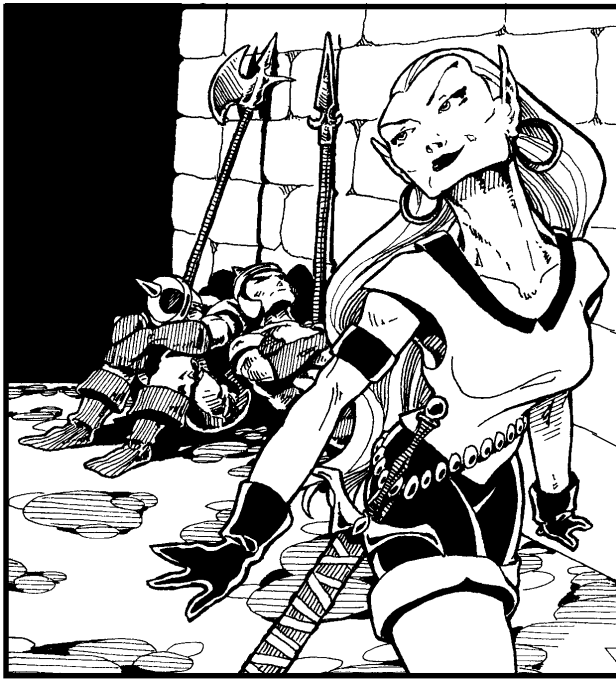
- Spell Store** — Caster may cast this spell with any spell he wants to store. The spell to be stored must be cast within one minute after the *Spell Store* is cast. The stored spell may then be cast later as an instantaneous spell. The *Spell Store* costs the same number of PPs as the spell that is stored. No other spell may be cast while a spell is stored.
- Identify Casting** — If the target of this spell is casting a spell, the caster will know what realm the spell is from and what type of spell the target is casting.



- Spell Hold I** — The attack spell that is targeted with this spell must make an RR (using its caster's level as its level). If the RR succeeds, it will attack its original target as intended; otherwise, the effects of that spell are delayed for 1 round. After 1 round, if the target of the held spell has moved more than 20', the held spell may randomly affect another target within 10' of the original target point. If not cast upon the original target, Basic attack spells will suffer

a special modification of -20 and Elemental attack spells suffer a special modification of -30.

- Spell Bending I** — Caster can deflect 1 elemental attack spell. The incoming spell must make an RR (using its caster's level as its level). If the RR succeeds, it will attack its target normally; otherwise, its attack roll is modified by -10 per 10 failure.
- Spell Hold II** — As *Spell Hold I*, except attack spells can be held up to 2 rounds.
- Spell Bending II** — As *Spell Bending I*, except attack roll is modified by -20 per 10 failure.
- Spell Hold III** — As *Spell Hold I*, except attack spells can be held up to 3 rounds.
- Reverse Spell I** — The target elemental attack spell must make an RR (using its caster's level as its level) with a modification of +20 (in favor of the elemental attack spell). If the RR succeeds, it makes its attack as normal; otherwise, the attack spell is reversed back on its caster. Resolve the attack with only a +0 OB.
- Spell Bending III** — As *Spell Bending I*, except attack roll is modified by -30 per 10 failure.
- Spell Hold IV** — As *Spell Hold I*, except attack spells can be held up to 4 rounds.
- Power Loan** — The caster may "borrow" power points from the days to come. When this spell is cast, the caster regain all of his power points (up to his maximum). The PP cost for casting this spell may come from the "borrowed" PPs. Every time the caster casts this spell, he loses all PPs for the next two days (the normal duration of this spell). He also takes hits equal to 10% of his normal maximum hits. In addition, for the duration of this spell, he will cast spells as if he were one level lower than he actually is. This spell may be cast multiple times (borrowing PPs from many days to come), but all the effects are cumulative. For example, if cast twice, the caster will lose all PPs for the next 4 days, take 20% of his hits, and cast spells at 2 levels lower than normal. All penalties will remain in effect until the duration of the spell lapses. At the end of this spell's duration, the caster must sleep for a consecutive 10 hours for each time this spell was cast.
- Spell Bending IV** — As *Spell Bending I*, except attack roll is modified by -40 per 10 failure.
- Spell Hold V** — As *Spell Hold I*, except attack spell is held up to 5 rounds.
- Reverse Spell II** — As *Reverse Spell I*, except use an OB equal to half the original OB.
- Spell Bending V** — As *Spell Bending I*, except attack roll is modified by -50 per 10 failure.
- Spell Hold X** — As *Spell Hold I*, except attack spell is held up to 10 rounds.
- Lord Spell Hold** — As *Spell Hold I*, except attack spell is held for up to 20 rounds.
- Spell Bending True** — As *Spell Bending I*, except spell can be deflected up to 90° in any direction (caster of this spell may designate another target for the spell, use half of his appropriate OB).
- Spell Hold True** — As *Spell Hold I*, except attack spell is held up to 1 round per level.
- Reversal True** — As *Reverse Spells*, except all spells within a 100' radius of the caster are reversed.



SPIRIT MASTERY

1. **Sleep V** – Causes target(s) to fall into a natural sleep. This spell can affect a number of targets whose levels total up to 5. The caster must be able to see all the targets. At the time of casting, the caster should designate target priority (e.g., affect 1st target; if levels are left, affect 2nd target; etc.). The first 2 rounds of sleep are magical (target cannot be awakened through normal means).
2. **Charm Kind** – Target humanoid believes the caster is a good friend.
3. **Sleep VII** – As *Sleep V*, except 7 levels can be affected.
4. **Confusion** – Target is incapable of making decisions or initiating action. However, the target may continue to fight if already engaged; he may also fight in self defense.
5. **Suggestion** – Target will follow a single suggested act that is not completely alien to him (e.g., no suicide suggestions, no blinding himself suggestions, etc.).
6. **Sleep X** – As *Sleep V*, except 10 levels may be affected.
7. **Hold Kind** – Target humanoid is held to 25% activity per round.
8. **Master of Kind** – Target humanoid must obey caster. However, he will not perform any act that is completely alien to him (e.g., no suicide suggestions, no blinding himself, etc.).
9. **Lord Sleep** – As *Sleep V*, except a total of 20 levels may be affected.
10. **True Charm** – As *Charm Kind*, except any sentient creature may be affected.
11. **Quest** – Target is given one task, failure results in a penalty determined by the Gamemaster (task must be within capabilities of target). If the target ignores the quest, he will suffer the same effects as for failure.
12. **Word of Stunning** – [RR Mod: -10] Target is stunned for 1 round per 10 failure.
13. **Word of Pain** – [RR Mod: -10] As *Word of Stunning*, except target takes 50% of remaining hits upon failure.
14. **Hold True** – As *Hold Kind*, except any sentient being can be affected.

CLOSED ESSENCE 3.10

SPIRIT MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Sleep V	varies	—	100'	Fm
2)	Charm Kind	1 target	1 hour/lvl	100'	Fm
3)	Sleep VII	varies	—	100'	Fm
4)	Confusion	1 target	1 rnd/5 failure	100'	Fm
5)	Suggestion	1 target	varies	10'	Fm
6)	Sleep X	varies	—	100'	Fm
7)	Hold Kind	1 target	C	100'	Fm
8)	Master of Kind	1 target	10 min/lvl	50'	Fm
9)	Lord Sleep	varies	—	100'	Fm
10)	True Charm	1 target	1 hour/lvl	100'	Fm
11)	Quest	1 target	varies	10'	Fm
12)	Word of Stunning *	1 target	—	50'	Fm
13)	Word of Pain *	1 target	—	50'	Fm
14)	Hold True	1 target	—	100'	Fm
15)	Word of Sleep *	1 target	—	50'	Fm
16)	Word of Discord *	1 target	1 day/10 fail	50'	Fm
17)	Word of Calling *	1 target	1 rnd/10 fail	50'	Fm
18)	Waiting Word *	1 target	1 day/lvl	50'	Fm
19)	Word of Death *	1 target	—	50'	Fm
20)	True Quest	1 target	varies	10'	Fm
25)	Phrase *	1 target	—	50'	Fm
30)	Mass Word *	varies	—	50'	Fm
50)	Spirit Mastery	varies	1 rnd/lvl	100'	Fm

15. **Word of Sleep** – [RR Mod: -10] As *Word of Stunning*, except target falls into a natural sleep. The first minute of sleep is magical; the target cannot be awakened through normal means.

16. **Word of Discord** – [RR Mod: -10] As *Word of Stunning*, except target will not cooperate or agree with anyone for 1 day per 10 failure.

17. **Word of Calling** – [RR Mod: -10] Target is forced to come and face the caster (fighting to get there if necessary). Once he faces the caster, he must remain immobile for 1 round per 10 failure. For the duration of this spell, the caster must remain immobile, or the spell is dispelled.

18. **Waiting Word** – [RR Mod: -10] Any of the "Words" above can be set to go off at a specified time or if there is movement within a designated 10' radius.

19. **Word of Death** – [RR Mod: -10] Target suffers the results of an 'E' critical strike; caster chooses critical type.

20. **True Quest** – As *Quest*, except failure is punished by the target suffering five 'E' critical strikes (choose which critical types randomly).

25. **Phrase** – [RR Mod: -10] As *Word of Stunning*, except any three different "Words" may be used on the same round (a separate RR roll must be made for each one). If all three words are the same, and all three RR's fail, the effect is permanent.

30. **Mass Word** – [RR Mod: -10] As *Word of Stunning*, except any "Word" may be used and it will affect a number of levels equal to the level of the caster (as *Sleep*).

50. **Spirit Mastery** – Caster can use one spell/rnd on this list (10th level or lower).





ILLUSIONIST BASE LIST 4.1

FEEL-TASTE-SMELL

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Smell Mirage	10'R	10 min/lvl	100'	E
2)	Strike I	1 target	—	100'	DE
3)	Taste Mirage	10'R	10 min/lvl	100'	E
4)	Tear Cloud I	10'R	1 rnd/lvl	100'	F
5)	Feel Mirage I	10'R	10 min/lvl	100'	E
6)	F./T./S. Glamour	1 object	1 day/lvl	50'	E
7)	Strike III	1 target	—	300'	DE
8)					
9)	Tear Cloud II	20'R	1 rnd/lvl	100'	F
10)	Feel Mirage III	10'R	10 min/lvl	100'	E
11)	Strike V	1 target	—	500'	DE
12)	Feel Terrain	1000'R	1 day/lvl	100'	E
13)	Mass Smell/Taste	1 obj/lvl	1 rnd/lvl	10'	E
14)	Tear Cloud V	50'R	1 rnd/lvl	100'	F
15)	Feel Mirage V	10'R	10'/lvl	100'	E
16)	Mass Feel	1 obj/lvl	1 rnd/lvl	100'	E
17)					
18)	Feel Mirage VIII	10'R	10 min/lvl	100'	E
19)					
20)	Feel Mirage X	10'R	10 min/lvl	100'	E
25)	Smell Mirage True	1 object	P	100'	E
30)	Taste Mirage True	1 object	P	100'	E
50)	Feel Mirage True	1 object	P	100'	E



7. **Strike III** — As *Strike I*, except range is 300'.
9. **Tear Cloud II** — As *Tear Cloud I*, except radius is 20'.
10. **Feel Mirage III** — As *Feel Mirage I*, except objects with a feel mirage on them must be struck three times before the feeling is cancelled.
11. **Strike V** — As *Strike I*, except range is 500'.
12. **Feel Terrain** — All of the terrain in the area of effect will feel differently than it actually does. The caster may designate in what way the terrain feels differently. For example, flat ground could be made to feel rocky; or rocky ground could be made to feel flat.
13. **Mass Smell/Taste** — As many objects as the caster's level can be given individual smells and tastes.
14. **Tear Cloud V** — As *Tear Cloud I*, except radius is 50'.
15. **Feel Mirage V** — As *Feel Mirage I*, except objects must be struck five times.
16. **Mass Feel** — As many objects as the caster's level can be given individual feeling surfaces.
18. **Feel Mirage VIII** — As *Feel Mirage I*, except objects must be struck seven times.
20. **Feel Mirage X** — As *Feel Mirage I*, except objects must be struck ten times.
25. **Smell Mirage True** — As *Smell Mirage*, except one object can be given a smell permanently.
30. **Taste Mirage True** — As *Taste Mirage*, except one object can be given a taste permanently.
50. **Feel Mirage True** — As *Feel Mirage I*, except one object can be to permanently feel differently than it really is.

SPECIAL NOTES

See Section 15.14 (p. 98) for more information on illusions, mirages, etc.

FEEL-TASTE-SMELL

1. **Smell Mirage** — Fills the area of effect with a set of immobile smells. The smells are real (no RR) and detecting that it is an illusion can normally only be accomplished through spells or the use of a sense other than sight.
2. **Strike I** — Target is struck with the equivalent of a bare fist (the attack is invisible unless combined with the visual sense in an *Illusion* or *Phantasm*). Treat as a Martial Arts Striking Rank I attack. Directed Spells skill may be developed for this attack.
3. **Taste Mirage** — As *Smell Mirage*, except a set of tastes can be created.
4. **Tear Cloud I** — Creates a 10' radius cloud of noxious gas that will stun anyone failing to resist (all targets must make a RR each round they are in cloud). The cloud drifts with the wind. Targets failing their RR are stunned for 1 round per 10 failure.
5. **Feel Mirage I** — As *Smell Mirage*, except all the objects and surfaces in a 10' radius can be made to feel differently than they really are. Striking an object or surface will cancel the spell for that object or surface only.
6. **Feel/Taste/Smell Glamour** — One object (up to 10 pounds per level) has either its taste, its smell, or the way its surface feels altered for the duration of the spell. Note that the visual aspects of the object do not change.



GUISES

1. **Blur** — Causes target to appear blurred to attackers, subtracting 10 from all attacks.
2. **Shadow** — Target 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 Stalking/Hiding bonus between 25 and 75).
3. **Facade I** — Target has a limited illusion on himself that allows him to look like any humanoid race within 20% of his own size. The illusion moves as the target moves.
4. **Signs** — [RR Mod: -50] Caster can communicate simple ideas to the target through sign language (yes, no, hungry, good-bye, etc.). To the target it will seem as if the caster were speaking the target's language.
5. **Displacement I** — Target appears to be offset from where he actually is. All attacks have no effect 10% of the time. Each time a foe misses, the chance of foe missing again goes down by 5%.
6. **Facade II** — As *Facade I*, except one of the other senses can be added.
7. **Impersonation Facade I** — As *Facade I*, except that a specific person can be impersonated with regards to looks. The person must have been observed for at least 1 minute of concentration.
8. **Facade III** — As *Facade I*, except two of the other senses can be added.
9. **Impersonation Facade II** — As *Impersonation Facade I*, except that one other aspect (or trait) of the person is impersonated. In addition, the caster must study the target for at least two minutes of concentration. For example, the target's voice may be impersonated.
10. **Displacement II** — As *Displacement I*, except chance of missing is 20%.
11. **False Image** — Creates a duplicate of the caster that moves as he wills if he concentrates, and otherwise does exactly what he does. The image must remain within the area of effect.
12. **Impersonation Facade III** — As *Impersonation Facade I*, except that two other aspects (or traits) of the person are impersonated. In addition, the caster must study the target for at least three minutes of concentration. For example, the target's voice and scent may be impersonated.
13. **Mass Blur** — As *Blur*, except as many targets as the caster's level can be affected.
14. **Facade V** — As *Facade I*, except all of the other senses (except for *Presence*) may be added.
15. **Displacement III** — As *Displacement I*, except chance of missing is 30%.
16. **Impersonation Facade IV** — As *Impersonation Facade I*, except that three other aspects (or traits) of the person are impersonated. In addition, the caster must study the target for at least four minutes of concentration. For example, the target's voice, scent, and subtle mannerisms may be impersonated.
17. **Impersonation Study** — The caster may cast this spell and instantly know everything he needs to know for use with the *Impersonation* spells (i.e., this spell overrides the necessity for studying the target).
19. **Impersonation Facade True** — As *Impersonation Facade I*, except all aspects of the person are impersonated. In addition, the caster must study the target for at least five minutes of concentration. With this spell, even the closest friends and relations will have difficulty noticing the facade.

ILLUSIONIST BASE LIST 4.2

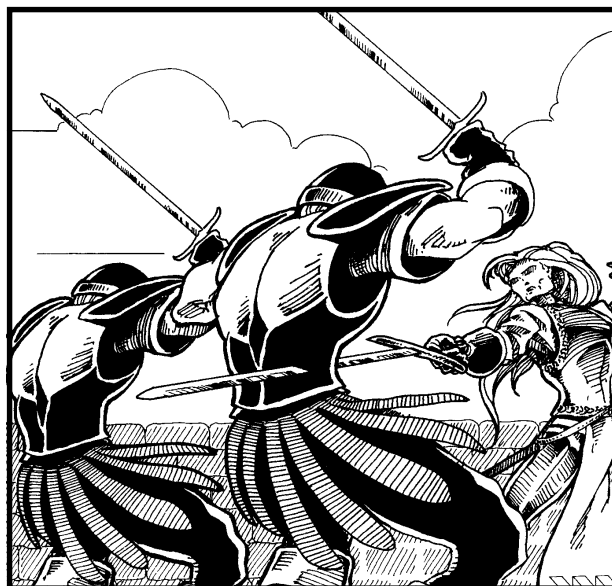
GUISES

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Blur *	1 target	1 min/lvl	10'	U
□ 2)	Shadow	1 target	10 min/lvl	10'	U
□ 3)	Facade I	1 target	1 hr/lvl	10'	E
□ 4)	Signs	1 target	C	20'	Fm
□ 5)	Displacement I	1 target	1 min/lvl	10'	E
□ 6)	Facade II	1 target	1 hr/lvl	10'	E
□ 7)	Imper. Facade I	1 target	1 hr/lvl	10'	E
□ 8)	Facade III	1 target	1 hr/lvl	10'	E
□ 9)	Imper. Facade II	1 target	1 hr/lvl	10'	E
□ 10)	Displacement II	1 target	1 min/lvl	10'	E
□ 11)	False Image	100'R	1 min/lvl	self	E
□ 12)	Imper. Facade III	1 target	1 hr/lvl	10'	E
□ 13)	Mass Blur	1 tgt/lvl	1 min/lvl	10'	U
□ 14)	Facade V	1 target	1 hr/lvl	10'	E
□ 15)	Displacement III	1 target	1 min/lvl	10'	E
□ 16)	Imper. Facade IV	1 target	1 hr/lvl	10'	E
□ 17)	Imper. Study *	1 target	—	100'	P
□ 18)					
□ 19)	Imper. Facade True	1 target	1 hr/lvl	10'	E
□ 20)	Displacement IV	1 target	1 min/lvl	10'	E
□ 25)	Mass Facade I	1 tgt/lvl	1 hr/lvl	10'	E
□ 30)	Displacement V	1 target	1 min/lvl	10'	E
□ 50)	Changing Facade	1 target	1 hr/lvl	10'	E

20. **Displacement IV** — As *Displacement I*, except chance of missing is 40%.
25. **Mass Facade I** — As *Facade I*, except as many targets as the caster's level can be affected.
30. **Displacement V** — As *Displacement I*, except chance of missing is 50%.
50. **Changing Facade** — As *Facade V*, except the caster can change the facade to a different facade each round.

SPECIAL NOTES

See Section 15.14 (p. 98) for more information on illusions, mirages, etc.





ILLUSIONIST BASE LIST 4.3

ILLUSION MASTERY



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Illusion II	10'R	1 min/lvl	100'	E
2)	Phantasm I	10'R	1 min/lvl (C)	100'	E
3)	Illusion III	10'R	1 min/lvl	100'	E
4)	Waiting Illusion II	10'R	varies	100'	E
5)	Phantasm II	10'R	1 min/lvl (C)	100'	E
6)	Illusion V	10'R	1 min/lvl	100'	E
7)	Waiting Phantasm I	10'R	varies	100'	E
8)	Waiting Illusion III	10'R	varies	100'	E
9)	Phantasm III	10'R	1 min/lvl (C)	100'	E
10)	Illusion VII	10'R	1 min/lvl	100'	E
11)	Waiting Phantasm III	10'R	varies	100'	E
12)	Phantasm IV	10'R	1 min/lvl (C)	100'	E
13)	Waiting Illusion V	10'R	varies	100'	E
14)	Phantasm V	10'R	1 min/lvl (C)	100'	E
15)	Illusion X	10'R	1 min/lvl	100'	E
16)	Waiting Phantasm V	10'R	varies	100'	E
17)	Phantasm VII	10'R	1 min/lvl (C)	100'	E
18)	Waiting Illusion VII	10'R	varies	100'	E
19)	Illusory Terrain	1,000'R	1 day/lvl	100'	E
20)	Phantasm X	10'R	1 min/lvl (C)	100'	E
25)	Waiting Illusion X	10'R	varies	100'	E
30)	Illusion True	10'R	P	100'	E
50)	Phantasm True	10'R	P (C)	100'	E

ILLUSION MASTERY

- Illusion II** — Creates a simple immobile image or scene in the area of effect. One of the following options may also be chosen: **a)** an extra sense can be added to the illusion (the corresponding *Mirage* spell must be known) or **b)** the duration can be doubled or **c)** the range can be doubled or **d)** the radius of effect can be doubled. All parts of the area of effect must be within range (and within sight of the caster).
- Phantasm I** — Creates the image of one object or being, that will move however the caster wants (as long as the caster concentrates). When the caster stops concentrating the image remains, but stops moving. The caster may resume concentration later and make the image move again (presuming that the duration has not expired). The image can be any size that would fit into a 10' radius sphere.
- Illusion III** — As *Illusion II*, except any two of the options may be chosen. See the notes below for guidelines on how to combine the options.
- Waiting Illusion II** — As *Illusion II*, except it can be delayed up to 24 hours. At the time of casting, the caster must decide upon the trigger for the spell. The caster can choose one of the following: **a)** time period, **b)** specified movement, **c)** specified sound, **d)** specified touch, **e)** specified smell, **f)** specified taste, **g)** a specified *Presence* spell cast within the area of effect. If a sense is used to trigger the spell, that sense must be included in the illusion.
- Phantasm II** — As *Phantasm I*, except one of the following options may also be chosen: **a)** an extra sense can be added (the corresponding *Mirage* spell must be known), **b)** the duration can be doubled, **c)** the radius of the area of effect can be doubled, **d)** the range can be doubled, **e)** another image can be created and moved (all separate phantasms that move must

be within the caster's field of vision and within range of the spell), or **f)** limited repetitious sounds, movements, etc. can be added that do not require the concentration of the caster (the proper sense must also be included with the illusion).

- Illusion V** — As *Illusion II*, except any four of the options may be chosen.
- Waiting Phantasm II** — As *Phantasm II*, except it can be delayed as in *Waiting Illusion II*. The Phantasm will move and act if given a simple command (e.g., attack, run, etc.) or it can deliver a short speech (if sound was one of the senses).
- Waiting Illusion III** — As *Waiting Illusion II*, except any two of the options may be chosen.
- Phantasm III** — As *Phantasm II*, except any two of the options may be chosen.
- Illusion VII** — As *Illusion II*, except any six of the options may be chosen.
- Waiting Phantasm III** — As *Waiting Phantasm II*, except any two of the options may be chosen.
- Phantasm IV** — As *Phantasm I*, except any three of the options may be chosen.
- Waiting Illusion V** — As *Waiting Illusion II*, except any four of the options may be chosen.
- Phantasm V** — As *Phantasm II*, except any four of the options may be chosen.
- Illusion X** — As *Illusion II*, except any nine of the options may be chosen.
- Waiting Phantasm V** — As *Waiting Phantasm II*, except any four of the options may be chosen.
- Phantasm VII** — As *Phantasm II*, except any six of the options may be chosen.
- Waiting Illusion VII** — As *Waiting Illusion II*, except any four of the options may be chosen.
- Illusory Terrain** — All of the terrain in the area of effect will appear differently than it actually is (the corresponding *Terrain* spell must be known). The caster may designate in what way the terrain is different. For example, a clearing the woods could be disguised as a heavily wooded area of the woods.
- Phantasm X** — As *Phantasm II*, except any nine of the options may be chosen.
- Waiting Illusion X** — As *Waiting Illusion*, except any nine of the options may be chosen.
- Illusion True** — As *Illusion X*, except its duration is permanent (until dispelled).
- Phantasm True** — As *Phantasm X*, except its duration is permanent (until dispelled).

SPECIAL NOTES

- See Section 15.14 (p. 98) for more information on illusions, mirages, etc.
- If more than one option can be added to the *Illusion* (or *Phantasm*) spell, the same option may be chosen more than once. For example, with an *Illusion III*, two options are available. The range could be doubled once to 200' and then doubled again to 400'.
- The sense aspects of the illusion (or phantasm) are actually created (no RR) and detecting that it is an illusion can normally be accomplished only through spells or through the use of a conflicting sense. Even after the illusion is detected, it still exists (but the detector knows that it is not real).



OF
ESSENCE

28

SPELL LAW

LIGHT MOLDING

1. **Light Mirage** — Creates any simple immobile image or scene up to an area of 10' radius.
2. **Projected Light** — Beam of light (like a flashlight) springs from the caster's palm. This light has a 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 duration of the spell has not expired).
3. **Light Control I** — Caster can control the intensity of light within the area of effect. The intensity can vary from daylight to darkness (natural), and it can be different in different parts of the radius.



4. **Sudden Light** — Causes a 10' radius burst of intense light. All those in the area of effect are stunned 1 round per 5 failure.
5. **Shock Bolt I** — A bolt of intense, charged light is shot from the palm of the caster. Attack is resolved on the Shock Bolt Attack Table.
6. **Light Glamour** — One object (up to 10 pounds per level) has visual appearance altered for the duration of the spell. Note that the no other aspect of the object changes.
9. **Blind** — Creates an area of darkness about the target's head that blinds him. It may be dispelled or cancelled by *Utterlight*. The area of effect moves with the target.
10. **Light Control V** — As *Light Control I*, except area affected is 50' radius.
11. **Utterlight** — Nullifies all magically created darkness in a 100' radius, and lights that area as full daylight.
12. **Light Terrain** — All of the terrain in the area of effect will appear differently than it actually does. The caster may designate in what way the terrain appears different. For example, for a group of small trees could be made into a group of tall trees. Note that only the visual aspect of the terrain changes.

ILLUSIONIST BASE LIST 4.4

LIGHT MOLDING

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Light Mirage	10'R	10 min/lvl	100'	E
□ 2)	Projected Light	50' beam	10 min/lvl	self	E
□ 3)	Light Control I	10'R	C	10'	E
□ 4)	Sudden Light	10'R	—	100'	E
□ 5)	Shock Bolt I	1 target	—	100'	DE
□ 6)	Light Glamour	1 object	1 day/lvl	50'	E
□ 7)					
□ 8)					
□ 9)	Blind	1 target	1 rnd/5 fail	100'	F
□ 10)	Light Control V	50'R	C	50'	E
□ 11)	Utterlight	100'R	1 min/lvl	100'	E
□ 12)	Light Terrain	1000'R	1 day/lvl	100'	E
□ 13)	Beacon I	1 mile	1 min/lvl	self	E
□ 14)	Utterdark	100'R	1 min/lvl	100'	E
□ 15)	Light Control X	100'R	C	100'	E
□ 16)	Shock Bolt III	1 target	—	300'	DE
□ 17)					
□ 18)	Beacon V	5 miles	1 min/lvl	self	E
□ 19)					
□ 20)	Lightning Bolt I	1 target	—	100'	DE
□ 25)	Greater Light Control	500'R	C	500'	E
□ 30)	Lightning Bolt III	1 target	—	300'	DE
□ 50)	Light Control True	100'R/lvl	C	100'/lvl	E

13. **Beacon I** — A ray of light (any color) springs from caster's palm. This ray can be up to 1 mile long.
14. **Utterdark** — Darkens a 100' radius area, no non-magic light can exist and magic light (except *Utterlight*) must make an RR).
15. **Light Control X** — As *Light Control I*, except area affected is 100' radius.
16. **Shock Bolt III** — As *Shock Bolt I*, except range is 300'.
18. **Beacon V** — As *Beacon I*, except ray can be up to 5 miles long.
20. **Lightning Bolt I** — As *Shock Bolt*, except a Lightning Bolt is shot. Resolve attack on the Lightning Bolt Attack Table.
25. **Greater Light Control** — As *Light Control I*, except area affected is 500' radius.
30. **Lightning Bolt III** — As *Lightning Bolt I*, except range is 300'.
50. **Light Control True** — As *Light Control I*, except area affected is 100' radius per level.

SPECIAL NOTE

See Section 15.14 (p. 98) for more information on illusions, mirages, etc.



ILLUSIONIST BASE LIST 4.5

MIND SENSE MOLDING



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Detect Illusion	5'R	—	100'	P
2)	Detect Invisible	5'R	1 min/lvl (C)	100'	P
3)	Misfeel Kind	1 target	10 min/lvl	10'	E
4)	Misfeel Power I	1 target	10 min/lvl	10'	E
5)	Presence Mirage	10'R	10 min/lvl	100'	E
6)	Misfeel Calling	1 target	10 min/lvl	10'	E
7)	Misfeel Power III	1 target	10 min/lvl	10'	E
8)					
9)	Reduce Power Eman.	1 object	10 min/lvl	10'	E
10)	Misfeel Power V	1 target	10 min/lvl	10'	E
11)	Disillusion I	1 illusion	1 min/lvl	self	U
12)	Detect Illusion True	5'R	1 min/lvl(C)	100'	P
13)	Misfeel Power X	1 target	10 min/lvl	10'	E
14)	Disillusion III	100'R	1 min/lvl	self	U
15)	Misfeel	1 target	10 min/lvl	10'	E
16)	Unpresence I	1 target	10 min/lvl	10'	E
17)	Disillusion V	100'R	1 min/lvl	self	U
18)	Unpresence III	3 targets	10 min/lvl	10'	E
19)	Disillusion True	100'R	1 min/lvl	self	U
20)	Unpresence V	5 targets	10 min/lvl	10'	E
25)	Misfeel True	1 target	1 hr/lvl	10'	E
30)	Lord Unpresence	20 tgts	10 min/lvl	10'	E
50)	Mass Misfeel	1 tgt/lvl	10 min/lvl	10'	E

10. **Misfeel Power V** — As *Misfeel Power I*, except target's level may be misrepresented by up to 5 levels (up or down).
11. **Disillusion I** — One illusion within the area of effect ceases to exist (for the caster only).
12. **Detect Illusion True** — As *Detect Illusion*, except caster can concentrate on one object or place per round.
13. **Misfeel Power X** — As *Misfeel Power I*, except target's level can be misrepresented by up to 10 levels (up or down).
14. **Disillusion III** — As *Disillusion I*, except up to three illusions within the area of effect cease to exist.
15. **Misfeel** — Applies all the lower level *Misfeels* to a target at once (only one *Misfeel Power* can be applied).
16. **Unpresence I** — As *Misfeel Kind*, except target appears to have no presence.
17. **Disillusion V** — As *Disillusion I*, except up to five illusions within the area of effect cease to exist.
18. **Unpresence III** — As *Unpresence I*, except will affect up to three targets.
19. **Disillusion True** — As *Disillusion I*, except all illusions within the area of effect cease to exist.
20. **Unpresence V** — As *Unpresence I*, except affects up to five targets.
25. **Misfeel True** — As *Misfeel*, except for duration.
30. **Lord Unpresence** — As *Unpresence*, except up to 20 targets may be affected.
50. **Mass Misfeel** — As *Misfeel*, except as many targets as the caster's level can be affected.

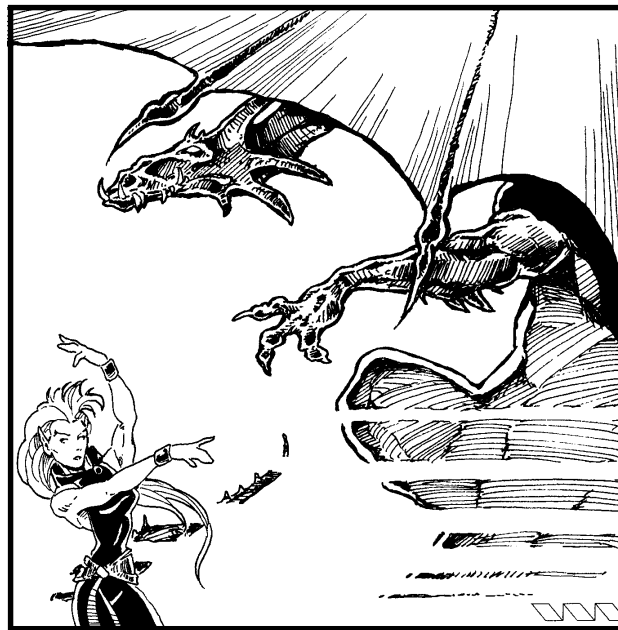
SPECIAL NOTES

See Section 15.14 (p. 98) for more information on illusions, mirages, etc.



