

# ROLEMASTER

## Spell Law



## PUBLIC PLAYTEST



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## *Spell Law*

PUBLIC PLAYTEST-ONLY VERSION 2.0  
FOR REGISTERED PLAYTESTERS ONLY

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## Spell Law

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## 1. Introduction

*Spell Law* originated as a boxed set of booklets in 1981, existing as a modular magic addition to any fantasy role-playing game, until the *Rolemaster* core rules were complete, when it also became part of a full system. A great deal of additional spells and options appeared over the years, and *Spell Law* itself was transformed several times. This new edition is in many ways a continuation of that history, with a number of new additions and changes.

One thing *Spell Law* always had was a lot of spells; now it has more. As always, the spells are divided into thematic lists developed from basic spells to the most complex and powerful. In particular, every spell list in this volume contains 25 spells; there are no empty slots in the traditional 1-20 levels plus 25th, 30th, and 50th level, and spells have been added at levels 35 and 40.

Structurally, much remains the same, but the three realms of magic have been made more distinctive where possible. Differences between lists of different Professions have also been revised with an eye towards differentiation, especially in giving Semi Spellcasters more spells that supplement, rather than replace, skills. For example, the Cleric and Paladin are both still excellent fighters of the undead, but while the Cleric continues to blast them with spells, the Paladin now uses spells that allow him to devastate them with his armed attacks.

There are fewer options than in previous editions, but this does not remove flexibility. It does fit with a revision that has worked to make the rules and spell descriptions clearer, more streamlined, better organized, and more consistent. The extensive healing lists remain, but they are now better coordinated with *Arms Law* and the treatment of damage there. At the same time, material has been added to provide more options to the spellcaster than ever before. In addition to more spells, magic rituals have been made a fully-developed part of the core rules for the first time.

### 1.1.Rolemaster

*Rolemaster* is a revision of Iron Crown Enterprise's original *Rolemaster* game system published in 1982. *Rolemaster* was original designed to be used as a complete fantasy role-playing (FRP) system or as individual modular components. This new version is no different, providing a modular and easy to modify core system that can be built upon to create a detailed RPG rule set for any setting. There are four core books:

**Arms & Character Law (A&CL)** contains all the core rules in three parts. *Character Law* contains a set of rules for creating rich and detailed characters with a complete and comprehensive skill system, as well as optional talents that can be used to enrich characters further. *Arms Law* contains rules for tactical combat amongst individuals and small groups using a detailed simulation of weapons and armor. Its detailed combat system covers the mechanics of attacks from weapons and animals to elemental attacks. Colorful critical and fumble results make every combat interesting and memorable.

*Gamemaster Law* offers helpful guidance to Gamemasters, as well as rules and guidelines for adding

setting rules such as creating races, cultures, and professions. Poison, disease, and other hazards that may come up in play are also covered.

**Creature Law (CRL)** contains stats for hundreds of monsters and fantastical creatures. As fantasy settings are often home to a variety of beasts, *Creature Law* contains rules for creating new ones for new and unusual settings.

**Spell Law (SL)** is a magic system with thousands of spells organized into three realms of magic. This provides characters with a wide variety of spell-using options for all types of professions. Spells are organized into lists, which are related in theme.

**Treasure Law (TL)** is a book of treasure, equipment and commerce; an important part of any RPG. Rules for crafting mundane objects as well as magical items are included along with the Alchemist profession.

## Die Rolls

**2 – 20 (2d10):** Roll two dice and add the two results to obtain a result between 2 and 20.

**1 – 100 (d100):** *Rolemaster* primarily uses two 10-sided dice to get a result between 1 and 100, referred to as ‘percentiles’. Each of the 10-sided dice gives a result between 0 and 9 — one die is treated as the “tens” die and the other as the “ones” die. These may be distinguished by color or other marking (in which case it must be made clear which die is to be read as the tens before rolling; a fixed convention for your gaming table is recommended), or one may use a pair of percentile dice where one is marked “10, 20, 30, ... , 00”. (It is also possible to roll a novelty hundred-sided die, but most gamers find these impractical.) Thus a random result between 01 and 100 (a “00” is treated as 100) is obtained.

**1 – 100 Open-ended (d100OE):** An open-ended roll means that there is no absolute minimum or maximum. First make a 1-100 roll; a roll of 96-00 indicates that the dice are rolled again and the result 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 open-ended roll.

If the first roll is a 01-05 the dice are rolled again and the result 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 of these rolls is the result of the low open-ended roll. A roll of 01-05 on anything other than the first roll does not cause one to roll again.

Some rolls, such as attacks and spell casting rolls are open-ended high only, which means that a 01-05 on the first roll has no effect. These rolls instead have unmodified ‘fumble’ or ‘failure’ ranges.

**Example:** *The GM asks a player to make an open-ended roll, and the initial roll is a 99 (thus between 96 and 100). A second roll is made with a result of 96, so a third roll is made with a result of 04. Thus, the high open-ended roll that the GM requested is a 199 (= 99 + 96 + 04).*

**Example:** *The GM asks a player to make an open-ended roll, and the initial roll is a 04 (thus between 01 and 05). A second roll is made with a result of 97 (thus between 96 and 00), so a third roll is made, resulting in a 03. Thus, the low open-ended roll that the GM requested is a -96 (= 04 - 97 - 03).*

### Unmodified Rolls (UM)

Certain results on some rolls indicate an immediate effect and no modifications are considered. These rolls are marked with a “UM.”, such as “01-04 UM” For example, all weapon attacks result in a fumble if the initial unmodified d100OE roll falls within the fumble range of the weapon. If a roll falls into the UM range, then no modifiers are applied to the roll and the unmodified result is applied (such as a fumble).

### Optional Rules

In these rules, you will see rules separated out in boxed text, like the box this text is in. Boxed rules are optional or advanced rules, you can ignore them if you choose and the rules will work fine as is. These rules apply or do not apply at the GM’s discretion, so if you are a player ask the GM if any particular boxed text rule is being used.

### Power Level

*Rolemaster* is a very open role-playing game, and is built that way on purpose to allow for a wide variety of gaming experiences to be possible within the rules. Power level can vary widely between two gaming groups, or even between two different campaigns run by the same GM. Rule elements may be over-powered and game breaking in one campaign, but necessary or even casual elements in another campaign. In order to allow for a broad range of power levels, the power levels listed below are used in some sections of the rules to identify more powerful elements, to help GMs decide what they want to allow in play. The GM may even decide to use different power levels in different parts of the rules, such as using a Heroic power level for generating characters but an Average power level when dealing with magic.

In *Spell Law*, power level is used only for the guidelines for availability of spell lists (see Section 3.1). There are, however, a number of optional rules offered, each of which has implications for the power of spellcasters. Additionally, individual GMs may make their own modifications to meet balance or setting needs in their own campaigns. Some discussion of these possibilities is offered in Section 2.8. Guidance is offered regarding game balance issues involved in various options, but such advice is necessarily general and must be interpreted in the context of your particular campaign.

## 1.2. The Basics

One of the basic aspects of this system is the use of spell lists and experience levels (or just levels). The ability to cast and learn spells is closely tied to a character’s level.

Spells are grouped into lists. A spell list is an ordering of spells based upon the correlation of level, intricacy, and potency. All spells in a list have common characteristics and attributes, although each may have vastly different effects and applications.



Spell lists are grouped into categories based upon professions and realms of power (Channeling, Essence, and Mentalism). There are 171 spell lists divided into:

15 sets of professional “base” spell lists (i.e., spell lists readily learnable only by characters in that profession)

1 set of “evil” spell lists for each realm of power (i.e., spell lists learnable only by evil characters)

1 set of “closed” spell lists for each realm of power (i.e., spell lists somewhat difficult to learn by characters of the realm)

1 set of “open” spell lists for each realm of power (i.e., spell lists easily learnable by characters in any profession of the realm)

The spells contained in this book are organized into lists that reflect a coherent advancement of knowledge in specific areas of magic. Higher-level spells found on a given list will reflect the increased knowledge and efficiency that comes from the use and practice associated with lower level spells on the same list. This reflects the learning process that accompanies development within a consistent spell grouping.

Each spellcasting profession has its own set of Base lists which are the product of the specific training and aptitude characteristic of that profession. For some professions, the Base lists are unified only by their suitability to that profession's typical role. For other professions, Base lists form a linked set with spells supporting each other across different lists and building up a unified and complex array of abilities. The Open and Closed Channeling healing spell lists likewise form such a logical set.

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 to apply spell usage within the chosen world system or deal with specific occurrences that demand a certain flexibility. This may be particularly true with regard to powerful spells.

In addition to a comprehensive set of standard rules, optional rules are included to provide even greater detail. A Gamemaster should examine each of these rules to determine if it is appropriate for the specific game and world system.

## 2. Magic

How magic works in a campaign is particular to the setting. It may be rare or common, and how spell casters draw upon their power depends on the world. *Spell Law* presents a basic history of magic and divides it into three different realms of power: Channeling, Essence, and Mentalism. This presentation may not fit well into the setting, so Gamemasters should feel free to change the material to fit their own game worlds, histories, and concepts of magic (*Section 2.8: Customizing Magic*).

### 2.1. History of Magic

The truth is that nobody really knows how magic began, other than some high and mighty immortal beings that generally remain aloof or tell us what they think we should believe rather than strict truth. Each of the realms makes a claim of having been the first discovered, and each has an argument that is plausible in isolation. Weighed against each other, however, they seem to determine nothing. Few have dared claim that some form of Hybrid casting came first, but there are those who declare that Arcane magic came first, usually on the basis of some dubious analogy, while others speak of "Shaping", a form of magic in which the pure will of the caster shaped the inherent power in the environment (not merely that power preconditioned through the caster's brain as in Mentalism) into magical effects.

Channeling's claim to priority is a simple one: gods and spirits existed before spell-casters. While their inherent preternatural powers may resemble magic, these are of an entirely different order, so those do not settle the question. It does seem, however, that as soon as the mortal mind was able to hold the thought of a spell, the ability could have been provided, both the power and the knowledge of how to use it, by these ancient immortals. The other realms would then have arisen from mortals who sought similar power experimenting in mimicry of Channeled power.

Essence's claim to priority is based on its basic nature as magic: power is drawn from the environment and manipulated into generally straightforward effects. Just as mortals learned to work wood and stone and metal, they learned to work the living Essence that permeates their world. Some myths tell of such knowledge being handed down by some god, but still give priority to Essence, with the gods only taking on "pets" later. It is true that many of those races considered to be among the oldest have a demonstrated affinity for Essence magic, which offers some evidence for this position.

Mentalism's claim to priority is that it is the most natural form of spell-casting. No elaborate methods of words of power or subtle gestures need to be taught by some higher power or stumbled upon by lengthy empirical investigations. The caster need merely properly form the thought of the spell effect and apply the necessary will. Discipline and determination are all that is required for Mentalism to emerge. The power of the mind is also conveniently located: we live our lives inside our minds. Those who hold this view often believe that Mentalism Hybrids were a stepping stone on the path to developing pure use of Essence and Channeling.

Then there is the question of whether spells or rituals came first. This argument has filled many a scholarly tome and kept many a band of wandering adventurers amused on a rainy night at the local inn, but there has been no resolution. It seems most likely that the two forms developed simultaneously in parallel. For quick use, especially in emergencies, spells are vital; when time and resources allow, the ability to stretch one's abilities through ritual is likewise too valuable to have been long ignored.

What about the future? Will there be a revival of some ancient art of Arcane magic or Shaping? Will someone pursue Hybrid magic to its logical conclusion in a union of all three realms? Will some fourth realm be discovered? Time will tell. Certainly, dedicated researchers will continue to develop new spell lists or variants on the old. New applications will be found for old spells. Perhaps even the issue of realm priority will be resolved.

## 2.2. Realms of Magic

The different realms of magic use different sources of power and have specific expectations of how the spells are to be cast, resulting in restrictions for casters of that realm. Each realm of magic is also associated with a different Statistic (*Arms & Character Law* Section 3.5: Stats), given below at the beginning of each realm description.

### Channeling

**(Intuition)** When the power to cast a spell is provided from a source sending that power to the caster, the magic belongs to the realm of Channeling. Typically, the power provided to a Channeling spell-caster comes from a god or goddess, although depending on the setting, it might also be provided by spirits, a demon, a dragon, or even a powerful computer. All that is really needed is that the power source has power to spare, the technique to transmit it, and the willingness to do so (or in place of the last two, simply a nature that allows those properly "attuned" to the source to tap into it). As a result of this reliance on an outside entity, Channeling spell-casters have a loyalty tied into their magic, and they are usually devout followers.

**Restrictions:** Channeling is best done with at least one hand free (for gesturing), vocalization, and a very limited amount of metal on one's person. The source of power, if a sentient being, may have expectations about those using the Channeled power, which are frequently formalized requirements in a church or similar organization. Metal, especially metal armor, is of some protection against Channeling spells.

### Essence

**(Empathy)** Essence is the power that exists in everyone and everything in and on the world. A spell caster of the Essence taps this power, using the caster's personal essence field, or aura, to limit and control it. The caster draws this power, then molds and diverts it into specific spells. Many of Essence magic's powerful spells reflect the material flavor of essence drawn directly from the physical plane and are elemental in nature.

**Restrictions:** Essence spells are best cast with hands free, vocalizations performed, and very little inert matter on one's person. A target armored in inert matter will find it easier to resist the power of the Essence, more so if the armor is metallic. While the wielder of Essence need not bend a knee to any patron power, the expedient course is often to tie oneself to a guild or mentor to gain access to new spells.