MIND SENSE MOLDING

1. **Detect Illusion** — Caster can check one object or place (up to a 5' radius) and tell if it is an illusion or has an illusion on it.
2. **Detect Invisible** — Detects all invisible objects or beings in the area of effect. Caster can concentrate on a different 5' radius each round. All attacks against something so detected are modified by -50. See Section 15.5 (p. 96) for rules on invisibility.
3. **Misfeel Kind** — For the purposes of mental or magical detections, target appears to be of any race the caster chooses.
4. **Misfeel Power I** — As *Misfeel Kind*, except target's level may be misrepresented by 1 level (up or down).
5. **Presence Mirage** — Creates a false presence (for the purposes of magical detections) in the area of effect.
6. **Misfeel Calling** — As *Misfeel Kind*, except target's profession may be misrepresented.
7. **Misfeel Power III** — As *Misfeel Power I*, except target's level may be misrepresented by up to 3 levels (up or down).
9. **Reduce Power Emanations** — As *Misfeel Power I*, except an object's power emanations may be reduced, so that a minor item's power is undetectable and major items seem like minor items (for spells such as *Detect Essence*, *Detect Power*, *Detect Channeling*, etc.).





SOUND MOLDING

1. **Sound Mirage** — Creates any simple immobile set up sounds up to an area of 10' radius.
2. **Silence I** — Creates a 5' radius area 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. This results in a special +25 bonus to Stalking maneuvers. See Section 15.19 (p. 99).
3. **Sound Control I** — Caster can control the intensity of sounds within the area of effect. The intensity can vary from absolute silence to a very loud shout, and it can be different in different parts of the radius.
4. **Sudden Sound** — Causes a very loud, sudden sound next to the target's ears. The target is stunned for 1 round per 5 failure.
5. **Sound Control V** — As *Sound Control I*, except radius is 50'.
6. **Sound Glamour** — One object (up to 10 pounds per level) has its sound altered for the duration of the spell. Note that the no other aspect of the object changes.
7. **Deafen** — Target cannot hear sounds occurring more than 6" from his ears, and no one can hear him speak from more than 6" away.
8. **Silence V** — As *Silence I*, except radius is 50'.
9. **Minor Ultrasonics** — All beings within area of effect capable of hearing ultrasonic sounds (except for the caster) are stunned for 1 round per 10 failure. Animals capable of hearing ultrasonics will panic and flee. A RR must be made each round while in radius.
10. **Sound Control X** — As *Sound Control I*, except radius is 100'.
11. **Sudden Sound Sphere** — As *Sudden Sound*, except everyone the area of effect is affected.
12. **Sound Terrain** — All of the terrain in the area of effect will have sounds that are different than it actually has. The caster may designate in what way the terrain sounds different. For example, an open plain could be made to sound like a rustling forset. Note that only the audio aspect of the terrain changes.



ILLUSIONIST BASE LIST 4.6

SOUND MOLDING



Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Sound Mirage	10'R	10 min/lvl	100'	E
□ 2)	Silence I	10'R	1 min/lvl	100'	E
□ 3)	Sound Control I	10'R	C	10'	E
□ 4)	Sudden Sound	1 target	—	100'	F
□ 5)	Sound Control V	50'R	C	50'	E
~~~~~					
□ 6)	Sound Glamour	1 object	1 day/lvl	50'	E
□ 7)	Deafen	1 target	1 hr/5 fail	100'	F
□ 8)	Silence V	50'R	1 min/lvl	100'	E
□ 9)	Minor Ultrasonics	50'R	1 rnd/lvl(C)	self	F
□ 10)	Sound Control X	100'R	C	100'	E
~~~~~					
□ 11)	Sudden Sound Sphere	20'R	—	100'	F
□ 12)	Sound Terrain	1000'R	1 day/lvl	100'	E
□ 13)	Silence X	100'R	1 min/lvl	100'	E
□ 14)	Deafen Sphere	10'R	1 hr/5 fail	100'	F
□ 15)	Greater Sound Control	10'R/lvl	C	100'	E
~~~~~					
□ 16)	Long Silence	5'R	1 min/lvl	10'/lvl	E
□ 17)	Long Sound Control	10'R	C	10'/lvl	E
□ 18)	Long Sudden Sound	1 target	—	10'/lvl	F
□ 19)	Long Deafen	10'R	1 hr/5 fail	10'/lvl	F
□ 20)	Mass Deafening	1 tgt/lvl	1 hr/5 fail	100'	F
~~~~~					
□ 25)	Mass Silence	1 tgt/lvl	1 min/lvl	100'	E
□ 30)	Sound Control True	20'R/lvl	10 min/lvl (C)	100'	E
□ 50)	Major Ultrasonics	100'R	1 rnd/lvl (C)	self	F

13. **Silence X** — As *Silence I*, except radius is 100'.
14. **Deafen Sphere** — As *Deafen*, except everyone in a 10' radius is affected.
15. **Greater Sound Control** — As *Sound Control I*, except radius is 10' per level.
16. **Long Silence** — As *Silence I*, except for range.
17. **Long Sound Control** — As *Sound Control I*, except for range.
18. **Long Sudden Sound** — As *Sudden Sound*, except for range.
19. **Long Deafen** — As *Deafen*, except for range.
20. **Mass Deafening** — As *Deafen*, except as many targets as the caster's level can be affected.
25. **Mass Silence** — As *Silence I*, except as many targets as the caster's level can have a 1' radius silence on them.
30. **Sound Control True** — As *Sound Control*, except radius is 20' per level and the caster does not have to concentrate.
50. **Major Ultrasonics** — As *Minor Ultrasonics*, except everyone (except for the caster) in a 100' radius is affected. Anyone failing their RR by more than 40 is unconscious. Anyone failing their RR by more than 75 is dead.

SPECIAL NOTES

Certain spells that have a radius effect can be cast upon mobile targets (e.g., *Silence*). The target of these spells may make an RR. If successful, the radius will remain in the area where the target was when the spell was cast (as opposed to on the target). See Section 15.19 (p. 99).



OF
ESSENCE



31

SPELL LAW



MAGICIAN BASE LIST 5.1

EARTH LAW



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Enchanted Rope	10'/lvl	C	touch	U
2)	Loosen Earth	100 cu'	P	100'	F
3)					
4)	Earthwall	10'x10'x3'	1 min/lvl	100'	E
5)	Cracks Call	10'x10'x10'	—	100'	F
6)	Repair	1 object	P	touch	U
7)	Stonewall	10'x10'x1'	1 min/lvl	100'	E
8)	Earthen Spikes	20' x 20'	10 min/lvl	100'	E
9)	Stone/Earth	100 cu'	P	100'	F
10)	Earthwall True	10'x10'x3'	P	100'	E
11)	Earth/Mud	100 cu'	P	100'	F
12)	Earth/Stone	100 cu'	P	100'	F
13)	Stonewall True	10'x10'x1'	P	100'	E
14)	Mud/Earth	100 cu'	P	100'	F
15)	Unearth	100 cu'	P	100'	F
16)	Meld Wall	varies	P	touch	F
17)	Stone/Mud	100 cu'	P	100'	F
18)	Curved Wall	10'x10'x1'	P	100'	E
19)					
20)	Unstone	100 cu'	P	100'	F
25)	Unmetal	1 cu'	P	100'	F
30)	Tremors	varies	1 rnd	100'/lvl	F
50)	Earth Mastery	varies	1 rnd/lvl	varies	U

EARTH LAW

- Enchanted Rope** — If caster holds one end of a rope he can cause the rope to move up to its length (within the area of effect) in any direction and to tie itself in knots (it cannot attack or tie up a living being).
- Loosen Earth** — Loosens 100 cubic feet of earth to the consistency of plowed ground.
- Earthwall** — Creates a wall of earth up to 10' x 10' x (3' at the base, 1' at the top). This wall can be dug through.
- Cracks Call** — Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.
- Repair** — The caster may mend a single break in a small (up to 2 pounds) inorganic object or multiple breaks, rips, or cracks in a larger (up to 10 pounds) organic object. All component parts of the object must be within a 10' radius.
- Stonewall** — As *Earthwall*, except wall is up to 10'x10'x1' of stone. It can be chipped through.
- Earthen Spikes** — This spell causes the area of effect to bristle with hundreds of 6" to 12" sharp edges and blades. The exact composition of these spikes will depend on the material the ground is made of. The area of effect must be placed horizontally on a surface (i.e., it cannot be placed on walls). Most animals and creatures cannot be induced to walk through the area. Anyone moving through the area must make a maneuver roll (at least Extremely Hard difficulty) for every 5' moved through. Anyone who falls inside the area of effect receives an 'A' Puncture critical strike.

9. **Stone/Earth** — Changes 100 cubic feet of stone to packed earth. This change is gradual (taking three rounds for complete change).

10. **Earthwall True** — As *Earthwall*, except duration is permanent.

11. **Earth/Mud** — As *Stone/Earth*, except changes earth to soft mud.

12. **Earth/Stone** — As *Stone/Earth*, except changes packed earth to solid stone and loose earth to gravel.

13. **Stonewall True** — As *Stonewall*, except duration is permanent.

14. **Mud/Earth** — As *Stone/Earth*, except changes mud to packed earth.

15. **Unearth** — Disintegrates (i.e., nothing is left) 100 cubic feet of earth.

16. **Meld Wall** — Fuses two touching walls together (seam can be up to 20' long) or fuses a section of stone blocks (up to 100 cubic feet).

17. **Stone/Mud** — As *Stone/Earth*, except changes stone to mud.

18. **Curved Wall** — As *Stonewall True*, except wall may be curved up to a semicircle.

20. **Unstone** — As *Unearth*, except affects stone.

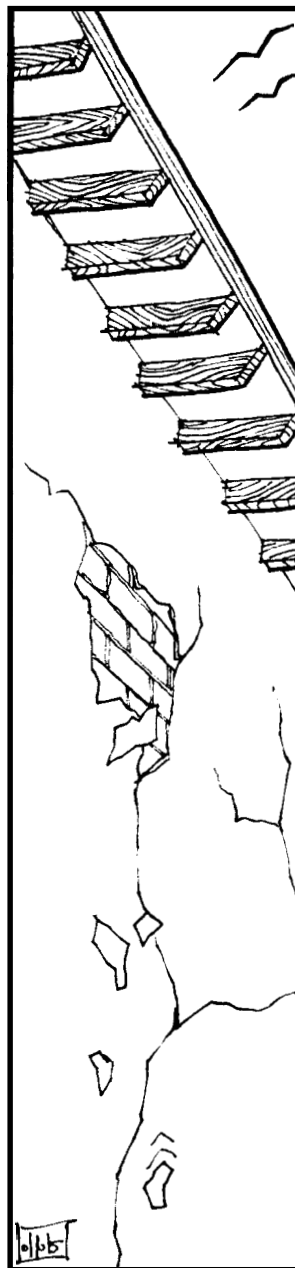
25. **Unmetal** — As *Unearth*, except affects 1 cubic foot of metal.

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

50. **Earth Mastery** — Caster can use one lower level spell (on this list) each round.

SPECIAL NOTES

All walls created by spells on this list must rest on a solid surface. See Section 15.7 (p. 97) for more on walls.



OF
ESSENCE

32

SPELL LAW

FIRE LAW

1. **Boil Liquid** — For each level of caster, one cubic foot of liquid can be heated to boiling at a rate of 1 cubic foot per round.
2. **Warm Solid** — Any solid inanimate, non-metal material (up to 1 cubic foot per level) can be warmed to 100° F at a rate of 1 cubic foot per round of concentration.
3. **Woodfires** — Causes any wood to ignite and burn. All wood ignited must be within 1' of caster's palm.
4. **Wall of Fire** — Creates an opaque wall of fire (up to 10' x 10' x 6'). Anyone passing through it takes an 'A' Heat critical (no RR).
5. **Heat Solid** — As *Warm Solid*, except for duration and material can be heated to 500° F at a rate of 50° F per round. The caster must concentrate to increase the temperature (without concentration, the material will remain at its current temperature for the duration of the spell).
6. **Fire Bolt I** — A bolt of fire is shot from the palm of the caster. Resolve attack on the Fire Bolt Attack Table 13.5 (p. 84).
7. **Call Flame I** — As *Wall of Fire*, except it creates a cube of flame (up to 10' x 10' x 10'). The cube takes a complete round to form and be effective. Anyone passing through or that is caught inside the cube takes an 'A' Heat critical each round he is inside.
8. **Fire Ball** — A 1' diameter ball of fire is shot from the palm of the caster. Upon reaching its target, it explodes to affect a 10' radius area. Resolve the attack on the Fire Ball Attack Table 13.4 (p. 83).
9. **Ignite** — The caster may designate a type of burning light source to ignite or extinguish (e.g., candles, torches, fireplaces, lanterns, etc.). This spell will affect all of the light sources of the specified type(s) within the area of effect.
10. **Circle Aflame** — As *Wall of Fire*, except "wall" is 10' high and forms a 10' radius circle (6" thick) with the caster at the center (the wall will not move with the caster).
11. **Fire Bolt III** — As *Fire Bolt I*, except range is 300'.
12. **Call Flame II** — As *Call Flame I*, except cube is up to 20'x20'x20' in size and the range is 20'.
13. **Waiting Flame** — As *Call Flame I*, except the effect can be delayed for up to 24 hours. The effect can be triggered by one of the following (decided by caster at the time of casting): time period, specific movements, specific sounds, touch, violent actions in the area, etc.
14. **Firestorm** — As *Call Flame*, except small balls of flame rain down in a 10' cube causing a 'B' Heat critical to all passing through (or caught within).
15. **Metal Fires** — Causes a metal object to burst into flames. The object can be up to 1 lb per level in mass. If the object is on a being, it gets a RR. If the RR fails, the being takes an automatic Heat critical of a severity to be determined by its location on the being's body. If the object is touching exposed flesh, the being takes a 'C' Heat critical; if the object is touching through cloth, the being takes a 'B' Heat critical; in all other cases, the being takes an 'A' Heat critical.
16. **Triad of Flame** — Three bolts of fire are shot from the palm of the caster. They can strike up to three different targets (as long as they are all within 60° of each other; and they are visible to the caster). Caster may apply his directed spell skill (Firebolt) to only one of the attacks (others get a +0 OB).

MAGICIAN BASE LIST 5.2

FIRE LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Boil Liquid	1 cu'/lvl	C	10'	F
□ 2)	Warm Solid	1 cu'/lvl	24 hr	10'	F
□ 3)	Woodfires	1'R	—	self	F
□ 4)	Wall of Fire	10'x10'x6'	1 rnd/lvl	100'	E
□ 5)	Heat Solid	1 cu'/lvl	1 min/lvl (C)	10'	F
~~~~~					
□ 6)	Fire Bolt I	1 target	—	100'	DE
□ 7)	Call Flame I	10'x10'x10'	1 rnd/lvl	10'	E
□ 8)	Fire Ball	10'R	—	100'	BE
□ 9)	Ignite	5'R/lvl	P	5'/lvl	E
□ 10)	Circle Aflame	10'R	1 rnd/lvl	self	E
~~~~~					
□ 11)	Fire Bolt III	1 target	—	300'	DE
□ 12)	Call Flame II	20'x20'x20'	1 rnd/lvl	20'	E
□ 13)	Waiting Flame	10'x10'x10'	varies	20'	E
□ 14)	Firestorm	10'x10'x10'	1 rnd/lvl	20'	E
□ 15)	Metal Fires	1 lb/lvl	1 rnd/lvl	100'	F
~~~~~					
□ 16)	Triad of Flame	3 targets	—	100'	DE
□ 17)	Fire Bolt V	1 target	—	500'	DE
□ 18)	Waiting Firestorm	10'x10'x10'	varies	20'	E
□ 19)	Call Flame V	50'x50'x50'	1 rnd/lvl	50'	E
□ 20)	Corner Fires	1 target	—	300'	DE
~~~~~					
□ 25)	Following Fires	1 target	—	300'	DE
□ 30)	Stone Fires	300 sq'	1 rnd/lvl	100'	F
□ 50)	Fire Mastery	varies	1 rnd/lvl	varies	U

17. **Fire Bolt V** — As *Fire Bolt I*, except the range is 500'.
18. **Waiting Firestorm** — As *Waiting Flame*, except a *Firestorm* can be delayed.
19. **Call Flame V** — As *Call Flame I*, except size is up to a 50' cube and the range is 50'.
20. **Corner Fires** — As *Fire Bolt III*, except caster can make the bolt turn once up to 90° before striking the target (the caster must know the target's location). The OB for the bolt is halved after making the turn.
25. **Following Fires** — As *Corner Fires*, except bolt can make as many turns as necessary and go through openings (must be larger than 6" radius) to strike the target.
30. **Stone Fires** — As *Metal Fires*, except up to a 300 square foot stone surface is affected and a 'C' Heat critical is given each round passing through (or caught within) the 3' flames.
50. **Fire Mastery** — Caster can use any one lower level spell (on this list) each round.

SPECIAL NOTES

All walls created by spells on this list must rest on a solid surface. See Section 15.7 (p. 97) for more on walls.





MAGICIAN BASE LIST 5.3

ICE LAW



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Freeze Liquid	1 cu'/lvl	C	10'	F
2)	Cool Solid	1 cu'/lvl	24 hr	10'	F
3)	Wall of Cold	10'x10'x1'	1 rnd/lvl	100'	E
4)					
5)	Chill Solid	1 cu'/lvl	1 min/lvl (C)	10'	F
6)	Ice Bolt I	1 target	—	100'	DE
7)	Cold Ball II	20'R	—	100'	BE
8)	Wall of Ice	10'x10'x2'	P	100'	E
9)	Call Cold I	10'x10'x10'	1 rnd/lvl	10'	E
10)	Circle of Cold	20'R	1 rnd/lvl	self	E
11)	Ice Bolt III	1 target	—	300'	DE
12)	Water/Ice	10 cu'/lvl	P	100'	F
13)	Chill Metal	1 object	24 hr	10'	F
14)	Call Cold II	20'x20'x20'	1 rnd/lvl	20'	E
15)	Ice Bolt V	1 target	—	500'	DE
16)	Triad of Ice	3 targets	—	10'	DE
17)					
18)	Call Cold V	50'x50'x50'	1 rnd/lvl	100'	E
19)					
20)	Cold Ball IV	40'R	—	300'	BE
25)	Rain/Snow	1 mi R	varies	self	E
30)	Cold True	1000' R/lvl	24 hr	self	E
50)	Cold Mastery	varies	1 rnd/lvl	varies	U



9. **Call Cold I** — As *Wall of Cold*, except it creates a cube of cold (up to 10' x 10' x 10'). The cube takes a complete round to form and be effective. Anyone passing through or that is caught inside the cube takes an 'A' Cold critical each round he is inside.

10. **Circle of Cold** — As *Wall of Cold*, except "wall" is 10' high and forms a 20' radius circle (6" thick) with the caster at the center (the wall will not move with the caster).

11. **Ice Bolt III** — As *Ice Bolt I*, except range is 300'.

12. **Water/Ice** — For every level of the caster, changes 10 cubic foot of water to ice, instantly.

13. **Chill Metal** — As *Chill Solid*, except chills metal to the point that it becomes extremely brittle (1 object only). Under normal conditions, this will decrease a weapon's strength (when checking for breakage) by 50. In addition, the weapon will have its breakage number increased by 5 (to a maximum of 10). Each following minute the breakage factor will decrease by 1 until it returns to normal (i.e., it warms up); also, the weapon's strength will increase by 5 each minute until it returns to normal.

14. **Call Cold II** — As *Call Cold I*, except size is up to a 20' cube and the range is 20'.

15. **Ice Bolt V** — As *Ice Bolt I*, except range is 500'.

16. **Triad of Ice** — Three bolts of ice are shot from the palm of the caster. They can strike up to three different targets (as long as they are all within 60° of each other; and they are visible to the caster). Caster may apply his directed spell skill (Icebolt) to only one of the attacks (the others get a +0 OB).

18. **Call Cold V** — As *Call Cold I*, except size is up to a 50' cube and the range is 100'.

20. **Cold Ball IV** — As *Cold Ball II*, except area of effect is 40' radius and the range is 300'.

25. **Rain/Snow** — Changes all rain within 1 mile of the caster to snow. The area of effect decreases by 500' radius for every 10° F above freezing.

30. **Cold True** — Causes the temperature to drop 1° F every 10 minutes up to a number of degrees equal to the caster's level.

50. **Cold Mastery** — Caster can use any one lower level spell (on this list) each round.

SPECIAL NOTES

All walls created by spells on this list must rest on a solid surface. See Section 15.7 (p. 97) for more on walls.



ICE LAW

1. **Freeze Liquid** — For every level of the caster, 1 cubic foot of liquid is cooled to freezing at a rate of one cubic foot per round. This will not drop a liquid's temperature below -20° F (thus, liquids will a freezing point below -20° F will not freeze).
2. **Cool Solid** — Any solid, inanimate, non-metal material can be cooled to -20° F, at a rate of 1 cubic foot per round of concentration.
3. **Wall of Cold** — Creates a clear wall of intense cold (up to 10'x10'x1'). Anyone passing through this wall takes an 'A' Cold critical (no RR).
5. **Chill Solid** — As *Cool Solid*, except material can be cooled to -200° F, at a rate of 50° F per round. The caster must concentrate to decrease the temperature (without concentration, the material will remain at its current temperature for the duration of the spell).
6. **Ice Bolt I** — A bolt of ice is shot from the palm of the caster. Resolve attack on the Ice Bolt Attack Table 13.6 (p. 85).
7. **Cold Ball II** — A 1' diameter ball of cold is shot from the palm of the caster. Upon reaching its target, it explodes to affect a 20' radius area. Resolve the attack on the Cold Ball Attack Table 13.3 (p. 82).
8. **Wall of Ice** — Summons a wall of ice up to 10'x10'x(2' at base, 1' at top). It can be melted through **or** chipped through **or** toppled (if not against a solid surface).

LIGHT LAW

1. **Projected Light** – A beam of light (like a flashlight) springs from the caster's palm. This light has a 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 duration of the spell has not expired).
2. **Shock Bolt I** – A bolt of intense, charged light is shot from the palm of the caster. Attack is resolved on the Shock Bolt Attack Table 13.8 (p. 87).
3. **Light I** – Lights a 10' radius area about the point touched. If the point is on a mobile object or being, it will move with the object/being.
4. **Shade** – All shadows in the area of effect deepen. This results in a special bonus of +25 to hiding maneuvers and +10 to stalking maneuvers.
5. **Sudden Light** – Causes a 10' radius burst of intense light. All those in the area of effect are stunned 1 round per 5 failure.
6. **Dark I** – As *Light I*, except the radius is as dark as a dark night. See Section 15.12 (p. 98).
7. **Light V** – As *Light I*, except radius can be up to 50' (the exact radius can be changed by concentrating for one round).
8. **Shock Bolt III** – As *Shock Bolt I*, except range is 300'.
9. **Dark V** – As *Dark I*, except radius can be up to 50' (the exact radius can be changed by concentrating for one round).
10. **Lightning Bolt I** – As *Shock Bolt*, except a Lightning Bolt is shot. Resolve the attack on the Lightning Bolt Attack Table 13.7 (p. 86).
11. **Waiting Light** – This spell is cast in conjunction with any *Light* or *Dark* spell (i.e., this spell is cast and then the light/dark spell is cast within 1 minute). It can delay the action of that spell for up to 24 hours. It can be triggered by one of the following (decided by caster at the time of casting): time period, specific movements, specific sounds, touch, violent actions in the area, etc.



MAGICIAN BASE LIST 5.4

LIGHT LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Projected Light	50' beam	10 min/lvl	self	E
□ 2)	Shock Bolt I	1 target	—	100'	DE
□ 3)	Light I	10'R	10 min/lvl	touch	E
□ 4)	Shade	100'R	10 min/lvl	touch	E
□ 5)	Sudden Light	10'R	—	100'	F
□ 6)	Dark I	10'R	10 min/lvl	touch	E
□ 7)	Light V	50'R	10 min/lvl	touch	E
□ 8)	Shock Bolt III	1 target	—	300'	DE
□ 9)	Dark V	50'R	10 min/lvl	touch	E
□ 10)	Lightning Bolt I	1 target	—	100'	DE
□ 11)	Waiting Light	varies	varies	100'	E
□ 12)	Shock Bolt V	1 target	—	500'	DE
□ 13)	Beacon V	5 miles	1 min/lvl	self	E
□ 14)					
□ 15)	Lightning Bolt III	1 target	—	300'	DE
□ 16)					
□ 17)	Utterlight	100'R	1 min/lvl	touch	E
□ 18)	Utterdark	100'R	1 min/lvl	touch	E
□ 19)	Beacon X	10 miles	1 min/lvl	self	E
□ 20)	Lightning Bolt V	1 target	—	500'	DE
□ 25)	Corner Lightn. Bolt	1 target	—	300'	DE
□ 30)	Following Lightn. Bolt	1 target	—	300'	DE
□ 50)	Light Mastery	varies	1 rnd/lvl	varies	U

12. **Shock Bolt V** – As *Shock Bolt I*, except range is 500'.

13. **Beacon V** – A ray of light (any color) springs from caster's palm. This ray can be up to 5 miles long.

15. **Lightning Bolt III** – As *Lightning Bolt I*, except the range is 300'.

17. **Utterlight** – As *Light I*, except radius is 100' and the light also nullifies all magically created darkness. Any magical darkness inside the radius will return when this spell expires.

18. **Utterdark** – As *Dark I*, except radius is 100' and no nonmagical light can exist inside. Any light inside the radius will return when this spell expires.

19. **Beacon X** – As *Beacon V*, except beacon can be up to 10 miles long.

20. **Lightning Bolt V** – As *Lightning Bolt I*, except range is 500'.

25. **Corner Lightning Bolt** – As *Lightning Bolt III*, except caster can make the bolt turn once up to 90° before striking the target (the caster must know the target's location). The OB for the bolt is halved after making the turn.

30. **Following Lightning Bolt** – As *Corner Lightning Bolt*, except bolt can make as many turns as necessary and go through openings (must be larger than 6" radius) to strike the target.

50. **Light Mastery** – Caster can use one lower level spell (on this list) each round.



MAGICIAN BASE LIST 5.5

WATER LAW



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Condensation	1 cu' water	P	touch	E
2)	Fog	10'R/lvl	P	100'	E
3)	Waterwall	10'x10'x1'	C	100'	E
4)	Water Bolt I	1 target	—	100'	DE
5)	Unfog	10'R/lvl	P	100'	F
6)					
7)					
8)	Calm Water	100'R	C	100'	F
9)					
10)	Waterwall True	10'x10'x1'	1 min/lvl	100'	E
11)	Water Bolt III	1 target	—	300'	DE
12)					
13)	Call Rain	100'R/lvl	10 min/lvl	100'/lvl	E
14)					
15)	Water Bolt V	1 target	—	500'	DE
16)	Triad of Water	3 targets	—	100'	DE
17)	Command Current	special	C	self	E
18)	Calm Water True	100'R/lvl	10 min/lvl	100'/lvl	F
19)					
20)	Whirlpool	50'R	C	1000'	E
25)	Part Water	10'x100'x100'/lvl	C	100'/lvl	F
30)	Sea Storm	1 mi R/lvl	varies	1 mi/lvl	E
50)	Water Mastery	varies	1 rnd/lvl	varies	U

WATER LAW

- Condensation** — Condenses 1 cubic foot of water from the surrounding air. Water gradually condenses into caster's hands and may be funneled into any suitable receptacle.
- Fog** — Creates dense fog within up to 10' radius per level of the caster. See Section 15.12 (p. 98).
- 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.
- Water Bolt I** — A bolt of water is shot from the caster's palm. Resolve attack on the Water Bolt Attack Table 13.9 (p. 88).
- Unfog** — Disperses any fog in the area of effect. If all of a fog is not dispersed (i.e., the fog covers a greater area than the area of effect for this spell), the fog will refill the area of effect at a rate of 10' radius every 1-5 minutes.
- Calm Water** — Water within radius is calmed. Waves are cut by 20' in center and less towards the perimeter.
- Waterwall True** — As *Waterwall*, except for the duration.
- Water Bolt III** — As *Water Bolt I*, except range is 300'.
- Call Rain** — If there are clouds in the sky, it rains (outdoors) for the duration of the spell.
- Water Bolt V** — As *Water Bolt I*, except range is 500'.
- Triad of Water** — Three bolts of water are shot from the palm of the caster. They can strike up to three different targets (as long as they are all within 60° of each other; and they are visible to the caster). Caster may apply his directed spell skill (Waterbolt) to only one of the attacks (the others get a +0 OB).
- Command Current** — The area of effect for this spell is the water immediately surrounding the boat that the caster is on. For as long as the caster concentrates, the speed of the boat can be increased by 50' per round (approximately 3 miles per hour).
- Calm Water True** — As *Calm Water*, except waves are cut by 50' in center and caster need not concentrate.
- Whirlpool** — Creates a 50' whirlpool that will draw in any unpowered object within 500' (takes 2 minutes of concentration to start). Powered objects may make maneuver rolls to resist the pull of the whirlpool.
- Part Water** — Caster can part water up to 100' deep and 100' per level long and 10' wide at bottom (50' at top).
- Sea Storm** — Summons forces of nature in a fierce sea storm (must be created over a large body of water). This storm will include waves of 20-50', heavy rain, and winds of 25-60 mph. The storm can be delayed up to 1 hour per level. After the storm is summoned, it will dissipate normally.
- Water Mastery** — Caster can use one lower level spell (on this list) each round.

SPECIAL NOTES

All walls created by spells on this list must rest on a solid surface. See Section 15.7 (p. 97) for more on walls.



WIND LAW

1. **Breezes** – Causes a light breeze (up to 20' per round) as long as the caster concentrates. Any gasses in the area are moved by the breeze.
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. **Slumber Mist** – By concentrating, the caster can remove most of the oxygen from the area of effect. After three rounds of concentration, all targets in the area of effect must make an RR each round in the area of effect or fall asleep (1 round per 10 failure). All fire spells in the area suffer a -20 penalty (or are 20% less effective in the case of non-attack spells).
4. **Stun Cloud I** – Creates a 5' radius cloud of charged gas particles. This cloud delivers a 'C' Electricity critical to all within the area of effect on the first and second rounds; a 'B' on the third and fourth rounds; and an 'A' on the fifth and sixth rounds (after 6 rounds, the cloud dissipates). This cloud drifts with the wind. The cloud takes one round to form (so anyone in the radius when it is cast may make a maneuver to move out of the radius without taking a critical). It dissipates after six rounds.
5. **Airstop I** – Stops all generalized air movement (e.g., wind) up to winds of 30 mph; cuts stronger winds by 30 mph in the area of effect.
6. **Stun Cloud X** – As *Stun Cloud I*, except radius is 10'.
7. **Vacuum I** – Creates a 5' radius near vacuum. Anyone inside the radius must make a successful RR or take a 'B' Impact critical, as air leaves and rushes back in.
8. **Air Stop II** – As *Air Stop I*, except radius is 20'.
9. **Slumber Cloud** – As *Slumber Mist*, except for the duration, and it drifts with the wind.
10. **Stun Cloud IV** – As *Stun Cloud V*, except radius is 20'.
11. **Death Cloud I** – As *Stun Cloud I*, except delivers an 'E' on rounds 1 and 2, a 'D' on rounds 3 and 4, a 'C' on rounds 5 and 6, a 'B' on rounds 7 and 8, an 'A' on rounds 9 and 10.
12. **Vacuum II** – As *Vacuum I*, except radius is 10'.
13. **Air Stop X** – As *Air Stop I*, except radius is 100'.
14. **Whirlwind** – A 10' radius whirlwind is created. This whirlwind delivers an 'A' Impact critical to all inside (every round). All movement through or within the whirlwind is reduced by 80%. The caster can move the whirlwind 1' per round.
15. **Death Cloud II** – As *Death Cloud I*, except radius is 10'.
17. **Vacuum IV** – As *Vacuum I*, except radius is 20'.
18. **Great Vacuum** – As *Vacuum I*, except delivers a 'D' Impact critical.
19. **Stun Cloud True** – As *Stun Cloud IV*, except by concentrating caster can move it 10' per round up to 100' away.
20. **Reverse Winds** – Allows the caster to change the direction of the wind within the radius.
25. **Hard Wind** – Caster must outstretch arms and a hard wind comes forth from them, fanning out till it has a 25' radius at 300'. All in the cone receive a 'B' Impact critical.