## Mentalism

**(Presence)** Mentalism is the power of the local Essence field drawn by will and channeled through the mind of the spell caster, 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 caster. Mentalism offers a diverse range of abilities, but the scope is typically more limited than with other realms, affecting only the caster or a limited number of targets.

**Restrictions:** Mentalism casting is mainly done by an exertion of will. It works smoothly without the gestures or incantations typical of the other two realms, but if the head is covered, this can interfere with the conversion of magical power into a well-formed spell. Thus, while body armor and weapons do not interfere with Mentalism spells, Mentalism spell casters are advised to go without a helm, and a helm worn by a target will provide some defense against Mentalism.

## Hybrid Magic

Some spell casters draw power from two of the realms of magic; these individuals practice what is known as hybrid magic. Hybrid magic is the blending of the power of two or three realms, resulting in different combinations: Channeling-Essence, Channeling-Mentalism, Essence-Mentalism, and even, potentially, Channeling-Essence-Mentalism. This allows a great deal of flexibility as they have potential access to more spells. A Hybrid Spellcaster will also have a set of Base lists which blend the techniques of both realms to provide a unique set of abilities.

**Restrictions:** A Hybrid spell-caster is usually under the greatest restrictions of all spell-casters. Since power and techniques of two realms are blended, the most restrictive penalties apply. This provides some balance to the Hybrid's broad spell selection.

## Arcane Magic

There are said by some to be other types of magic, older, more exotic, wilder, or more obscure, that fall outside the categories of the three realms. If such exist, they are not dealt with here. While the core rules are written to support the addition of such proto-magic, no such magic is presented at this time.

## 2.3.Spellcasters

Spellcasters are classified according to their realms of power and their professions. This is assumed to be based on training or aptitude in early life and thus a factor inherent in a Profession (A&CL Section 3.4). Other professions are, of course, possible. Some GMs may wish to devise their own, make modification to those provided, or disallow certain of the core rule professions as they see fit in order to match the rules to their game settings.

## Pure Spellcasters

Pure Spellcasters have concentrated solely on one realm of power. Thus, their spells are generally more powerful than those employed by the other Spellcasters.

**Magician:** Magicians are Pure Spellcasters who have concentrated in the elemental spells. Their base spells deal with the six elements of *Rolemaster*: earth, fire, ice, light (which includes electricity), water, and wind. They have many spells that hurl bolts and balls of these elements to potentially deadly effect and thus Magicians are often found on battlefields. They can also learn all manner of magical skills with ease.

**Illusionist:** Illusionists are Pure Spellcasters of Essence who have concentrated in spells of misdirection and illusion. Their basic spells deal mainly with the manipulation of elements and forces that affect the human senses: sight, sound, touch, taste, smell, mental impulses, and the combination of these senses. More subtle than the Magician, the Illusionist is less direct, but no less powerful.

**Cleric:** Clerics are Pure Spellcasters who have concentrated in spells that require the most direct power from their deities. Their base spells deal directly with life, communing with deities, summoning live creatures, protection from servants of opposing deities, and direct channeling from their own deities. These spell users are the most powerful of the spell users of Channeling, but they should also be the most restricted in the sense of heeding the desires or creed of their deity or church.

**Druid:** Druids are Pure Spellcasters who have concentrated on spells that deal with the natural world. Their base spells deal with herbs, other plants, animals, weather, and nature in general. Depending on setting, they can be modernized tree-huggers, quasi-historical protectors of their people against the awesome powers of nature, or simply rural cultists with strange rituals.

**Mentalist:** Mentalists are Pure Spellcasters of Mentalism who concentrate on spells that deal with the mind and senses. Their base spells deal with the reading of mental presences, mental communications, mind control, and sense control. As students of the human animal, Mentalists can easily learn discipline and social skills. They make ideal conspirators.

**Lay Healer:** Lay Healers are Pure Spellcasters of Mentalism who have concentrated on spells that heal persons and animals. Their base spells deal with healing diseases and injuries, as well as the creation and animation of prosthetics. They can also learn mundane medical skills easily.

**Alchemists:** Each of the three realms of magic has its own brand of Alchemist, a specialist in the creation of magical objects, with which their base lists deal. Their base lists are detailed in *Treasure Law*, not in *Spell Law*.

## Hybrid Spellcasters

Hybrid Spellcasters are of professions combining two realms of power. This allows enormous flexibility, but the spell caster must abide by the restrictions of both realms (Section 2.2).



**Sorcerer:** Sorcerers combine the raw power of the Realm of Essence with the fervor of the Realm of Channeling (Intuition and Empathy Realm Stats). Their base spells deal with the destruction of both living beings (bodies, souls, and minds) and inanimate material.

**Healer:** Healers combine the realms of Channeling and Mentalism (Intuition and Presence Realm Stats). They have concentrated on spells of self-healing and the ability to take the injuries of others *upon themselves*. Thus, a Healer could heal a person by taking the injury of the patient upon himself and then healing this injury gradually. They can easily learn both Body Development (to help survive this process) and medical skills (to help others short of taking on their wounds).

**Mystic:** Mystics combine the realms of Essence and Mentalism (Empathy and Presence Realm Stats) to power subtle spells of misdirection and modification. Their base spells deal with personal illusions as well as the modification of matter.

### Semi Spellcasters

Semi Spellcasters combine a realm of power with more of a focus on physical skills. Members of these professions are not as adept as more specialized types in either martial prowess or magical power, but by combining both spells and skills, they have a certain synergy. In the long run, they may be the most powerful of characters.

**Bard:** Bards are Semi Spellcasters of Essence. Bards are musicians, entertainers, gossips, and loremasters. Their base spells augment those roles, but also weave music into spells to baffle foes and aid friends, as well as providing unparalleled affinity with magical items.

**Dabbler:** Dabblers are semi spellcasters who augment their subterfuge capabilities using Essence. A Dabbler's base spells tend to enhance natural abilities in many areas, with the most distinctive lists giving the Dabbler an edge in commerce and with machinery. In a more advanced setting, the Dabbler's most natural role might be as a mechanic or engineer.

**Magent:** The Magent is Semi Spellcaster with unparalleled espionage skills and spells. Magents are designed to be magical assassins or secret agents with base spells that deal in poison, information gathering, assassination and getting away both physically and in terms of misdirecting the placement of blame.

**Monk:** Monks are Semi Spellcasters who combine skill at Arms with Mentalism spells. Their base spells are strictly personal in nature, allowing them to perform great physical feats and augment their attacks. What Hong Kong style cinema achieves with wires and props, the Monk does with magic.

**Paladin:** Staunch defenders of the faith, Paladins are Semi Spellcasters who combine combat prowess with utility spells. The Paladin is a highly focused holy warrior, able to develop good fighting skills and spells that support his role as a warrior and a leader in combat. The Paladin is a capable combatant in any situation, but especially excels against the supernatural foes of his faith.

**Ranger:** The Ranger is a Semi Spellcaster who combines Arms with Channeling, specializing in outdoor skills and spells that influence nature. Rangers are talented in perception and outdoor skills, and while not as quick to learn weapons as the Paladin, have decent combat costs. A Ranger's base lists have many uses, but many of the spells enhance his skills in tracking, wilderness stealth, wilderness survival, and movement. The Ranger can be a deadly commando.

## 2.4.Spell Lists

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

One of the basic aspects of this system is the use of spell lists and experience levels (or just levels). This section covers the use of the *Spell Law* spell lists, while information on *Rolemaster* experience levels can be found in *Arms & Character Law* (Section 3.8: Advancement).

A spell list is an ordering of spells based upon the correlation of spell level, intricacy of the spell, and potency of the spell. All spells in a list have common characteristics and attributes, although each may have vastly different effects and applications. Spell lists are learned not only as rote words or gestures, but as interrelated theories and concepts regarding the theme(s) of the list. This is why the spells are in the form of progressive lists. One cannot simply memorize a set of finger movements and ancient words and produce a *Fire Ball*. One must first gain an understanding of fire sufficient to adequately conceptualize the necessary manifestation in order to guide the magical power into shaping the proper form.

If there is no spell on a list at a given level, it signifies that no new spell ability is gained from knowledge of that list at that level. There are spells at every level up to level 20, after which spells appear at levels 25, 30, 35, 40, and 50. While obtaining these higher level spells requires the purchase of ranks in a list that provide no new spells (e.g., levels 21, 22, 23, and 24 on the way to 25), these spells are generally quite powerful even in Open spell lists and reward those patient enough to complete the necessary studies.

### Base Spell Lists

There are six Base spell lists for each spell-using profession. These spell lists represent professional specialties; it is very difficult to learn those spell lists which are the Base lists for another profession (i.e., they are expensive in terms of Development Points), if the GM allows it at all. In many settings, simply gaining access to these lists will be difficult as guilds or religious orders will guard their secrets.

### Closed Spell Lists

Closed spell lists involve the deepest and most powerful concepts common to each realm of magic, requiring considerable dedication and specialization to master or learn at all. Pure Spellcasters have fairly easy access even to the Closed lists of their chosen realm. Hybrid Spellcasters have similar access to the Closed lists of two realms. Closed lists are generally rather expensive in terms of Development Points for a Semi Spellcaster and such professions will learn them rather rarely, while most Arms professions find them daunting to learn.

## Open Spell Lists

Open spell lists involve the easiest concepts to master in each realm of power, although dedication and research is required to learn their use. Any profession that has the realm of power as its own may learn the open lists of that realm. Hybrid Spellcasters may learn the Open spell lists associated with both of their two realms if they so desire. When an Arms User learns to use magic, it will normally be from an Open list.

## Evil Spell Lists

Evil spell lists are included for evil spell users in all three realms: Channeling (Section 6.7), Essence (Section 7.7), and Mentalism (Section 8.7). These lists reflect the dark sides of Essence, Channeling and Mentalism. GMs should realize that this is a highly subjective and flexible concept and should reflect this in their world system. This could range from an evil spell user being perverted and manipulated by evil gods and power sources to twisting of the mind, madness, or the furthering of an alien agenda hostile to all mortal things. "Evil" might well mean different things in the context of each realm of power. It should not merely reflect minimal effects like the disapproval of superstitious peasants. The addition of these spell lists to any profession can significantly boost power levels, so giving them without some form of cost, problem, or penalty can affect game balance. An example of a method for handling Evil spell lists is given in Section 2.8.

If the GM allows Evil spell lists, he may make them available to be chosen as Base Lists (in place of any or all existing Base lists) and/or make them available as Closed lists. Any type of Spellcaster could potentially have access, however the GM should be aware that for Semi Spellcasters the Evil Lists will generally be more powerful than their normal Base lists. The GM may even allow access of Evil spell lists to Arms Users (in which case they are treated as Closed lists).

Hybrid Spellcasters may have access to Evil lists from either or both of their realms. The GM must decide for each such character if the character is linked to the "Evil" of one or both realms. So a Sorcerer might have delved into books of evil in the forbidden library at the mages' guild allowing the Sorcerer to tap into a tainted source of Essence, or alternatively, the Sorcerer may just have made a pact with a demon or dark god, giving him access to evil Channeling. Some hybrids may have been steeped in the Evil side of both realms; perhaps our hypothetical Evil Sorcerer delved the forbidden library AND made a demonic pact, or made a pact with the god of dark magic, for instance.

## 2.5.Spell Types

Each living or animate thing is surrounded by an aura, a personal field of Essence, which casters manipulate to create effects. This field also enables anything with an aura to resist magical effects. It is given flavor and intensity by factors like an individual's race and stats, which help explain characters' varying casting abilities and resistance to types of magic.

This aura is also why casters can use attack spells on beings, but cannot attack with utility spells, and why your personal gear resists with you, rather than being separately attacked by all effects. Since your

clothing and gear is inside or in contact with your personal aura, it receives a certain amount of shelter from magical effects. This aura also explains why “1 target” effects like teleportation will grab not only the target, but also all of the target's clothing and equipment, rather than whisking the target off naked.

This protection works more for resistible effects than it does for physical effects generated by magic. So a caster cannot teleport a sword out of someone’s hand, but can attempt to use telekinesis to wrench it away.

Spells are classified by type to determine how the spells are resolved. Resistance Rolls (RRs) are often used in spell resolution and are explained in Section 4.5.

### **Alchemical (A)**

Alchemical spells are used in the creation of magical items, as covered in *Treasure Law*. They are mentioned here only for completeness, as this spell type does not appear in *Spell Law*.

### **Elemental (E)**

Elemental spells are those in which the magic of the spell creates, summons, and/or manipulates some real physical element which then has effects on other things, such as the target of a Fire Bolt. These typically involve the six elements manipulated by Magicians: Cold, Earth, Fire, Light, Water, and Wind, but also include other elements, most notably the elements of sense involved in Essence illusions. Illusions are spells that create or manipulate a physical element perceived by one of the six senses used in *Spell Law*: sight, hearing, smell, taste, touch (i.e., feel), and Presence. (See Section 10.9 for a detailed treatment.)

Because the elements are simply real parts of the physical world, rather than spell forces, their effects do not allow for RR except in certain cases in order to avoid having the effect “stick” to a target (Section 10.16).

### **Force (F)**

These spells directly apply magical force to an object or being. Targets capable of resistance get an RR to avoid being affected. Targets do not get an RR for indirect spell effects (e.g., a Force spell is used to heat water that someone later jumps into).

### **Informational (I)**

Any spell marked as Informational is scrying or clairvoyance of some sort and falls into a gray area between non-attack and attack spells. (Spells that boost or change the senses of the caster in a passive way are “U” type spells and are undetectable without using magical perception of some sort.) These spells only gather information, but often these spells will impact on other beings, either taking information from them, or acting upon them in an indirect manner. When informational spells fail they can gather wrong or misleading information. To reflect this, the Gamemaster, rather than the Caster, should make the Spellcasting Roll.

Any being that is a target of an informational spell gets a Resistance Roll (only one per casting) with the results as shown in Table 2-1. When a target notices these effects due to an RR and feels the “point of origin”, this will only point out the caster if the spell is directed specifically on the target (not the general area) and the caster is visible to the target. So if a caster is using *Mind Scan* on a target sitting at the next table, and the target makes the RR well enough, the target will know the effect is coming from the caster. If the caster is behind a wall or other obstruction, the feeling will just be “Someone over there”. If the spell in question were *Detect Mentalism*, then the individual has not been targeted, he was simply in the area of effect, and while he can learn the general nature of the spell (“someone is detecting magic”) if his RR is made by more than 50, the origin of the spell is not revealed.

| Table 2-1: Information Spell RRs |                                                                                                                                                                                                                                                                                                                                                                            |
|----------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| RR                               | Result                                                                                                                                                                                                                                                                                                                                                                     |
| Failed                           | Target is not aware of the spell; spell results work against this target.                                                                                                                                                                                                                                                                                                  |
| Made by < 25                     | Target has an “odd” feeling (prickling hairs on the neck, feeling of being watched, etc.), but cannot identify it specifically. Spell results still work against this target.                                                                                                                                                                                              |
| Made by 25 to 49                 | Target has the same odd feeling as the result above, but in this case can identify the source. (See text.) This does not let the target see the spell effect if it is not visible, nor does this reveal what the spell was, but the target definitely knows someone is casting an informational spell that has targeted him. Spell results still work against this target. |
| Made by 50+                      | Target not only feels the spell effect and can identify where it is coming from, but also has a vague sense of what it was trying to discover. (‘Someone just tried to probe my mind’, or ‘Someone is searching for something’). Spell fails against this target.                                                                                                          |

Due to the large number of RRs that these spells can provoke, the GM may need to roll for groups of people or just use his judgment if an effect washes over large groups of people. In large cities with active groups of spell-casters, being an incidental target of an informational spell may be common enough that it will not raise the suspicions of any but the most paranoid. In other settings, of course, being caught casting any spell might result in being hunted as a witch.

All beings and things leave traces of themselves behind in the essence field. Certain spells read these traces to gather information, allowing them to reveal the past. Targets observed through spells that tap into these residual traces do not get an RR. Likewise, there are no RRs against spells that look into the future (though these have their own limitations). Only spells gathering information in the present allow for RRs.

Note that objects generally will not get RRs in any case, even magical items, with the exception of items with intelligence, which may offer resistance.

## Utility (U)

Utility spells generally only affect the caster, willing targets, non-magical objects (not inside the aura of an unwilling living being), or magical items inside the aura of a willing target. If the target is unwilling, the spell fails. The caster must declare the spell being cast to the Gamemaster (not to the target) and the target can then decide whether or not to resist. It is possible to lie or deceive in order to cast a U spell on someone. (“I’m going to heal that broken leg, Jim.”) Casters may NOT declare what spell is being cast after the target has declared to resist or not, nor may targets demand to know what spell is being cast before deciding. It is an issue of trust; all U-type spells require the target to be willing.

Unconscious or sleeping characters should be assumed to be unwilling for all spells that do not specifically describe sleeping or unconscious targets (i.e. *Awaken*), unless the caster is touching the target. If the caster is touching the target, then the target should be considered willing, unless the target has some phobia that would prevent him from ever willingly accepting a spell.

These types of spells can be extremely deadly when misused. Look at the Lofty Bridge list and then at the Crush attack table (used for falling damage) for some good examples of why players should be careful about using the phrase “Sure, I’m willing.” Teleporting straight up is an ugly way to discover that your friend, the Magician, is not your friend any more. Gamemasters should be wary of only asking players if they are willing when these types of spells will harm them, as this is a blatant tip off (and a common GMing mistake). Try and make “Are you willing?” a routine question when someone is the target of a spell, except in cases of general trust (as may often be found among families or comrades at arms). If a magical object has had its powers temporarily neutralized, it is at the GMs discretion if this means a U type spell can now affect it.

## Sub-types

Some spells may be marked with a lower case letter after the Spell Type indicating it is a special kind of spell.

**Ball or Cone (b):** All spells marked with a ‘b’ sub type are attack spells. They involve long-range area affect attacks, and casters may NOT develop Directed Spell skill for them.

**Directed (d):** All spells marked with a ‘d’ sub type are attack spells. They involve focused long-range attacks, and casters can develop Directed Spell skill for them.

**Mental Attack (m):** Any spells marked with an ‘m’ sub type are considered mental spells and are subject to effects and defenses that target mental spells 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* (i.e., plants, at least some Undead, constructs, etc. -- the GM will have to determine where the dividing line lies in the setting he is using).

**Subconscious (s):** A subconscious spell is a spell that is triggered when certain conditions are met. Some of the triggering conditions are obvious (i.e., being stunned for *Stun Relief* spells or poisoned for



*Neutralize Poison* spells or being injured for *Unpain* spells), while others are not (i.e., *Awaken* spells) and the triggering conditions may actually be set by the caster. Certain subconscious spells are also spells that require concentration. These spells will not trigger unless the character is unconscious or asleep. So long as the caster is conscious, "subconscious" spells can be cast normally, or even have a trigger cancelled (e.g., to conserve PPs by avoiding casting a *Stun Relief* when danger has passed), by the conscious mind.

A subconscious mind will never choose to rush or overcast a spell (i.e., incur a penalty), but also ignores all penalties for not using free hands or use of voice. Subconscious spells with a "C" duration will be automatically maintained for asleep or unconscious casters until they are no longer effective or the caster awakens (e.g., a *Regeneration* spell will continue healing until the caster reaches full hits).

If more than one subconscious spell could go off in one round, the subconscious will always choose to deal with the most life-threatening current condition first (if more than one seems equal, the order will go from highest level spell to lowest, with the GM deciding any ties). Thus, the subconscious will stop bleeding before regenerating concussion hits, or cure poisoning before removing stun.

## 2.6.Spell Parameters

In addition to Type, every spell in a list is given an area of effect, duration, and range. Furthermore a handful of symbols are used in the Spell Lists which are described below:

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

\* — Instantaneous; spell does not require preparation and takes only 10% activity to cast

• — Spell does not require power points

‡ — Part of a set of spells that must be cast together in order to be effective (or fully effective)

In all cases, "varies" may appear as a parameter, when the parameter is treated in a complex way that needs to be explained in the spell description.

### Area of Effect

Area of Effect lists the area affected by the spell; sometimes this is a physical area, sometime the limits of the spell are a little more abstract, existing in terms of targets, target levels, or even a number of attacks (for defensive spells), though in these cases, the spell range still acts as a limit on physical reach of the spell.

Target: The term "target(s)" refers to the being(s), animal(s), object(s), and/or material that a spell is attempting to affect. The spell description will state any restrictions on the target.

An area spell has a center of effect, and *the center* must lie within the range of the spell. If the center is at the extreme range of the spell, the effects of the spell will continue through the area of effect beyond the spell range.

## Duration

Duration defines how long the spell effects last.

C — Concentration required; see *A&CL* Section 7.1 for details on concentrating, and the fatigue rules in *A&CL* Section 2.4 for the effects of extended concentration.

duration — When a simple duration is listed, that is how long the spell effects last, unless cancelled or dispelled prior to the listed duration.

duration (C) — Concentration is required, but the period of concentration cannot exceed the duration given. The caster can stop concentrating and the spell effect will stop; later, if the duration has not expired, the caster can concentrate again and the spell effect will resume.

P — Permanent; spell has a permanent effect in the sense of creating a “permanent” physical or mental change.

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. In some cases, such as curses, a continuing magical effect lasts until it is removed in some way. In most cases, it should be quite obvious whether a permanent effect is continuing magic or a physically enduring object or change. For example, a permanent area of darkness is an on-going magical effect, as physical darkness would be removed by light. Continuing magic is subject to dispelling, permanent physical change is not. If there is a case where it is not obvious, the GM will have to make a judgment. Such continuing effects are subject to normal cancellation by the caster or dispelling by another, whereas a permanent alteration of the mundane is not. Note that the creation of undead creatures should be considered to be a physical (albeit unnatural) change. While the energies involved in sustaining unliving existence may be considered supernatural, they are of a different order than the spells that establish that existence in the first place. As such, undead may not be dispelled (although the mere flesh-puppets created by an *Animated Dead* spell may be).

“—” — Instantaneous; spell’s effect is instantaneously applied. Those effects are often themselves permanent. For example, all elemental bolts are “—” duration spells, as the bolt travels very quickly to its target, but the damage that they do will last until healed.

time/lvl — Duration is the time multiplied by the level of the caster.

time/# fail — The duration of the spell's effect is based upon the difference between the target's Modified RR and the minimum roll required to resist the spell. The duration is equal to (this difference divided by #) and then multiplied by time.

Duration = [(Minimum RR Required to Succeed - Modified RR) ÷ #] x time

Example: 1 rnd/10 fail would mean that an RR failure by 20 would have a 2 round effect ( $20/10 = 2$ ,  $2 \times 1 = 2$ ). Round up, so a fail by 12 on a 1 round/10 fail would be also mean 2 rounds of effect.

## Range

Range defines how far the spell can reach out in order to deliver its effects.

self — Spell can only be cast on or can only be centered on the caster himself.

touch — Caster must touch the target in order to create the effect.

distance — Spell can take effect anywhere within this distance of the caster.

distance/lvl — Spell can take effect anywhere within (distance) x (level) of the caster.

<distance> — This indicates that the listed range is the Short Range for a Directed Spells attack. This is the range over which the attack suffers no range penalty. Between this distance and twice that distance is the Medium Range of this attack, in which it suffers a -10 modification to OB. Further increments of the distance give Long (-25), Extreme (-50), and Absurd (-100) attack ranges. No attack beyond Absurd range is possible.

Normally, when a spell takes effect, the target must be in the caster's field of vision or sensed by some other means. This rule may be modified or changed by provisions in the specific spell descriptions.

## Abbreviations Used in Parameter Listings

' feet

" inches

cu cubic

cu' cubic feet

hr(s) hour(s)

lb pound

lvl level

|     |             |
|-----|-------------|
| mi  | mile(s)     |
| min | minute(s)   |
| rnd | round       |
| sq  | square      |
| sq' | square feet |
| wk  | week        |

## 2.7. Spell Visibility

Some spells have very visible effects like a bolt of fire springing forth from the caster's hand. However, except for such obvious spells, other than the gestures and incantations that are required for Channeling and Essence spells, spell casting normally has no visible effect.

### Visible Effects for Spells

Most spells have some sort of visible side-effect: the area around the caster's hands might glow, or the target may give off a brief pulse of light. Spell casters can make efforts to remain covert in casting, the easiest options being to cast from hiding or at long range or to use a distraction. One may also attempt to make one's spell-casting activity covert in practice (Section 4.2: Casting).

Different types of magic may all look the same, or may have different colors; this is a choice up to the Gamemaster based on the setting. As an example, in Shadow World, Channeling comes in shades of green or gold, depending on the nature of the source. Hybrid Spellcasters may have mixed threads or swirls of his realms.

Beyond the color, the visible effect may have a different intensity, brightness, or pattern. This can be used to reflect the power of the spell (so higher level spells will have more intense, brighter effects than lower level spells) and possibly alignment, so spells cast by an Evil Spellcaster may be of a darker hue, or mixed with black or darkness. Mentalism spells by their nature have little visible effect other than perhaps glowing eyes or a faint aura.

The spell's effect is only visible on the round of casting, so an Essence illusion of a wall might look like a red glow spreading out from the caster into the shape of a wall on the round it is cast, but after that it will just look like a wall.

**Example:** *If Molnar the Magician (Essence) casts Sleep V on a group of guards, a wash of reddish light will come from his hands and settle onto the targets (guards). This is a low level spell, so it will be a dim effect. If Molnar was an Evil Magician, the red might be darker, or shot through with streaks or spots of darkness.*

This option will serve to restrict spell-casting, especially of the more subtle spells. Casting *Sleep* on a group of guards is much more effective in an environment where a guard who makes his RR may just think he has pulled too long a shift and his fellows are succumbing to a natural drowsiness, not to mention there being a lack of a light show that alerts the other guards eighty feet down the road at a different entrance.

## 2.8. Customizing Magic

The possible variations on magic are boundless. This section considers some of the primary reasons for changes to the rules as presented in the rules and various alterations that may be made to meet those demands. This treatment is far from exhaustive and GMs should not feel discouraged from making changes not mentioned.

It is necessary for this section to refer to various spells, spell lists, and mechanics introduced later in the text. The reader may wish to skip over this section on a first read, and will certainly do well to return to consider it after becoming fully acquainted with the unmodified magic system.