MAGICIAN BASE LIST 5.6

WIND LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Breezes	10'R/lvl	C	10'/lvl	E
□ 2)	Airwall	10'x10'x3'	C	100'	E
□ 3)	Slumber Mist	5'R/lvl	C	5'/lvl	F
□ 4)	Stun Cloud I	5'R	6 rnds	10'	E
□ 5)	Air Stop I	10'R	C	100'	F
~~~~~					
□ 6)	Stun Cloud II	10'R	6 rnds	20'	E
□ 7)	Vacuum I	5'R	—	100'	F
□ 8)	Air Stop II	20'R	C	100'	F
□ 9)	Slumber Cloud	1'R/lvl	1 min/lvl	5'/lvl	F
□ 10)	Stun Cloud IV	20'R	6 rnds	40'	E
~~~~~					
□ 11)	Death Cloud I	5'R	10 rnds	10'	E
□ 12)	Vacuum II	10'R	—	100'	F
□ 13)	Air Stop X	100'R	C	100'	F
□ 14)	Whirlwind	10'R	C	100'	E
□ 15)	Death Cloud II	10'R	10 rnds	40'	E
~~~~~					
□ 16)					
□ 17)	Vacuum IV	20'R	—	100'	F
□ 18)	Great Vacuum	5'R	—	100'	F
□ 19)	Stun Cloud True	20'R	6 rnds	100'	E
□ 20)	Reverse Winds	100'R/lvl	C	100'/lvl	E
~~~~~					
□ 25)	Hard Wind	300'x25'R	1 rnd/lvl	300'	E
□ 30)	Storm Call	1 mi R/lvl	varies	1 mi/lvl	E
□ 50)	Wind Mastery	varies	1 rnd/lvl	varies	U

30. **Storm Call** – Summons forces of nature in a fierce thunderstorm. This storm will include heavy rain, 25-60 mph winds, lightning (random), and a blizzard (if correct climate). The storm can be delayed for up to 1 hour per level of the caster.

50. **Wind Mastery** – Caster can use one lower level spell (on this list) each round.

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) All walls created by spells on this list must rest on a solid surface. See Section 15.7 (p. 97) for more on walls.
- 3) 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.



DABBLER BASE LIST 6.1

CONCEALMENT MASTERY



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Shadow	caster	10 min/lvl	self	U
2)	Unseen III	3 targets	24 hours	10'/lvl	E
3)	Conceal I	1 object	4 hrs/lvl	touch	E
4)	Locate Object	1 object	—	5'/lvl	I
5)	Darkness	2'R/lvl	10 min/lvl	10'	E
6)	Secret I	1 object	4 hrs/lvl	touch	U
7)	Unseen V	5 targets	24 hours	10'/lvl	E
8)	Displacement I	caster	1 min/lvl	self	E
9)	Conceal III	3 objects	4 hrs/lvl	touch	E
10)	Unseen X	10 targets	24 hours	10'/lvl	E
11)	Displacement II	caster	1 min/lvl	self	E
12)	Secret III	3 objects	4 hrs/lvl	touch	U
13)	Unseen XV	15 targets	24 hours	10'/lvl	E
14)					
15)	Conceal V	5 objects	4 hrs/lvl	touch	E
16)	Lord Unseen	20 targets	24 hours	10'/lvl	E
17)	Secret V	5 objects	4 hrs/lvl	touch	U
18)	Displacement III	caster	1 min/lvl	10'	E
19)					
20)	Conceal X	10 objects	4 hrs/lvl	touch	E
25)	Unseen True	1 target/lvl	24 hours	10'/lvl	E
30)	Secret X	10 objects	4 hrs/lvl	touch	U
50)	Concealment Mastery	1 object/lvl	4 hrs/lvl	touch	E



7. **Unseen V** — As *Unseen III*, except affects up to five objects.
8. **Displacement I** — Target appears to be offset from where he actually is. All attacks have no effect 10% of the time. Each time a foe misses him, the chance of that foe missing again drops by 5%.
9. **Conceal III** — As *Conceal I*, except affects up to three objects.
10. **Unseen X** — As *Unseen III*, except affects up to ten objects.
11. **Displacement II** — As *Displacement I*, except chance of missing is 20%.
12. **Secret III** — As *Secret I*, except affects up to three objects.
13. **Unseen XV** — As *Unseen III*, except affects up to fifteen objects.
15. **Conceal V** — As *Conceal I*, except affects up to five objects.
16. **Lord Unseen** — As *Unseen III*, except affects up to twenty objects.
17. **Secret V** — As *Secret I*, except affects up to five objects.
18. **Displacement III** — As *Displacement I*, except chance of missing is 30%.
20. **Conceal X** — As *Conceal I*, except affects up to ten objects.
25. **Unseen True** — As *Unseen III*, except affects up to one object for every level of the caster.
30. **Secret X** — As *Secret I*, except affects up to ten objects.
50. **Concealment Mastery** — As *Conceal I*, except affects a number of objects equal to the caster's level.

SPECIAL NOTES

When using the *Locate Object* spell, the caster must provide an unambiguous description of the object. 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."

CONCEALMENT MASTERY

1. **Shadow** — Target 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 between +25 and +75 to Stalking/Hiding maneuvers).
2. **Unseen III** — Up to three objects (e.g., 1 garment, 1 naked body, and 1 weapon) are made invisible. The object(s) will remain invisible until 24 hours pass, **or** the object is struck by a violent blow (being hit by a weapon, falling, etc.), **or** the object makes a violent move (i.e., an attack).
3. **Conceal I** — Target inanimate object takes on the visual appearance of a similar object. For example, a small red key may appear as a small blue spoon. The object cannot vary in dimensions by more than 100% of actual size in any given dimension. This is strictly a visual illusion (and can be detected as such), see Section 15.14 (p. 98).
4. **Locate Object** — Allows the caster to find any inanimate object. The caster must be able to uniquely describe the object.
5. **Darkness** — Creates an area of darkness up to 2' radius per level about the point touched. The darkness is equal to the darkest night. If the point is on a mobile object or being, it will move with the object or being. See Section 15.12 (p. 98).
6. **Secret I** — Target inanimate object takes on the visual and tactile appearance of another object. For example, a crystal goblet might look and feel like a wooden mug. The object cannot vary in dimensions by more than 100% of actual size in any given dimension. This is an illusion (and can be detected as such), see Section 15.14 (p. 98).



OF
ESSENCE

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SPELL LAW

INFLUENCES

1. **Sleep III** – Causes target(s) to fall into a natural sleep. This spell can affect a number of targets whose levels total up to 3. The caster must be able to see all targets. At the time of casting, the caster should designate target priority (e.g., affect 1st target; if levels are left, affect 2nd target; etc.). The first 2 rounds of sleep is magical (the target cannot be awakened through normal means).
2. **Charm Animals** – Target animal(s) will believe the caster is a good friend.
3. **Charm Kind** – Target humanoid believes the caster is a good friend.
4. **Sleep V** – As *Sleep III*, except affects a total of 5 levels.
5. **Suggestion** – Target will follow a single suggested act that is not completely alien to him (e.g., no suicide suggestions, no blinding himself suggestions, etc.).
6. **Telepathy I** – Caster receives surface thoughts from target. If target makes his RR by more than 25 he realizes that someone is trying to read his thoughts.
7. **Sleep VII** – As *Sleep III*, except affects a total of 7 levels.
8. **Hold Kind** – Target humanoid is held to 25% activity.
9. **Greater Charm Kind** – As *Charm Kind*, except will affect one target for every five levels (or fraction thereof) of the caster.
10. **Sleep X** – As *Sleep III*, except affects a total of 10 levels.
11. **Greater Suggestion** – As *Suggestion*, except will affect one target for every five levels (or fraction thereof) of the caster.
12. **Master of Kind** – Target humanoid must obey caster. However, he will not perform any act that is completely alien to him (e.g., no suicide orders, no blinding orders, etc.).
13. **Sleep XII** – As *Sleep III*, except affects a total of 12 levels.
14. **Greater Hold Kind** – As *Hold Kind*, except will affect one target for every five levels (or fraction thereof) of the caster.



DABBLER BASE LIST 6.2

INFLUENCES

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Sleep III	varies	—	100'	Fm
□ 2)	Charm Animals	1 animal/lvl	1 hour	100'	Fm
□ 3)	Charm Kind	1 target	1 hr/lvl	100'	Fm
□ 4)	Sleep V	varies	—	100'	Fm
□ 5)	Suggestion	1 target	varies	100'	Fm
□ 6)	Telepathy I	1 target	1 rnd/lvl(C)	2'/lvl	Fm
□ 7)	Sleep VII	varies	—	100'	Fm
□ 8)	Hold Kind	1 target	C	100'	Fm
□ 9)	Greater Charm Kind	1 target/5 lvl	1 hr/lvl	100'	Fm
□ 10)	Sleep X	varies	—	100'	Fm
□ 11)	Greater Suggestion	1 target/5 lvl	1 hr/lvl	100'	Fm
□ 12)	Master of Kind	1 target	10 min/lvl	50'	Fm
□ 13)	Sleep XII	varies	—	100'	Fm
□ 14)	Greater Hold Kind	1 target/5 lvl	C	100'	Fm
□ 15)	Telepathy II	1 target	1 rnd/lvl(C)	5'/lvl	Fm
□ 16)	Sleep XV	varies	—	100'	Fm
□ 17)					
□ 18)	Gr. Master of Kind	1 target/5 lvl	10 min/lvl	50'	Fm
□ 19)	Quest	1 target	varies	10'	Fm
□ 20)	Lord Sleep	varies	—	100'	Fm
□ 25)	Sleep True	varies	—	100'	Fm
□ 30)	Telepathy True	1 target	1 rnd/lvl(C)	10'/lvl	Fm
□ 50)	Quest True	1 target	varies	10'	Fm

15. **Telepathy II** – As *Telepathy I*, except for range.
16. **Sleep XV** – As *Sleep III*, except affects a total of 15 levels.
18. **Greater Master of Kind** – As *Master of Kind*, except will affect one target for every five levels (or fraction thereof) of the caster.
19. **Quest** – Target is given one task. Failure results in a penalty determined by the GM (task must be within the capabilities of the target). If the target ignores the quest, he will suffer the same effects as for failure.
20. **Lord Sleep** – As *Sleep III*, except affects a total of 20 levels.
25. **Sleep True** – As *Sleep III*, except affects a total number of levels equal to the caster's level.
30. **Telepathy True** – As *Telepathy I*, except for range.
50. **Quest True** – As *Quest*, except failure is punished by the target suffering five 'E' criticals (choose which critical types randomly).





DABBLER BASE LIST 6.3

MECHANISMS



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Machine Lore	1 object	—	touch	I
2)	Tune	1 object	—	touch	U
3)	Jam I	1 trap	—	touch	U
4)	Unlock I	1 lock	—	touch	U
5)	Untrap I	1 trap	—	touch	U
6)	Operate I	1 machine	1 min/lvl	touch	U
7)	Detect Active Power	5'R	1 min/lvl (C)	self	P
8)	Jam II	1 trap	—	touch	U
9)	Unlock II	1 lock	—	touch	U
10)	Untrap II	1 trap	—	touch	U
11)	Operate II	1 machine	1 min/lvl	touch	U
12)	Jam III	1 trap	—	touch	U
13)	Unlock III	1 lock	—	touch	U
14)	Untrap III	1 trap	—	touch	U
15)	Operate III	1 machine	1 min/lvl	touch	U
16)	Jam IV	1 trap	—	touch	U
17)	Unlock IV	1 lock	—	touch	U
18)	Untrap IV	1 trap	—	touch	U
19)	Operate IV	1 machine	1 min/lvl	touch	U
20)	Jam True	5'R/lvl	—	self	U
25)	Unlock True	5'R/lvl	—	self	U
30)	Untrap True	5'R/lvl	—	self	U
50)	Operate True	5'R/lvl	1 min/lvl	self	U



MECHANISMS

1. **Machine Lore** — This spell analyzes one "machine," giving the caster an idea of its purpose and operating procedures. This gives the caster a special bonus of +20 when operating this particular machine, and +10 to anyone to whom he describes the machine.
2. **Tune** — When this spell is cast upon a machine, the machine's efficiency will return to its original level. For example, if cast upon a rusty lock, the lock will return to its original non-rusty operational level.
3. **Jam I** — This spell has a 50% chance of jamming the target

mechanism (e.g., trap, lock, machine, etc.). If it is jammed, there is only a 5% chance that the target mechanism operates normally when used/triggered normally (check each time the mechanism is used). For example, if this spell is cast upon a pressure plate in the floor (that drops a portcullis), there is a 5% chance the mechanism will trigger each time someone walks over it.

4. **Unlock I** — This spell has a 30% chance of opening any non-magical lock. If the lock is not unlocked, there is a 10% chance that any traps associated with it are set off. Rolls are open-ended and the sophistication of the lock may modify the roll.



5. **Untrap I** — As *Unlock I*, except its concerns disarming traps. There is a 10% chance the trap being disarmed is set off.

6. **Operate I** — As *Unlock I*, except this spell has a 30% chance of operating any non-magical machine in its normal capacity for the duration of the spell. After the duration, the machine will operate normally. For example, if this spell were used to turn a wheel, the wheel would spin for the duration of the spell, then slowly stop.

7. **Detect Active Power** — For the duration of this spell, the caster will be aware when any active magic is in the area of effect. The caster will not know what the magic is or where it is; only that it is in the area of effect. For example, a Dabblor with this spell active can move down a passageway. The moment he gets near magical symbols on a door, he will be warned of active magic in the area (and perhaps the spell casters in the party can set out to find the source).

8. **Jam II** — As *Jam I*, except has a 70% chance of jamming the mechanism (and only a 4% chance of setting it off).

9. **Unlock II** — As *Unlock I*, except has a 50% chance of opening the lock (and only an 8% chance of setting off associated traps).

10. **Untrap II** — As *Untrap I*, except has a 50% chance of disarming the trap (8% chance of setting off the trap).

11. **Operate II** — As *Operate I*, except has a 50% chance of operating the machine.

12. **Jam III** — As *Jam I*, except has a 90% chance of jamming the trap (and only a 3% chance of setting it off).

13. **Unlock III** — As *Unlock I*, except has a 70% chance of opening the lock (and only a 6% chance of setting off associated traps).

14. **Untrap III** — As *Untrap I*, except has a 70% chance of disarming the trap (and a 6% chance of setting off the trap).

15. **Operate III** — As *Operate I*, except has a 70% chance of operating the machine.

16. **Jam III** — As *Jam I*, except has a 100% chance of jamming the trap (and only a 2% chance of setting it off).

17. **Unlock IV** — As *Unlock I*, except has a 90% chance of opening the lock (and only a 4% chance of setting off the trap).

18. **Untrap IV** — As *Untrap I*, except has a 70% chance of disarming the trap (and a 4% chance of setting it off).

19. **Operate IV** — As *Operate I*, except has a 90% chance of operating the machine.

20. **Jam True** — As *Jam III*, except affects all traps in the area of affect.

25. **Unlock True** — As *Unlock III*, except affects all locks in the area of effect.

30. **Untrap True** — As *Untrap III*, except affects all traps in the area of effects.

50. **Operate True** — As *Operate III*, except affects all machines in the area of effects.

SPECIAL NOTES

- 1) For the purposes of spells on this list, a machine is any man-made device built to perform a specific function.

- 2) Each lock and trap is rated according to the difficulty in unlocking/disarming it. The standard difficulty modifiers apply: Routine (+30), Easy (+20), Light (+10), Medium (0), Hard (-10), Very Hard (-20), Extremely Hard (-30), Sheer Folly (-50), Absurd (at least -70). Some suggested difficulty modifiers are: Simple Shackle Lock (Easy), Padlock (Medium to Hard), Tumbler Lock (Hard to Extremely Hard), Double Key Tumbler (Sheer Folly).

If a spell (e.g., Opening I, Disarm I, etc.) is used to attempt to unlock/disarm a device, the chance of the spell successfully operating the lock is modified by half of the modifier given above.

MOVEMENT MASTERY

1. **Run** — Allows caster to move at two times normal walking pace (i.e. Run pace), while expending exhaustion points as if walking. Once he stops or performs another action, the spell is canceled.
2. **Longjump** — The caster may jump (from any pace) up to 10' plus 5' per level of the caster horizontally, or 5' plus 2' per level of the caster vertically. This spell will allow the caster to always land safely from jumps of this distance or less.
3. **Landing** — Allows the caster to land safely in a fall up to 20' per level of the caster; and the caster can take that distance off the severity of any longer fall.
4. **Shadow Steps** — Allows the caster to cloak all of his movements in complete silence, so long as he moves no faster than a walking pace.
5. **Underwater Movement** — The caster may move underwater as if he were on land.
6. **Balance I** — With this spell, the caster gets a special bonus of +50 to any movement maneuvers requiring balance that are performed at a walking pace.
7. **Spider's Step** — The caster can move (half walking pace) along any solid surface angled up to 90°; so long as he keeps at least a 3-point contact with the surface (e.g., both feet and one hand).
8. **Long Dive** — Caster can safely dive through the air up to 50' per level if water deep enough is present (at least 2' of water per 50' of the dive).
9. **Traceless Passing** — Caster can move at a walking pace without leaving tracks or other visible signs of his passing.
10. **Spider's Step True** — As *Spider's Step*, except caster can move along any surface (including ceilings).
11. **Float** — This spell allows the caster to float upon the air. While floating, the caster is at the mercy of the prevailing winds and cannot control any aspect of his flight without access to some other motive force (i.e., pulling along a rope or wall, being towed, etc.).
12. **Spider's Walk** — As *Spider's Step*, except caster may move at a normal walking pace and he needs only to maintain a 2-point contact with the wall.
13. **Balance II** — As *Balance I*, except caster may move at two times normal walking pace (i.e., Run pace).
14. **Shadow Landing** — Caster will safely fall from any distance 99% of the time and will land without making a sound.
15. **Spider's Run** — As *Spider's Walk*, except caster can move at two times normal walking pace (i.e., Run pace).
16. **Glide I** — Caster can glide like a bird. The product of 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 of the ground. Note that the product **must** equal 100' (i.e., the caster cannot choose to have a total less than or more than 100').
18. **Balance III** — As *Balance I*, except caster can move at three times normal walking pace (i.e., Sprint pace).
20. **Spider's Walk True** — As *Spider's Walk*, except caster can move along any surface (including ceilings).
25. **Windwalking** — Allows the caster to walk on calm air; movement must be at a constant height (the caster may move vertically, but must do so under his own power—the spell provides no vertical movement capability).

DABBLER BASE LIST 6.4

MOVEMENT MASTERY

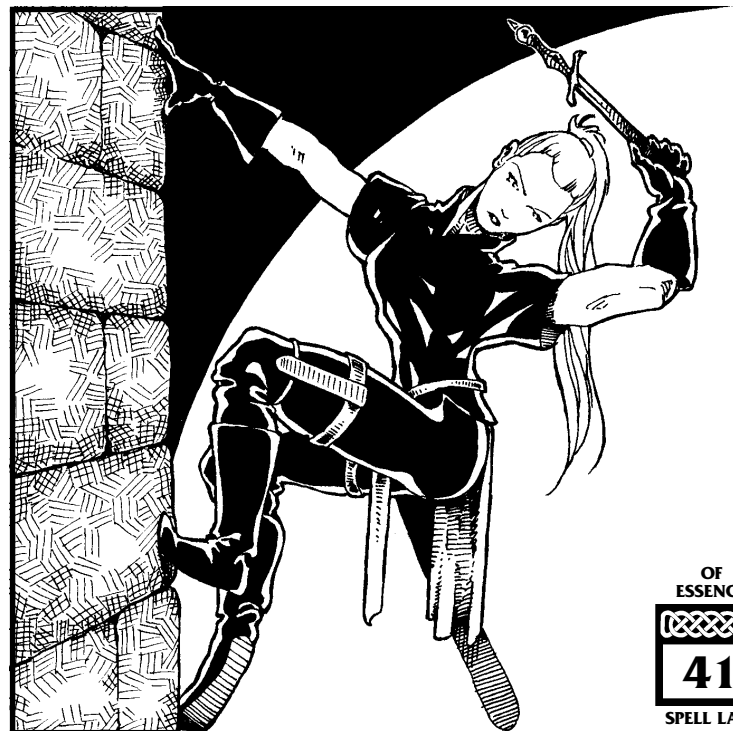
Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Run *	caster	10 min/lvl	self	U
☐ 2)	Longjump *	caster	—	self	U
☐ 3)	Landing *	caster	—	self	U
☐ 4)	Shadow Steps	caster	1 min/lvl	self	U
☐ 5)	Underwater Movement	caster	10 min/lvl	self	U
☐ 6)	Balance I *	caster	1 rnd/lvl	self	U
☐ 7)	Spider's Step	caster	1 min/lvl	self	U
☐ 8)	Long Dive *	caster	—	self	U
☐ 9)	Traceless Passing *	caster	C	self	U
☐ 10)	Spider's Step True	caster	1 min/lvl	self	U
☐ 11)	Float *	caster	1 min/lvl	self	U
☐ 12)	Spider's Walk	caster	1 min/lvl	self	U
☐ 13)	Balance II *	caster	1 rnd/lvl	self	U
☐ 14)	Shadow Landing *	caster	—	self	U
☐ 15)	Spider's Run	caster	1 min/lvl	self	U
☐ 16)	Glide I	caster	1 min/lvl	self	U
☐ 17)					
☐ 18)	Balance III *	caster	1 rnd/lvl	self	U
☐ 19)					
☐ 20)	Spider's Walk True	caster	1 min/lvl	self	U
☐ 25)	Windwalking	caster	1 min/lvl	self	U
☐ 30)	Balance True *	caster	1 rnd/lvl	self	U
☐ 50)	Movement Mastery *	caster	1 min/lvl	self	U

30. **Balance True** — As *Balance I*, except caster can move at any pace.

50. **Movement Mastery** — Caster may use any lower level spell from this list once per round.

SPECIAL NOTES

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





DABBLER BASE LIST 6.5

SENSES



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Sly Ears	caster	10 min/lvl	self	U
2)	Nightvision	caster	10 min/lvl	self	U
3)	Scent	caster	10 min/lvl	self	U
4)	Sensory Marker	caster	P	touch	U
5)	Far Sense I	caster	1 min/lvl(C)	50'/lvl	U
6)	Sidevision	caster	10 min/lvl	self	U
7)	Touch	caster	10 min/lvl	self	U
8)	Watervision	caster	10 min/lvl	self	U
9)	Darkvision	caster	10 min/lvl	self	U
10)	Far Sense II	caster	1 min/lvl(C)	50'/lvl	U
11)	Woodsight	csster	C	self	U
12)	Lightvision	caster	10 min/lvl	self	U
13)					
14)	Greater Far Sense I	caster	1 min/lvl (C)	50'/lvl	U
15)	Long Far Sense I	caster	1 min/lvl	500'/lvl	U
16)	Stonesight	caster	C	self	
17)					
18)	Greater Far Sense II	caster	1 min/lvl(C)	50'/lvl	U
19)	Ironsight	caster	C	self	U
20)	Long Far Sense II	caster	1 min/lvl(C)	500'/lvl	U
25)	Vision True	caster	10 min/lvl	self	U
30)	Senses True	caster	1 min/lvl	1 mile/lvl	U
50)	Sense Mastery	caster	10 min/lvl	self	U



8. **Watervision** – Caster can see 100' in any water (including murky water) as if it were daylight.
9. **Darkvision** – As *Nightvision*, except any darkness can be seen through. Also, no light is needed for this spell to work.
10. **Far Sense II** – As *Far Sense I*, except caster may designate up to two senses at the marked location.
11. **Woodsight** – Caster can see through wood (up to 1" per level).
12. **Lightvision** – Caster can see in any brightness of light (including that which would be blinding or glaring). This spell does not work in the absence of light.
14. **Greater Far Sense I** – As *Far Sense I*, except caster can move (though he must continue to concentrate).
15. **Long Far Sense I** – As *Far Sense I*, except for range.
16. **Stonesight** – As *Woodsight*, except that caster can see through stone.
18. **Greater Far Sense II** – As *Far Sense II*, except caster can move (though he must continue to concentrate).
19. **Ironsight** – As *Woodsight*, except that caster can see through iron (or steel).
20. **Long Far Sense II** – As *Far Sense II*, except for range.
25. **Vision True** – As all *Vision* spells on this list operating at the same time.
30. **Senses True** – Caster has the effects of *Sly Ears*, *Scent*, *Touch*, and all *Vision* spells simultaneously.
50. **Sense Mastery** – Caster may use any lower level spell on this list once per round.

SPECIAL NOTES

See Section 15.12 (p. 98) for more information on the environment's effects on vision.



SENSES

1. **Sly Ears** – Caster gains double normal hearing. This results in a special bonus of +50 to Awareness • Searching and Awareness • Senses skills involving only hearing (or +5 for Alertness skill). This bonus is +25 to such skills involving hearing and other senses (or +3 for Alertness skill).
2. **Nightvision** – Caster can see 100' on a normal night as if it were daylight. See Section 15.12 (p. 98).
3. **Scent** – As *Sly Ears* except caster gains an extremely acute sense of smell and the bonuses indicated apply to Awareness skills involving smelling.
4. **Sensory Marker** – One location is “marked” so that the caster can find it again later with a *Far Sense* spell. The marker is automatically located when the caster casts a *Far Sense* spell if the marker is within range of the *Far Sense* spell. A marker can be placed on any inanimate object. The caster can only have as many markers as he has levels.
5. **Far Sense I** – Caster may designate one of his senses to be used at any “marked” location within range (see *Sensory Marker*). The caster can use any Awareness skills/abilities he has at the time (e.g., if he is currently under the effects of *Nightvision*, he will have *Nightvision* at the marked location). The remote sensory point may be rotated to face any direction. While he is sensing at the marked location, he must remain immobile and concentrate.
6. **Sidevision** – Caster has a 300° field of vision. The flank bonus for attacks against the caster is lowered to +5 and the rear bonus is lowered to +15.
7. **Touch** – Caster gains extreme tactile sensitivity. This results in a special bonus of +25 to all actions that depend on tactile sense (e.g., pick locks, disarm traps, etc.).

OF
ESSENCE

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SPELL LAW

THIEVING LAW

1. **Gauge Wealth** — The caster gets a feeling for how much the target of this spell believes he is worth (i.e., his net worth). Note that this could be drastically different than how much money the target has (as wealth could include land, livestock, etc.).
2. **Weigh Pockets** — The caster knows approximately how much "wealth" the target has upon his person.
3. **Mark Target** — The caster magically "marks" a target for use with the *Locate Target* spell. The caster can only have one target marked at a time.
4. **Find Buyer I** — Locates the nearest person (within the area of effect; direction and distance) who wants a specific object. The caster must be touching the object at the time this spell is cast.
5. **Locate Target** — The caster knows the exact location (direction and distance) of a "marked" target.
6. **Jewel/Metal Assessment** — Caster can assess the value of jewels and metals within 10% of actual value. This spell allows him to calculate different values for all the cultures he is familiar with. Note that this spell evaluates the materials only (not the craftsmanship or the magical properties).
7. **Item Assessment** — As *Jewel/Metal Assessment*, except this spell will take into account the craftsmanship of the item. Magical properties are not evaluated.
8. **Find Buyer II** — Locates the nearest person (within the area of effect; direction and distance) who wants a specific object and is willing to acquire it at this time. Caster must be touching the object.
9. **Detect Power** — Detects magical power in an item (but not the realm or how much power is in the item).
10. **Item Analysis I** — Caster has a 10% chance of determining the enchanted abilities of an object (roll separately for each ability). Once this spell has been cast on an item, it may not be cast on the same item again until the caster has gained a level of experience, see Section 15.3 (p. 96).
11. **Find Owner I** — The caster knows the location of the owner of a specified object (the caster must be touching the object at the time that this spell is cast). The owner must be within the area of effect. For the purposes of this spell, the owner of an object is defined as someone who has "legal" ownership of the object. The GM must determine what constitutes legal ownership in his world (e.g., the creator, the purchaser of the created item, possessor, etc.).
12. **Find Buyer III** — Locates the nearest person (within the area of effect; direction and distance) who wants a specific object, is willing to acquire it at this time, and is willing to acquire it in a non-violent fashion. The caster must be touching the object at the time this spell is cast.
13. **Assessment True** — As *Item Assessment*, except that any item can be assessed (e.g., livestock, houses, boats, etc.).
14. **Significance** — Determines if the item examined has any cultural or historical significance (but not exactly what the significance is).
15. **Find Owner II** — As *Find Owner I*, except for area of effect.
16. **Find Buyer IV** — Locates the nearest person (within the area of effect; direction and distance) who wants a specific object, is willing to acquire it at this time (in a non-violent fashion), and is willing to pay the best price. The caster must be touching the object at the time this spell is cast.

DABBLER BASE LIST 6.6

THIEVING LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Gauge Wealth	1 target	—	10'	P
□ 2)	Weigh Pockets	1 target	—	10'	P
□ 3)	Mark Target	1 target	1 hr/lvl	touch	P
□ 4)	Find Buyer I	500'R/lvl	—	self	I
□ 5)	Locate Target	50'R/lvl	—	self	I
□ 6)	Jewel/Metal Assess.	1 object	—	self	I
□ 7)	Item Assessment	1 object	—	self	I
□ 8)	Find Buyer II	500'R/lvl	—	self	I
□ 9)	Detect Power	1 object	—	self	I
□ 10)	Item Analysis I	1 object	—	self	I
□ 11)	Find Owner I	1 mile R	—	self	I
□ 12)	Find Buyer III	500'R/lvl	—	self	I
□ 13)	Assessment True	1 object	—	self	I
□ 14)	Significance	1 object	—	self	I
□ 15)	Find Owner II	5 mile R	—	self	I
□ 16)	Find Buyer IV	500'R/lvl	—	self	I
□ 17)					
□ 18)	Origins	1 object	—	self	I
□ 19)	Find Owner III	10 mile R	—	self	I
□ 20)	Owner Vision	caster	—	self	I
□ 25)	Item Vision	1 object	—	self	I
□ 30)	Origins True	1 object	—	self	I
□ 50)	Find Owner True	unlimited	—	self	I

18. **Origins** — Gives the area of origin of the item, the race of the being who created it, and when it was made (within 100 years).

19. **Find Owner III** — As *Find Owner I*, except for area of effect.

20. **Owner Vision** — Caster gets a visual image of the owner of an item.

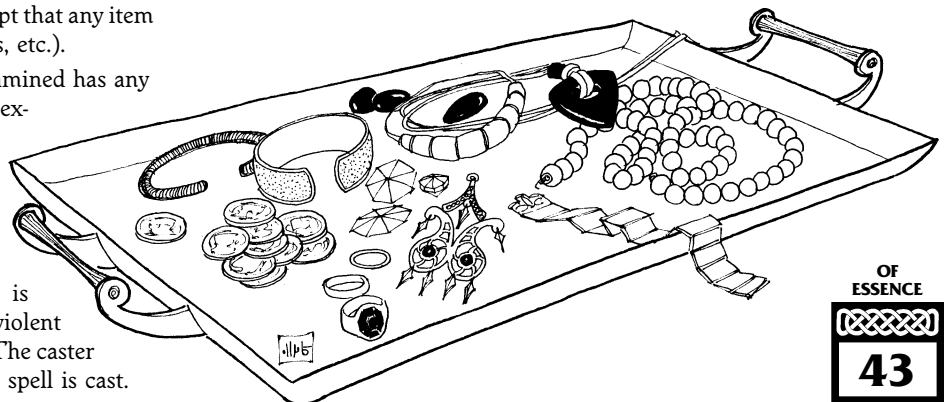
25. **Item Vision** — Gives a vision of a significant event in the item's past.

30. **Origins True** — As *Origins*, except it gives the exact place of origin, the being who made it, and when it was made.

50. **Find Owner True** — As *Find Owner I*, except for area of effect.

SPECIAL NOTES

- 1) The GM must decide what constitutes ownership in his world.
- 2) See Section 15.13 (p. 98) for more on information spells.