### Changing Magic to Fit Setting

Not all forms of magic will be appropriate for a given setting. If gods and spirits strictly take no part in human affairs, the entire Realm of Channeling may be inappropriate for use. The Ranger could then be converted to an Essence Profession, as might the Druid, while the Cleric and Paladin would probably have to be eliminated completely. A Realm, or simply certain Professions, may well be ruled out if one is attempting to convert *Rolemaster* to an existing setting. Many literary fantastic worlds have a narrower scope for magic than does the *Rolemaster* system. Certain spell effects may be ruled out by an established world setting or simply because they do not fit the campaign envisioned by the Gamemaster. If the campaign is going to be centered around great journeys, the GM may eliminate teleportation effects (or at least the longer-ranged ones) in order to prevent short cuts that bypass that travel element. Subtracting various elements of the magic system is fairly easy. The only significant issue here is the potential loss of healing effects. Given the deadliness of the combat system, some form of healing is of vital importance for all but the most non-violent of games. If magical healing is eliminated or significantly restricted, then there must be compensation elsewhere, or the game will become deadlier.

While many things can be done with the magic presented here, the possibilities for spells are inexhaustible. If the Gamemaster finds that his setting requires additional capabilities, he may wish to create spell lists that provide these capabilities. This is a more difficult task than removing existing elements. Not only is creating additional spell lists (or even whole Professions) more work than deciding to simply not use all of those provided, the GM must be aware of game balance issues. Spells should be kept of an appropriate power for their level and the type of spell list on which they appear.

Rearrangement of existing elements is also possible. For example, a GM might feel that Druids and Rangers draw their power from Nature itself, rather than from nature gods or spirits, and that this corresponds better to the description of Essence than Channeling. This GM will move Druids and Rangers from the Realm of Channeling to that of Essence. He might also feel that Bardic magic is better explained as inspired by the Muses and move the Bard to the Realm of Channeling. In other cases, a GM might feel that a given spell list would fit better in a different Realm than the one given here. It is also possible that a Gamemaster will find that given the way that he runs his game, a spell list is more or less powerful in that particular game than we have judged. Thus a Closed spell list might be changed to an Open list or vice versa.

Further modifications are possible. Details are discussed below that can be adjusted for the setting or varied between cultures in order to help distinguish magical traditions of different peoples.

## Adding Flavor to Magic

This section contains some guidelines for Gamemasters on adding a bit more excitement and diversity to their game without changing any of the mechanics of spell-casting.

One of the simplest things to do is to rename spell lists (or individual spells) to reflect overall setting or specific cultures. A pretentious group of Magicians might learn "The Secret Ways of the Flame" instead of "Fire Law". A mage's organization might consider it more politic to teach "Living Asset Reclassification" rather than "Assassination Mastery", while another with an organized crime focus might know it as "Whacking Ways". In particular, various cultures may give unique names to lists with religious significance. This does not necessarily mean Channeling spells. It means that if the Sea God Tyuio is very important, "Water Law" may become "Tyuio's Blessings". Other possibilities include cultures where the lists are named for those important in developing them... or important for giving large grants to the College of Imperial Wizardry.

Looking at the spell lists, you have lots of effects and parameters, so it would seem like a *Fire Bolt* or *Light* spell cast by any caster would appear identical to the same spell cast by another caster, with the only differences being due to caster level. But with a bit of work, you can almost make the same spell cast by two different casters seem like completely different spells. Much of the flavor of spell casting comes in how the Gamemaster or the players describe casting, and the effects. By varying the descriptions of the effects, and always describing casting and spells in terms of what the characters experience, a GM makes magic far more interesting than just calling off the spell name and giving a dry reading of the attack table and critical results.

Compare these descriptions:

"The Mad Magician Mellus casts a *Fire Bolt* at Julian. It hits for a 17D Heat, the crit roll is an 88. "Blood boils and vessels burst in arm.' Julian takes an additional two hits, is bleeding six per round, has a -30 penalty, and is stunned for two rounds."

"The Mad Magician Mellus shouts out a guttural word and points her hand at Julian, and fire lances out from her fingers. Julian raises his arm to cover his face before the flames burn it off, but at a terrible price. The bolt of flame boils the blood in Julian's arm, causing it to burst through scorched flesh. The brief roar of the flame is drowned out by Julian's agonized scream. Julian takes 19 hits, is stunned for 2 rounds, at -30 to all actions and his whole arm is spurting out six hits worth of blood each round."

"The Mad Magician Mellus points her palm at Julian, exposing a tattoo of a snake, the head resting on her palm, the body winding around her wrist and disappearing up the sleeve of her robes. She utters a sibilant hiss and the tattoo seems to jump off of her hand in the form of a flaming green snake, streaking forward in a serpentine path toward Julian. Julian raises his arms to shield his face, and the flaming snake coils around his right arm, rearing free and then striking several times, leaving burnt patches where blood boils through. Julian screams just as the snake of fire fades away in a wisp of smoke. Julian



takes 19 hits, is stunned for 2 rounds, at -30 to all actions and six hits of precious life-giving blood are fleeing his body every round."

Likewise, compare these descriptions for a less flashy spell:

"Aladin the Paladin casts *Heal IV* on Julian. Julian recovers 20 hits."

"Aladin the Paladin places his hand on Julian's forehead, softly reciting the Blessing of the Wounded. Julian feels the throbbing pain in his arm fade as he recovers 20 hits."

"Reaching towards the heavens, Aladin the Paladin calls for aid in the vowel-rich sacred tongue of his faith. With a far-off look in his eyes, he lowers his hands to gently stroke Julian's wound. As a comforting warmth spreads through the affected area, Julian recovers 20 hits."

All three of those describe exactly the same effects in different manners. If a Gamemaster is creative enough, he should not be surprised if the players actually think completely new and different spells are being used. As long as the mechanics and effects of casting remain unchanged, there is no risk of skewing game balance, but everyone will find they are having a better time, and things will remain fresh and exciting far longer.

It is best to put some thought into this ahead of time, as opposed to bogging down game play trying to think these things up on the fly, but you generally can get these kinds of results with just a few basic ideas, and then applying them imaginatively.

Casting takes a certain amount of time and may require gestures or incantations. None of the details are specified. Is the caster chanting out boldly declared words, or are they soft? Is casting done in the caster's native tongue, in a traditional ancient language, or a special language specific to spell-casting? Are the words always exactly the same, or are they adjusted for context? Is the gesture just pointing a finger, complicated hand weaving, or a little dance? Does the caster's hair stand up while the room fills with the smell of ozone? Does hellfire crackle in the caster's eyes?

**Form:** Is the *Fire Bolt* a tiny ball of fire, a stream of fire, a flaming snake? What color is it? How does it move?

**Sound:** Does the *Fire Bolt* hiss and crackle like flame, scream like a tortured soul, roar like a beast? When it strikes does it explode with a pop or boom, or does it sizzle?

**Feel:** Other senses may be involved, how does the spell smell, taste, or feel? An *Utterlight* spell cast by a Cleric of a truth god may be a cool white light that feels like it shines right through you, shining onto your soul, while the same *Utterlight* spell cast by the Cleric of a sun god might feel exactly like sunlight, warm on the skin.

Involving players in customizing the effects of their spells can often get them more attuned to their characters, and certain in-game elements might be tied into the flavor of spells. For instance, casting a

*Fire Bolt* that looks like a flaming snake may be a signature of a magician trained at the Red Tower of Serpents. This may allow the Gamemaster to include clues or campaign information just in the way spells are described. Such default appearances are always subject to modification through Spell Mastery (Section 4.6), and in some cases, the spells may specify a few details of how they manifest.

### **Tweaking the Mechanics**

In some cases, simply changing superficial appearances or changing the available spell lists, Professions, and/or Realms may not be sufficient for the effect that the GM desires. There may be very specific details of the setting that require changing the mechanics of spell-casting. When actually changing the rules used for running the game, care must always be used, but game balance is not made out of glass and Gamemasters should not be afraid to experiment.

A simple example of a change to mechanics might be the case of a GM who wants to emphasize that magic is more spiritual than physical in its power. This GM therefore decides to eliminate the RR modifiers for range. The modifiers for range are kept for bolts and balls because these are modifiers for the physical effects invoked by the magic.

More complex examples would involve serious differences in the way magic works in a universal sense or they may be used to make different magical traditions more distinct than is possible by merely changing the way in which they are described. The Bard's "Song" lists (see Section 10.1 for the details of their operation) are an example of how spell-casting can be made a richer, more complex experience. The cost, however, is more dice-rolling, more rules, and a bit more time spent in resolving effects. One also needs to ensure that there are both costs and benefits.

Another example of a possible spell-casting tradition would be one in which "Blood Mages" invested their spells with the power of their own blood. Casting a spell would require a caster to shed his own blood (taking perhaps hits equal to the spell level or perhaps a more random 1d10 hits) each time he casts a spell. If unable to shed blood, he would be unable to cast spells at all. In compensation for this investment, the Blood Mage's spells are harder to resist (a fixed RR penalty or possibly one based on the caster's Body Development ranks or Constitution). Such a spell-casting tradition might be limited to a single Profession or it might be used by all casters of a given culture.

As an example of revising the rules in order to fit a setting concept, consider a GM who wants to have a world in which wands play a part as basic spell-casting gear, rather than simply as items for casting embedded spells. He creates a homemade table of wand types, consisting of a base wood and a metal tip, with rarer and more expensive elements producing better results. The wand modifies all SCRs, the effective level of the caster when determining how many rounds of spell preparation a spell requires, and the casting level of the spell itself.

| <b>Table 2-2: <i>Example</i> Wand Quality Chart</b> |                 |                     |                           |
|-----------------------------------------------------|-----------------|---------------------|---------------------------|
| <b>wood</b>                                         | <b>SCR Mod.</b> | <b>lvl for prep</b> | <b>casting level mod.</b> |
| <i>common</i>                                       | -10             | 0                   | -1                        |
| <i>rare</i>                                         | 0               | +2                  | 0                         |
| <i>exotic</i>                                       | +10             | +3                  | 0                         |
| <i>magical</i>                                      | +20             | +4                  | +1                        |
| <b>tip</b>                                          | <b>SCR Mod.</b> | <b>lvl for prep</b> | <b>casting level mod.</b> |
| <i>copper</i>                                       | -5              | 0                   | 0                         |
| <i>brass</i>                                        | 0               | +1                  | 0                         |
| <i>silver</i>                                       | +5              | +3                  | +1                        |
| <i>gold</i>                                         | +10             | +5                  | +2                        |

Putting together a superior wand offers a fairly easy way to stack up some bonuses, but the wand makes the spellcaster obvious, is vulnerable to destruction or theft, and did require some effort/expense to acquire in the first place.

Considering further rules needed in this environment, the GM decides that it takes time to adjust to a new wand, so imposes a -30 penalty for using a new wand, reducing the penalty by -1 for each day with the wand. The "Hands" section of Table 4-1 is reinterpreted as "hands on the wand". The wands are used by all Essence casters, while a similar treatment of "holy symbols" is applied to Channeling users. Waving around an item is not such a good fit for Mentalism, so while the GM again applies his table to crystals (with sizable jewels as the best versions), Mentalism users are only expected to wear their crystals, not present them. To ensure that spell-casters are not completely crippled (just mostly crippled) without their focus items, the GM determines that casting without a wand (or holy symbol or crystal, as appropriate) is at -20 to the SCR and the caster is treated as being only half his actual level (round up).

Another GM, desiring a more elaborate form of such a system, creates more extensive tables, varying more elements (e.g., effects might differ according to spell Type), and using many more different types of items based on profession, race, and/or culture, including hats, staves, wands, tools, athames, banners, feathers, bells, and much more. It requires a good deal of bookkeeping, but provides flavor and rewards player pursuit of specific items and experimentation with possible new variants.

One area where the GM is expected to provide some customization is in the handling of the Evil spell lists, as the treatment of "Evil" can be highly setting-dependent. One method to handle the Evil spell lists is to treat them as morally corrupting in the manner that follows. Each of the Evil lists is linked to a specific vice: greed, cowardice, disloyalty, spite, etc. Each list might be constantly tied to a particular vice: Darkness to dishonesty, Essence Twisting to arrogance, Disease to slovenliness, and so on. Alternatively, the associations might vary from individual to individual, with Faceless Jack becoming vain from his studies of Demonic Pacts, while his rival Mary Malice suffers gluttony as a result of learning that same list. Whenever an opportunity arises to express one of the vices that the character has as a result of delving into the Dark Arts, but the player of that character (or the GM on behalf of an NPC) wishes to

declare some other action that does not express that vice, the character must make an RR (modified only by SD bonus and, possibly, circumstances) against the corrupting effect of the relevant list (treat ranks in the list as the level of the "attack") or act according to that vice instead.

**Example:** *Mary Malice has arrived at Faceless Jack's home in order to bring a swift and violent end to their rivalry. As she passes through the dining hall, she spies a cake on the table. This is a temptation to her gluttony. Her player does not want her distracted from her mission, however, and also suspects that Jack might have left out a poisoned cake if he learned she was coming. Mary is 9th level and has an SD bonus of +4. She has 8 ranks in Demonic Pacts. Mary rolls a 61, for a modified RR of  $61+4+2\times(9-8) = 67$ . Mary continues and finds Faceless Jack, who is disappointed that his poisoned cake trick failed. Jack runs from Mary, who pursues. No match for Mary in personal combat, Jack wants to get away. Unfortunately, he passes one of his full-length mirrors (Jack is 7th level and has an SD bonus of -1. He has 7 ranks in Demonic Pacts. Jack rolls a 14, for a modified RR of  $14-1+2\times(7-7) = 13$ ) and stops to admire himself, giving Mary the chance to catch him. Melee ensues. Note that the GM might have given Mary a bonus to her RR for her suspicion that Jack might have poisoned it.*

### 3. Learning Spells

In any comprehensive world system for a long-running campaign, attention must be paid to magical research. While many abilities are offered by the spells given in *Spell Law*, there is always the prospect of new spells and it is also possible that some spells or entire lists that a Gamemaster rules do not initially exist in the setting might still be developed in the course of play.

Even in a short campaign, consideration must be given to the readiness with which characters may obtain education in existing spell lists.

The following sections contain some suggested rules for conducting research in conjunction with the *Spell Law* system.

#### 3.1. Learning Existing Spells

Spell Lists can be learned from other spell casters (including supernatural beings and "monsters"), magical writings (an appropriate Rune [see Rune Mastery list] might be studied, for example, or books providing instructions on the casting of spells (tomes and grimoires: see *Treasure Law* for more on written materials). Most religious orders will require learning to cast new spells, unless the GM determines the spells are granted solely by the Channeller's deity or focus. Various devotional acts or offerings may then be necessary for the gaining of additional Channeling spell knowledge. Mentalism spells, especially, might be learned through study of the subject with which the spell list deals (e.g., studying texts on physics of motion in order to gain a spell on the Telekinesis list). Of course, the GM is the arbiter whether a spell list is available or not and what the source of it is.

If the spell caster is traveling and is carrying magical texts, he will obviously be limited in the number of lists that are available. Alternatively, if the character has been an apprentice at a large wizard's guild, then he will have access to a great many more.

#### Access to Spell Lists

Simply because a spell list exists does not mean it is readily accessible. Wizards' guilds would guard their secrets, as would an underground association of Magents. Religious orders share their magical skills with the devout, or at least those that have been initiated into the religion. There are some cases where organizations will want spells to be widely available and make them easy to obtain. For example, many city governments might ensure that the low level spells creating light are freely available to encourage their use instead of fire for illumination in order to prevent urban fires.

Guilds and organizations may have a particular focus, with skilled spell casters in certain types of lists, and the types of spells available to a channeling user will depend on his god's (or other power source's) sphere of influence. Spellcaster organizations will typically have all of a spell caster's base lists, assuming the Profession is one that the organization accepts (a wizard's guild might accept Mentalists, but exclude Illusionists). Organizations can be rated according to their focus and knowledge of the magical arts:

**Minor:** Minor groups are quite small (a single Druid acting as a 'group' of one, a trio of Sorceresses on an isolated moor, etc.), poorly resourced, and/or less focused on magic. An organization of criminals might be large and financially able, but only dabble in magically assisting their operations, thus making them a minor group.

**Average:** Average groups will tend to be larger, better resourced, and more focused on magic than minor groups, but still have limitations in some area. A major university would likely be an average group, with considerable resources, but with a focus spread over many fields, not just magic. A local guild of spellcasters or an order of Paladins is likely to constitute an average group.

**Major:** Major groups are large, have excellent resources, and are highly concerned with magic. This would be the level of a national guild of spellcasters, a whole order of Druids, or a university of magic. With the most to offer, such groups will generally demand the most of those to whom they grant access to their knowledge.

If the GM has not already decided how spells are shared in the setting, then use Table 3-1 to determine how many Open and Closed spell lists a guild has access to (and that the character may learn). The # of spell lists that are available is based on the campaign's Power Level and the type of group the character is affiliated with. The actual number within the range can be determined by the GM or by a random roll. These are only guidelines and may not apply to all cases. The GM must consider various factors, and the most important of these are how common magic is in the setting and how secretive or open the keepers of magical knowledge are. Availability of spell lists may vary by region/culture and by realm of magic.

| <b>Table 3-1: Spell List Availability</b> |              |                |              |
|-------------------------------------------|--------------|----------------|--------------|
| <b># of Open Lists</b>                    |              |                |              |
| <b>Type of Spellcaster Group</b>          |              |                |              |
| <b>Power Level</b>                        | <b>Minor</b> | <b>Average</b> | <b>Major</b> |
| <b>Average</b>                            | 1-2          | 2-4            | 4-6          |
| <b>Superior</b>                           | 2-4          | 4-6            | 6-8          |
| <b>Heroic</b>                             | 4-6          | 6-8            | 8-10         |
| <b>Legendary</b>                          | 6-8          | 8-10           | 10+          |
| <b>Epic</b>                               | 8-10         | 10+            | 10+          |
| <b># of Closed Lists</b>                  |              |                |              |
| <b>Type of Spellcaster Group</b>          |              |                |              |
| <b>Power Level</b>                        | <b>Minor</b> | <b>Average</b> | <b>Major</b> |
| <b>Average</b>                            | 1            | 1-2            | 2-4          |
| <b>Superior</b>                           | 1-2          | 2-4            | 4-6          |
| <b>Heroic</b>                             | 2-4          | 4-6            | 6-8          |
| <b>Legendary</b>                          | 4-6          | 6-8            | 8-10         |
| <b>Epic</b>                               | 6-8          | 8-10           | 10+          |

Evil lists are a special case. It may be assumed that if a group deals with a given realm of magic and also delves into Evil magic, then that group has access to all the applicable spell lists. GMs who wish to keep Evil magic more restricted may use the numbers given above for Closed lists.

**Learning New Spell Lists:** New spell lists may only be learned (at character creation or at level advancement) if the character has had access to the spell lists.

**Advancing in Known Spell Lists:** Since a Spell List is a related group of spells, advancing in a particular list does not necessarily require access to a source of the spell list. In cases where the new spell is an improved version of a lower level spell the character should be able to learn it regardless. Otherwise, it is up to the GM if the next spell is available or not. However, no more than 1 rank may be taken in this manner before the character will have to get access to the spell list again.

### 3.2.Spell Research

Spell research is the development of new spells to add to existing or new spell lists. A powerful character might research an entire new spell list and pass the knowledge of it on to friends and followers. All of the spell lists in *Spell Law* are filled up to Level 20. Therefore, research can be used to:

- Add high level spells to existing lists
- Develop a new list
- Fill gaps created by spells being removed from the existing lists by GM decision
- Create a second spell in an already filled slot.

Learning a researched version of a spell that replaces another spell just effectively creates a new (minor variant) list, but learning a “doubled up” spell at a slot where you already know a spell (e.g., another 7<sup>th</sup> level spell on Fire Law when you already have a spell at that level) costs x2 DP for learning a rank in that list normally. A third spell in the same slot is x4, a fourth is x8, etc. This increased cost does not apply to the individual who originally researched the spell, nor his assistants. They have already paid in the investment of spell research.

### Limitations

The GM should first determine if the proposed spell is acceptable both in terms of desired game balance and campaign setting. The Gamemaster is the final authority on the inclusion of a researched spell into the game and should examine each prospective spell closely. Gamemasters may also wish to introduce their own spell lists or spells to be available for the player characters and non-player characters in their games.

**Eligibility to Research:** In the first place, a character may only research spells within the character's own realm (or realms if a Hybrid). The spell may not be of higher level than the researching character. Research on a Base list for another Profession is not normally possible; this happens in very rare cases where whole new Professions are developed, but such rare and extraordinary events must be handled outside these guidelines. Individual GMs may wish to further restrict what Professions may research



which lists (e.g., the GM may decide that only Pure spellcasters have the depth of knowledge to research Closed lists).

**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). Certain spell effects are appropriate to more than one realm. If the GM judges that the realm of the character attempting to develop the spell cannot obtain this effect, the character can only learn which realm(s) would actually be appropriate for this spell.

**Spell List:** If possible, each spell should be grouped with similar spells, according to their nature. After determining that the spell is acceptable and deciding which realm it fits into, the Gamemaster (with help from the researcher) should determine if the spell fits into an existing list. If it does, then this concept is relatively easy to research, provided the researcher already knows that spell list. If the spell concept does not fit into an existing spell list, it indicates that research material in this area is going to be less easy to find and more time will have to be spent in learning the new spell. If the spell would only fit on a list which the researching character cannot research spells for (e.g., another Profession's Base list), then the research can only learn what list(s) that spell would actually be appropriate for.

**Spell Level:** The GM must assign a level to the spell, based upon its power and the level of other spells of similar power that the spell user already knows or has available. Note that spells with exactly the same effect often have different levels for different professions and particularly for different realms. If the level of the spell is above the level of the researcher, then the researcher will not be able to learn the spell yet, but may learn the level at which the spell would fit into any list(s) that the researcher might be able to research.

### Requirements for Spell Research

After satisfying himself that the researcher can learn the spell desired, the GM must establish that the character has access to the research materials necessary (which may well involve payment) and subsistence. Other activity should be severely curtailed (i.e., the researcher should plan to spend at least 8-10 hours a day doing the research). The researcher may then proceed to study; the total amount of time required is discussed below.

**Researching Spells on Known Lists:** If the spell is on an existing spell list, the researcher must know the spell list to at least the level of the spell to be researched. The amount of time required for the research is equal to the square of the spell's level plus five days if the spell is on an Open list, ten days if it is on a Closed list, and fifteen days if it is on a Base list. Thus, a seventh-level spell on an Open list would take  $7 \times 7 + 5 = 54$  days to research.

**Researching Spells NOT on Known Lists:** If the spell to be researched is not on a known list, or the researcher does not know that list to a sufficient level, the time costs involved are tripled. Thus, a seventh-level spell on an Open list would take  $(7 \times 7 + 5) \times 3 = 162$  days to research.

**Research Assistants:** If additional characters would also be eligible to try to attempt to research this list on their own, they can assist the main researcher. This will require them to spend an equal amount of time working on the research and the time each of them spends is reduced assuming that each assistant counts as 50% of a researcher. That is, with one assistant, 150% work is done for a given time, so time is reduced to two-thirds normal, while with two assistants, work rate is 200% and time is cut in half. The GM will have to determine how many workers to allow if many assistants are available. Only so many persons can work on a project effectively.

**Impossible Research:** If the spell is one which the researcher cannot actually research according to the guidelines above, then the researcher should be able to discover this in less time than it takes to actually research the spell. The researcher will discover the spell is beyond the researcher's reach after a number of days equal to the level of the spell. If the spell is simply impossible in the GM's world scheme, the GM will have to judge how difficult this is to determine, but fifty days would be a good default ruling.

### Successful Research

Upon completing the required research, the researcher rolls a Routine Spell Mastery maneuver for the appropriate list. Any non-failure result indicates that the spell has been learned. The researcher now knows the spell (as do any qualified assistants). Someone who has learned this new spell may teach it to an associate. The Gamemaster may wish to eventually allow certain researched spells to become a part of the list system for his world. Depending on the extent of the research, the GM may also consider it a significant event and award Experience Points for it (*A&CL*, Section 11.4).

### What is Research?

These rules have assumed that research consists of an academic process of looking through various old documents, making notes, comparing data, making experimental casting attempts, and the like. For most games, this will do well, but some Gamemasters may wish to vary research according to the realm of magic involved. In this case, the described research would suit Essence well, while the other two realms approach research differently. Channeling research would be based not on personal discovery of new magical information, but on the earning of divinely-inspired revelation of new knowledge.

Depending on the religion, this might involve fasting, praying, long vigils, pilgrimage, tending to the poor and sick, self-flagellation, sacrifices, or a quest or quests to prove one's worthiness. Mentalism research might be a matter of achieving a mental state of enlightenment on the subject, perceiving the nature of the desired spell in a flash after lengthy preparation. This could include meditation, trance states, visions, fasting, intense experiences, creating an "ideal contemplative environment", or any other activities meant to free the mind, improve insight, or explore the subject of the desired spell. These alternative methods of research can be handled with the same rules or with slight modification (e.g., more valuable sacrifices might reduce the time, and doing a quest for one's god replaces time requirements). While more detailed rules may be developed, this suggestion is one for strengthening the individual character of magical realms.

## 4. Casting Spells

Casting spells in *Spell Law* is not automatic. Such casting takes one or a few rounds, expends Power Points, always involves a risk of spell failure, and has the described effects if the spell is successfully cast. There can be some complications and elaborations, but is a straightforward process, easily handled within the context of either a tactical situation or outside of combat.

For those prepared to make a substantially greater investment in obtaining magical effects than is required for simple spell-casting, there is the option of ritual magic. Magic rituals are similar to spells in many respects, but they involve more time and more elaborate methods of producing the magical effect. Many spells found in fiction would be categorized as rituals by these rules. Ritual magic can duplicate or exceed the effects of spell casting, but is more demanding (Chapter 5).

**Realm Stat:** Each Realm has an associated character stat that is used for a variety of purposes, each character using the appropriate "realm stat" for his own Realm. For Channeling this is Intuition, for Essence this is Empathy, and for Mentalism this is Presence. For Hybrid casters, the realm stat bonus is the lowest of his realm stats (e.g. for a Sorcerer of Channeling/Essence, use the lower of his Intuition and Empathy bonuses).

### Routine Casting

Spells cast outside of stress situations may be treated like other skills and allowed automatic success (no roll), if the GM judges that the use is sufficiently routine. This is not an option suitable to worlds where magic is meant to be exotic, dangerous, or unpredictable. It is suitable to worlds where magic has developed to a high art and is relatively common and everyday. The GM should also consider that this makes magic much safer (outside of those situations that are already dangerous) and therefore more powerful. It moves the balance of power significantly in the direction of spell-casting Professions.

### 4.1.Power Points

Spell casting expends Power Points (PP) equal to the spell's level, so a 5th level spell requires the expenditure of 5 power points. (There are a very few exceptions, noted in the spell lists.) If a caster does not have the power points (or some other source of power such as a Spell Adder) needed to cast the spell, the spell may not be cast. Each spell caster has a number of PP equal to his skill bonus in Power Development.