MONK BASE LIST 7.1

BODY REINS



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Balance *	caster	1 minute	self	U
2)	Contractions	caster	C	self	U
3)	Concentration II *	caster	1 round	self	U
4)	Unpain I *	caster	1 min/lvl	self	Us
5)	Face Shifting	caster	10 min/lvl	self	U
6)	Waterlungs	caster	1 min/lvl	self	U
7)	Concentration III *	caster	1 round	self	U
8)	Strength II *	caster	1 round	self	U
9)	Unpain II *	caster	1 min/lvl	self	Us
10)	Body Shifting	caster	10 min/lvl	self	U
11)	Concentration IV *	caster	1 round	self	U
12)	Strength III *	caster	1 round	self	U
13)	Awake *	caster	—	self	Us
14)	Gaslungs	caster	10 min/lvl	self	U
15)	Unpain III *	caster	1 min/lvl	self	Us
16)	Concentration V *	caster	1 round	self	U
17)	Monk's Sleep	caster	varies	self	U
18)	Unpain IV *	caster	1 min/lvl	self	Us
19)	Meditative Sleep	caster	varies	self	U
20)	Self Keeping *	caster	varies	self	Us
25)	Monk's Sleep True	caster	varies	self	U
30)	Strength IV *	caster	1 round	self	U
50)	Unpain True *	caster	1 min/lvl	self	Us

11. **Concentration IV** — As *Concentration I*, except bonus is 40.
12. **Strength III** — As *Strength II*, except caster delivers triple concussion damage **and** his Strength stat bonus is tripled.
13. **Awake** — Awakens the caster from any unnatural sleep (e.g., *Sleep* spell, sleeping drug, etc.). Caster takes one round to awaken.
14. **Gaslungs** — Caster can breathe any gas as if it were normal air.
15. **Unpain III** — As *Unpain I*, except 75% additional hits may be sustained.
16. **Concentration V** — As *Concentration I*, except bonus is 50.
17. **Monk's Sleep** — This spell halves the normal amount of time needed for rest. For example, after a normal day, instead of needed only 8 hours of sleep, the caster will need only 4. This spell will remain in effect for the duration of the sleep.
18. **Unpain IV** — As *Unpain I*, except 100% additional hits may be sustained.
19. **Meditative Sleep** — During a normal sleep, the caster may make Perception rolls (that are not based upon sight), at no penalty.
20. **Self Keeping** — Upon receiving a death blow, the caster goes into a state of suspended animation, until he is cured or his brain is destroyed.
25. **Monk's Sleep True** — As *Monk's Sleep* and *Meditative Sleep* operating at the same time.
30. **Strength IV** — As *Strength II*, except caster delivers four times normal concussion damage **and** his strength stat bonus is quadrupled.
50. **Unpain True** — As *Unpain I*, except caster ignores all pain. Thus, he ignores all penalties (i.e., negative modifiers to actions) due to wounds **and** his hit total is double his normal hits plus his constitution (on a 1-100 scale). When he exceeds this limit he does not pass out, he dies from system shock.

BODY REINS

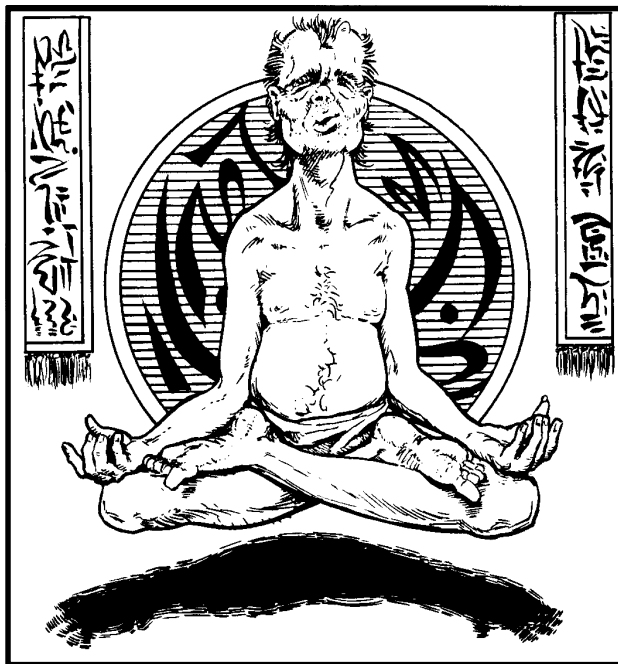
1. **Balance** — Adds +50 to any rolls for any maneuvers performed at a walking pace (e.g., walking a 3" beam).
2. **Contractions** — Allows the caster to slightly alter his muscles, limbs, and torso. This facilitates escaping from bonds and small places. Gives a special bonus of +25 to +50 to maneuvers utilizing Contortion skill.
3. **Concentration II** — Adds +20 to any one maneuver. No other action can be performed the round this maneuver is resolved.
4. **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.
5. **Face Shifting** — Allows caster to alter form of his face to resemble someone else.
6. **Waterlungs** — Caster can breathe water but not air for the duration of this spell.
7. **Concentration III** — As *Concentration I*, except bonus is 30.
8. **Strength II** — In melee, the caster does double normal concussion hits **and** his Strength stat bonus is doubled.
9. **Unpain II** — As *Unpain I*, except 50% additional hits may be sustained.
10. **Body Shifting** — As *Face Shifting*, except the form of the body can be altered slightly to the general shape and size of the desired humanoid race (must be within 25% of the caster's normal mass).



OF
ESSENCE

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SPELL LAW



BODY RENEWAL

1. **Flow Stoppage I** — Reduces caster's bleeding by 1, as long as the caster concentrates or is immobile. For example, this will take a wound that is bleeding at a rate of 4 hits per round down to 3 hits per round. If the caster is suffering from multiple bleeding wounds, this only affects one of them.
2. **Clotting I** — As *Flow Stoppage I*, except after 1 hour the stoppage is permanent. If caster is unconscious, this spell will operate without concentration.
3. **Stun Relief I** — Caster is relieved of 1 round's worth of accumulated stun.
4. **Pain Relief I** — Heals 1 hit per minute for as long as the caster concentrates. If caster is unconscious, this spell will operate without concentration.
5. **Cut Repair I** — As *Clotting I*, except the permanent stoppage occurs immediately.
6. **Fracture Repair** — Concentrating with this spell for 2 hours per day for 1-10 days (depending on the severity) will repair a broken bone (not a shattered or destroyed bone).
7. **Muscle/Tendon Repair** — As *Fracture Repair*, except cut or damaged muscles or tendons may be repaired.
8. **Clotting III** — As *Clotting I*, except bleeding wounds can be reduced by 3.
9. **Stun Relief III** — As *Stun Relief I*, except 3 rounds are relieved.
10. **Resist Poison** — Delays the effect of a poison as long as the caster concentrates.
11. **Pain Relief II** — As *Pain Relief I*, except heals 2 hits per minute.
12. **Vein/Artery Repair** — As *Fracture Repair*, except repairs a vein or artery.
13. **Cut Repair III** — As *Cut Repair I*, except bleeding wounds can be reduced by 3.
14. **Fracture Repair True** — As *Fracture Repair*, except repair only takes 2 hours of concentration for 1 day.
15. **Muscle/Tendon Repair True** — As *Fracture Repair True*, except cut or broken muscles can be repaired.

MONK BASE LIST 7.2 BODY RENEWAL

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Flow Stoppage I *	caster	varies	self	U
□ 2)	Clotting I *	caster	varies	self	Us
□ 3)	Stun Relief I *	caster	—	self	Us
□ 4)	Pain Relief I *	caster	C	self	Us
□ 5)	Cut Repair I	caster	—	self	U
□ 6)	Fracture Repair	caster	varies	self	U
□ 7)	Mus./Tend. Repair	caster	varies	self	U
□ 8)	Clotting III *	caster	varies	self	Us
□ 9)	Stun Relief III *	caster	—	self	Us
□ 10)	Resist Poison *	caster	C	self	Us
□ 11)	Pain Relief II *	caster	C	self	Us
□ 12)	Vein/Artery Repair	caster	varies	self	U
□ 13)	Cut Repair III	caster	—	self	U
□ 14)	Fracture Repair True	caster	varies	self	U
□ 15)	Mus./Tend. Rep. True	varies	P(C)	self	U
□ 16)	Minor Nerve Repair	caster	varies	self	U
□ 17)	Eye/Ear Repair	caster	varies	self	U
□ 18)	Self Joining *	caster	varies	self	U
□ 19)	Neutralize Disease *	caster	varies	self	Us
□ 20)	Neutralize Poison *	caster	varies	self	Us
□ 25)	Clotting True *	caster	varies	self	Us
□ 30)	Neut. Pois./Dis. True *	caster	varies	self	Us
□ 50)	Renewal True	caster	varies	self	Us

16. **Minor Nerve Repair** — Repairs minor damage to one nerve. Requires a 1 day recovery period. Minor damage is defined as any nerve damage that results in penalties up to -20.

17. **Eye/Ear Repair** — Concentrating with this spell for 2 hours per day for 1-10 days (depending on the severity) will repair any external damage to his ear (including ear loss) or eye (including corneal scratch, removal of foreign objects, etc.).

18. **Self Joining** — Allows caster to reattach a severed limb; limb is fully functional after 1-10 days (caster must concentrate with this spell for 2 hours each day).

19. **Neutralize Disease** — Has a 50% chance of neutralizing a disease (modified by the potency of the disease) if the caster is unconscious or concentrates for 1 hour. In any case, it delays the poison for as long as the caster can concentrate.

20. **Neutralize Poison** — Has a 50% chance of neutralizing a poison (modified by potency of the poison) if the caster is unconscious or concentrates for 1 hour. In any case, it delays the poison for as long as the caster can concentrate.

25. **Clotting True** — As *Clotting I*, except stops all bleeding and is permanent after 1 minute of concentration for each hit stopped.

30. **Neutralize Poison/Disease True** — As *Neutralize Poison* and *Neutralize Disease* operating at the same time, except chance of neutralization is 100% (modified).

50. **Renewal True** — While in a trance (from the *Self Keeping* spell on the Body Reins list), the caster can use the lower level healing spells on this list to repair himself.

SPECIAL NOTES

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



MONK BASE LIST 7.3

EVASIONS



EVASIONS

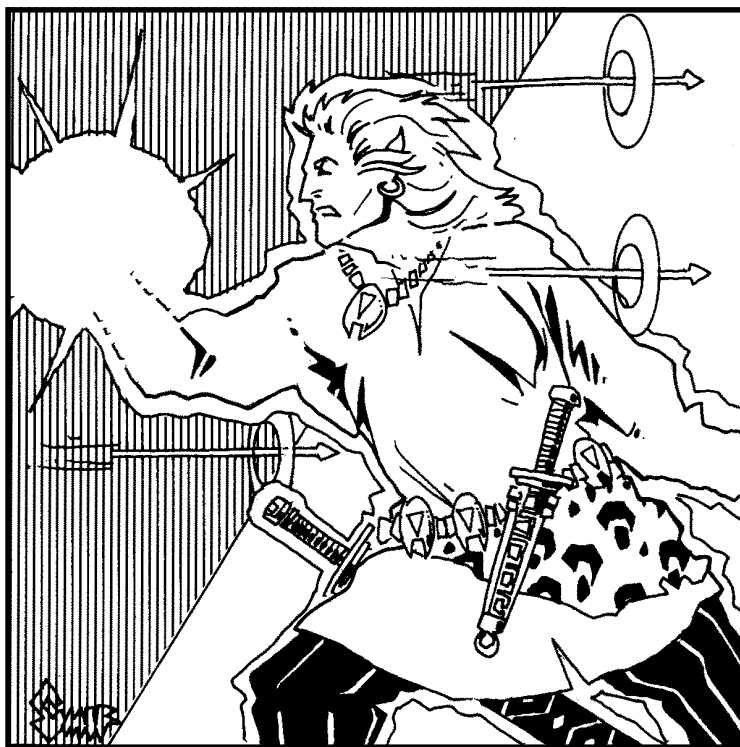
Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Swing I *	caster	—	self	U
2)	Speed I *	caster	1 round	self	U
3)	Dodging I *	1 attack	1 round	self	U
4)	Swing III *	caster	—	self	U
5)	Flip I *	caster	—	self	U
6)	Haste I *	caster	1 round	self	U
7)	Speed III *	caster	3 rounds	self	U
8)	Dodging III *	3 attacks	1 round	self	U
9)	Swing V *	caster	—	self	U
10)	Speed V *	caster	5 rounds	self	U
11)	Flip III *	caster	varies	self	U
12)	Haste III *	caster	3 rounds	self	U
13)	Dodging IV *	4 attacks	1 round	self	U
14)					
15)	Speed VII *	caster	7 rounds	self	U
16)	Haste IV *	caster	4 rounds	self	U
17)	Great Flip *	caster	—	self	U
18)	Dodging V *	4 attacks	1 round	self	U
19)	Speed X *	caster	10 rounds	self	U
20)	Haste V *	caster	5 rounds	self	U
25)	Dodging True *	all attacks	1 round	self	U
30)	Haste X *	caster	10 rounds	self	U
50)	Monk's Move True	caster	1 rnd/lvl	self	U

- Swing I** — Allows caster to leap up to 10' vertically or laterally, grasp and swing from a fixed object, and land perfectly (up to 20' away from the object). The object could be a tree, branch, rafter, rope, chandelier, etc.
- Speed I** — Caster may act at twice his normal rate (i.e., 200% activity per round), but immediately afterwards, he must spend a number of rounds equal to the rounds speeded at half rate (i.e., only 50% activity per round).
- Dodging I** — Allows caster to “dodge” one nonspell attack (missile or melee) that occurs during the same round that this spell is cast. The caster must be able to see the attack (i.e., they cannot be from the rear or invisible) and he must have room to dodge the attack; this results in the attack receiving a -50 modification.
- Swing III** — As *Swing I*, except three *Swing I*s may be executed in rapid succession.
- Flip I** — Allows caster to “flip” in any direction, landing up to 10' away (facing in any direction).
- Haste I** — As *Speed I*, except no half rate rounds are required.
- Speed III** — As *Speed I*, except duration is 3 rounds.
- Dodging III** — As *Dodging I*, except 3 attacks can be dodged.
- Swing V** — As *Swing I*, except five *Swing I*s may be executed in rapid succession.
- Speed V** — As *Speed I*, except duration is 5 rounds.
- Flip III** — As *Flip I*, except three *Flip I*s may be executed in rapid succession.
- Haste III** — As *Haste I*, except duration is 3 rounds.
- Dodging IV** — As *Dodging I*, except 4 attacks can be dodged.

- Speed VII** — As *Speed I*, except duration is 7 rounds.
- Haste IV** — As *Haste I*, except duration is 4 rounds.
- Great Flip** — As *Flip I*, except total distance travelled is 1' per level.
- Dodging V** — As *Dodging I*, except 5 attacks can be dodged.
- Speed X** — As *Speed I*, except duration is 10 rounds.
- Haste V** — As *Haste I*, except duration is 5 rounds.
- Dodging True** — As *Dodging I*, except all attacks can be dodged.
- Haste X** — As *Haste I*, except duration is 10 rounds.
- Monk's Move True** — Caster can use any one of the lower level non-*Speed/Haste* spells (on this list) each round.

SPECIAL NOTES

Only one *Haste* or *Speed* spell may be in effect on an individual at any given time. In addition, as *Speed* requires a 50% activity penalty after the spell effects end. So, casting a *Speed* or *Haste* spell at that point will only bring a person to normal activity, rather than extending the 200% activity time ($50\% \times 2 = 100\%$).



MIND OVER MATTER

1. **Body Weaponry I** – Caster gets a special +5 bonus to all Martial Arts attacks.
2. **Adrenal Focus II** – Caster gets a special +20 bonus for all Adrenal Moves.
3. **Missile's Master II** – Caster gets a special +20 bonus for maneuvers to deflect, block, or parry one missile attack.
5. **Shattering Blow I** – Caster can strike an inanimate object and deliver damage to it (taking no damage himself). Caster makes a normal Martial Arts Strikes attack against the object. In addition, there is a chance that the object that is struck will break if it has any flaws (e.g., cracks, fractures, etc.) in it. The chance is equal to 10% plus 1% per degree of severity of the critical delivered in the attack (i.e., 'A' critical = 5%, 'B' critical = 10%, etc.). This chance is modified by +10% to +50% depending on the severity of the flaws.
6. **Adrenal Focus III** – As *Adrenal Focus II*, except bonus is +30.
7. **Body Weaponry II** – As *Body Weaponry I*, except bonus is +10.
8. **Missile's Master III** – As *Missile's Master II*, except bonus is +30.
9. **Body Armor III** – For the duration of this spell, the caster's skin is treated as AT 3 (this is only effective if the caster is wearing no armor at all).
10. **Lion's Heart** – The caster may ignore the effects of the first critical strike made against him. At the end of this spell's duration, all effects apply normally. Only one wound can be ignored in this fashion at a time (i.e., the caster cannot have more than one *Lion's Heart* spell active at any given time).
11. **Adrenal Focus IV** – As *Adrenal Focus II*, except bonus is +40.
12. **Shattering Blow II** – As *Shattering Blow I*, except the chance of breaking the object is 25% plus 3% per degree of severity of the critical.
13. **Body Weaponry III** – As *Body Weaponry I*, except bonus is +15.
14. **Missile's Master IV** – As *Missile's Master II*, except bonus is +40.
15. **Adrenal Focus V** – As *Adrenal Focus II*, except bonus is +50.
16. **Body Armor IV** – For the duration of this spell, the caster's skin is treated as AT 4 (this is only effective if the caster is wearing no armor at all).
17. **Shattering Blow III** – As *Shattering Blow I*, except the chance of breaking the object is 40% plus 6% per degree of severity of the critical.

MONK BASE LIST 7.4

MIND OVER MATTER

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Body Weaponry I	caster	1 rnd/lvl	self	U
□ 2)	Adrenal Focus II *	caster	—	self	U
□ 3)	Missile's Master II *	caster	—	self	U
□ 4)					
□ 5)	Shattering Blow I	caster	—	self	U
□ 6)	Adrenal Focus III *	caster	—	self	U
□ 7)	Body Weaponry II	caster	1 rnd/lvl	self	U
□ 8)	Missile's Master III *	caster	—	self	U
□ 9)	Body Armor III	caster	1 rnd/lvl	self	U
□ 10)	Lion's Heart	caster	1 min/lvl	self	U
□ 11)	Adrenal Focus IV *	caster	—	self	U
□ 12)	Shattering Blow II	caster	—	self	U
□ 13)	Body Weaponry III	caster	1 rnd/lvl	self	U
□ 14)	Missile's Master IV *	caster	—	self	U
□ 15)	Adrenal Focus V *	caster	—	self	U
□ 16)	Body Armor IV	caster	1 rnd/lvl	self	U
□ 17)	Shattering Blow III	caster	—	self	U
□ 18)	Missile's Master V *	caster	—	self	U
□ 19)	Body Weaponry IV	caster	1 rnd/lvl	self	U
□ 20)	Adrenal Focus True *	caster	—	self	U
□ 25)	Body Weaponry True	caster	1 rnd/lvl	self	U
□ 30)	Shattering Blow True	caster	—	self	U
□ 50)	Mind Over Matter	caster	1 rnd/lvl	self	U

18. **Missile's Master V** – As *Missile's Master II*, except bonus is +50.

19. **Body Weaponry IV** – As *Body Weaponry I*, except bonus is +20.

20. **Adrenal Focus True** – As *Adrenal Focus II*, except bonus is +75.

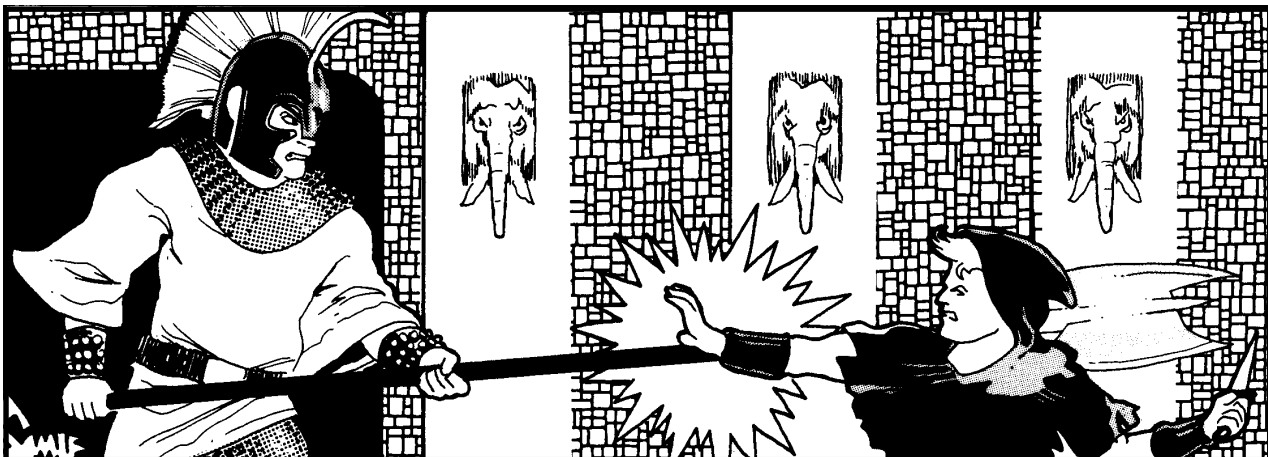
25. **Body Weaponry True** – As *Body Weaponry I*, except bonus is +30.

30. **Shattering Blow True** – As *Shattering Blow I*, except the chance of breaking the object is 50% plus 10% per degree of severity of the critical.

50. **Mind Over Matter** – Caster may use any one of the lower level spells on this list, once per round.

SPECIAL NOTES

See Section 15.7 (p. 97) for information on structural integrity of objects.

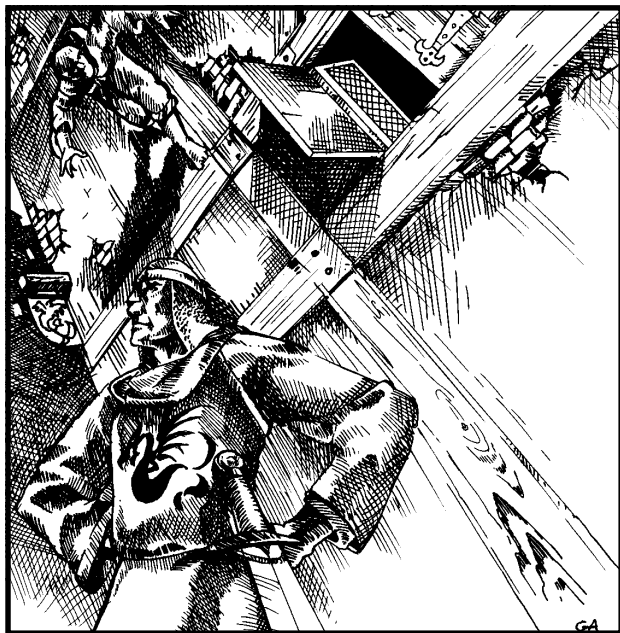




MONK BASE LIST 7.5

MONK'S BRIDGE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Leaping I *	caster	1 rnd	self	F
2)	Landing *	caster	varies	self	U
3)	Traction	caster	10 min/lvl	self	U
4)	Edgerunning	caster	1 min/lvl	self	U
5)	Leaping III *	caster	1 rnd	self	U
6)	Cornering I *	caster	—	self	U
7)	Levitation *	caster	1 min/lvl	self	U
8)	Landing True *	caster	varies	self	U
9)	Wallwalking	caster	1 min/lvl (C)	self	U
10)	Great Leap *	caster	1 rnd	self	U
11)	Cornering III *	caster	1 rnd	self	U
12)	Wall Flip *	caster	—	self	U
13)	Wallrunning	caster	1 min/lvl(C)	self	U
14)	Leaving I	caster	—	self	U
15)	Breezerunning	caster	1 min/lvl(C)	self	U
16)	Fluidrunning	caster	1 min/lvl	self	U
17)					
18)	Leaving III	caster	—	self	U
19)	Breezerunning True	caster	1 min/lvl(C)	self	U
20)	Ceilingwalking	caster	C	self	U
25)	Ceilingrunning	caster	C	self	U
30)	Run True	caster	1 rnd/lvl	self	U
50)	Monk's Bridge	caster	1 rnd/lvl	self	U



MONK'S BRIDGE

- Leaping I** — Allows caster to leap 50' laterally or 20' vertically in the round that the spell is cast.
- Landing** — Allows the caster to land safely in a fall of up to 20' per level, and to take that distance off the severity of any longer fall.
- Traction** — Caster can run on even, unstable surfaces (sand, ice, etc.) as he would on a hard, stable surface.
- Edgerunning** — Caster can run on even, narrow (at least 2" wide) surfaces as if he were on normal ground.
- Leaping III** — As *Leaping I*, except the caster can execute 3 "leaps" in succession. Each leap must be within 90° of the last leap's direction.
- Cornering I** — Allows caster to execute a turn up to 180° with no deceleration or unbalance (this spell can be used with any *Running* spells).
- Levitation** — Allows caster to move up and down vertically at a rate of 10' per round. Horizontal movement is possible only through normal means.
- Landing True** — As *Landing*, except caster can land safely from any fall 99% of the time.
- Wallwalking** — Caster can walk on solid surfaces up to 90° as if he were on normal ground.
- Great Leap** — As *Leaping I*, except limit is 10' per level laterally and 5' per level vertically.
- Cornering III** — As *Cornering I*, except caster may execute 3 such turns in one round.
- Wall Flip** — If the caster has a wall within 10', he can leap up to the wall, bounce off and land up to 25' from the wall (facing any direction—no orientation roll required).
- Wallrunning** — As *Wallwalking*, except caster may run.
- Leaving I** — Caster teleports to a point up to 100' away. There can be no intervening "barriers" in a direct line between the caster and the point. A "barrier" is defined as anything the caster could not physically go through (e.g., a closed door is a barrier, a pit is not).
- Breezerunning** — Caster can run on air if there is a wind blowing. However, he cannot run into the wind; and when running in any other direction, the wind's speed will modify his movement rate (i.e., like the effect of wind on a sail boat).
- Fluidrunning** — Caster may run on any fluid surface as if on level ground.
- Leaving III** — As *Leaving I*, except range is 300'.
- Breezerunning True** — As *Breezerunning*, except may run against the wind, and his movement rate is unaffected by the wind speed.
- Ceilingwalking** — Caster can walk on **any** solid surfaces as if he were on normal ground (includes ceilings).
- Ceilingrunning** — As *Ceilingwalking*, except caster may run.
- Run True** — Caster can use any one of the lower level "running" spells (on this list) each round.
- Monk's Bridge** — Caster can use any one of the lower level spells (on this list) each round.

SPECIAL NOTE

See Section 15.6 (p. 97) for more information on encumbrance limits for spells.

MONK'S SENSE

1. **Sly Ears** — Caster gains double normal hearing. This results in +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses.
2. **Nightvision** — Caster can see 100' on a normal night as if it were daylight. See Section 15.12 (p. 98).
3. **Sidevision** — Caster has a 300° field of vision. The flank bonus for attacks against the caster is lowered to +5 and the rear bonus are lowered to +15.
4. **Scent** — Caster gains an extremely acute sense of smell. This results in +50 to Perception involving only smell, +25 to Perception involving smell and other senses.
5. **Watervision** — Caster can see 100' in any water (including murky water) as if it were daylight.
6. **Fogvision** — Caster can see 100' in any precipitation (including thick fog) as if it were daylight.
7. **Touch** — Caster gains extreme tactile sensitivity. This results in a special bonus of +25 to all actions that depend on the tactile sense (e.g., pick locks, disarm traps, etc.).
8. **Darkvision** — As *Nightvision*, except any darkness can be seen through. Also, no light is needed for this spell to work.
9. **Detect Invisible** — Detects any invisible object in the area of effect. Caster can concentrate on a different 5' radius each round.
10. **Detect Illusion** — Caster can check one object or place (up to 5' radius) and tell if is an illusion or has an illusion on it.
11. **Scent True** — As *Scent*, except caster can detect extremely faint scents (e.g., up to 48 hours old, after rain storms, through snow, etc.).
12. **Disillusion** — One illusion within the area of effect ceases to exist for the caster only.
13. **Touch True** — As *Touch*, except bonus is +50.
14. **Woodsight** — Caster can see through wood (up to 1" per level).
15. **See Invisible** — Caster can see all invisible things anywhere that he can normally see. In addition, he suffers no penalties against invisible targets (as they are not invisible to him).
17. **Long Vision** — As any of the lower level *Vision* spells on this list but without a range limit (i.e., they will allow the caster to see anywhere he could normally see).
18. **Illusionsight** — Caster cannot see any visual illusions. This does not affect any of the other senses.
19. **Stonesight** — As *Woodsight*, except stone can be seen through.
20. **Monkvision** — As all lower level *Vision* spells functioning at the same time.
25. **Ironsight** — As *Woodsight*, except iron (or steel) can be seen through.
30. **Metalsight** — As *Woodsight*, except any metal can be seen through.
50. **Monksense** — Caster can use any one of the lower level spells (on this list) each round.

SPECIAL NOTES

See Section 15.12 (p. 98) for more information on the environment's effects on vision.

MONK BASE LIST 7.6

MONK'S SENSE

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Sly Ears *	caster	10 min/lvl	self	U
☐ 2)	Nightvision *	caster	10 min/lvl	self	U
☐ 3)	Sidevision *	caster	10 min/lvl	self	U
☐ 4)	Scent *	caster	10 min/lvl	self	U
☐ 5)	Watervision *	caster	10 min/lvl	self	U
☐ 6)	Fogvision *	caster	10 min/lvl	self	U
☐ 7)	Touch *	caster	10 min/lvl	self	U
☐ 8)	Darkvision *	caster	10 min/lvl	self	U
☐ 9)	Detect Invisible	5'R	1 min/lvl (C)	100'	U
☐ 10)	Detect Illusion	5'R	—	100'	U
☐ 11)	Scent True *	caster	10 min/lvl	self	U
☐ 12)	Disillusion	100'R	—	self	U
☐ 13)	Touch True *	caster	10 min/lvl	self	U
☐ 14)	Woodsight	caster	C	self	U
☐ 15)	See Invisible	caster	10 min/lvl	50'	U
☐ 16)					
☐ 17)	Long Vision	caster	10 min/lvl	self	U
☐ 18)	Illusionsight	caster	1 min/lvl	self	U
☐ 19)	Stonesight	caster	C	self	U
☐ 20)	Monkvision	caster	10 min/lvl	self	U
☐ 25)	Ironsight	caster	C	self	U
☐ 30)	Metalsight	caster	C	self	U
☐ 50)	Monksense	caster	1 rnd/lvl	self	U



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MYSTIC BASE 8.1

CONFUSING WAYS



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Distraction	1 target	C	100'	Fm
2)	Confusion	1 target	1 rnd/5 fail	100'	Fm
3)	Blur Vision	1 target	C	100'	Fm
4)	Fear	1 target	1 min/10 fail	100'	Fm
5)	Stumble	1 target	—	100'	Fm
6)	Fumble	1 target	—	100'	Fm
7)	Hallucination	1 target	C	100'	Fm
8)	Spin	1 target	—	50'	Fm
9)	Weapon Alteration	1 target	1 rnd/lvl	100'	Fm
10)	Mirages	1 target	C	100'	Fm
11)	Blinding	1 target	1 rnd/10 fail	100'	Fm
12)	Shifting	1 target	1 rnd/10 fail	100'	Fm
13)	Mass Distraction	1 target/lvl	C	300'	Fm
14)	Word of Fear *	1 target	1 min/5 fail	100'	Fm
15)	Amnesia	1 target	1 day/5 fail	100'	Fm
16)	Shout of Confusion *	50'R	1 rnd/5 fail	100'	Fm
17)	Long Bewilderment	1 target	varies	300'	Fm
18)	Shout of Fear *	50'R	1 min/5 fail	100'	Fm
19)					
20)	Lord Bewilderment	20 targets	varies	100'	Fm
25)	Amnesia True	1 target	P	100'	Fm
30)	Parallel Reality	1 target	1 day/5 fail	100'	Fm
50)	Bewilderment True	1 target/lvl	varies	300'	Fm

CONFUSING WAYS

- Distraction** — Target suffers a -30 modification for all actions.
- Confusion** — Target is incapable of making decisions or initiating action. He may continue to fight current foes or in self-defense.
- Blur Vision** — Target suffers a -100 OB modification for missile attacks, and a -50 modification for all other actions.
- Fear** — Target fears caster and attempts to flee. Fleeing normally equates to moving at maximum pace away from the caster.
- Stumble** — Target becomes unbalanced. If he is moving, he trips and falls (0% action for 1-5 rnds). If he is performing a maneuver, the maneuver fails.
- Fumble** — Target fumbles any weapon or item in his hands. Roll on the appropriate *Arms Law* Fumble Table.
- Hallucination** — Target sees a nonexistent foe and must fight him until the foe is "defeated" (i.e., takes damage that would drop the him). The foe has the same capabilities as target but does him no damage (i.e., always misses).

8. **Spin** — Target is spun about a few times, and stops facing 180° away from his original facing. He spends the round attempting to recover.

9. **Weapon Alteration** — Target's weapon is altered to appear to him that it is some other similar weapon. When fighting with this weapon, he can only use the category bonus for his OB (i.e., the weapon is similar, but not the same).

10. **Mirages** — Target sees all moving things clearly, but the caster can control the fixed scene that the target "sees."

11. **Blinding** — Target is blinded.

12. **Shifting** — Target sees moving things displaced between 6" and 18" from where they really are. Any attack he makes against a moving foe has a 50% chance of having no effect.

13. **Mass Distraction** — A number of targets equal to the caster's level can be distracted as in *Distraction* (all targets must all be in the caster's field of vision).

14. **Word of Fear** — As *Fear*, except the spell is instantaneous and the duration is 1 minute per 5 failure.

15. **Amnesia** — Target has amnesia, but loses none of his skills or abilities. He will forget his background and other memories (GM's discretion).

16. **Shout of Confusion** — As *Confusion*, except the spell is instantaneous and all beings within a 50' radius are targets.

17. **Long Bewilderment** — As any single spell from this list of 10th level or lower, except the range is increased to 300'.

18. **Shout of Fear** — As *Fear*, except the spell is instantaneous and the duration is one round per 5 failure and all beings within a 50' radius are targets.

20. **Lord Bewilderment** — As any single spell from this list of 10th level or lower, except affects up to 20 targets.

25. **Amnesia True** — As *Amnesia*, except duration is permanent (unless dispelled).

30. **Parallel Reality** — Target sees and hears a world in which everything real has an image, but the image is changed or distorted (e.g., a Dwarf might seem to be an Orc, a house might seem to be a cave, etc.). The caster has no control over this reality.

50. **Bewilderment True** — As any single spell from this list of 20th level or lower, except the range is increased to 300' and will affect up to 20 targets at once.





GAS ALTERATION

1. **Condensation** — Condenses once cubic foot of water from the surrounding air into the caster's hands. The caster can then funnel the water into any available receptacle.
2. **Airwall** — Creates 10'x10'x3' wall of dense air. This wall reduces all movement through it by 50%. In addition, all attacks through the wall suffer a -50 penalty.
3. **Fog II** — Creates dense fog in a 20' radius.
4. **Vacuum A** — Creates a 5' radius near vacuum, all in radius take a 'A' Impact critical, as air leaves and rushes back in.
5. **Air Stop I** — Stops all generalized air movement (e.g., wind) up to 30 mph and cuts stronger winds by 30 mph.
6. **Fog X** — As *Fog I*, except the area of effect is 100'.
7. **Airwall True** — As *Airwall*, except has a fixed duration of 1 minute per level.
8. **Fire Bolt I** — A bolt of fire is shot from the palm of the caster (a fire source must be within 10'). Attack is resolved on the Fire Bolt Table 13.5, p. 84.
9. **Vacuum B** — As *Vacuum A*, except results in a 'B' Impact critical.
10. **Air Stop V** — As *Airstop I*, except the area of effect is 50'.
11. **Fog XXX** — As *Fog I*, except the area of effect is 300'.
12. **Gas-Air** — All gas within 10' radius of the caster is converted to normal, breathable air.
13. **Vacuum C** — As *Vacuum A*, except results in a 'C' Impact critical.
14. **Oxygenation** — Creates a 50' radius of high oxygen content air. All within receive a special bonus of +20 to their OBs and all fire attacks deal double damage.
15. **Whirling Winds** — Creates a whirlwind about caster. The whirlwind moves with the caster and has a 10' radius. No missile attacks can penetrate it and any movement or melee (except for caster's) into or through it is cut by 80%.



MYSTIC BASE 8.2

GAS ALTERATION



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Condensation	1 cu' water	P	touch	E
2)	Airwall	10'x10'x3'	C	10'	E
3)	Fog II	20'R	1 min/lvl	100'	E
4)	Vacuum A	5'R	—	100'	F
5)	Air Stop I	10'R	C	touch	F
6)	Fog X	100'R	1 min/lvl	10'	F
7)	Airwall True	10'x10'x3'	1 min/lvl	10'	E
8)	Fire Bolt I	1 target	—	100'	DE
9)	Vacuum B	5'R	—	100'	F
10)	Air Stop V	50'R	C	touch	F
11)	Fog XXX	300'R	1 min/lvl	10'	E
12)	Gas-Air	10'R	P	touch	F
13)	Vacuum C	5'R	—	100'	F
14)	Oxygenation	50'R	C	100'	E
15)	Whirling Winds	10'R	C	touch	E
16)	Firebolt III	1 target	—	300'	DE
17)	Vacuum D	5'R	—	100'	F
18)					
19)	Reverse Winds	100'R/lvl	C	100'/lvl	E
20)	Fog True	100'R/lvl	1 hr/lvl	10'	E
25)	Vacuum E	5'R	—	100'	F
30)	Cloud Shaping	clouds	C	self	F
50)	Transmutation	1000 cu' gas	P	20'	F

16. **Firebolt III** — As *Firebolt*, except range is 300'.

17. **Vacuum D** — As *Vacuum A*, except results in a 'D' Impact critical.

19. **Reverse Winds** — Allows the caster to change the direction of the wind within the radius.

20. **Fog True** — As *Fog*, except duration is 1 hour per level and area of effect is 100' per level.

25. **Vacuum E** — As *Vacuum*, except causes an 'E' Impact critical.

30. **Cloud Shaping** — Caster has complete control of clouds within range (includes fog). He can control storm clouds and cause them to rain, but he cannot create them.

50. **Transmutation** — May transmute 1000 cubic of gas (no part can be more than 20' away) into another non-magical gas that the caster has a sample of. This spell takes 8 hours of uninterrupted concentration.

SPECIAL NOTES

- 1) All vacuums created by the 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 attacks with 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. A *Whirling Winds* has no effect on an elemental creature made of gas.



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MYSTIC BASE 8.3

HIDING



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Blur *	caster	1 min/lvl	self	U
2)	Unseen I	1 object	24 hr	touch	E
3)	Shadow	caster	10 min/lvl	self	U
4)	Silence	1'R	1 min/lvl	self	E
5)	Invisibility I	1 target	24 hr	touch	E
6)	Invisibility II	1 target	24 hr	touch	E
7)	Screens	1000 sq'	C	100'	E
8)	Displacement I	caster	1 min/lvl	self	E
9)	No Sense	1 target	24 hr	touch	E
10)	Shadow Mystic	varies	1 min/lvl	100'	E
11)	Invisibility Sphere I	1 target	24 hr	touch	E
12)	Displacement II	caster	1 min/lvl	self	E
13)	Flattening	caster	10 min/lvl	self	U
14)	Merging	caster	10 min/lvl	self	U
15)	Unpresence	caster	C	self	E
16)	Displacement III	caster	1 min/lvl	self	E
17)	Passing	caster	1 min/lvl	self	U
18)					
19)	Great Merge	caster	10 min/lvl	self	U
20)	Displacement IV	caster	1 min/lvl	self	E
25)	Nondetect	caster	1 min/lvl	self	U
30)	Displacement V	caster	1 min/lvl	self	E
50)	Hiding True	caster	C	self	U



HIDING

1. **Blur** – Causes caster to appear blurred to attackers, subtracting 10 from all attacks.
2. **Unseen I** – A single object is made invisible (1 garment, 1 naked body, etc.) until 24 hrs pass, the object is struck by a violent blow (being hit by a weapon, falling, etc.), or the object makes a violent move (i.e., an attack).
3. **Shadow** – The caster and objects on his person appear to be a shadow. Thus, they are almost invisible in dark areas. In many situations this could be handled with a Stalking/Hiding bonus between +25 and +75.
4. **Silence** – Any sounds originating within a 1' radius of the caster's body are completely muffled. This results in a special bonus of +25 to Stalking.

5. **Invisibility I** – As *Unseen I*, except everything within 1' of the target is invisible as long as it is within the 1' radius and none of the *Unseen* termination conditions occur. See Section 15.5 (p. 96).

6. **Invisibility II** – As *Invisibility I*, except the caster can vary the radius up to 1'.

7. **Screens** – Creates a 1000 square foot screen on which the caster can place any static scene. The scene seems 3-dimensional and normal.

8. **Displacement I** – Caster appears to be offset from where he really is, all attacks have no effect 10% of the time (no normal RRs). Each time a foe misses him, the chance of “no effect” for that foe goes down by 5%.

9. **No Sense** – As *Invisibility I*, except caster is also undetectable by smell and sound.

10. **Shadow Mystic** – Creates a duplicate of the caster. If the caster concentrates, it will move as he wills; otherwise, it does exactly as he does. With a round of concentration, the caster can merge the shadow mystic with himself and then split apart again.

11. **Invisibility Sphere I** – As *Invisibility I*, except radius is 10'.

12. **Displacement II** – As *Displacement I*, except base chance of missing is 20%.

13. **Flattening** – Caster is flattened until he has only two dimensions. Thus, he can slide through cracks (and can't be seen from the side).

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

15. **Unpresence** – Caster has no “presence” (for the purposes of presence detection spells).

16. **Displacement III** – As *Displacement I*, except base chance of missing is 30%.

17. **Passing** – Caster can pass through 1' per level of any inorganic material at the rate of 2' per minute.

19. **Great Merge** – As *Merging*, except caster may turn within the material and perceive the world outside the material if within 6" of the surface.

20. **Displacement IV** – As *Displacement I*, except base chance of missing is 40%.

25. **Nondetect** – Caster and objects on his person cannot be detected by any “Detect ...” spells.

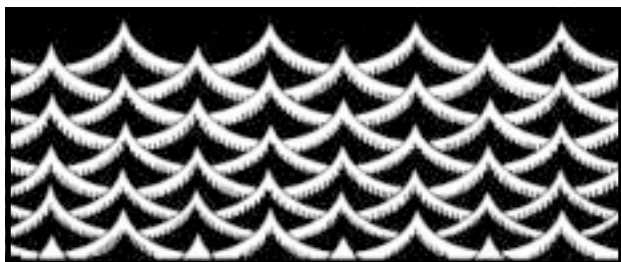
30. **Displacement V** – As *Displacement I*, except base chance of missing is 50%.

50. **Hiding True** – Caster can “Merge” into a material, use “Unpresence,” use “Nondetect” and observe surrounding activity; all with this one spell.

SPECIAL NOTES

See Section 15.5 (p. 96) for more on *Invisibility*.





LIQUID ALTERATION

1. **Boil/Freeze Water** – For each level of the caster, 1 cubic foot of liquid can be heated to boiling **or** cooled to freezing (at the rate of 50° per round of concentration).
2. **Clear/Desalinate Water** – As *Boil/Freeze Water*, except removes all sediment and dissolved substances.
3. **Evaporate Water** – As *Boil/Freeze Water*, except 1000 cu' per level of liquid is evaporated at a rate of 100 cu'/rnd.
4. **Waterwall** – Creates a 10'x10'x1' wall of churning water (a water source must be within 10'). All attacks through the wall suffer a -80 penalty. All movement through the wall is reduced by 80%.
5. **Water Bolt I** – A bolt of water is shot from the palm of the caster (a water source must be within 10'). Attack is resolved on the Water Bolt Attack Table 13.9 (p. 88).
6. **Water Corridor I** – Creates a corridor through liquid up to 100' long, 3' wide and 10' deep (must be open at the top).
7. **Call Rain** – Causes it to rain in 100' radius about the caster. The heaviness of the rain is determined by the humidity (GM's discretion).
8. **Calm Water** – All water within a 100' radius is calmed. Waves are cut by 20' in the center and less towards the perimeter. This will negate the effects of currents in the area of effect.
9. **Wave** – Creates a wave moving away from the caster; wave is 1' high per level in the center and 10' per level wide.
10. **Waterwall True** – As *Waterwall*, except has a fixed duration of 1 minute per level of the caster.
11. **Water Corridor III** – As *Water Corridor I*, except limit is 300'x4'x50' deep.
12. **Liquid-Water** – Changes any liquid into normal water.
13. **Whirlpool** – Creates a 20' radius whirlpool that will draw in any unpowered objects up to 200' away. Powered objects may make a Very Hard maneuver roll to resist the pull of the Whirlpool.
14. **Water Tunnel** – Creates a tunnel through liquid that is 5' in diameter and 100' long.
15. **Calm Water True** – As *Calm Water*, except area of effect is 100' per level **and** waves are cut by 50'.



MYSTIC BASE 8.4

LIQUID ALTERATION



Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Boil/Freeze Water	1 cu'/lvl	C	2'	F
□ 2)	Clear/Desalinate Water	1 cu'/lvl	C	2'	F
□ 3)	Evaporate Water	1000 cu'/lvl	P(C)	2'	F
□ 4)	Waterwall	10'x10'x1'	C	10'	E
□ 5)	Water Bolt I	1 target	—	100'	DE
□ 6)	Water Corridor I	100'x3'x10'	C	10'	F
□ 7)	Call Rain	100'R	C	self	E
□ 8)	Calm Water	100'R	C	10'	F
□ 9)	Wave	(1'x10')/lvl	—	100'	F
□ 10)	Waterwall True	10'x10'x1'	1 min/lvl	10'	E
□ 11)	Water Corridor III	300'x4'x50'	C	10'	F
□ 12)	Liquid-Water	varies	P	touch	F
□ 13)	Whirlpool	20'R(200'R)	C	300'	F
□ 14)	Water Tunnel	5'Dx100'	C	10'	F
□ 15)	Calm Water True	100'R/lvl	C	10'	F
□ 16)	Command Current	special	C	self	E
□ 17)	Water Bubble	10'R	C	self	E
□ 18)	Water Bolt III	1 target	—	300'	DE
□ 19)					
□ 20)	Water Corr. True	100'/lvlx6'x100'	C	10'	F
□ 25)	Water Tunnel True	6'Dx100'/lvl	C	10'	F
□ 30)	Stream Diversion	1 stream	C	100'/lvl	F
□ 50)	Transmutation	1 cu'	P	touch	F

16. **Command Current** – The area of effect for this spell is the water immediately surrounding the boat that the caster is on. For as long as the caster concentrates, the speed of the boat will be increased by 50'/round (approximately 3 miles/hour).
17. **Water Bubble** – Creates a bubble of air (10' R) around the caster and others. The bubble will carry them in up to 100' of water (air is resuscitated). The caster must concentrate to move the bubble (without concentration it will simply rise to the surface). At the end of the duration, the bubble will begin to rise to the surface. All objects inside the bubble will rise with it. After reaching the surface, the bubble will burst.
18. **Water Bolt III** – As *Water Bolt*, except for range.
20. **Water Corridor True** – As *Water Corridor*, except limit is 100' per level long, 6' wide and 100' deep (and does not require concentration).
25. **Water Tunnel True** – As *Water Tunnel*, except limit is 6' diameter and 100' per level long (and does not require concentration).
30. **Stream Diversion** – Caster can divert a water source or part of a water source into a stream which can be up to 15'x6' and as long as the range of this spell.
50. **Transmutation** – May transmute 1 cubic foot of liquid into another non-magical liquid that the caster has a sample of. This spell takes 8 hours of continuous, uninterrupted concentration.

SPECIAL NOTES

- 1) Unless otherwise stated, after the duration of any spell above, the material returns to its natural state. For example, water boiled with the *Boil Water* spell will begin to cool after the duration of the spell.
- 2) Unless specifically stated, all of the spells on this list apply to any liquid (not just water).





MYSTIC BASE 8.5

MYSTICAL CHANGE



MYSTICAL CHANGE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Study Form	caster	—	300'	I
2)	Face Shifting True	caster	1 hr/lvl	self	U
3)	Change to Kind	caster	10 min/lvl	self	U
4)	Misfeel Kind •	caster	C	self	E
5)	Enlarge	caster	10 min/lvl	self	U
6)	Shrink	caster	10 min/lvl	self	U
7)	Misfeel Calling •	caster	C	self	E
8)	Changing Lungs	caster	10 min/lvl	self	U
9)	Change	caster	10 min/lvl	self	U
10)	Mystical Tongue	1 target	C	20'	Fm
11)	Misfeel Power •	caster	C	self	E
12)	Impersonation Change	caster	10 min/lvl	self	U
13)	Unpresence	caster	C	self	E
14)	Misfeel •	caster	C	self	E
15)	Changing	caster	10 min/lvl	self	U
16)	Great Change to Kind	caster	1 day/lvl	self	U
17)					
18)	Great Change	caster	1 day/lvl	self	U
19)	Misfeel True •	caster	10 min/lvl	self	E
20)	Great Imper. Change	caster	1 day/lvl	self	U
25)	Imper. Change True	caster	unlimited	self	U
30)	Holy Presence	caster	C	self	E
50)	Submerge Self	caster	set period	self	E

- Study Form** — Caster studies and memorizes the appearance and mannerisms of a being, for later use in a *Face Shifting* or *Change* type spell. The caster can only have as many forms studied as he has levels.
- Face Shifting True** — Allows caster to alter the form of his face. If he has used *Study Form* on a being he can take on that being's exact form.
- Change to Kind** — Caster can alter his entire body to the form of another humanoid race (no increase in mass). This cannot be a specific person. See Section 15.20 (p. 100).
- Misfeel Kind** — Caster appears to be of any race he chooses to magical or mental detections.
- Enlarge** — Caster can increase his mass (and usually height) by 10% per level of the caster. However, there is no proportional increase in strength (other than for movement purposes).
- Shrink** — As *Enlarge*, except caster shrinks by 10% per level (to a maximum of 90%) and there is no proportional decrease in strength.
- Misfeel Calling** — As *Misfeel Kind*, except profession may be misrepresented.
- Changing Lungs** — Caster can breathe water, air, or gas at will (though only one at a time).
- Change** — As *Change To Kind*, except caster can assume any organic form within $\frac{1}{2}$ and 2x his mass. The caster does not obtain any special abilities. See Section 15.20 (p. 100).
- Mystical Tongue** — [RR Mod: -50] Caster can speak mentally with any sentient being; and to the being it will seem as if the caster was speaking in the being's own language.
- Misfeel Power** — As *Misfeel Kind*, except level can be misrepresented (ranging from first level to twice his actual level).
- Impersonation Change** — As *Change*, except a specific being can be duplicated if the being has been *Studied*.
- Unpresence** — As *Misfeel Kind*, except target appears to have no presence.
- Misfeel** — Allows caster to use all of the "Misfeel" spells at once.
- Changing** — As *Change*, except caster can alter forms at will, by concentrating for one round/change.
- Great Change to Kind** — As *Change to Kind*, except for duration.
- Great Change** — As *Change*, except for duration.
- Misfeel True** — As *Misfeel*, except caster does not have to concentrate.
- Great Impersonation Change** — As *Impersonation Change*, except for duration.
- Impersonation Change True** — As *Impersonation Change*, except will last until the caster cancels the spell (or it is dispelled).
- Holy Presence** — As *Misfeel*, except caster can misrepresent his presence and power, so that he seems to be a minor deity.
- Submerge Self** — Caster develops an entire false persona and places his own persona deep in his subconscious. To all detection attempts (except, perhaps, *Mind Probe*), the caster seems to be the false persona. The caster has no control over his actions, until the set duration is over. The false persona can be a specific person if "Study Form" has been cast once/day (for 30 days) on that person.



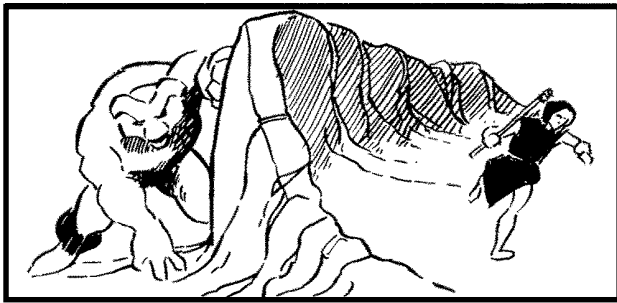
SPECIAL NOTES

See Section 15.20 (p. 100) for more on changing forms.

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SPELL LAW



SOLID ALTERATION

1. **Warm Solid** – For each level of the caster, warms 1 cubic foot of any solid, inanimate material up to 100° F at a rate of 1 cubic foot per round of concentration (without further concentration the material will remain at its current temperature for the remainder of the duration).
2. **Heat Solid I** – As *Warm Solid* except temperature limit is 500° F. In addition, caster must concentrate for 1 round to raise the temperature 50° F (up to the maximum). Caster need only touch the target when the spell is cast.
3. **Cool Solid** – As *Warm Solid*, except it can cool down to 0° F.
4. **Cracks Call** – Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.
5. **Door** – Can cause a door to expand or contract due to subtle temperature changes. Door can be jammed or loosened (a special bonus of +50 to -50 to maneuvers to break down the door).
6. **Woodfires** – Causes any wood to ignite and burn. All wood ignited must be within 1' of caster's palm.
8. **Heat Solid II** – As *Heat Solid I*, except the range is 50'
9. **Chill Solid** – As *Chill Solid*, except the range is 50' and the temperature decreases 50° F each round that the caster concentrates (down to a minimum of -200° F).
10. **Wall of Ice** – Creates a 10'x10'x(2' at base, 1' at top) transparent wall of ice. It can be melted or chopped through or toppled (if not against a solid surface). Requires a source of water within 10'.
11. **Solid Door I** – Creates a doorway through any solid, inanimate material. The doorway can be up to 3'x6'x1'.
12. **Stone/Earth/Mud** – Will turn 100 cubic feet of stone to packed earth, or 100 cubic feet of earth to mud, or 100 cubic feet mud to earth, or 100 cubic feet of earth to stone.
13. **Shatter** – Causes a non-metal, inanimate object to shatter (up to 1 cubic foot in size). All within 5' radius take an 'A' Impact critical (anyone holding the object takes a 'C'). Metal objects get a special +30 RR modification.
14. **Solid Door II** – As *Solid Door I*, except size is 4'x8'x5'.
15. **Mold Solid** – By molding with his hands, caster may shape 1 cubic foot of solid, inanimate material as if it were putty or clay. At the end of the spell's duration, the stone will harden to normal consistency.
16. **Break Solid** – 1 cubic foot of any solid, inanimate material becomes very brittle. This causes the object to break if struck (the GM may rule that certain objects get an RR to resist breakage).



MYSTIC BASE 8.6

SOLID ALTERATION



Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Warm Solid	1 cu'/lvl	24 hr	touch	F
□ 2)	Heat Solid I	1 cu'/lvl	1 min/lvl	touch	F
□ 3)	Cool Solid	1 cu'/lvl	24 hr	touch	F
□ 4)	Cracks Call	10'x10'x10'	—	100'	F
□ 5)	Door	1 door	—	touch	F
□ 6)	Woodfires	1'R	—	touch	F
□ 7)					
□ 8)	Heat Solid II	1 cu'/lvl	1 min/lvl	50'	F
□ 9)	Chill Solid	1 cu'/lvl	1 min/lvl	50'	F
□ 10)	Wall of Ice	10'x10'x2'	varies	10'	E
□ 11)	Solid Door I	3'x6'x1'	P	touch	F
□ 12)	Stone/Earth/Mud	100 cu'	P	touch	F
□ 13)	Shatter	1 object	—	10'	F
□ 14)	Solid Door II	4'x8'x5'	P	touch	F
□ 15)	Mold Solid	1 cu'	P	touch	F
□ 16)	Break Solid	1 cu'	P	100'	F
□ 17)	Unstone	100 cu'	P	100'	F
□ 18)					
□ 19)	Unmetal	1 cu'	P	100'	F
□ 20)	Solid Tunnel	4'Dx5'/lvl	1 min/lvl	touch	F
□ 25)	Solid Door True	6'x12'x10'	P	touch	F
□ 30)	Solid Tunnel True	3'x6'x1'/lvl	P	touch	F
□ 50)	Transmutation	1 oz.	P	touch	F

17. **Unstone** – Disintegrates (i.e., nothing is left of) the target 100 cubic feet of stone.

19. **Unmetal** – As *Unstone*, except affects 1 cubic foot of metal.

20. **Solid Tunnel** – Creates a tunnel through solid, inanimate material that is 4' in diameter and 5' per level long.

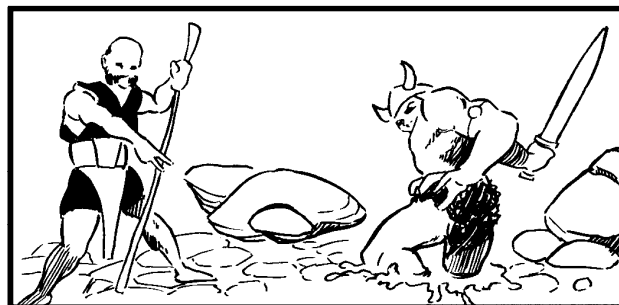
25. **Solid Door True** – As *Solid Door*, except size is 6'x12'x10'.

30. **Solid Tunnel True** – As *Solid Tunnel*, except that it is permanent and size is 3'x6'x(1' per level).

50. **Transmutation** – May transmute 1 oz. of any solid material into another non-magical solid material that the caster has a sample of. This spell takes 8 hours of continues, uninterrupted concentration.

SPECIAL NOTES

See Section 15.7 (p. 97) for notes on construction and destruction of solid materials.



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SORCERER BASE LIST 9.1

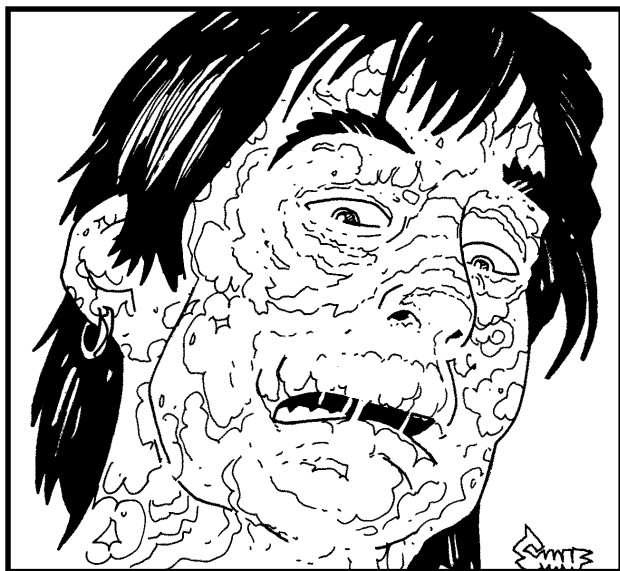
FLESH DESTRUCTION



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

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.



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 -25 penalty to Perception involving hearing; -50 to Perception only involving hearing. 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 Awareness).

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.



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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.
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).



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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' per level radius.
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.



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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 Awareness maneuvers, 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'.



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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.

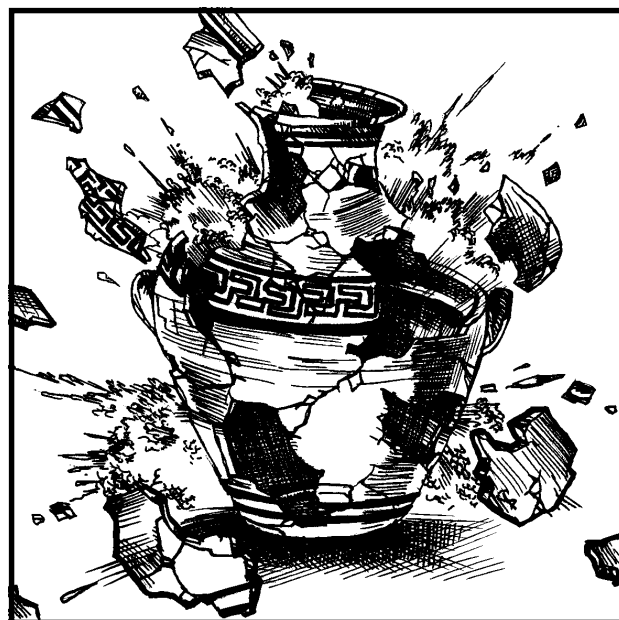
30. **Great Crack** – Causes a large crevice to open in the ground (up to 10' per level deep, 1' per level wide and 20' per level long). The crevice takes 2 rounds to open. The caster can concentrate for 3 rounds to close the crevice.

50. **Quake** – Caster can cause an earthquake, with the spot he touches as the epicenter. The quake can be delayed up to 1 rnd 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.



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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.





EVIL ESSENCE 10.1 DARK CONTACTS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Force Analysis III *	1 Demon	varies	10'	E
3)	Lsr. Demonic Contact	1 Demon	varies	varies	E
4)					
5)	Force Information III * 1 Demon		varies	10'	E
6)					
7)	Force Search III	1 Demon	varies	10'	E
8)					
9)					
10)	Gr. Demonic Contact	1 Demon	varies	varies	E
11)	Force Analysis IV *	1 Demon	varies	10'	E
12)					
13)	Force Information IV * 1 Demon		varies	10'	E
14)	Force Search IV *	1 Demon	varies	10'	E
15)	Force Analysis V *	1 Demon	varies	10'	E
16)	Dem. Analysis Link	1 Demon	varies	10'	E
17)					
18)	Dem. Inform. Link	1 Demon	varies	10'	E
19)	Force Information V *	1 Demon	varies	10'	E
20)	Demonic Search Link	1 Demon	varies	10'	E
25)	Force Search V *	1 Demon	varies	10'	E
30)	Force Analysis VI *	1 Demon	varies	10'	E
50)	Force Information VI * 1 Demon		varies	10'	E



DARK CONTACTS

2. Force Analysis III – Forces a Type I, II, or III Demon who is present (or contacted) to analyze one item. The chance of a Demon successfully analyzing each property of the item is based upon the type of Demon. Type I and Type II Demons have a 0% chance. Type III Demons have a 10% chance. Type IV Demons have a 30% chance. Type V Demons have a 60% chance. Type VI Demons have a 90% chance.

In addition to normal failure, this spell fails if a 1-100 roll is less than or equal to the Demon's Type (e.g., against a Type III Demon this spell fails on a 01-03). See Section 15.22 (p. 100) for the results of this spell failing.

3. Lesser Demonic Contact – Caster contacts a Demon (contact takes two rounds to establish).

Roll d100 for type of Demon contacted. If the result is 01 to 60, a Type I Demon is contacted; if the result is 61 to 90, a Type II Demon is contacted; if the result is greater than 90, a Type III Demon is contacted.



If the Demon is not "Forced" (i.e., by *Force Analysis #*, *Force Information #*, or *Force Search #*), the Demon will leave and the caster suffers the effects outlined in Section 15.22 (p. 100).

5. Force Information III – As *Force Analysis III*, except the Demon can be forced to answer one yes or no question, whose answer exists in someone's unshielded mind. The chance of successfully answering the question is the same as that presented in *Force Analysis III*, but the special spell failure chance is 3 times the Demon's Type.

7. Force Search III – As *Force Analysis III*, except the Demon can be forced to conduct a search for a specific person, place, or thing. The Demon searches, but not on our plane of existence. Upon finding the person, place, or thing, the Demon will report upon it's location. The chance of successfully find the object is the same as presented in *Force Analysis III*, but the spell failure chance is 5 times the Demon's Type.

10. Greater Demonic Contact – As *Lesser Demonic Contact*, except roll d100 to determine the type of Demon contacted. If the result is 01 to 60, a Type III Demon is contacted; if the result is 61 to 85, a Type IV Demon is contacted; if the result is 86 to 95, a Type V Demon is contacted; if the result is greater than 95, a Type VI Demon is contacted.

11. Force Analysis IV – As *Force Analysis III*, except Types I through IV can be forced.

13. Force Information IV – As *Force Information III*, except Types I through IV can be forced.

14. Force Search IV – As *Force Search III*, except Types I through IV can be forced.

15. Force Analysis V – As *Force Analysis III*, except Types I through V can be forced.

16. Demonic Analysis Link – As *Demonic Information Link*, except will act as a *Greater Demonic Contact* and then a *Force Analysis IV*.

18. Demonic Information Link – Creates a permanent link to the world of Demons. The target of the spell must be a large object or a location. Upon activation, the target object or place will act as a *Greater Demonic Contact* and then a *Force Information IV*. The target object or place can only be activated once per day. For example, this spell could be cast upon a large mirror. Someone could use the mirror once per day to attempt to find out the answer to a question (i.e., "Mirror, Mirror, on the wall....").

19. Force Information V – As *Force Information III*, except Types I through V can be forced.

20. Demonic Search Link – As *Demonic Information Link*, except acts as *Greater Demonic Contact*, then *Force Search IV*.