Other factors may be introduced to affect PP in a given situation or game. Proximity to a Cleric's deity might result in increased PP, or areas of rich or poor Essence might exist on a world that would affect a Magician's PP. These factors, and any bonuses or penalties to PP they impose, should be determined by the Gamemaster.

**Example:** *A Mystic (Essence-Mentalism Hybrid) with a +2 Constitution bonus, a +5 Empathy bonus and a +8 Presence bonus would use the +5 Empathy bonus for all realm Stat purposes, including calculating PP.*

*If he had 8 ranks in Power Development and had taken Power Development as a Professional skill, he would have 40 (8 ranks x 5) + 2 (Con bonus) + 5 (realm bonus) + 5 (realm bonus) + 8 (Profession bonus) or 40 + 2 + 5 + 5 + 8 = 60 power points.*

## Recovering Power Points

Power points, once used, can only be regained by a period of continuous rest. Characters recover PP equal to their Power Development ranks after four hours of continuous rest.

## 4.2.Casting

In order to cast a spell, the caster must have ranks in the spell list on which the spell appears to the level of the spell or higher (e.g., in order to cast a sixth level spell, the caster must have at least six ranks developed in the spell list). The number of spells that can be cast by a character is dependent upon available PPs or alternative means of providing power (i.e., magic items) and the level of the spells cast. Casting spells in a combat situation is governed by A&CL Section 7.1, which assigns a cost in Action Points (AP) to all actions representing how much of the round they take.

## Spellcasting Roll (SCR)

A Spellcasting Roll (or SCR) is rolled every time a spell is cast. The SCR is open-ended. It succeeds on a positive result (1 or greater), causes spell failure (see Section 4.4) on a negative result (-1 or less), and the spell fails to take effect (and PP are lost) but no spell failure roll is required on a result of zero (0). The result of the SCR is the number that must be rolled against for RRs to resist the spell (see Section 4.5).

$$\text{SCR} = \text{d100OE} + \text{List Ranks} + \text{Realm Stat} + \text{List Type} + \text{Other Modifiers}$$

**List Ranks:** The number of skill ranks the caster has in the spell list being used.

**Realm Stat:** The stat bonus for the character's realm.

**List Type:** Modifier based on the type of Spell List. This is +5 if it is the caster's own Base List, 0 if it is an Open List, -5 if a Closed List, and -10 if it is some other list.

**Other Modifiers:** These are the modifiers summarized in Table 4-1. The "Subtlety" penalties are for attempting to cast a non-visible spell when the "Visible Effects for Spells" option is in use **or** for casting without it being obvious (or both for double penalties). If the caster is not attempting either, these penalties do not apply. If the caster is not using his hands or voice to cast with, taking the Subtlety penalty means that only someone specifically observing the caster has a chance to notice the casting as an Absurd maneuver. If the caster is using gestures or voice, the difficulty is Very Hard for individual observation and Absurd for general observation. Penalties from Subtlety, Hands, and Voice can be reduced via the **Magical Expertise: Spell Trickery** skill. Penalties due to equipment and helmets can be reduced via the **Magical Expertise: Transcendence** skill. If casting a spell above his own level ("overcasting" a spell), the caster suffers a -15 penalty to his SCR for each level of the spell in excess of

his own level (e.g., a 7th level caster takes a -30 penalty when casting a 9th level spell). This penalty can be reduced via the **Magical Expertise: Grace** skill. There is also the general penalty for taking fewer AP to act quickly. Normally, casting a spell is a 4 AP action, but it may be hastened to a minimum of 2 AP, at a penalty of -25 per AP reduction. SCRs are also subject to other general penalties, as from injury, fatigue, or hit loss.

If a caster becomes stunned or rendered unconscious either during preparation or in the casting round before the casting action takes place, then the spell is canceled but no power points are expended.

| Table 4-1: Spell-Casting Modifications |                              |               |                  |           |
|----------------------------------------|------------------------------|---------------|------------------|-----------|
|                                        |                              | Channeling    | Essence          | Mentalism |
| Subtlety                               | Elemental                    | -40           | -60              | -30       |
|                                        | Force                        | -25           | -50              | -20       |
|                                        | Informational                | -5            | -10              | 0         |
|                                        | Utility                      | -15           | -30              | -5        |
| Hands                                  | None                         | -20           | -40              | 0         |
|                                        | One                          | 0             | -10              | 0         |
|                                        | Two                          | 5             | 0                | 0         |
| Voice                                  | None                         | -15           | -25              | 0         |
|                                        | Whisper                      | -5            | -10              | 0         |
|                                        | Normal                       | 0             | 0                | 0         |
|                                        | Shout                        | 10            | 5                | 0         |
| Helmet                                 | Light                        | 0             | -10              | -25       |
|                                        | Medium                       | -10           | -20              | -50       |
|                                        | Heavy                        | -20           | -30              | -75       |
| Equip.                                 | Organic material, living     | 0             | -1/5 lbs over 50 | 0         |
|                                        | Organic material, non-living | 0             | -2/lb over 10    | 0         |
|                                        | Inorganic material           | -2/lb over 10 | -3/lb over 5     | 0         |
| Misc.                                  | Fast casting                 | -25/AP        | -25/AP           | -25/AP    |
|                                        | Overcasting                  | -15/level     | -15/level        | -15/level |
|                                        | General penalties            | varies        | varies           | varies    |

## Spell Preparation

Spells may be classified into five classes:

**Instantaneous (Class 0) Spells:** These spells require no spell preparation regardless of level and are cast as an instantaneous action. They are designed for speedy deployment of effects, often for emergency response, as to an arrow loosed in the caster's direction. In terms of not requiring spell preparation, they are the same as Class I spells below, but are considered separately, because instantaneousness is a unique factor in determining this.

**Class I Spells:** These are all non-instantaneous spells of a level at least six less than the caster. These require no rounds of spell preparation prior to casting.

**Class II Spells:** These are all non-instantaneous spells with a level three to five less than the level of the caster. These require one round of spell preparation prior to casting.

**Class III Spells:** These are all non-instantaneous spells with a level equal to that of the caster or no more than two levels less than that of the caster. These require two rounds of spell preparation prior to casting.

**Class IV Spells:** These are all non-instantaneous spells with a level greater than that of the caster. These require three levels of spell preparation prior to casting. Note that casting such spells above one's own level ("overcasting") also involves a penalty to the SCR.

**Example:** *Marlin is a 7th level character. He casts all spells of first level, as well as any instantaneous spells of higher level, with no need for spell preparation. He needs one round of spell preparation for non-instantaneous spells of second to fourth level, two rounds of preparation for non-instantaneous spells of fifth to seventh level, and three rounds of preparation for non-instantaneous spells of eighth or higher level.*

During spell preparation, a spell caster must concentrate and be relatively inactive. It is up to the GM to determine what spell preparation actually consists of. It could be time spent gathering up the magical energies required to cast the spell. Or it could be trying to reach an ideal mental state for shaping the magical energies into the desired form.

These spell preparation rounds are needed to avoid excessive strain as magical energies are forced through the caster's aura beyond his ability to easily cope with them. As a result, it is possible to forego one or more rounds of spell preparation. They are not strictly required. However, casting without proper spell preparation is apt to be tiring. Thus, skipping one round of required spell preparation calls for a Very Hard Endurance roll, skipping two rounds of spell preparation calls for a Sheer Folly Endurance roll, and skipping three rounds calls for a Nigh Impossible Endurance roll. Those who make a habit of overcasting spells without any spell preparation will probably want to bring a staff to lean on afterwards.

GMs who wish to restrict spell-casters may require that spell preparation be done specifically for a given spell or, somewhat more generously, for a particular spell list (delaying the exact choice of spell until the casting round).

## Casting Level

When a spell is cast, it has a casting level equal to the level the spell caster. This determines the effectiveness of the spell in many ways; depending on the spell it may influence any or all of: area of effect, duration, range, and Resistance Rolls (Section 4.5). A spell with a 10' radius per level will have a 100' radius if cast by a 10th level caster (10' radius x casting level of 10).

### Casting Level based on Power Points

The casting level of a spell is equal to the number of power points the caster expends to cast the spell (instead of the level of the caster). The caster must still use at least a number of PP equal to the level of the spell, but can choose to use more in which case the spell is treated as if it were a higher level.

The casting level is used to determine all level-based effects of the spell. It is resisted at this casting level when an RR applies, it is treated as this level for determining overcasting and required preparation rounds, and all "per level" factors of the spell are based on this level. A caster may not expend a number of PP greater than the level to which he has learned the list containing that spell.

**Example:** *The duration of Charm Kind off of the Spirit Mastery List is 1 hour per level, so if a caster used 4 PP to cast Charm Kind, it would be resisted as 4th level, and the duration would be 4 hours.*

A spell cast using the bonus from a spell adder is considered to have a casting level equal to the level of the caster or the level to which the caster has learned the list containing that spell, whichever is lower. A spell cast from an item (embedded spell) cannot be supplemented by additional PP from the wielder.

**Example:** *Suppose Harcourt, a 16th level Magician who has learned the Spirit Mastery list to 10th level wishes to cast a 1st level Sleep V spell. He may vary the casting level of that spell from 1 to 10 by putting that number of PP into the spell. If he used 7 PP, the casting level of the spell would be 7. If Harcourt knew the Spirit Mastery list to 20th level he could vary the casting level of the same Sleep V spell from 1 to 20, although if Harcourt cast the spell as 20th level, he would be casting a spell four levels above his own, which is not the easiest thing to do. If he cast the Sleep V spell using a +2 spell adder instead of his inherent PP, it would have a casting level of 16.*

This option significantly changes game balance with regards to spell-casters. Since the Base lists of different Professions have varying degrees of dependence on level-scaled parameters, this will not have equivalent effects on all spell-casters. There is also a matter of making lower level spells whose continuing usefulness lies in part in their low PP cost essentially obsolete at higher levels. In the above example, as soon as Harcourt decides to spend 3 PP, he might as well cast *Sleep VII*. GMs should carefully examine the potential changes in game balance before using this option.

### Casting Level based on Ranks in List

When using this option, the casting level of a spell is equal to the number of ranks that the caster has in the spell list from which the spell comes. This level is used for RR purposes and for all "per level" variability in the spell. However, the regular spell level is still used when determining required spell preparation and any penalty for casting a spell above the caster's level (knowing a list to a higher level does not make the spell harder to cast).

This option also has balance implications. Spell-casters will generally be somewhat weakened, but can be significantly stronger in lists where they have specialized. If the GM wishes to encourage specialization among spell-casters and the use of double rank development in favored lists, this option provides an incentive. This also prevents a 30th level caster from picking up one rank in a list and immediately gaining benefits from level alone. This does hamper the Fighter who picks up a few spells at high level, but that character can select spells that are not so level-dependent.

RRs will be harder to make against casters who develop their spell lists above their own levels. While this does tend to make casters more powerful, it also invites rapid list development (and thus a greater expenditure of DP on spell lists, or a reduced number of spell lists) much more than the standard rules. GMs using this option may find spell-casters are more specialized (but more powerful within their more limited scope) even with easy access to spell lists.

### 4.3.Resolving Spell Effects

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

Resolution of spell casting depends on the type of spell being cast, but always requires an open-ended d100 roll called the Spell-casting Roll (SCR). However, resolution after the SCR succeeds (or it fails and the spell failure roll indicates a result allowing the spell to take effect anyway) varies. Directed Attack Spells, Area Attack Spells, and Resistible Spells are useful classifications grouping spells using similar resolution mechanics, with everything else grouped into Other Spells

#### Directed Attack Spells

Certain spells result in an aimed physical attack on a target. Most commonly, these involve elemental forces (electricity, ice, fire, etc., or more esoteric elements such as the sense element of touch), although telekinetic power can launch a physical missile for much the same result. Once the SCR succeeds, the caster then makes an attack roll as described in *Arms & Character Law* Section 7.4, applying the normal modifiers for ranged attacks and adding the appropriate Directed Spells skill specialization bonus. The appropriate attack chart (A&CL Chapter 9), or fumble table (A&CL Chapter 10) in case of an unlucky roll, is consulted to determine the result.

#### Area Attack Spells

Certain elemental spells ("balls" and "cones") attack an area and are treated similarly to Directed Spell Attacks, except that they have certain special rules (A&CL Section 8.1 under "Area Attacks"), do not benefit from Direct Spells skill, and every target in the area of effect suffers the result.

#### Resistible Spells

Many spells directly affect a target, and if that target is capable of resisting (any living or magical target, or any target within the "aura" of a living being), then there is a chance that the effects will be avoided,



reduced, or (in the case of Informational spells) at least noticed. This is determined by having each target make a Resistance Roll (RR). These spells are typically spells of the Force type, although Informational spells generally allow for an RR when they have a target. Other spell types may allow for an RR in some cases, as noted in the spell descriptions or allowed for under Section 10.16 and GM discretion. Resistance rolls are covered in Section 4.5.

## Other Spells

There are many spells that do not fall into any of the above categories. Use the spell description and the general information specific to the spell Type (Section 2.5) to handle resolution. Because magic can have a great diversity of effects, various resolution mechanisms may be specified for individual spells or spell lists.