25. Force Search V – As *Force Search III*, except Types I through V can be forced.

30. Force Analysis VI – As *Force Analysis III*, except Types I through VI can be forced.

50. Force Information VI – As *Force Information III*, except Types I through VI can be forced.

SPECIAL NOTES

1) Demons gain information by common knowledge among Demons, by contacting other Demons, or by observing the human plan (mentally and physically). See Section 15.22 (p. 100) for more information on Demons.

2) See Section 15.24 (p. 101) for more information on using evil spell lists.

DARK SUMMONS

1. **Familiar** — The caster can attune himself to a small animal to serve as his familiar. The caster must obtain the animal through normal means (can be no more than 10% of the caster's own mass) and cast this spell on the animal once per day for one week (concentrating for 2 hours each day). The caster can then control the familiar and view the world through its senses by concentrating on it (though the familiar must be within 50' per level). If the animal is killed, the caster will have a -25 modification to all actions for 2 weeks.
2. **Summons I** — Caster can instantly summon a first level creature that he can control. If the creature can understand the caster's communication (e.g., *Animal Tongues*), the creature can be controlled by normal communication. Otherwise, control is maintained through concentration of the caster. The general type of creature can be specified by the caster, but exactly what creature is summoned should be determined by the GM (select from creatures commonly found in the area where the spell is cast). If the creature was summoned to be used for a task that is not dangerous to the creature, the duration for this spell is 10 minutes per level of the caster. However, if the creature is ever put into a dangerous situation, the duration drops to 1 round per level of the caster.
3. **Investiture I** — This spell is cast upon the caster's familiar. However, the familiar must be a type of animal that is usually associated with "evil" (e.g., a reptile, a bat, a raven, etc.). This spell transfers part of the caster's "life" into the familiar. This spell must be cast upon the familiar every day for a month (concentrating for 2 hours a day). The familiar retains all of its old abilities **and** it gains special abilities. The familiar will become a malformed version of the animal it once was (more grotesque). The caster can view the world through the senses of the creature at a range of 250' per level. The creature's AT changes to 4, and it gains a special bonus of +10 to its DB and OB. The caster can cast spells through the familiar as if the caster were exactly where the familiar is (this includes casting "self" spells on the familiar—the range for this ability is 50' per level). The creature will make all of its RRs at half the caster's level (or its own level, whichever is higher). The familiar can be sent on long range missions relating to the caster's nature. If the familiar dies, the caster will lose 25% of his Power Points and Hits for 1-5 weeks (can't be regained by any means until time has passed).
4. **Summons II** — As *Summons I*, except caster can also choose one of the following options: **a)** the level of the summoned creature is increased by one, **b)** an extra first level is summoned, or **c)** the duration can be doubled.
5. **Binding II** — Caster can bind one creature (animal intelligence, up to second level). The bound creature must follow the commands of the caster (the caster does not have to concentrate). The caster can only have as many creatures bound as he has levels. If the creature is ever outside the range of the spell, the spell is dispelled.
6. **Summons III** — As *Summons II*, except it has 2 options.
7. **Order Bound II** — The target of this spell is any creature (animal intelligence, up to second level) that has been bound (with a *Binding* spell). The caster can give a simple, straight-forward task for the creature to attempt to complete. The creature will do its best to complete the task (within the duration of the spell). When the duration of this spell expires, the creature returns to its "unbound" status.
8. **Summons V** — As *Summons II*, except it has four options.
9. **Binding V** — As *Binding II*, except binds up to a 5th lvl creature.
10. **Summons VII** — As *Summons II*, except it has six options.
11. **Investiture II** — The target of this spell is a familiar that has had *Investiture I* successfully cast upon it. This spell puts more of the caster into his familiar. The caster must cast this spell once per day for six months (for 2 hours each day). The caster can use the familiar's sense up to 1,000 feet per level away; can cast spells through the familiar up to 200' per level away; the creature's AT

EVIL ESSENCE 10.2

DARK SUMMONS

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Familiar	1 animal	P	touch	U
□ 2)	Summons I	1 creature	varies	100'	U
□ 3)	Investiture I	1 familiar	P	10'	U
□ 4)	Summons II	varies	varies	100'	U
□ 5)	Binding II	1 creature	varies	10'	F
~~~~~					
□ 6)	Summons III	varies	varies	100'	U
□ 7)	Order Bound II	1 creature	varies	10'	U
□ 8)	Summons V	varies	varies	100'	U
□ 9)	Binding V	1 creature	varies	10'	F
□ 10)	Summons VII	varies	varies	100'	U
~~~~~					
□ 11)	Investiture II	1 familiar	P	10'	U
□ 12)	Summons X	varies	varies	100'	U
□ 13)	Binding X	1 creature	varies	10'	F
□ 14)	Summons XII	varies	varies	100'	U
□ 15)	Order Bound X	1 creature	varies	10'	U
~~~~~					
□ 16)	Summons XV	varies	varies	100'	U
□ 17)	Binding XV	1 creature	varies	10'	F
□ 18)	Summons XVII	varies	varies	100'	U
□ 19)	Investiture III	1 familiar	P	10'	U
□ 20)	Lord Summons	varies	varies	100'	U
~~~~~					
□ 25)	Binding True	1 creature	varies	10'	F
□ 30)	Order Bound True	varies	varies	10'	U
□ 50)	Summon Mastery	varies	1 rnd/lvl	10'	U

improves to 11; its gets a DB bonus of +20 (to the original DB); it gets an OB bonus of +30 (to the OB); gains a poisonous attack that is used in conjunction with its normal attack (bite, sting, etc.); makes RRs at three quarters the caster's level or its own level (whichever is higher); its appearance continues to become more grotesque (assuming the nature of the caster—it may not be recognized as the animal-type that it once was). If the familiar dies, the caster loses half his Power Points and Hits for 1-5 weeks.

12. **Summons X** — As *Summons II*, except it has nine options.
13. **Binding X** — As *Binding II*, except binds up to a 10th lvl creature.
14. **Summons XII** — As *Summons II*, except it has eleven options.
15. **Order Bound X** — As *Order Bound II*, except affects up to a 10th lvl creature.
16. **Summons XV** — As *Summons II*, except it has fourteen options.
17. **Binding XV** — As *Binding II*, except binds a 15th level creature.
18. **Summons XVII** — As *Summons II*, except it has sixteen options.
19. **Investiture III** — As *Investiture II*, except familiar becomes even more part of the caster. *Investiture II* must already have been completed, then the caster must cast this spell once per day for one year (for 2 hours each day). Caster can use the familiar's senses up to 1 mile per level away; can cast spells through the familiar up to 1,000' per level away; the creature's AT improves to 12; it gets a DB bonus of +30 (to the original DB); it gets an OB bonus of +50 (to the original OB); gains a minor breath weapon attack (in addition to its normal attacks); makes its RRs at the caster's level (or its own, whichever is higher); its form becomes completely grotesque and could not be associated with the animal it once was. However, if the familiar dies, the caster loses three quarters of his Power Points and Hits for 1-5 weeks.
20. **Lord Summons** — As *Summons II*, except has nineteen options.
25. **Binding True** — As *Binding II*, except binds any creature.
30. **Order Bound True** — As *Order Bound II*, except affects any level creature.
50. **Summon Mastery** — Caster can use any lower level spell on this list, once per round.



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SPELL LAW



EVIL ESSENCE 10.3

DARKNESS



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Darkness II	20'R	10 min/lvl	touch	E
2)	Nightvision	1 target	10 min/lvl	10'	U
3)	Dark Control II	20'R	C	20'	E
4)					
5)	Darkness X	100'R	10 min/lvl	touch	E
6)	Darkvision	1 target	10 min/lvl	10'	U
7)	Dark Control V	50'R	C	50'	E
8)	Shadow Forms	1 shdw/lvl	10 min/lvl (C)	100'	E
9)	Lesser Darkness	300'R	10 min/lvl	touch	E
10)	Lesser Utterdark	20'R	1 min/lvl	100'	E
11)	Dark Control X	100'R	C	100'	E
12)	Nightvision True	1 target	10 min/lvl	10'	U
13)	Utterdark	100'R	1 min/lvl	100'	E
14)	Minor Darkness	500'R	10 min/lvl	touch	E
15)	Clouds of Darkness I	100'R	2 hrs/lvl	100'	E
16)	Mass Nightvision	1 target/lvl	10 min/lvl	10'	U
17)	Greater Utterdark	200'R	1 min/lvl	100'	E
18)	Mass Darkvision	1 target/lvl	10 min/lvl	10'	U
19)	Clouds of Darkness II	10'R/lvl	2 hrs/lvl	100'	E
20)	Greater Darkness	1000'R	10 min/lvl	touch	E
25)	Utterdark True	300'R	1 min/lvl	100'	E
30)	Darkness True	100'R/lvl	10 min/lvl	touch	E
50)	Clouds of Dark. Tr.	1 mi R/lvl	2 hrs/lvl	100'	E

6. **Darkvision** – As *Nightvision*, except caster can see in all darkness (even magical).

7. **Dark Control V** – As *Dark Control II*, except range and radius are 50'.

8. **Shadow Forms** – Caster can create either the visual illusion of shadowy figures, or real shadows (as many as the caster's level); they will move when he concentrates. See Section 15.14 (p. 98) for more on illusions.

9. **Lesser Darkness** – As *Darkness II*, except radius is 300'.

10. **Lesser Utterdark** – Creates a 20' radius area of darkness. No nonmagic light can exist and magic light (except *Utterlight*) must make a RR or be cancelled.

11. **Dark Control X** – As *Dark Control II*, except range and radius are 100'.

12. **Nightvision True** – As *Dark Vision*, except the target can see as far as he would be allowed in daylight.

13. **Utterdark** – As *Lesser Utterdark*, except radius is 100'.

14. **Minor Darkness** – As *Darkness II*, except radius is 500'.

15. **Clouds of Darkness I** – Creates a "cloud" of darkness that has a 100' radius and drifts with the wind. The darkness can vary in intensity from an overcast day to the dark of night.

16. **Mass Nightvision** – As *Nightvision*, except affects a number of targets equal to caster's level.

17. **Greater Utterdark** – As *Lesser Utterdark*, except area of effect is 200'.

18. **Mass Darkvision** – As *Darkvision*, except affects a number of targets equal to caster's level.

19. **Clouds of Darkness II** – As *Clouds of Darkness I*, except for area of effect.

20. **Greater Darkness** – As *Darkness II*, except radius is 1,000'.

25. **Utterdark True** – As *Lesser Utterdark*, except radius is 300'.

30. **Darkness True** – As *Darkness II*, except radius is 100' per level of the caster.

50. **Clouds of Darkness True** – As *Clouds of Darkness I*, except radius is 1 mile per level of the caster.

SPECIAL NOTES

1) See Section 15.12 (p. 98) for more on the environment's effect on visibility.

2) See Section 15.24 (p. 101) for more information on using evil spell lists.

DARKNESS

1. **Darkness II** – Creates an area of up to 20' radius about the point touched. The darkness is equal to the darkest night. If the point is on a mobile target, it will move with the target. See Section 15.12 (p. 98).

2. **Nightvision** – Target can see 100' in normal darkness as if it were day.

3. **Dark Control II** – Caster can vary the intensity of darkness in the area, but he cannot lighten it past its natural state.

5. **Darkness X** – As *Darkness II*, except radius is 100'.



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ENTITY SUMMONS

2. **Summon Elemental I** – Caster summons an Elemental Servant (a Type I Entity) that gradually appears over the course of two rounds. If it is not “controlled” or “Mastered” (usually by one of the spells on this list); it will attack random targets until it fades away after 2-20 rounds.
3. **Control Entity I** – Allows the caster to totally control a Type I Entity (the chance of non-control is [the Entity’s Type x 2%]). The Entity leaves when the caster stops concentrating. The Entity will not speak with the summoner.
4. **Summon Elemental II** – As *Summon Elemental I*, except the caster summons a Weak Elemental (a Type II entity).
5. **Lesser Demonic Gate** – Caster summons a Demon who gradually appears over the course of 2 rounds. Roll d100 (not open-ended) for Type. A result of 01-60 is a Type I; a result of 61-90 is a Type II; a result of 91-100 is a Type III. If the Demon is not “Controlled” or “Mastered” (i.e., usually by one of the spells on this list) before the Demon materializes, the caster suffers an effect as outlined in Section 15.22 (p. 100).
6. **Entity Mastery I** – As *Control Entity I*, except the caster need not concentrate to control the Entity. The chance of failure is 5 times the Entity’s Type. The Entity will remain and obey the caster until the caster is killed **or** the Entity is outside the range limit **or** the caster releases him. A maximum of two Entities can be mastered at one time by one being. Obtaining information may only be accomplished by using spells off the Evil Magician’s Base list, Dark Contacts.
7. **Control Entity II** – As *Control Entity I*, except Types I and II can be controlled.
8. **Summon Elemental III** – As *Summon Elemental I*, except caster summons a Guardian Elemental (a Type III Entity).
9. **Entity Mastery II** – As *Entity Mastery I*, except Types I and II can be mastered.
10. **Control Entity III** – As *Control Entity I*, except Types I-III can be controlled.
11. **Summon Elemental IV** – As *Summon Elemental I*, except caster summons a Strong Elemental (a Type IV Entity).
12. **Greater Demonic Gate** – As *Lesser Demonic Gate*, except Types III-VI can be summoned: (01-60) Type III, (61-85) Type IV, (86-95) Type V, (96-100) Type VI.
13. **Entity Mastery III** – As *Entity Mastery I*, except Types I-III can be mastered.
14. **Control Entity IV** – As *Control Entity I*, except Types I-IV can be controlled.
15. **Entity Mastery IV** – As *Entity Mastery I*, except Types I-IV can be mastered.
16. **Order Elemental** – The target of this spell is any *Mastered* Elemental. The Elemental can be given a simple, straightforward task that it will attempt to complete (within the duration of the spell). When this spell expires, the Elemental returns to its plane.
17. **Contain Elemental** – The target of this spell is any *Mastered* Elemental. The Elemental is contained within an object (must be within 50% of the elemental’s actual size). The Elemental will be released by a specific trigger (specified by the caster at the time of casting). Possible triggers include touching the object, proximity to the object, specific words spoken, etc.
18. **Order Entity** – As *Order Elemental*, except will work on any *Mastered* Entity.
19. **Contain Entity** – As *Contain Elemental*, except will work on any *Mastered* Entity.

EVIL ESSENCE 10.4

ENTITY SUMMONS

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)					
□ 2)	Summon Elemental I	1 elemental	2 rnds	100'	E
□ 3)	Control Entity I *	1 entity	C	10'/lvl	E
□ 4)	Summon Elem. II	1 elemental	2 rnds	100'	E
□ 5)	Lesser Demonic Gate	1 Demon	2 rnds	10'	E
□ 6)	Entity Mastery I *	1 entity	varies	10'/lvl	E
□ 7)	Control Entity II *	1 entity	C	10'/lvl	E
□ 8)	Summon Elem. III	1 elemental	2 rnds	100'	E
□ 9)	Entity Mastery II *	1 entity	varies	10'/lvl	E
□ 10)	Control Entity III *	1 entity	C	10'/lvl	E
□ 11)	Summon Elem. IV	1 elemental	2 rnds	100'	E
□ 12)	Greater Demonic Gate	1 Demon	2 rnds	10'	E
□ 13)	Entity Mastery III *	1 entity	varies	10'/lvl	E
□ 14)	Control Entity IV *	1 entity	C	10'/lvl	E
□ 15)	Entity Mastery IV *	1 entity	varies	10'/lvl	E
□ 16)	Order Elemental	1 elemental	1 hr/lvl	10'	E
□ 17)	Contain Elemental	1 elemental	varies	10'	E
□ 18)	Order Entity	1 entity	varies	10'	E
□ 19)	Contain Entity	1 entity	varies	10'	E
□ 20)	Control Entity V *	1 entity	C	10'/lvl	E
□ 25)	Entity Mastery V *	1 entity	varies	10'/lvl	E
□ 30)	Control Entity VI *	1 entity	C	10'/lvl	E
□ 50)	Entity Mastery VI *	1 entity	varies	10'/lvl	E

20. **Control Entity V** – As *Control Entity I*, except Types I-V can be controlled.

25. **Entity Mastery V** – As *Entity Mastery I*, except Types I-V can be mastered.

30. **Control Entity VI** – As *Control Entity I*, except Types I-VI can be controlled.

50. **Entity Mastery VI** – As *Entity Mastery I*, except Types I-VI can be mastered.

SPECIAL NOTES

- 1) Entities include Demons and any other extra-planar creatures that are appropriate to the GM’s world (including elementals). See Section 15.22 (p. 100) for more information.
- 2) See Section 15.24 (p. 101) for more information on using evil spell lists.



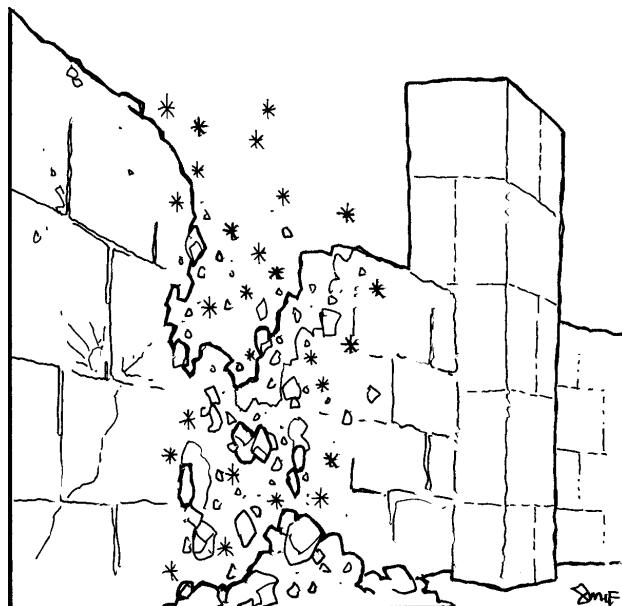


EVIL ESSENCE 10.5

MATTER DISRUPTION



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Un-Ice I	100 cu'	P	100'	F
2)	Earth to Dust I	10 cu'	P	100'	F
3)	Cracks Call	1000 cu'	P	100'	F
4)	Powder Stone I	10 cu'	P	100'	F
5)	Un-Ice X	1000 cu'	P	100'	F
6)	Disruption I	1 cu'	P	10'	F
7)	Earth to Dust X	100 cu'	P	100'	F
8)	Shatter	1 cu'	P	10'	F
9)	Powder Stone X	100 cu'	P	100'	F
10)	Un-Ice True	100 cu'/lvl	P	100'	F
11)	Disruption X	10 cu'	P	10'	F
12)	Earth to Dust True	1000 cu'	P	100'	F
13)	Cause Cracks	100 cu'	P	100'	F
14)	Powder Stone True	1000 cu'	P	100'	F
15)	Disintegration I	1 cu'	P	100'	F
16)					
17)	Long Matter Disruption	varies	P	300'	F
18)					
19)	Disintegration X	10' cu'	P	100'	F
20)	Mass Earth to Dust	100 cu'/lvl	P	300'	F
25)	Mass Powder Stone	100 cu'/lvl	P	300'	F
30)	Mass Disruption	varies	P	10'	F
50)	Disintegration True	100 cu'	P	300'	F



10. **Un-Ice True** – As *Un-Ice I*, except affects up to 100 cubic feet per level of the caster.

11. **Disruption X** – As *Disruption I*, except affects up to 10 cubic feet.

12. **Earth to Dust True** – As *Earth to Dust I*, except affects up to 1,000 cubic feet.

13. **Cause Cracks** – Causes cracks to appear in up to 100 cubic feet of non-metal, inorganic material.

14. **Powder Stone True** – As *Powder Stone I*, except affects 1,000 cubic feet.

15. **Disintegration I** – Completely disintegrates 1 cubic feet of inorganic material.

17. **Long Matter Disruption** – As any single spell (10th level or lower) from this list, except with a range of 300'

19. **Disintegration X** – As *Disintegration I*, except affects 10 cubic feet.

20. **Mass Earth to Dust** – As *Earth to Dust I*, except affects up to 100 cubic feet per level of the caster

25. **Mass Powder Stone** – As *Powder Stone I*, except affects up to 100 cubic feet per level of the caster

30. **Mass Disruption** – As *Disruption I*, except up to as many objects (up to 1 cubic foot each) as the caster's level can be affected, and range is 100'.

50. **Disintegration True** – As *Disintegration I*, except affects objects up to 100 cubic feet and range is 300'.

SPECIAL NOTES

See Section 15.24 (p. 101) for more information on using evil spell lists.



MATTER DISRUPTION

1. **Un-Ice I** – Turns 100 cubic feet of ice into water vapor.
2. **Earth to Dust I** – Turns 10 cubic feet of earth into fine dust.
3. **Cracks Call** – Any previous cracks or flaws within a section of any normal material 1,000 cubic feet (10'x10'x10') will extend to their limit. See Section 15.7 (p. 97).
4. **Powder Stone I** – Turns 10 cubic feet of stone into fine powder.
5. **Un-Ice X** – As *Un-Ice I*, except affects up to 1,000 cubic feet.
6. **Disruption I** – Turns 1 cubic foot of any inorganic material to fine powder (must be one object).
7. **Earth to Dust X** – As *Earth to Dust I*, except affects up to 100 cubic feet.
8. **Shatter** – Can shatter an inorganic object, up to 1 cubic foot in volume; all within 5' take an 'A' Impact critical, holder takes a 'C' Impact critical. Metal objects get a special +30 RR modification.
9. **Powder Stone X** – As *Powder Stone I*, except affects up to 100 cubic feet.

PHYSICAL EROSION

1. **Pain** — Target feels pain, and he takes 20% of his remaining hits.
2. **Impair I** — Target has one of his physical stats (characteristics) temporarily lowered by d10. Only the temporary stat is lowered. Physical stats include Strength, Agility, Quickness, Constitution, Presence, and Self Discipline (one is selected at random). When the duration expires, the stat will go back up by the same amount that it went down (with a maximum of whatever the potential for the stat is).
3. **Ache** — As *Pain*, except the ache seems natural and reduces target's hits by 10% until cured (caster must specify nature of ache). The target is unaware that the spell has been cast on him, because it affects him gradually (target loses 1 hit per minute). The GM should describe the ache as a natural thing (and may choose not inform the player that the character has reduced hits).
4. **Fire Nerves** — As *Pain*, except target takes 40% of his remaining hits.
5. **Trait Erosion I** — As *Impair I*, except affects temporary and potential stats.
6. **Impair III** — As *Impair I*, except decrease is 3d10.
7. **Pang** — As *Ache*, except target's hits are reduced by 20%.
9. **Agony** — As *Pain*, except target takes 60% of his remaining hits.
10. **Trait Erosion II** — As *Trait Erosion I*, except decrease is 2d10.
11. **Impair V** — As *Impair I*, except decrease is 5d10.
12. **Spasm** — As *Ache*, except target's hits are reduced by 40%.
13. **Mass Pain** — As *Pain*, except as many targets as the caster's level can be affected.
14. **Torment** — As *Pain*, except target takes 90% of his remaining hits.
15. **Trait Erosion III** — As *Trait Erosion I*, except decrease is 3d10.

EVIL ESSENCE 10.6

PHYSICAL EROSION

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Pain	1 target	1 min/lvl	100'	F
☐ 2)	Impair I	1 target	1 mon/5 fail	100'	F
☐ 3)	Ache	1 target	P	100'	F
☐ 4)	Fire Nerves	1 target	1 min/lvl	100'	F
☐ 5)	Trait Erosion I	1 target	1 mon/5 fail	100'	F
☐ 6)	Impair III	1 target	1 mon/5 fail	100'	F
☐ 7)	Pang	1 target	P	100'	F
☐ 8)					
☐ 9)	Agony	1 target	1 min/lvl	100'	F
☐ 10)	Trait Erosion II	1 target	1 mon/5 fail	100'	F
☐ 11)	Impair V	1 target	1 mon/5 fail	100'	F
☐ 12)	Spasm	1 target	P	100'	F
☐ 13)	Mass Pain	1 tgt/lvl	1 min/lvl	100'	F
☐ 14)	Torment	1 tgt/lvl	1 min/lvl	100'	F
☐ 15)	Trait Erosion III	1 target	1 mon/5 fail	100'	F
☐ 16)	Mass Impair I	1 target/lvl	1 mon/5 fail	100'	F
☐ 17)					
☐ 18)	Mass Fire Nerves	1 target/lvl	1 min/lvl	100'	F
☐ 19)	Mass Trait Erosion I	1 target/lvl	1 mon/5 fail	100'	F
☐ 20)	Impair X	1 target	1 mon/5 fail	100'	F
☐ 25)	Mass Agony	1 tgt/lvl	1 min/lvl	100'	F
☐ 30)	Trait Erosion V	1 target	1 mon/5 fail	100'	F
☐ 50)	Trait Erosion True	1 target	1 mon/5 fail	100'	F

16. **Mass Impair I** — As *Impair I*, except affects a number of targets equal to the caster's level.

18. **Mass Fire Nerves** — As *Fire Nerves*, except affects a number of targets equal to the caster's level.

19. **Mass Trait Erosion I** — As *Trait Erosion I*, except affects a number of targets equal to the caster's level.

20. **Impair X** — As *Impair I*, except decrease is 10d10.

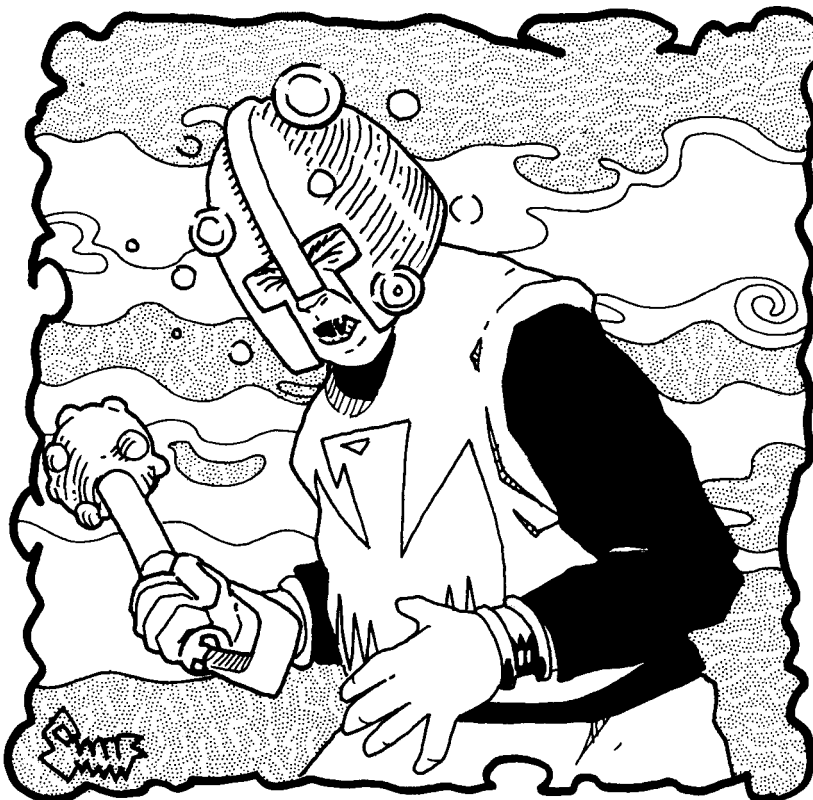
25. **Mass Agony** — As *Agony*, except as many targets as the caster's level can be affected.

30. **Trait Erosion V** — As *Trait Erosion I*, except decrease is 5d10.

50. **Trait Erosion True** — As *Trait Erosion I*, except one physical stat is reduced to 1.

SPECIAL NOTES

- 1) Spells on this list cannot lower a stat to less than 1.
- 2) In a 3d6 system, every 5 points of stat (above) translates to 1 point.
- 3) See Section 15.24 (p. 101) for more information on using evil spell lists.





OPEN ESSENCE LISTS



DELVING WAYS	ESSENCE HAND	PHYSICAL ENHANCEMENT	UNBARRING WAYS
☐ 1) Text Analysis I ☐ 2) Stone Analysis ☐ 3) Metal Analysis ☐ 4) Gas Analysis ☐ 5) Text Analysis II ☐ 6) Liquid Analysis ☐ 7) Delving ☐ 8) Spell Analysis ☐ 9) Death Analysis ☐ 10) Text Analysis III ☐ 11) Power Analysis ☐ 12) Conveyance ☐ 13) Death's Delving ☐ 14) Analysis ☐ 15) Mass Analysis ☐ 16) Power Analysis True ☐ 17) Conveyance True	☐ 1) Vibrations I ☐ 2) Staying I ☐ 3) Telekinesis I ☐ 4) Vibrations II ☐ 5) Staying II ☐ 6) Telekinesis II ☐ 7) Vibrations III ☐ 8) Staying III ☐ 9) Vibrations IV ☐ 10) Aiming ☐ 11) Telekinesis III ☐ 12) Staying IV ☐ 13) Mass Vibrations I ☐ 14) Telekinesis IV ☐ 15) Staying V ☐ 16) Hurling I ☐ 17) Telekinesis V ☐ 18) Mass Vibrations III ☐ 19) Lord Aim ☐ 20) Staying True ☐ 21) Great Telekinesis ☐ 22) Aim True	☐ 1) Mannish Scale * ☐ 2) Sly Ears ☐ 3) Balance * ☐ 4) Nightvision ☐ 5) Sidevision ☐ 6) Sounding ☐ 7) Watervision ☐ 8) Waterlungs ☐ 9) Heatvision ☐ 10) Gaslungs ☐ 11) Resist Poison * ☐ 12) Darkvision ☐ 13) Changing Lungs ☐ 14) Mass Balance ☐ 15) Mass Nightvision ☐ 16) Mass Watervision ☐ 17) Vision * ☐ 18) Mass Waterlungs ☐ 19) Mass Gaslungs ☐ 20) Mass Vision	☐ 1) Lock ☐ 2) Magic Lock ☐ 3) Locklore ☐ 4) Opening I ☐ 5) Traplore ☐ 6) Disarm I ☐ 7) Jamming ☐ 8) Weakening ☐ 9) Open Prison I ☐ 10) Opening II ☐ 11) Undoor I ☐ 12) Disarm II ☐ 13) Greater Magic Look ☐ 14) True Lock ☐ 15) Undoor II ☐ 16) Open Prison II ☐ 17) Undoor III ☐ 18) Magic Lock True ☐ 19) Undoor True ☐ 20) New Gate ☐ 21) Lock Mastery ☐ 22) Trap Mastery ☐ 23) Gate Cleaver
DETECTING WAYS	ESSENCE'S PERCEPTIONS	RUNE MASTERY	
☐ 1) Detect Essence ☐ 2) Detect Mentalism ☐ 3) Detect Channeling ☐ 4) Detect Invisible ☐ 5) Detect Traps ☐ 6) Detect Evil ☐ 7) Location I ☐ 8) Perceive Power I ☐ 9) Detect Death ☐ 10) Location III ☐ 11) Detect Spell ☐ 12) Location V ☐ 13) Perceive Power III ☐ 14) Greater Location ☐ 15) Detect Detections ☐ 16) Detect True ☐ 17) Location True	☐ 1) Presence * ☐ 2) Listen I ☐ 3) Long Ear I ☐ 4) Watch I ☐ 5) Long Eye I ☐ 6) Listen II ☐ 7) Telepathy ☐ 8) Watch II ☐ 9) Long Ear II ☐ 10) Listen III ☐ 11) Long Eye II ☐ 12) Watch III ☐ 13) Listen IV ☐ 14) Watch IV ☐ 15) Listen True ☐ 16) Watch True	☐ 1) Spell Store ☐ 2) Rune I ☐ 3) Rune II ☐ 4) Rune III ☐ 5) Rune V ☐ 6) Sign of Shock ☐ 7) Rune VI ☐ 8) Sign of Fear ☐ 9) Rune VII ☐ 10) Sign of Sleep ☐ 11) Rune VIII ☐ 12) Sign of Blinding ☐ 13) Rune IX ☐ 14) Sign of Paralysis ☐ 15) Rune X ☐ 16) Lord Research ☐ 17) Lord Rune ☐ 18) Mass Sign	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 21) _____ ☐ 22) _____ ☐ 23) _____ ☐ 24) _____
ELEMENTAL SHIELDS	LESSER ILLUSIONS	SPELL WALL	
☐ 1) Resist Light ☐ 2) Resist Heat ☐ 3) Resist Cold ☐ 4) Resist Light Sphere ☐ 5) Resist Heat Sphere ☐ 6) Resist Cold Sphere ☐ 7) Lightarmor ☐ 8) Heatarmor ☐ 9) Coldarmor ☐ 10) Lightarmor Sphere ☐ 11) Heatarmor Sphere ☐ 12) Coldarmor Sphere ☐ 13) Lightning Armor ☐ 14) Fire Armor ☐ 15) Ice Armor ☐ 16) Mass Lightarmor ☐ 17) Mass Heatarmor ☐ 18) Mass Coldarmor ☐ 19) True Armor	☐ 1) Ventriloquism ☐ 2) Sound/Light Mirage ☐ 3) Taste/Smell Mirage ☐ 4) Illusions II ☐ 5) Phantasm I ☐ 6) Light Glamour ☐ 7) Waiting Illusion II ☐ 8) Illusions III ☐ 9) Phantasm II ☐ 10) Waiting Phantasm II ☐ 11) Waiting Illusion III ☐ 12) Phantasm III ☐ 13) Illusions V ☐ 14) Waiting Illusion IV ☐ 15) Waiting Phantasm III ☐ 16) Waiting Illusion V ☐ 17) Phantasm IV ☐ 18) Waiting Phantasm IV ☐ 19) Illusions VII ☐ 20) Waiting Illusion VI ☐ 21) Phantasm V ☐ 22) Illusions X ☐ 23) Phantasm X	☐ 1) Protection I ☐ 2) Cancel Essence ☐ 3) Protection Sphere I ☐ 4) Cancel Mentalism ☐ 5) Protection II ☐ 6) Cancel Channeling ☐ 7) Protection Sphere II ☐ 8) Dispel Essence Sphere I ☐ 9) Essence Shield ☐ 10) Mind Shield ☐ 11) Protection III ☐ 12) Dispel Mentalism Sphere I ☐ 13) Channeling Shield ☐ 14) Spell Shield ☐ 15) Protection IV ☐ 16) Dispel Channeling Sphere I ☐ 17) Spell Shield True ☐ 18) Protection V ☐ 19) Essence Resistance ☐ 20) Mentalism Resistance ☐ 21) Channeling 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) _____



CLOSED ESSENCE LISTS



DISPELLING WAYS	LIVING CHANGE	SHIELD MASTERY	SPIRIT MASTERY
☐ 1) Cancel Essence I ☐ 2) Cancel Mentalism I ☐ 3) Cancel Channeling I ☐ 4) Dispel Essence I ☐ 5) Dispel Mentalism I ☐ 6) Dispel Channeling I ☐ 7) Dispel Ess. Sphere I ☐ 8) Dispel Ment. Sphere I ☐ 9) Dispel Chan. Sphere I ☐ 10) Dispel Ess. Sphere V ☐ 11) Dispel Ment. Sphere V ☐ 12) Dispel Chan. Sphere V ☐ 13) ☐ 14) Dispel Ess. Sphere X ☐ 15) Dispel Ment. Sphere X ☐ 16) Dispel Chan. Sphere X ☐ 17) Unessence ☐ 18) Unmentalism ☐ 19) Unchanneling ☐ 20) Cancel True ☐ 25) Dispel Essence True ☐ 30) Dispel True ☐ 50) Dispel Sphere True	☐ 1) Shrink Self ☐ 2) Enlarge Self ☐ 3) Change Lore ☐ 4) ☐ 5) Change to Kind ☐ 6) ☐ 7) Shrink ☐ 8) ☐ 9) ☐ 10) Enlarge ☐ 11) Change ☐ 12) ☐ 13) True Change ☐ 14) ☐ 15) Changing ☐ 16) ☐ 17) Merging ☐ 18) ☐ 19) Invulnerability ☐ 20) Passing ☐ 25) Mass Enlarge ☐ 30) Mass Change ☐ 50) Mass Merging	☐ 1) Enchanted Shield ☐ 2) Shield * ☐ 3) Blur * ☐ 4) Enchanted Robes ☐ 5) Deflections I * ☐ 6) Enchanted Leather ☐ 7) Bladeturn I * ☐ 8) ☐ 9) Deflections II * ☐ 10) Aim Untrue I * ☐ 11) Bladeturn II * ☐ 12) ☐ 13) Deflections III * ☐ 14) ☐ 15) Aim Untrue II * ☐ 16) ☐ 17) Bladeturn III * ☐ 18) Re-aiming * ☐ 19) Aim Untrue III * ☐ 20) Mass Deflections * ☐ 25) Mass Bladeturn * ☐ 30) Mass Aim Untrue * ☐ 50) Re-aiming True *	☐ 1) Sleep V ☐ 2) Charm Kind ☐ 3) Sleep VII ☐ 4) Confusion ☐ 5) Suggestion ☐ 6) Sleep X ☐ 7) Hold Kind ☐ 8) Master of Kind ☐ 9) Lord Sleep ☐ 10) True Charm ☐ 11) Quest ☐ 12) Word of Stunning * ☐ 13) Word of Pain * ☐ 14) Hold True ☐ 15) Word of Sleep * ☐ 16) Word of Discord * ☐ 17) Word of Calling * ☐ 18) Waiting Word * ☐ 19) Word of Death * ☐ 20) True Quest ☐ 25) Phrase * ☐ 30) Mass Word * ☐ 50) Spirit Mastery
GATE MASTERY	LOFTY BRIDGE	SPELL ENHANCEMENT	
☐ 1) Familiar ☐ 2) Summons I ☐ 3) Companion ☐ 4) ☐ 5) Summons II ☐ 6) Control Demon I ☐ 7) Summons III ☐ 8) Lesser Demonic Gate ☐ 9) Summons V ☐ 10) Control Demon II ☐ 11) Summons X ☐ 12) Summon Folk ☐ 13) Control Demon III ☐ 14) Companion True ☐ 15) Waiting Summons ☐ 16) Lord Summons ☐ 17) Lesser Waiting Gate ☐ 18) Greater Demonic Gate ☐ 19) Control Demon IV ☐ 20) Mass Summons ☐ 25) Demon Mastery II ☐ 30) Waiting Gate ☐ 50) Control Demon V	☐ 1) Leaping * ☐ 2) Landing * ☐ 3) Leaving I ☐ 4) Levitation ☐ 5) Fly I ☐ 6) Portal ☐ 7) Fly II ☐ 8) Long Door I ☐ 9) Leaving III ☐ 10) Teleport I ☐ 11) Fly III ☐ 12) Long Door III ☐ 13) Teleport III ☐ 14) Portal True ☐ 15) Long Door V ☐ 16) Teleport V ☐ 17) Fly True ☐ 18) Teleport X ☐ 19) Mass Leaving ☐ 20) Lord Teleport ☐ 25) Mass Long Door ☐ 30) Mass Teleport ☐ 50) Teleport True	☐ 1) Special Effects * ☐ 2) Extension II ☐ 3) ☐ 4) Ranging I ☐ 5) Extension III ☐ 6) Instant Ranging I * ☐ 7) Increased Radius I ☐ 8) Ranging II ☐ 9) Extensions IV ☐ 10) Instant Ranging II * ☐ 11) Increased Radius II ☐ 12) Ranging III ☐ 13) Extension V ☐ 14) Instant Ranging III * ☐ 15) Increased Radius III ☐ 16) Ranging IV ☐ 17) Extension X ☐ 18) Instant Ranging IV * ☐ 19) Increased Radius IV ☐ 20) Ranging V ☐ 25) Greater Extension ☐ 30) Extension True ☐ 50) Permanent	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____
INVISIBLE WAYS	RAPID WAYS	SPELL REINS	
☐ 1) ☐ 2) Unseen I ☐ 3) ☐ 4) Invisibility I ☐ 5) ☐ 6) Invisibility II ☐ 7) ☐ 8) Invisibility Sphere I ☐ 9) ☐ 10) Unseen III ☐ 11) Invisibility Sphere II ☐ 12) ☐ 13) Unseen V ☐ 14) ☐ 15) Invisibility Split ☐ 16) ☐ 17) Unseen X ☐ 18) Invis. Split Sphere ☐ 19) ☐ 20) Invisibility Sphere III ☐ 25) Mass Unseen ☐ 30) Mass Invisibility ☐ 50) True Invisibility	☐ 1) Run I * ☐ 2) Speed I * ☐ 3) Speed Reading ☐ 4) Speed II * ☐ 5) Sprint I * ☐ 6) Haste I * ☐ 7) Speed III * ☐ 8) Haste II * ☐ 9) Fast Sprint * ☐ 10) Speed V * ☐ 11) Run III * ☐ 12) Haste III * ☐ 13) ☐ 14) Sprint III * ☐ 15) Haste V * ☐ 16) Run V * ☐ 17) Speed X * ☐ 18) Sprint V * ☐ 19) ☐ 20) Haste X * ☐ 25) Mass Run * ☐ 30) Mass Speed * ☐ 50) Mass Haste *	☐ 1) Spell Store ☐ 2) Identify Casting * ☐ 3) Spell Hold I * ☐ 4) ☐ 5) Spell Bending I * ☐ 6) Spell Hold II * ☐ 7) ☐ 8) Spell Bending II * ☐ 9) Spell Hold III * ☐ 10) Reverse Spell I * ☐ 11) Spell Bending III * ☐ 12) Spell Hold IV * ☐ 13) Power Loan ☐ 14) Spell Bending IV * ☐ 15) Spell Hold V * ☐ 16) Reverse Spell II * ☐ 17) Spell Bending V * ☐ 18) Spell Hold X * ☐ 19) ☐ 20) Lord Spell Hold * ☐ 25) Spell Bending True * ☐ 30) Spell Hold True * ☐ 50) Reversal True *	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____

ILLUSIONIST BASE LISTS		MAGICIAN BASE LISTS	
FEEL-TASTE-SMELL	LIGHT MOLDING	EARTH LAW	LIGHT LAW
☐ 1) Smell Mirage ☐ 2) Strike I ☐ 3) Taste Mirage ☐ 4) Tear Cloud I ☐ 5) Feel Mirage I ☐ 6) F./T./S. Glamour ☐ 7) Strike III ☐ 8) ☐ 9) Tear Cloud II ☐ 10) Feel Mirage III ☐ 11) Strike V ☐ 12) Feel Terrain ☐ 13) Mass Smell/Taste ☐ 14) Tear Cloud V ☐ 15) Feel Mirage V ☐ 16) Mass Feel ☐ 17) ☐ 18) Feel Mirage VIII ☐ 19) ☐ 20) Feel Mirage X ☐ 25) Smell Mirage True ☐ 30) Taste Mirage True ☐ 50) Feel Mirage True	☐ 1) Light Mirage ☐ 2) Projected Light ☐ 3) Light Control I ☐ 4) Sudden Light ☐ 5) Shock Bolt I ☐ 6) Light Glamour ☐ 7) ☐ 8) ☐ 9) Blind ☐ 10) Light Control V ☐ 11) Utterlight ☐ 12) Light Terrain ☐ 13) Beacon I ☐ 14) Utterdark ☐ 15) Light Control X ☐ 16) Shock Bolt III ☐ 17) ☐ 18) Beacon V ☐ 19) ☐ 20) Lightning Bolt I ☐ 25) Greater Light Control ☐ 30) Lightning Bolt III ☐ 50) Light Control True	☐ 1) Enchanted Rope ☐ 2) Loosen Earth ☐ 3) ☐ 4) Earthwall ☐ 5) Cracks Call ☐ 6) Repair ☐ 7) Stonewall ☐ 8) Earthen Spikes ☐ 9) Stone/Earth ☐ 10) Earthwall True ☐ 11) Earth/Mud ☐ 12) Earth/Stone ☐ 13) Stonewall True ☐ 14) Mud/Earth ☐ 15) Unearth ☐ 16) Meld Wall ☐ 17) Stone/Mud ☐ 18) Curved Wall ☐ 19) ☐ 20) Unstone ☐ 25) Unmetal ☐ 30) Tremors ☐ 50) Earth Mastery	☐ 1) Projected Light ☐ 2) Shock Bolt I ☐ 3) Light I ☐ 4) Shade ☐ 5) Sudden Light ☐ 6) Dark I ☐ 7) Light V ☐ 8) Shock Bolt III ☐ 9) Dark V ☐ 10) Lightning Bolt I ☐ 11) Waiting Light ☐ 12) Shock Bolt V ☐ 13) Beacon V ☐ 14) ☐ 15) Lightning Bolt III ☐ 16) ☐ 17) Utterlight ☐ 18) Utterdark ☐ 19) Beacon X ☐ 20) Lightning Bolt V ☐ 25) Corner Lightn. Bolt ☐ 30) Following Lightn. Bolt ☐ 50) Light Mastery
GUISES	MIND SENSE MOLDING	FIRE LAW	WATER LAW
☐ 1) Blur * ☐ 2) Shadow ☐ 3) Facade I ☐ 4) Signs ☐ 5) Displacement I ☐ 6) Facade II ☐ 7) Imper. Facade I ☐ 8) Facade III ☐ 9) Imper. Facade II ☐ 10) Displacement II ☐ 11) False Image ☐ 12) Imper. Facade III ☐ 13) Mass Blur ☐ 14) Facade V ☐ 15) Displacement III ☐ 16) Imper. Facade IV ☐ 17) Imper. Study * ☐ 18) ☐ 19) Imper. Facade True ☐ 20) Displacement IV ☐ 25) Mass Facade I ☐ 30) Displacement V ☐ 50) Changing Facade	☐ 1) Detect Illusion ☐ 2) Detect Invisible ☐ 3) Misfeel Kind ☐ 4) Misfeel Power I ☐ 5) Presence Mirage ☐ 6) Misfeel Calling ☐ 7) Misfeel Power III ☐ 8) ☐ 9) Reduce Power Eman. ☐ 10) Misfeel Power V ☐ 11) Disillusion I ☐ 12) Detect Illusion True ☐ 13) Misfeel Power X ☐ 14) Disillusion III ☐ 15) Misfeel ☐ 16) Unpresence I ☐ 17) Disillusion V ☐ 18) Unpresence III ☐ 19) Disillusion True ☐ 20) Unpresence V ☐ 25) Misfeel True ☐ 30) Lord Unpresence ☐ 50) Mass Misfeel	☐ 1) Boil Liquid ☐ 2) Warm Solid ☐ 3) Woodfires ☐ 4) Wall of Fire ☐ 5) Heat Solid ☐ 6) Fire Bolt I ☐ 7) Call Flame I ☐ 8) Fire Ball ☐ 9) Ignite ☐ 10) Circle Aflame ☐ 11) Fire Bolt III ☐ 12) Call Flame II ☐ 13) Waiting Flame ☐ 14) Firestorm ☐ 15) Metal Fires ☐ 16) Triad of Flame ☐ 17) Fire Bolt V ☐ 18) Waiting Firestorm ☐ 19) Call Flame V ☐ 20) Corner Fires ☐ 25) Following Fires ☐ 30) Stone Fires ☐ 50) Fire Mastery	☐ 1) Condensation ☐ 2) Fog ☐ 3) Waterwall ☐ 4) Water Bolt I ☐ 5) Unfog ☐ 6) ☐ 7) ☐ 8) Calm Water ☐ 9) ☐ 10) Waterwall True ☐ 11) Water Bolt III ☐ 12) ☐ 13) Call Rain ☐ 14) ☐ 15) Water Bolt V ☐ 16) Triad of Water ☐ 17) Command Current ☐ 18) Calm Water True ☐ 19) ☐ 20) Whirlpool ☐ 25) Part Water ☐ 30) Sea Storm ☐ 50) Water Mastery
ILLUSION MASTERY	SOUND MOLDING	ICE LAW	WIND LAW
☐ 1) Illusion II ☐ 2) Phantasm I ☐ 3) Illusion III ☐ 4) Waiting Illusion II ☐ 5) Phantasm II ☐ 6) Illusion V ☐ 7) Waiting Phantasm I ☐ 8) Waiting Illusion III ☐ 9) Phantasm III ☐ 10) Illusion VII ☐ 11) Waiting Phantasm III ☐ 12) Phantasm IV ☐ 13) Waiting Illusion V ☐ 14) Phantasm V ☐ 15) Illusion X ☐ 16) Waiting Phantasm V ☐ 17) Phantasm VII ☐ 18) Waiting Illusion VII ☐ 19) Illusory Terrain ☐ 20) Phantasm X ☐ 25) Waiting Illusion X ☐ 30) Illusion True ☐ 50) Phantasm True	☐ 1) Sound Mirage ☐ 2) Silence I ☐ 3) Sound Control I ☐ 4) Sudden Sound ☐ 5) Sound Control V ☐ 6) Sound Glamour ☐ 7) Deafen ☐ 8) Silence V ☐ 9) Minor Ultrasonics ☐ 10) Sound Control X ☐ 11) Sudden Sound Sphere ☐ 12) Sound Terrain ☐ 13) Silence X ☐ 14) Deafen Sphere ☐ 15) Greater Sound Control ☐ 16) Long Silence ☐ 17) Long Sound Control ☐ 18) Long Sudden Sound ☐ 19) Long Deafen ☐ 20) Mass Deafening ☐ 25) Mass Silence ☐ 30) Sound Control True ☐ 50) Major Ultrasonics	☐ 1) Freeze Liquid ☐ 2) Cool Solid ☐ 3) Wall of Cold ☐ 4) ☐ 5) Chill Solid ☐ 6) Ice Bolt I ☐ 7) Cold Ball II ☐ 8) Wall of Ice ☐ 9) Call Cold I ☐ 10) Circle of Cold ☐ 11) Ice Bolt III ☐ 12) Water/Ice ☐ 13) Chill Metal ☐ 14) Call Cold II ☐ 15) Ice Bolt V ☐ 16) Triad of Ice ☐ 17) ☐ 18) Call Cold V ☐ 19) ☐ 20) Cold Ball IV ☐ 25) Rain/Snow ☐ 30) Cold True ☐ 50) Cold Mastery	☐ 1) Breezes ☐ 2) Airwall ☐ 3) Slumber Mist ☐ 4) Stun Cloud I ☐ 5) Air Stop I ☐ 6) Stun Cloud II ☐ 7) Vacuum I ☐ 8) Air Stop II ☐ 9) Slumber Cloud ☐ 10) Stun Cloud IV ☐ 11) Death Cloud I ☐ 12) Vacuum II ☐ 13) Air Stop X ☐ 14) Whirlwind ☐ 15) Death Cloud II ☐ 16) ☐ 17) Vacuum IV ☐ 18) Great Vacuum ☐ 19) Stun Cloud True ☐ 20) Reverse Winds ☐ 25) Hard Wind ☐ 30) Storm Call ☐ 50) Wind Mastery



DABBLER BASE LISTS



CONCEALMENT MASTERY	MOVEMENT MASTERY
☐ 1) Shadow ☐ 2) Unseen III ☐ 3) Conceal I ☐ 4) Locate Object ☐ 5) Darkness ☐ 6) Secret I ☐ 7) Unseen V ☐ 8) Displacement I ☐ 9) Conceal III ☐ 10) Unseen X ☐ 11) Displacement II ☐ 12) Secret III ☐ 13) Unseen XV ☐ 14) ☐ 15) Conceal V ☐ 16) Lord Unseen ☐ 17) Secret V ☐ 18) Displacement III ☐ 19) ☐ 20) Conceal X ☐ 25) Unseen True ☐ 30) Secret X ☐ 50) Concealment Mastery	☐ 1) Run * ☐ 2) Longjump * ☐ 3) Landing * ☐ 4) Shadow Steps ☐ 5) Underwater Movement ☐ 6) Balance I * ☐ 7) Spider's Step ☐ 8) Long Dive * ☐ 9) Traceless Passing * ☐ 10) Spider's Step True ☐ 11) Float * ☐ 12) Spider's Walk ☐ 13) Balance II * ☐ 14) Shadow Landing * ☐ 15) Spider's Run ☐ 16) Glide I ☐ 17) ☐ 18) Balance III * ☐ 19) ☐ 20) Spider's Walk True ☐ 25) Windwalking ☐ 30) Balance True * ☐ 50) Movement Mastery *
INFLUENCES	SENSES
☐ 1) Sleep III ☐ 2) Charm Animals ☐ 3) Charm Kind ☐ 4) Sleep V ☐ 5) Suggestion ☐ 6) Telepathy I ☐ 7) Sleep VII ☐ 8) Hold Kind ☐ 9) Greater Charm Kind ☐ 10) Sleep X ☐ 11) Greater Suggestion ☐ 12) Master of Kind ☐ 13) Sleep XII ☐ 14) Greater Hold Kind ☐ 15) Telepathy II ☐ 16) Sleep XV ☐ 17) ☐ 18) Gr. Master of Kind ☐ 19) Quest ☐ 20) Lord Sleep ☐ 25) Sleep True ☐ 30) Telepathy True ☐ 50) Quest True	☐ 1) Sly Ears ☐ 2) Nightvision ☐ 3) Scent ☐ 4) Sensory Marker ☐ 5) Far Sense I ☐ 6) Sidevision ☐ 7) Touch ☐ 8) Watervision ☐ 9) Darkvision ☐ 10) Far Sense II ☐ 11) Woodsight ☐ 12) Lightvision ☐ 14) Greater Far Sense I ☐ 15) Long Far Sense I ☐ 16) Stonesight ☐ 17) ☐ 18) Greater Far Sense II ☐ 19) Ironsight ☐ 20) Long Far Sense II ☐ 25) Vision True ☐ 30) Senses True ☐ 50) Sense Mastery
MECHANISMS	THIEVING LAW
☐ 1) Machine Lore ☐ 2) Tune ☐ 3) Jam I ☐ 4) Unlock I ☐ 5) Untrap I ☐ 6) Operate I ☐ 7) Detect Active Power ☐ 8) Jam II ☐ 9) Unlock II ☐ 10) Untrap II ☐ 11) Operate II ☐ 12) Jam III ☐ 13) Unlock III ☐ 14) Untrap III ☐ 15) Operate III ☐ 16) Jam IV ☐ 17) Unlock IV ☐ 18) Untrap IV ☐ 19) Operate IV ☐ 20) Jam True ☐ 25) Unlock True ☐ 30) Untrap True ☐ 50) Operate True	☐ 1) Gauge Wealth ☐ 2) Weigh Pockets ☐ 3) Mark Target ☐ 4) Find Buyer I ☐ 5) Locate Target ☐ 6) Jewel/Metal Assess. ☐ 7) Item Assessment ☐ 8) Find Buyer II ☐ 9) Detect Power ☐ 10) Item Analysis I ☐ 11) Find Owner I ☐ 12) Find Buyer III ☐ 13) Assessment True ☐ 14) Significance ☐ 15) Find Owner II ☐ 16) Find Buyer IV ☐ 17) ☐ 18) Origins ☐ 19) Find Owner III ☐ 20) Owner Vision ☐ 25) Item Vision ☐ 30) Origins True ☐ 50) Find Owner True



MONK BASE LISTS



BODY REINS	MIND OVER MATTER
☐ 1) Balance * ☐ 2) Contractions ☐ 3) Concentration II * ☐ 4) Unpain I * ☐ 5) Face Shifting ☐ 6) Waterlungs ☐ 7) Concentration III * ☐ 8) Strength II * ☐ 9) Unpain II * ☐ 10) Body Shifting ☐ 11) Concentration IV * ☐ 12) Strength III * ☐ 13) Awake * ☐ 14) Gaslungs ☐ 15) Unpain III * ☐ 16) Concentration V * ☐ 17) Monk's Sleep ☐ 18) Unpain IV * ☐ 19) Meditative Sleep ☐ 20) Self Keeping * ☐ 25) Monk's Sleep True ☐ 30) Strength IV * ☐ 50) Unpain True *	☐ 1) Body Weaponry I ☐ 2) Adrenal Focus II * ☐ 3) Missile's Master II * ☐ 4) ☐ 5) Shattering Blow I ☐ 6) Adrenal Focus III * ☐ 7) Body Weaponry II ☐ 8) Missile's Master III * ☐ 9) Body Armor III ☐ 10) Lion's Heart ☐ 11) Adrenal Focus IV * ☐ 12) Shattering Blow II ☐ 13) Body Weaponry III ☐ 14) Missile's Master IV * ☐ 15) Adrenal Focus V * ☐ 16) Body Weaponry IV ☐ 17) Shattering Blow III ☐ 18) Missile's Master V * ☐ 19) Body Weaponry IV ☐ 20) Adrenal Focus True * ☐ 25) Body Weaponry True ☐ 30) Shattering Blow True ☐ 50) Mind Over Matter
BODY RENEWAL	MONK'S BRIDGE
☐ 1) Flow Stoppage I * ☐ 2) Clotting I * ☐ 3) Stun Relief I * ☐ 4) Pain Relief I * ☐ 5) Cut Repair I ☐ 6) Fracture Repair ☐ 7) Mus./Tend. Repair ☐ 8) Clotting III * ☐ 9) Stun Relief III * ☐ 10) Resist Poison * ☐ 11) Pain Relief II * ☐ 12) Vein/Artery Repair ☐ 13) Cut Repair III ☐ 14) Fracture Repair True ☐ 15) Mus./Tend. Rep. True ☐ 16) Minor Nerve Repair ☐ 17) Eye/Ear Repair ☐ 18) Self Joining * ☐ 19) Neutralize Disease * ☐ 20) Neutralize Poison * ☐ 25) Clotting True * ☐ 30) Neut. Pois./Dis. True * ☐ 50) Renewal True	☐ 1) Leaping I * ☐ 2) Landing * ☐ 3) Traction ☐ 4) Edgerunning ☐ 5) Leaping III * ☐ 6) Cornering I * ☐ 7) Levitation * ☐ 8) Landing True * ☐ 9) Wallwalking ☐ 10) Great Leap * ☐ 11) Cornering III * ☐ 12) Wall Flip * ☐ 13) Wallrunning ☐ 14) Leaving I ☐ 15) Breezerunning ☐ 16) Fluidrunning ☐ 17) ☐ 18) Leaving III ☐ 19) Breezerunning True ☐ 20) Ceilingwalking ☐ 25) Ceilingrunning ☐ 30) Run True ☐ 50) Monk's Bridge
EVASIONS	MONK'S SENSE
☐ 1) Swing I * ☐ 2) Speed I * ☐ 3) Dodging I * ☐ 4) Swing III * ☐ 5) Flip I * ☐ 6) Haste I * ☐ 7) Speed III * ☐ 8) Dodging III * ☐ 9) Swing V * ☐ 10) Speed V * ☐ 11) Flip III * ☐ 12) Haste III * ☐ 13) Dodging IV * ☐ 14) ☐ 15) Speed VII * ☐ 16) Haste IV * ☐ 17) Great Flip * ☐ 18) Dodging V * ☐ 19) Speed X * ☐ 20) Haste V * ☐ 25) Dodging True * ☐ 30) Haste X * ☐ 50) Monk's Move True	☐ 1) Sly Ears * ☐ 2) Nightvision * ☐ 3) Sidevision * ☐ 4) Scent * ☐ 5) Watervision * ☐ 6) Fogvision * ☐ 7) Touch * ☐ 8) Darkvision * ☐ 9) Detect Invisible ☐ 10) Detect Illusion ☐ 11) Scent True * ☐ 12) Disillusion ☐ 13) Touch True * ☐ 14) Woodsight ☐ 15) See Invisible ☐ 16) ☐ 17) Long Vision ☐ 18) Illusionsight ☐ 19) Stonesight ☐ 20) Monkvision ☐ 25) Ironsight ☐ 30) Metalsight ☐ 50) Monksense



MYSTIC BASE LISTS



SORCERER BASE LISTS

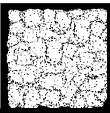


CONFUSING WAYS		LIQUID ALTERATION		FLESH DESTRUCTION		MIND DESTRUCTION	
☐ 1) Distraction		☐ 1) Boil/Freeze Water		☐ 1) Sprain Limb		☐ 1) Minor Pain	
☐ 2) Confusion		☐ 2) Clear/Desalinate Water		☐ 2) Limb Pain		☐ 2) Jolts I	
☐ 3) Blur Vision		☐ 3) Evaporate Water		☐ 3) Touch of Disruption		☐ 3) Disorientation	
☐ 4) Fear		☐ 4) Waterwall		☐ 4) Lock Joint		☐ 4) Unbalance	
☐ 5) Stumble		☐ 5) Water Bolt I		☐ 5) Break Limb		☐ 5) Distortions	
☐ 6) Fumble		☐ 6) Water Corridor I		☐ 6) Disruption II		☐ 6) Jolts III	
☐ 7) Hallucination		☐ 7) Call Rain		☐ 7) Skin Death		☐ 7) Major Pain	
☐ 8) Spin		☐ 8) Calm Water		☐ 8) Disruption V		☐ 8) Forget	
☐ 9) Weapon Alteration		☐ 9) Wave		☐ 9) Rupture Ear		☐ 9) Word of Pain *	
☐ 10) Mirages		☐ 10) Waterwall True		☐ 10) Limb Death		☐ 10) Mind Shock	
☐ 11) Blinding		☐ 11) Water Corridor III		☐ 11) Eye Disruption		☐ 11) Mind Death	
☐ 12) Shifting		☐ 12) Liquid-Water		☐ 12) Collapse Lung		☐ 12) Jolts V	
☐ 13) Mass Distraction		☐ 13) Whirlpool		☐ 13) Muscle Death		☐ 13) Unminding	
☐ 14) Word of Fear *		☐ 14) Water Tunnel		☐ 14) Bone Death		☐ 14) Mass Disorientation	
☐ 15) Amnesia		☐ 15) Calm Water True		☐ 15) Black Channel I		☐ 15) Mind Break	
☐ 16) Shout of Confusion *		☐ 16) Command Current		☐ 16) Long Flesh Destruction		☐ 16) Mass Unbalance	
☐ 17) Long Bewilderment		☐ 17) Water Bubble		☐ 17) Mass Flesh Dest.		☐ 17) Long Mind Destruction	
☐ 18) Shout of Fear *		☐ 18) Water Bolt III		☐ 18) Petrification		☐ 18) Mass Distortions	
☐ 19)		☐ 19)		☐ 19) Black Channel II		☐ 19) Horror	
☐ 20) Lord Bewilderment		☐ 20) Water Corr. True		☐ 20) Disruption True		☐ 20) Lost Experience I	
☐ 25) Amnesia True		☐ 25) Water Tunnel True		☐ 25) Black Channels III		☐ 25) Mass Pain	
☐ 30) Parallel Reality		☐ 30) Stream Diversion				☐ 30) Mass Mind Shock	
☐ 50) Bewilderment True		☐ 50) Transmutation				☐ 50) Mass Unminding	
GAS ALTERATION		MYSTICAL CHANGE		FLUID DESTRUCTION		SOLID DESTRUCTION	
☐ 1) Condensation		☐ 1) Study Form		☐ 1) Vaporize Fluid		☐ 1) Melt Ice	
☐ 2) Airwall		☐ 2) Face Shifting True		☐ 2) Freeze Fluid		☐ 2) Loosen Earth	
☐ 3) Fog II		☐ 3) Change to Kind		☐ 3) Evaporate I		☐ 3) Erosions	
☐ 4) Vacuum A		☐ 4) Misfeel Kind •		☐ 4) Unwater I		☐ 4) Cracks Call	
☐ 5) Air Stop I		☐ 5) Enlarge		☐ 5) Calm Water		☐ 5) Undoor	
☐ 6) Fog X		☐ 6) Shrink		☐ 6) Water Bolt I		☐ 6) Stone/Earth	
☐ 7) Airwall True		☐ 7) Misfeel Calling •		☐ 7) Unrain		☐ 7) Earth/Mud	
☐ 8) Fire Bolt I		☐ 8) Changing Lungs		☐ 8) Dehydrate		☐ 8)	
☐ 9) Vacuum B		☐ 9) Change		☐ 9) Evaporate II		☐ 9) Corridor	
☐ 10) Airstop V		☐ 10) Mystical Tongue		☐ 10) Unwater II		☐ 10) Shatter	
☐ 11) Fog XXX		☐ 11) Misfeel Power •		☐ 11) Unrain True		☐ 11) Unearth	
☐ 12) Gas-Air		☐ 12) Impersonation Change		☐ 12) Dehydrate True		☐ 12) Unstone	
☐ 13) Vacuum C		☐ 13) Unpresence		☐ 13) Evaporate III		☐ 13) Undoor True	
☐ 14) Oxygenation		☐ 14) Misfeel		☐ 14) Unwater III		☐ 14) Unmetal	
☐ 15) Whirling Winds		☐ 15) Changing		☐ 15) Greater Calm Water		☐ 15) Long Solid Destruction	
☐ 16) Firebolt III		☐ 16) Great Change to Kind		☐ 16) Long Fluid Destruction		☐ 16)	
☐ 17) Vacuum D		☐ 17)		☐ 17) Desiccation		☐ 17) Crevasse	
☐ 18)		☐ 18) Great Change		☐ 18) Dehumidify		☐ 18) Solid Destruction True	
☐ 19) Reverse Winds		☐ 19) Misfeel True		☐ 19) Evaporate True		☐ 19) Tremors	
☐ 20) Fog True		☐ 20) Great Imper. Change		☐ 20) Calm Water True		☐ 20) Great Crack	
☐ 25) Vacuum E		☐ 25) Imper. Change True		☐ 20) Dehumidify True		☐ 20) Quake	
☐ 30) Cloud Shaping		☐ 30) Holy Presence					
☐ 50) Transmutation		☐ 50) Submerge Self					
HIDING		SOLID ALTERATION		GAS DESTRUCTION		SOUL DESTRUCTION	
☐ 1) Blur *		☐ 1) Warm Solid		☐ 1) Unfog		☐ 1) Question	
☐ 2) Unseen I		☐ 2) Heat Solid I		☐ 2) Air Stop I		☐ 2) Demonic Possession I	
☐ 3) Shadow		☐ 3) Cool Solid		☐ 3) Vacuum I		☐ 3) Neurosis	
☐ 4) Silence		☐ 4) Cracks Call		☐ 4) Deoxygenation I		☐ 4) Guilt	
☐ 5) Invisibility I		☐ 5) Door		☐ 5) Air Stop II		☐ 5) Paranoia	
☐ 6) Invisibility II		☐ 6) Woodfires		☐ 6) Vacuum II		☐ 6) Demonic Possession II	
☐ 7) Screens		☐ 7)		☐ 7) Deoxygenation II		☐ 7) Panic	
☐ 8) Displacement I		☐ 8) Heat Solid II		☐ 8) Gas To Air		☐ 8) Transferral	
☐ 9) No Sense		☐ 9) Chill Solid		☐ 9) Air Stop X		☐ 9)	
☐ 10) Shadow Mystic		☐ 10) Wall of Ice		☐ 10) Vacuum IV		☐ 10) Demonic Possession III	
☐ 11) Invisibility Sphere I		☐ 11) Solid Door I		☐ 11) Great Vacuum I		☐ 11) Subjugation	
☐ 12) Displacement II		☐ 12) Stone/Earth/Mud		☐ 12) Fast Deoxygenation I		☐ 12) Unsol Curse	
☐ 13) Flattening		☐ 13) Shatter		☐ 13) Deoxygenation V		☐ 13) Demonic Possession IV	
☐ 14) Merging		☐ 14) Solid Door II		☐ 14) Great Vacuum II		☐ 14) Word of Panic *	
☐ 15) Unpresence		☐ 15) Mold Solid		☐ 15) Fast Deoxygenation II		☐ 15) Shout of Panic *	
☐ 16) Displacement III		☐ 16) Break Solid		☐ 16)		☐ 16)	
☐ 17) Passing		☐ 17) Unstone		☐ 17) Long Gas Destruction		☐ 17) Long Soul Destruction	
☐ 18)		☐ 18)		☐ 18)		☐ 18)	
☐ 19) Great Merge		☐ 19) Unmetal		☐ 19) Major Deoxygenation		☐ 19) Dark Slumbers	
☐ 20) Displacement IV		☐ 20) Solid Tunnel		☐ 20) Major Vacuum		☐ 20) Banishment	
☐ 25) Nondetect		☐ 25) Solid Door True		☐ 25) Deoxygenation True		☐ 25) Transferral True	
☐ 30) Displacement V		☐ 30) Solid Tunnel True		☐ 30) Vacuum True		☐ 30) Absolution	
☐ 50) Hiding True		☐ 50) Transmutation		☐ 50) Implosion		☐ 50) Absolution Pure	