## 4.4. Spell Failure

If a spell has failed with a negative SCR result, roll on the appropriate Spell Failure Table (See Tables 4-2, 4-3, and 4-4). Each realm has its own spell failure table. In the case of a spell from a Hybrid Base list, either of the realm tables may be used, but the selection should be made before the roll (caster's choice).

The roll for spell failure is an open-ended d100 roll. Modify the roll as follows: add up all the negative modifiers that applied to the Spell-casting Roll (ignore positive modifiers), sum these results, change the sign so that the number is positive (or zero if there were no negative modifiers to the SCR), and add this number to the rolled number. Look this final number up on the appropriate table, read the text, and apply this result. Note that if a skill reduced the penalty from a negative modifier on the SCR, the penalty before reduction should be used.

**Example:** *A Mentalist in a metal helmet (-75) with a +40 Transcendence skill would have an actual SCR penalty of -35 but would add +75 to the spell failure roll due to the helmet.*

After a certain point on the charts, the results cease to specify that the spell is "lost" (has no effect other than those listed in the spell failure result) and that the PPs are expended normally, but these should always be the assumed result unless the text states otherwise.

When the spell failure result specifies a fatigue penalty, this is treated just like normal results of an Endurance roll failure, with any fatigue that results in excess of -50 leading to actual injury. When a critical is called for, but the type of critical is not specified, the GM should assign an appropriate critical based on the spell cast (Impact being a good default choice when no other is obvious) or whatever he thinks would be most entertaining.

| Table 4-2: Channeling Spell Failure |                                                                                                                                                                                                       |                                                                                                                                                                                                                     |                                                                                                                                                            |                                                                                                                                                                                                                    |
|-------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Roll                                | Elemental                                                                                                                                                                                             | Force                                                                                                                                                                                                               | Informational                                                                                                                                              | Utility                                                                                                                                                                                                            |
| 1 - 10                              | Spell goes off, but caster's swell of pride is punished by the loss of twice the normal PP.                                                                                                           | Caster's faith could be stronger. Spell goes off, but RRs have a +20 bonus.                                                                                                                                         | Perseverance is rewarded. Caster's spell is delayed until next round.                                                                                      | Caster completes spell, but effort is exhausting. Caster suffers a -30 fatigue penalty.                                                                                                                            |
| 11-30                               | Music of the Spheres distracts the caster. Spell must be cast again from the beginning (but no PP are lost).                                                                                          | Caster falters, losing the spell and half the normal PP (round up).                                                                                                                                                 | Caster's faith wavers for just a moment. The spell is lost, but not the PP.                                                                                | Patience, my child. This spell will be cast next round.                                                                                                                                                            |
| 31 - 40                             | Caster conceives a complex theological argument against casting this spell. Spell and half PP (round down) are lost. Caster is stunned one round.                                                     | Caster loses the spell and half the normal PP (round down). Frogs rain down in a 10'R around the caster, leaving him dazed for two rounds.                                                                          | Caster learns something, but it has nothing to do with what he was trying to learn.                                                                        | The next detail of the spell slips the caster's mind and the caster loses the whole thing (but keeps the PP).                                                                                                      |
| 41 - 60                             | Caster loses spell and the normal number of PP; be thankful it was no worse.                                                                                                                          | Caster's invocations are not answered. Nothing happens, except that the PP for the spell are gone.                                                                                                                  | Instead of the desired information, the caster gets a brief lesson in theology. +10 to next religion-related Lore/Science maneuver but spell fails.        | The power of the caster's god is near, though the caster made a minor error. Caster may spend twice the normal PP and save the spell, or lose the spell and spend no PP.                                           |
| 61 - 75                             | This reminds me of the parable of the caster who lost his spell and the PP to cast it. Because that is what happens.                                                                                  | Fate smiles on the target. The spell has no effects, and the caster loses twice the normal number of PP.                                                                                                            | The information comes, but in obscure, symbolic, metaphoric terms.                                                                                         | The wise are humble. This spell-casting has no effect other than the caster's loss of one PP.                                                                                                                      |
| 76 - 90                             | Spiritual power runs a little wild. Caster takes 1d10 hits and three rounds of stun.                                                                                                                  | Caster is enthusiastic, but careless. Spell fails and takes three times the normal number of PP with it.                                                                                                            | The caster learns only of a good place to seek the knowledge through mundane means.                                                                        | Caster suffers a moment of existential crisis. Caster loses the spell and half the normal PP (round down). Caster may not cast or prepare any spells for 3 rounds.                                                 |
| 91 - 95                             | Flowers bloom at the caster's feet, but uncontrolled power also stuns the caster for three rounds, does 2d10 hits, and turns any non-magical item in the caster's hands to salt.                      | Target must have a guardian spirit. Caster is stunned for seven rounds.                                                                                                                                             | Caster has a glimpse of coming doom! Caster is stunned for one round.                                                                                      | Botched spell creates a sense of nausea. Caster loses the spell and half the normal PP (round up) and suffers a -5 fatigue penalty.                                                                                |
| 96 - 100                            | Caster manages to smite himself, taking a B Holy crit and gets stunned two rounds by embarrassment.                                                                                                   | Caster accidentally invokes the wrong name. Penance is 4d10 hits and 24 hours of unconsciousness.                                                                                                                   | Caster gains the desired information, but has alerted one enemy to his exact location.                                                                     | Caster mishandles the spell energies, doing himself 1 hit of damage per PP invested in the spell. Spell and PP are lost. Caster is dazed for 2-20 rounds.                                                          |
| 101 - 125                           | Caster accidentally heals himself of 1d10 hits, which stuns him for three rounds.                                                                                                                     | Caster takes 3d10 hits from misdirected energies as spell targets alternative target(s) closest to intended target.                                                                                                 | Nothing can be seen but the caster's ultimate insignificance. Caster is stunned for 3 rounds.                                                              | Caster loses spell and PP. Caster has no idea why, leaving him stunned for 3 rounds.                                                                                                                               |
| 126 - 150                           | Caster accidentally does 1d10 hits damage to himself, stunning him for two rounds.                                                                                                                    | Caster accidentally targets (an) alternative target(s) closest to the caster. Caster will be at -5 to all SCRs until he spends a day in religious observations.                                                     | Caster gains information relevant to his power source's interests, but not to his own inquiry. Caster spends two rounds dazed.                             | The spell does nothing. Surprise leaves caster stunned for 2 rounds, dazed for 2 more.                                                                                                                             |
| 151 - 175                           | Somehow caster manages to tap into the wrong power source. It burns! Caster takes a C critical and 5d10 hits.                                                                                         | Spell targets randomly (a) victim(s) within 500' (ignore normal range). Caster will be at -20 to all SCRs until spending an entire day in religious observations.                                                   | Caster sneezes loudly. Spell unravels, taking with it twice the usual PP.                                                                                  | Caster tries to fix mistakes, making them worse. Caster takes 3d10 hits and is stunned & unable to parry for 5 rounds.                                                                                             |
| 176 - 185                           | Caster's wild treatment of the elements damages his connection to his power source. He will be at -50 and unable to regain PP until he spends a week in religious observances while on sacred ground. | That was almost blasphemous. Caster takes 1 hit per level of spell, collapses into unconsciousness for 1d10 hours and loses all spell-casting ability until spending a full week in religious observations.         | Caster hears the whispered lies of the spiritual opposition and takes 5d10 minutes taking no action but cleansing his mind of these voices.                | Caster forgets key element of spell and it shatters, leaving the caster at -30 to all actions for 1d10 hours.                                                                                                      |
| 186 - 190                           | Caster sees too deep into the fathomless cosmos and falls into a two week coma. However, for the week after that he gains a +20 bonus to all Lore & Science skills.                                   | Caster commits a major faux pas and targets himself. RR applies, but so does -50 "willing target" penalty (and range is touch).                                                                                     | Caster gains one piece of true, but misleading, information. Any money he is carrying will have disappeared.                                               | Caster disrupts his own aura. All spells on caster are dispelled, even curses. Caster's RRs are at -50 until he spends a week in religious observances on sacred ground.                                           |
| 191 - 195                           | Spell actually goes off as planned, but caster takes an A critical. Saved from far worse by divine grace, the caster is placed under a Quest spell to repay the favor.                                | Caster summons more power than he can handle. He bursts into flames, doing an E Heat crit to himself and a C Heat crit to anyone in a 10'R. Caster keeps taking C Heat crits each round until fire is extinguished. | Caster beholds the glories of his deity. Caster is overwhelmed and falls into a 1d10 day coma.                                                             | Caster is bathed in unmanageable power. Caster takes a B critical and loses all spell-casting ability for 1d10 weeks.                                                                                              |
| 196 - 200                           | Caster takes a D crit as he loses control, then takes another 5d10 hits from internalized energies.                                                                                                   | Caster is struck blind, which also causes him five rounds of stun.                                                                                                                                                  | Caster gains a random vision before mishandled energies rebound on him for 6d10 hits, 6 rounds of stun, and 6 days at -40.                                 | Caster is overcome by sloth. Caster will do nothing but act in self-defense, talk, or move at a walking pace for 1d10 days. Caster has only half normal PP for 1d10 weeks.                                         |
| 201 - 250                           | Caster takes an E critical and loses his spell-casting abilities until he spends a month in religious observances on sacred ground.                                                                   | Spell exposes stain on the caster's soul. Caster loses all spell-casting ability until he fulfills a quest from his deity or religious superior.                                                                    | Caster has a terrible, haunting vision. Caster will be at -30 until he spends a week in religious observances on sacred ground. Also, all his PP are gone. | Caster is struck dumb for 1d10 weeks as spell energies swirl around his head. He also takes 5d10 hits and 1d10 hours of enchanted sleep.                                                                           |
| 251 - 300                           | Caster burns with too much divine power, taking two E Holy crits. Everyone not of his faith within 50' of the caster takes a C Holy crit.                                                             | Caster experiences severe strain: -50 Fatigue penalty, loss of all PP, aged one year, and at a -30 penalty that recovers at a rate of -1 per day spent in religious observations.                                   | Caster's errors lead to damaging the tie to his deity. Caster is at -10 and cannot cast spells until spending two weeks in religious observances.          | Caster loses connection to his power source. Shock delivers 10d10 hits and 12 rounds stunned & unable to parry. Spell-casting is impossible until caster spends 1 month in religious observances on sacred ground. |
| 301+                                | Caster turns to ash. Anyone not of his faith and within 20' of the caster takes an E Holy crit.                                                                                                       | Caster is a mortal servant of the divine. Caster proves it by suffering a heart attack and dropping dead.                                                                                                           | Caster has visions of Armageddon. This results in brain shut-down. Caster is in a coma for 3 months.                                                       | Caster offends the higher powers and is struck by a +100 Lightning Bolt.                                                                                                                                           |