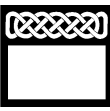
EVIL ESSENCE BASE LISTS			
DARK CONTACTS ☐ 1) ☐ 2) Force Analysis III * ☐ 3) Lsr. Demonic Contact ☐ 4) ☐ 5) Force Information III * ☐ 6) ☐ 7) Force Search III ☐ 8) ☐ 9) ☐ 10) Gr. Demonic Contact ☐ 11) Force Analysis IV * ☐ 12) ☐ 13) Force Information IV * ☐ 14) Force Search IV * ☐ 15) Force Analysis V * ☐ 16) Dem. Analysis Link ☐ 17) ☐ 18) Dem. Inform. Link ☐ 19) Force Information V * ☐ 20) Demonic Search Link ☐ 25) Force Search V * ☐ 30) Force Analysis VI * ☐ 50) Force Information VI *	ENTITY SUMMONS ☐ 1) ☐ 2) Summon Elemental I ☐ 3) Control Entity I * ☐ 4) Summon Elem. II ☐ 5) Lesser Demonic Gate ☐ 6) Entity Mastery I * ☐ 7) Control Entity II * ☐ 8) Summon Elem. III ☐ 9) Entity Mastery II * ☐ 10) Control Entity III * ☐ 11) Summon Elem. IV ☐ 12) Greater Demonic Gate ☐ 13) Entity Mastery III * ☐ 14) Control Entity IV * ☐ 15) Entity Mastery IV * ☐ 16) Order Elemental ☐ 17) Contain Elemental ☐ 18) Order Entity ☐ 19) Contain Entity ☐ 20) Control Entity V * ☐ 25) Entity Mastery V * ☐ 30) Control Entity VI * ☐ 50) Entity Mastery VI *	☐ 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) _____
DARK SUMMONS ☐ 1) Familiar ☐ 2) Summons I ☐ 3) Investiture I ☐ 4) Summons II ☐ 5) Binding II ☐ 6) Summons III ☐ 7) Order Bound II ☐ 8) Summons V ☐ 9) Binding V ☐ 10) Summons VII ☐ 11) Investiture II ☐ 12) Summons X ☐ 13) Binding X ☐ 14) Summons XII ☐ 15) Order Bound X ☐ 16) Summons XV ☐ 17) Binding XV ☐ 18) Summons XVII ☐ 19) Investiture III ☐ 20) Lord Summons ☐ 25) Binding True ☐ 30) Order Bound True ☐ 50) Summon Mastery	MATTER DISRUPTION ☐ 1) Un-Ice I ☐ 2) Earth to Dust I ☐ 3) Cracks Call ☐ 4) Powder Stone I ☐ 5) Un-Ice X ☐ 6) Disruption I ☐ 7) Earth to Dust X ☐ 8) Shatter ☐ 9) Powder Stone X ☐ 10) Un-Ice True ☐ 11) Disruption X ☐ 12) Earth to Dust True ☐ 13) Cause Cracks ☐ 14) Powder Stone True ☐ 15) Disintegration I ☐ 16) ☐ 17) Long Matter Disruption ☐ 18) ☐ 19) Disintegration X ☐ 20) Mass Earth to Dust ☐ 25) Mass Powder Stone ☐ 30) Mass Disruption ☐ 50) Disintegration True	☐ 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) _____
DARKNESS ☐ 1) Darkness II ☐ 2) Nightvision ☐ 3) Dark Control II ☐ 4) ☐ 5) Darkness X ☐ 6) Darkvision ☐ 7) Dark Control V ☐ 8) Shadow Forms ☐ 9) Lesser Darkness ☐ 10) Lesser Utterdark ☐ 11) Dark Control X ☐ 12) Nightvision True ☐ 13) Utterdark ☐ 14) Minor Darkness ☐ 15) Clouds of Darkness I ☐ 16) Mass Nightvision ☐ 17) Greater Utterdark ☐ 18) Mass Darkvision ☐ 19) Clouds of Darkness II ☐ 20) Greater Darkness ☐ 25) Utterdark True ☐ 30) Darkness True ☐ 50) Clouds of Dark. Tr.	PHYSICAL EROSION ☐ 1) Pain ☐ 2) Impair I ☐ 3) Ache ☐ 4) Fire Nerves ☐ 5) Trait Erosion I ☐ 6) Impair III ☐ 7) Pang ☐ 8) ☐ 9) Agony ☐ 10) Trait Erosion II ☐ 11) Impair V ☐ 12) Spasm ☐ 13) Mass Pain ☐ 14) Torment ☐ 15) Trait Erosion III ☐ 16) Mass Impair I ☐ 17) ☐ 18) Mass Fire Nerves ☐ 19) Mass Trait Erosion I ☐ 20) Impair X ☐ 25) Mass Agony ☐ 30) Trait Erosion V ☐ 50) Trait Erosion True	☐ 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) _____



	Lvl	Spell	Area of Effect	Duration	Range	Type
☐	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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**OF
ESSENCE**

**SPELL LAW**



12.1 ILLUSIONIST



Illusionists are pure spell users who have concentrated in spells of misdirection and illusion. Their base spells deal mainly with the manipulation of elements that affect the human senses. Illusionists have advantages in specific skills (senses, Stalking, Hiding, etc.) over other spell users.

Myrth chuckled to himself as he stormed down the street of the village. Women and children ran from his path and the men were running for weapons. By the time the villagers were organized, he would have all of the gold from the tax man's coffers. The "monster" that ate the gold will live in their nightmares.

Prime Stats: Empathy and Reasoning

ILLUSIONIST SPELL LISTS

The Illusionist 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 Essence spell lists. Full descriptions of these lists can be found on pages 6-25. Other spell lists may be developed, but will cost a more development points.

Feel-Taste-Smell: Creating real (albeit temporary) manifestations of feelings, tastes, or smells.

Guises: Altering appearances.

Illusion Mastery: Combining spells from other Illusionist lists.

Light Molding: Creating real (albeit temporary) manifestations of light (i.e., visual effects).

Mind Sense Molding: Creating impressions or auras that are false or misleading (to magical types of detections).

Sound Molding: Creating real (albeit temporary) manifestations of sounds (i.e., audio effects).



PROFESSION BONUSES

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

SKILLS AND SKILL CATEGORIES

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

Occupational Skills: none

Restricted Skills: Channeling

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	33	Highwayman	30
Amateur Mage †	24	Hunter	34
Animal Friend	31	Knight	46
Assassin	36	Loremaster †	19
Berserker	45	Martial Artist	40
Burglar	31	Mercenary	44
City Guard	31	Merchant †	18
Cloistered Academic †	20	Performer †	20
Con Man	25	Philosopher	26
Crafter	24	Sailor	23
Crusading Academic	29	Scout	31
Cut Purse	29	Shaman Priest	28
Detective	28	Soldier	37
Diplomat	21	Spy	30
Doctor	23	Traveller	20
Explorer	31	Wanderer	29
Guardian	40	Weapon Master	84
Herbalist	26	Zealot	27

†: Typical ‡: Not normally allowed



Section 12.0 Professions



Section 12.0 Professions



12.2 MAGICIAN



Magicians are pure spell users of Essence who have concentrated on elemental spells. Their base spells deal with the elements of earth, water, air, heat, cold, and light.

Taelya began chanting. The door in front of her began to creak under the pressure of the creature on the other side. Just a few more seconds and the beast would be through. She began to sweat, her spell had to be completed before the door gave way...

Prime Stats: Empathy and Reasoning

MAGICIAN SPELL LISTS

The Magician 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 Essence spell lists. Full descriptions of these lists can be found on pages 6-25. Other spell lists may be developed, but will cost a higher number of development points.

Earth Law: Manipulating earth, stone, and other inorganic materials.

Fire Law: Manipulating fire and heat manipulation (including elemental attacks).

Ice Law: Manipulating ice and cold (including elemental attacks).

Light Law: Manipulating light and electricity (including elemental attacks).

Water Law: Manipulating water and other fluids (including elemental attacks).

Wind Law: Manipulating wind and air.

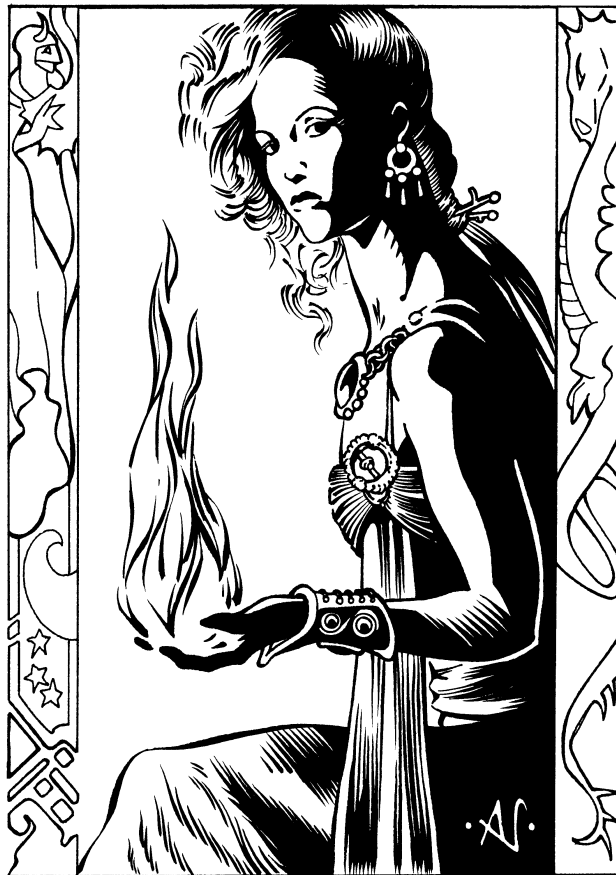
PROFESSION BONUSES

Directed Spells.....	+10	Power Manipulation	+10
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	1/4
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	4
Athletic • Brawn	6	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3	Self Control	6
Awareness • Perception	6	Special Attacks	15
Awareness • Searching	3	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack	15
Body Development	15	Subterfuge • Stealth	5
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	1/4	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

Occupational Skills: none

Restricted Skills: Channeling

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	34	Highwayman	30
Amateur Mage †	24	Hunter	36
Animal Friend	33	Knight	46
Assassin	40	Loremaster †	19
Berserker	45	Martial Artist	40
Burglar	31	Mercenary	44
City Guard	31	Merchant †	20
Cloistered Academic †	23	Performer	26
Con Man	27	Philosopher	29
Crafter	24	Sailor	23
Crusading Academic	30	Scout	31
Cut Purse	32	Shaman Priest	29
Detective	30	Soldier	37
Diplomat	26	Spy	33
Doctor	23	Traveller	20
Explorer	31	Wanderer	30
Guardian	40	Weapon Master	84
Herbalist	26	Zealot	28

†: Typical ‡: Not normally allowed



12.3 DABBLER



Dabblers are semi spell users who combine the realm of Essence with the realm of Arms. Their base spells deal with stealth, detection, perception, movement and manipulating locks and traps.

Trancavel held her breath. Walking tightropes was always a scary moment for her. Below her the people in the street were unaware of her plight. She kept her eyes focussed straight ahead; on the back of the man she was chasing. He was just reaching the roof of the next building. He turned around quickly, pulling out his knife. He was going to cut the rope that she was walking on!

Prime Stats: Agility and Empathy

DABBLER SPELL LISTS

The Dabbler 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 open and closed Essence spell lists on pages 6-25. Other spell lists may be developed, but will cost a larger number of development points.

Concealment Mastery: Hiding things and making things harder to find.

Influences: Affecting targets and their thought processes.

Mechanisms: Manipulating locks, traps, and other devices.

Movement Mastery: Enhancing the caster's movement

Senses: Enhancing the caster's sensory capabilities.

Thieving Law: Enhancing the caster's ability to operate as a thief.



PROFESSION BONUSES

Awareness Group	+10	Power Manipulation	+5
Body Development	+5	Subterfuge Group	+5
Influence	+5	Urban	+5
Lore • Magical	+5	Weapon Group	+5
Power Awareness	+5		

SKILLS AND SKILL CATEGORIES

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

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

Everyman Skills: Sense Ambush, Time Sense, Detect Traps, Locate Hidden

Occupational Skills: Lock Lore

Restricted Skills: Channeling

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	23
Amateur Mage	29	Hunter	29
Animal Friend	28	Knight	36
Assassin	27	Loremaster †	20
Berserker	29	Martial Artist	31
Burglar	22	Mercenary	32
City Guard †	20	Merchant	21
Cloistered Academic	25	Performer	25
Con Man †	19	Philosopher	30
Crafter	24	Sailor †	20
Crusading Academic	28	Scout	25
Cut Purse †	20	Shaman Priest	29
Detective	25	Soldier	28
Diplomat	25	Spy	24
Doctor	23	Traveller	14
Explorer	28	Wanderer	28
Guardian	32	Weapon Master	43
Herbalist	23	Zealot †	25

†: Typical ‡: Not normally allowed



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12.4 MONK



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

Byrad sighed. He hated resorting to violence; even against these stupid goblins. However, they refused even to start any negotiations. Byrad let his walking stick fall to the ground—its bell clanged against the floor. Byrad took up a defensive stance and readied himself.

Prime Stats: Self Discipline and Empathy



MONK SPELL LISTS

The Monk 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 Essence spell lists on pages 6-25. Other spell lists may be developed, but will cost a larger number of development points.

Body Reins: Allowing the caster to perform abnormal feats (e.g., breathe underwater).

Body Renewal: Increasing the healing rate of the caster's body.

Evasions: Allowing the caster to make incredible evasive maneuvers.

Mind Over Matter: Hardening the caster's body, resulting in more lethal blows and tougher defense.

Monk's Bridge: Allowing the caster to move in unusual fashions.

Monk's Sense: Enhancing the caster's senses.

PROFESSION BONUSES

Athletic • Gymnastic	+5	Power Awareness	+5
Awareness Group	+5	Self Control	+10
Body Development	+5	Subterfuge • Stealth	+5
Martial Arts Group	+10	Weapon Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	11	Outdoor • Animal	2/7
Armor • Light	9	Outdoor • Environment	2/6
Armor • Medium	10	Power Awareness	3/7
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	1/5	Self Control	2/4
Awareness • Perception	4/14	Special Attacks	5
Awareness • Searching	2/6	Special Defenses	10
Awareness • Senses	3/7	Subterfuge • Attack	8
Body Development	6/14	Subterfuge • Stealth	2/7
Combat Maneuvers	5/12	Subterfuge • Mechanics	4
Communications	3/3/3	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	9	Technical • Vocational	5/12
Influence	2/6	Urban	3/7
Lore • General	1/3	Weapon • Category 1	5
Lore • Magical	3/6	Weapon • Category 2	8
Lore • Obscure	3/7	Weapon • Category 3	8
Lore • Technical	2/6	Weapon • Category 4	8
Martial Arts • Strikes	2/5	Weapon • Category 5	15
Martial Arts • Sweeps	2/5	Weapon • Category 6	15
		Weapon • Category 7	15

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

Everyman Skills: Time Sense

Occupational Skills: Meditation

Restricted Skills: Channeling

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	25
Amateur Mage	30	Hunter	30
Animal Friend	28	Knight	36
Assassin	29	Loremaster	24
Berserker	31	Martial Artist	28
Burglar	22	Mercenary	35
City Guard	25	Merchant	24
Cloistered Academic	28	Performer	28
Con Man	22	Philosopher	32
Crafter	24	Sailor †	19
Crusading Academic	29	Scout	26
Cut Purse	26	Shaman Priest	30
Detective	26	Soldier	32
Diplomat	28	Spy	28
Doctor	23	Traveller	13
Explorer	27	Wanderer	29
Guardian	34	Weapon Master	49
Herbalist	23	Zealot †	25

†: Typical ‡: Not normally allowed

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12.5 MYSTIC



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

Sulaan adjusted his bandanna as the wagon rolled towards the city. The wagon produced a music of its own as the wheels passed over the rutted road—pots, pans, and trinkets rattling loudly. A new city. A new set of opportunities. Sulaan was not known here... yet.

Prime Stats: Empathy, Presence, and Self Discipline

MYSTIC SPELL LISTS

The Mystic 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 Essence 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 a more development points.

Confusing Ways: Affecting a target's senses in a variety of ways.

Gas Alteration: Manipulating and controlling gasses in a variety of ways.

Hiding: Causing things to be harder to detect (including invisibility).

Liquid Alteration: Manipulating and controlling liquids in a variety of ways.

Mystical Change: Creating illusions on the caster.

Solid Alteration: Manipulating and controlling solids in a variety of ways.



PROFESSION BONUSES

Awareness Group	+5	Power Point Dev.	+5
Influence	+5	Self Control	+5
Lore • Magical.....	+5	Spell Group	+5
Power Awareness	+10	Subterfuge • Stealth	+5
Power Manipulation	+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	2/5
Artistic • Active	1/4	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	3	Special Attacks	15
Awareness • Searching	2/4	Special Defenses	25
Awareness • Senses	2/6	Subterfuge • Attack	15
Body Development	15	Subterfuge • Stealth	2/7
Combat Maneuvers	18	Subterfuge • Mechanics	7
Communications	1/1/1	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	2/6	Technical • Vocational ..	5/12
Influence	1/4	Urban	2/5
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, Magic Ritual, Spell Mastery, Meditation

Occupational Skills: none

Restricted Skills: Channeling

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	32	Highwayman	30
Amateur Mage	26	Hunter	33
Animal Friend	30	Knight	43
Assassin	37	Loremaster †	20
Berserker	44	Martial Artist	35
Burglar	30	Mercenary	40
City Guard	30	Merchant †	18
Cloistered Academic †	20	Performer †	18
Con Man †	19	Philosopher †	25
Crafter	24	Sailor	23
Crusading Academic	26	Scout	30
Cut Purse	26	Shaman Priest	28
Detective	22	Soldier	34
Diplomat †	19	Spy	27
Doctor	23	Traveller	19
Explorer	30	Wanderer	29
Guardian	34	Weapon Master	84
Herbalist	23	Zealot †	23

†: 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 Essence spell lists on pages 6-25 and the open and closed Channeling spell lists (see *Spell Law: Of Channeling*, 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.

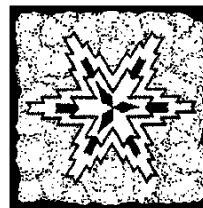
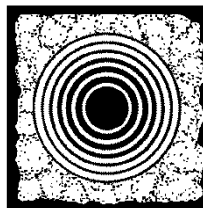
Standard RR Modifications:

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.

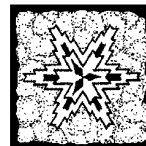
ATTACK TABLE 13.3

COLD BALL SPELL LAW

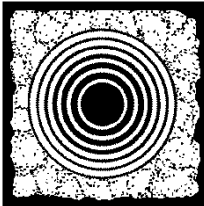


	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	01-04 UM
UM 01-04	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-04 UM
05-08	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	05-08
09-12	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	09-12
13-16	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	13-16
17-20	-	-	-	1	-	-	-	1	-	-	-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

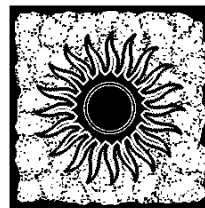
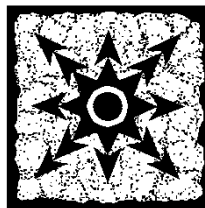
(Use Heat Criticals)



UM = Unmodified Roll

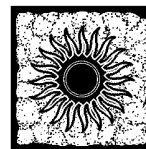
ATTACK TABLE 13.5

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

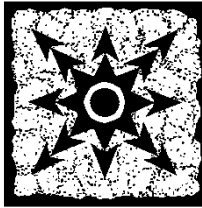
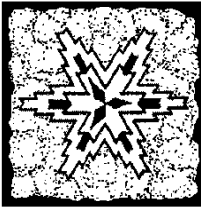
Range Mod

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

ATTACK TABLE 13.6

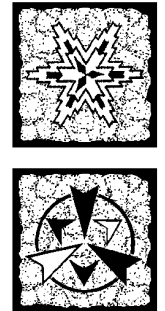
ICE BOLT

SPELL LAW



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

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



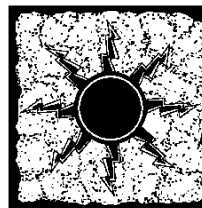
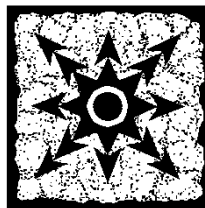
UM = Unmodified Roll

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	131-135
136-140	18F	19G	25H	26H	20G	21G	26H	27H	13F	16F	23G	24H	21G	22H	28H	33H	30H	32H	36I	37I	136-140
141-145	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

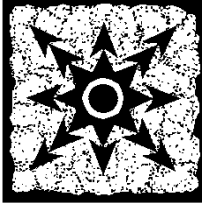
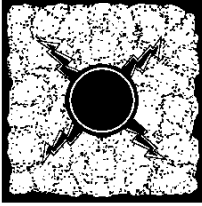
(For A, B, C, D, and E results, use Electricity Criticals)

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

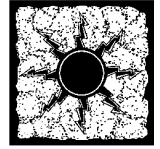
SHOCK BOLT

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)

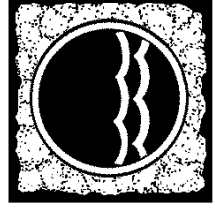
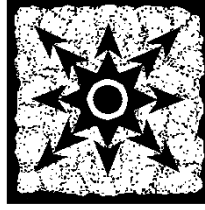


UM = Unmodified Roll

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

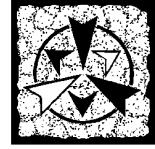
ATTACK TABLE 13.9

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

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



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	En crust 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 8 rounds; ♦ = no parry for 8 rounds; ♦♦ = stunned for 8 rounds; ♦♦ = bleed 8 hits per round; (-8) = foe has -8 penalty; (+8) = attacker gets +8 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)	Brunt 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 (*Of Mentalism*, p. 25) for Channelers or Rune Mastery (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.



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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.

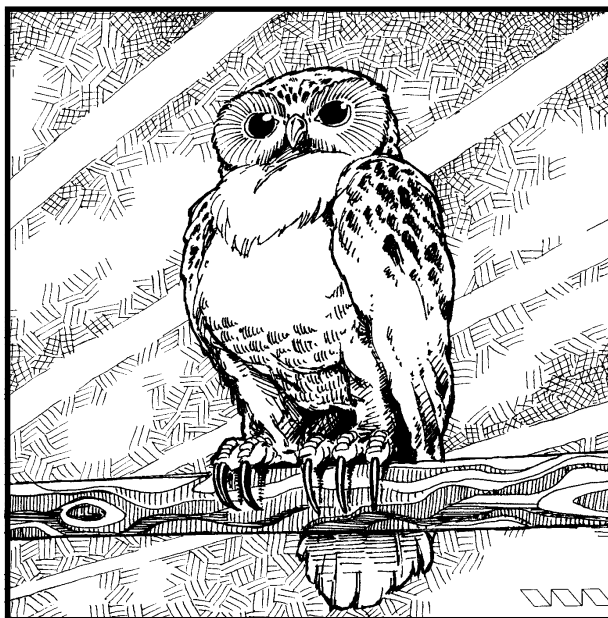
Condition	Breakage Modifier
<i>Tools</i> specifically made to breach the material (e.g., saws, chisels, picks, shovels, etc.)	+20
<i>Against Earth</i> : concussion weapons	+5
slashing weapons	-5
<i>Against Wood</i> : concussion weapons	+0
axes	+20
other slashing weapons	-10
<i>Against Ice</i> : concussion 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-*



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.

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 ± 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.



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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.

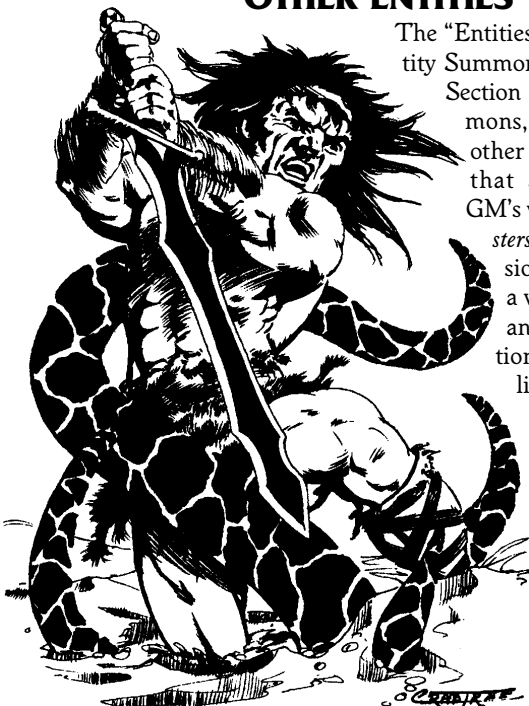
DEMON CONTACTS

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



Section 16.0

How to Use
Spell Law
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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.

A

Absolution.....	c32, c63, c61, e61
Absolution Pure.....	c32, c63, c61, e61
Ache.....	e67
Addiction Mastery.....	c52, m52
Adrenal Focus II, III, IV, V.....	e47
Adrenal Focus True.....	e47
Afterthoughts.....	c21, c64
Aggravated Theft.....	m67
Agony.....	e67
Aim True.....	e9
Aim Untrue I, II, III.....	c42, e22, m7
Aiming.....	e9
Air Stop I, II, V, X.....	e37, c58, e51, e58, m16, m57
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Airwall True.....	c6, e51, m16, m57
Alkar.....	c9
Amnesia.....	e50, m56
Amnesia True.....	e50, m56
Analysis.....	e6
Analyze Symbol.....	c25
Analyze Symbol True.....	c25
Animal Call.....	c26
Animal Calming I, II, III.....	c18
Animal Empathy.....	c11, c26
Animal Facade.....	c30, c46
Animal Form I, II, III.....	c30, c46
Animal Form True.....	c30, c46
Animal Location.....	c26
Animal Master True.....	c26
Animal Mastery.....	c26
Animal Mastery I, III, V.....	c11, c26
Animal Mastery True.....	c11
Animal Restoration I, II, III.....	c26
Animal Reviving I, II, III.....	c26
Animal Sleep I, III.....	c26
Animal Summons I, III, V, X.....	c26
Animal Summons True.....	c26
Animal Thoughts.....	c30, c46
Animal Thoughts True.....	c30, c46
Animal Tongues.....	c11, c26, c49
Animate Dead V.....	c66
Animate Dead I, II, III, IV, VI.....	c66
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Anti-Channels I, III, V, VIII, X.....	c36
Anti-Channels True.....	c36
Anticipate Blow.....	m6
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Anticipate Hostility True.....	m6
Anticipate Missile.....	m6
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Anticipations.....	m6
Anticipations True.....	m6
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Assassination Mastery.....	m44
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Assessment True.....	e43, m40
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Attack Avoidance.....	m7
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Aura.....	c9, c42
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Awake True.....	m10
Awakening.....	c7, m28
Awareness.....	m12, m36
Awareness True.....	m36

B

Balance.....	e12, e44, m22
Balance I, II, III.....	e41
Balance True.....	e41
Banish Demon I, II, III.....	c39
Banish Demon True.....	c39
Banishment.....	c61, e61, m64
Banishment True.....	m64
Barrier Law.....	c6
Barrier Pit.....	c6
Bat Sense.....	c29
Beacon.....	m8
Beacon I, V, X.....	e29, e35
Bear Arms.....	c29
Bear Skin.....	c29
Beauty of Arraer.....	c62
Befriending.....	c26
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Bewilderment True.....	e50, m56
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Binding True.....	e63
Black Channel I, II, III.....	c63, c56, e56
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Black Lore Mastery.....	c64
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Bladeturn I, II, III.....	c42, e22, m7
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Bless Tales.....	c64
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Blinding.....	c32, e50, m56
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Blood Mastery.....	m26
Blood Repair True.....	c50, m50, m26
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Bone Death.....	c56, m56
Bone Law.....	c17
Bone Lore.....	c17, m27
Bone Mastery.....	m27
Bone Regeneration.....	c51, m51, m27
Bone Regeneration True.....	c51, m51
Bone Transplant.....	m27
Bone Ways.....	c51, m51
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Brain Regeneration.....	c23, m30
Brain Repair.....	c54, m54
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Breezerunning True.....	e48
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Calm Song True.....	m38
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Calm True.....	c18
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Calm Water True.....	e36, c57, e53, e57, m17, m59
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Camouflage True.....	m9
Cancel Channeling.....	c14, c36, c38, e14, m15
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Cancel Essence.....	c14, c38, e14, m15
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Cancel Mentalism.....	c14, c38, e14, m15
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Cartilage Regeneration.....	c51, m51, m27
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Cartilage Repair.....	c17, c51, m51, m27
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Catatonian True.....	m63
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Change Lore.....	e19
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D

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Detect True.....	c8, e7, m12
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E

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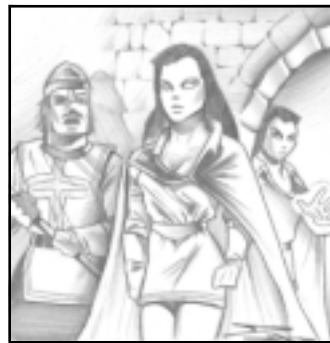
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