| Table 4-3: Essence Spell Failure |                                                                                                                                                         |                                                                                                                                                                                       |                                                                                                                                                                              |                                                                                                                                                                    |
|----------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Roll                             | Elemental                                                                                                                                               | Force                                                                                                                                                                                 | Informational                                                                                                                                                                | Utility                                                                                                                                                            |
| 1 - 10                           | Caster gets the spell off, but excess power internalizes, doing 3d10 hits.                                                                              | Essence swirls aimlessly. Spell may be cast next round.                                                                                                                               | Minor ripples in the Essence require more care to achieve success. Spell may be cast next round.                                                                             | Spell functions normally, but excess Essence energy does 1d10 hits to the caster.                                                                                  |
| 11-30                            | Caster's fingertips spark, surprising him. Spell and one PP are lost. Caster is at -50 next round.                                                      | When you push the Essence, sometimes it pushes back. Spell goes off, but caster is stunned for five rounds.                                                                           | The Essence bends to those who remember all the words to a spell. Caster loses the spell (but not the PP).                                                                   | Caster's technique is inefficient, but if he devotes another PP to this spell, he can still get it off.                                                            |
| 31 - 40                          | Minor power backlash. Caster loses the spell and half the normal PP (round down) and is stunned one round.                                              | Essence feedback blurs caster's vision, causing him to lose the spell and half the normal PP (round down). Caster is stunned for one round.                                           | Confusing, conflicting data leaves caster dazed next round and still as ignorant as when he started.                                                                         | That was not how the caster was taught to execute this spell. Caster loses the spell, but keeps the PP.                                                            |
| 41 - 60                          | Caster catches a mistake before it becomes catastrophic and aborts the spell, losing the normal number of PP.                                           | Caster loses his place in the spell and it all unravels taking the PP with it into oblivion.                                                                                          | Caster picks up the wrong thread of the Essence and gets the right information about a similar, but different, target.                                                       | Caster suddenly realizes he is casting the wrong spell. The spell is lost, but not the PP.                                                                         |
| 61 - 75                          | Caster has a choice to make: finish the spell next round and take 1d10 hits per level of the spell or simply abort the spell and waste the PP.          | Spell has no effect. The caster loses twice the normal PP. The Essence is fickle.                                                                                                     | Caster gains partial information (if possible), but the process is tiring, resulting in a -30 fatigue penalty.                                                               | The Essence twitches slightly. Caster loses the spell and 1 PP.                                                                                                    |
| 76 - 90                          | Elemental energies ripple across caster's torso, doing 5 hits and three rounds of stun.                                                                 | Power backlash! The spell fails completely. Caster is stunned for 8 rounds.                                                                                                           | Caster obtains information that is mostly incorrect.                                                                                                                         | A muscle cramp in the caster's jaw causes the spell to fail. Caster loses the spell and half the normal PP (round down). Caster is stunned for 2 rounds.           |
| 91-95                            | The elements refuse the caster's call, knocking him back 3 feet, doing 2d10 hits and six rounds of stun.                                                | Caster is overwhelmed by painful power internalization, collapsing to the ground, taking 1d10 hits, and suffering nine rounds of stun.                                                | For a moment, caster glimpses the full complexity of the local Essence. Caster is stunned for two rounds, but gains a +10 to his next SCR made within the next 5 minutes.    | Caster's fingers go all wiggly. Caster loses the spell and half the normal PP (round down). Caster drops anything in his hands.                                    |
| 96-100                           | Elemental power is summoned, but not properly directed. Caster takes 20 hits and a B critical.                                                          | Essence flows through the caster, carrying away all of his PP.                                                                                                                        | Information gained is, so far as possible, exactly the opposite of the truth.                                                                                                | Caster internalizes the spell. Caster takes 2d10 hits and is stunned for 2d10 rounds. Spell and PP are lost.                                                       |
| 101-125                          | The Essence seems especially stubborn today. Caster is stunned for two rounds.                                                                          | Spell targets the nearest alternative target(s) to the intended target(s). Caster is stunned one round.                                                                               | Information gained is garbled beyond sense. Caster's frustration gives -20 penalties to SCRs for the next hour.                                                              | The spell strays off target and vanishes, leaving the caster stunned for 2 rounds.                                                                                 |
| 126-150                          | Caster gets confused by chaotic behavior of the elements and is stunned for three rounds.                                                               | Spell targets the alternative target(s) nearest to the caster. Caster is takes 1d10 hits and 1 round of stun from mental strain.                                                      | Caster gains useless information about an unknown target. In addition, there is so much information, caster is stunned for 3 rounds.                                         | Caster watches spell do nothing and spends three rounds stunned pondering why.                                                                                     |
| 151-175                          | Power? Yes. Control? No. Caster takes a B crit this round and an A crit next round.                                                                     | Spell target(s) chosen randomly from those within 500' (ignore normal range). Spell backlash causes caster 25 hits and leaves him dazed for 1d10 hours.                               | Caster strains too hard to get the information. Spell fails utterly; caster takes 5 hits and is stunned for 3 rounds.                                                        | The spell misfires badly. Caster takes 1d10 hits and is stunned for 1d10 rounds.                                                                                   |
| 176-185                          | Essence surges and burns the fringes of the caster's aura. Caster cannot regain PP for a month.                                                         | Complete confusion leads caster to cast a random spell at a random target. Shock puts caster into a coma for 1d10 days.                                                               | Caster obtains false, but plausible, information.                                                                                                                            | Caster's aura spasms as Essence is mishandled. Caster loses any attunements to magic items, takes 4d10 hits, and is stunned for 8 rounds.                          |
| 186-190                          | Caster manages to cast the spell (centered) on himself. Caster takes normal damage, as does anyone else affected. Caster also falls into a 1 week coma. | Spell misfires and internalizes inside caster's head. Caster takes 35 hits and loses spell-casting ability for 1d10 weeks. There is a 40% chance of a 1d10 day coma.                  | Essence is misdirected by the caster, who takes 3d10 hits and an A critical.                                                                                                 | Severe power feedback knocks caster down, doing 1d10 hits and an A Impact critical. Caster is unable to function for 1d10 hours.                                   |
| 191-195                          | There seems to be some confusion about which element the caster hoped to command, and he takes 3 different C criticals.                                 | Caster suffers a massive stroke! This causes 10d10 hits and a month-long coma. At the end of the coma, caster seems fine, but will die 1d10 hours later unless heart has been mended. | Essence is reshaped around the caster, disrupting his aura and putting his RRs at a -50 penalty for 1d10 hours.                                                              | Caster is drained of all PP, takes 10d10 hits, and is stunned & unable to parry for 12 rounds, after which exhaustion delivers a -50 fatigue penalty.              |
| 196-200                          | Caster takes 1d10 rounds of stun and a C crit from wild elemental power, then loses his remaining PP, taking a hit of damage for each one.              | Caster internalizes spell energies; resulting nerve damage causes permanent reduction of PP by 50% (unless entire nervous system is healed).                                          | Caster peers into the deep mysteries of the Essence. This awesome vision puts caster into a 9 week coma, but he wakes automatically attuned to any magic items on his person | Caster sends Essence through his legs, leaving him unable to use them for two weeks. He also takes 30 hits and 3 rounds prone & stunned.                           |
| 201-250                          | Caster takes 3d10 hits and an E critical; caster blinded for 2d10 rounds.                                                                               | Spell completely internalizes. Caster loses all spell-casting ability for 1d10 weeks, will be in a coma for 1d10 weeks, and takes 8d10 hits.                                          | The spell collapses, releasing uncontrolled energies. Caster takes 20 hits, is knocked out for 9 hours, and loses spell-casting ability for 4 weeks.                         | Caster internalizes the spell, taking 4d10 hits and spending 2d10 hours knocked out. Caster loses all spell-casting ability for 1d10 weeks.                        |
| 251-300                          | Elemental power surges through caster, doing 1-5 E crits and putting caster in a coma for 1d10 weeks.                                                   | Severe nervous disorder causes caster to lose all spell-casting ability for 1d10 months.                                                                                              | Caster gains the desired information. With luck, this will still matter after his month-long coma.                                                                           | Caster is stunned for 1 round per level of the spell, takes 6d10 hits, falls into a coma for 1d10 days, and has a -50 penalty to all SCRs for 2d10 weeks.          |
| 301+                             | Elemental energies consume the caster, leaving a charred skeleton behind.                                                                               | Massive internalization of spell causes heart and brain to simultaneously shut down.                                                                                                  | Caster appears to have confused Informational magic with Elemental magic and takes 6d10 hits and an E critical.                                                              | Caster's sensitivity to the Essence is damaged, causing a -100 penalty to all Power Manipulation, Delving, and Spellcasting skills (and -50 to SCRs) for one year. |



**Table 4-4: Mentalism Spell Failure**

| Roll    | Elemental                                                                                                                                                                                     | Force                                                                                                                                                                                                               | Informational                                                                                                                                                         | Utility                                                                                                                                                                                                                     |
|---------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 - 10  | Caster's focus wavers, but he can complete the spell next round.                                                                                                                              | Target stirs a troubling thought in the caster's mind. Caster loses the spell (and one PP).                                                                                                                         | Caster gains the desired information... but so does everyone else in a 20' radius.                                                                                    | Caster successfully casts the spell, but a low-intensity headache puts caster at -10 for all actions for the next hour.                                                                                                     |
| 11-30   | Caster loses the spell due to lack of focus. Caster can only take defensive actions for the next two rounds.                                                                                  | Caster remembers a childhood incident that was traumatizing. Caster loses the spell (but not the PP). Caster operates at -10 for 5 rounds.                                                                          | A moment of distraction causes the caster to lose the spell (but not the PP).                                                                                         | Caster's focus strays. Spell is delayed for one round, but it is cast normally next round.                                                                                                                                  |
| 31 - 40 | Caster loses spell, half the PP (round down), and 1d10 hits to a brief, but intense headache.                                                                                                 | Caster's negative thoughts prevail. Spell is lost along with half the PP (round down). Caster takes 3d10 hits.                                                                                                      | Caster gains partial information (if possible) and cannot attempt to study this subject again until tomorrow.                                                         | A twinge of headache causes caster to lose the spell (but not the PP) and 1 hit.                                                                                                                                            |
| 41 - 60 | Caster realizes he was thinking of a cake recipe, not a spell. Spell is lost, along with the PP.                                                                                              | Caster seeks the mental state to complete the spell, but cannot find it. Spell and all PP are lost.                                                                                                                 | The information gained is erroneous... but so absurd that spell failure is sure to be suspected.                                                                      | Caster suddenly remembers some mundane detail he had forgotten. Unfortunately, he loses his spell (but not the PP).                                                                                                         |
| 61 - 75 | Spell was visualized perfectly, but caster forgot to conceptualize a target. The PP vanish without producing an effect.                                                                       | Caster strains to save the spell, but it fails. All PP are lost and caster suffers a -20 fatigue penalty.                                                                                                           | The information gained is mostly correct, but some inaccuracy is included.                                                                                            | The power of the caster's mind recalls a great joke. Caster laughs loudly and the spell is lost (but not the PP).                                                                                                           |
| 76 - 90 | Error literally takes caster's breath away, doing 10 hits, one round stunned & unable to parry, and one round dazed.                                                                          | Spell has no effect other than triggering an overwhelming headache, leaving the caster at three rounds of stunned & unable to parry.                                                                                | Caster learns something completely different than what was sought, leaving him stunned for 1 round.                                                                   | Caster relaxes his concentration too soon. The spell and the PP are both lost.                                                                                                                                              |
| 91-95   | Caster's mind wanders into obsessive contemplation of elemental physics, resulting in four rounds of stunned & unable to parry.                                                               | Caster finds struggle to impose his will exhausting. Caster suffers 2d10 hits, a -40 fatigue penalty, and 4 rounds dazed.                                                                                           | Caster learns something about himself, leaving him dazed for two rounds.                                                                                              | Backlash stuns the caster for 2 rounds. Caster loses the spell and half the normal PP (round up).                                                                                                                           |
| 96-100  | Caster just cannot bend matter to his will. Trying too hard makes him faint for 1d10 minutes of unconsciousness.                                                                              | The spell internalizes. Caster takes 4d10 hits and is knocked unconscious for 12 hours.                                                                                                                             | Caster learns one piece of very specific and incorrect information. Power feedback does 1d10 hits as well.                                                            | A major headache leaves caster stunned for 10 rounds. Spell and PP are lost.                                                                                                                                                |
| 101-125 | Caster gets a stress headache, leaving him at -20 for 1d10 minutes.                                                                                                                           | Spell targets an alternative target at random from among those not allied to the caster. Confused, the caster spends three rounds dazed.                                                                            | Caster's subconscious must want this information kept hidden. Befuddling images stun caster for two rounds.                                                           | Spell fades away, taking the invested PP with it. This is depressing enough to leave the caster at a -10 penalty for the next five minutes.                                                                                 |
| 126-150 | Caster accidentally directs the spell at the alternative target nearest to himself. This stuns the caster for 1 round.                                                                        | Target is selected at random from those friendly to the caster. Embarrassed, the caster also takes two rounds of stun.                                                                                              | Caster learns what some random target thinks is the truth about what he wanted to know. Caster is dazed for 3 rounds.                                                 | This spell simply fails, taking the PP to nowhere. Self-doubt gives a -10 to caster's SCRs for the rest of the day.                                                                                                         |
| 151-175 | Caster pulls elemental energies towards himself too strongly, takes a C critical, and expends twice the normal PP for this spell.                                                             | Mental strain blanks entire spell list from caster's mind. He will recover memory at 1 rank per day. Bewildered, caster is at -50 for 1d10 hours.                                                                   | Information comes in garbled and stuns caster for 5 rounds. However, caster will get the information properly in 1d10 days in a dream.                                | Caster manages to stun himself for 5 rounds and glows for 1d10 minutes.                                                                                                                                                     |
| 176-185 | The elements cannot be controlled! Caster's brain is fried (loses all spell-casting ability for 1 week). Caster operates at -50 for 3 months (or until brain is repaired).                    | Target is selected at random within 500' range (ignore normal range). Caster's brain is scrambled, leaving him at -75 for 1d10 months (or until brain is repaired).                                                 | Caster obtains false, but plausible, information.                                                                                                                     | Spell misfires in caster's head. Caster is knocked down, taking 2d10 hits, and is unable to function for one hour.                                                                                                          |
| 186-190 | Caster mishandles energies badly and takes 9 rounds of stun. Caster cannot attempt this spell again until gaining another rank in the relevant spell list.                                    | Brain strain causes complete PP drain. Caster is unable to cast spells for 2d10 weeks and is stunned for six rounds.                                                                                                | Caster stumbles onto a revelation of his own character flaws. Caster is at -100 for the next hour.                                                                    | As the spell spirals out of control, the spell-casting part of the caster's brain shuts down for self-preservation. Caster is unable to cast spells for 1d10 days.                                                          |
| 191-195 | Caster takes a D crit, is unable to cast spells for a week, and develops a phobia of whatever he was targeting.                                                                               | The spirit is willing, but the body proves weak. Caster's skin splits, causing him to bleed 10 hits/md. Meanwhile, caster is stunned & unable to parry 10 rounds, during which he cannot cast spell subconsciously. | Caster has a vision of his own death! Caster collapses and is unconscious for 1d10 hours, after which he wakes suffering from paranoia.                               | Caster is flung against the nearest solid object for 5d10 hits, is knocked out for 12 hours, and loses spell-casting ability for 1d10 weeks. Caster develops compulsion to never take any penalty to an SCR for this spell. |
| 196-200 | Caster overloads his nervous system, taking 10d10 hits and losing the ability to cast Elemental spells for 1 year (or until nerves are repaired). Then the elemental power hits for a D crit. | The spell completely short circuits caster's nervous system, leaving him paralyzed from the waist down. Caster also goes bald.                                                                                      | The victim of a mild stroke, the caster takes 4d10 hits and suffers a -50 to any Endurance rolls made for the next week plus 1d10 days.                               | Caster suffers a mild stroke, taking 20 hits and a 50 penalty lasting 1d10 days. He also cannot cast spells for 2 weeks.                                                                                                    |
| 201-250 | Caster gains an incomprehensible glimpse into the elemental planes and retreats into a 1d10 month coma.                                                                                       | Pain floods through the caster, doing 10d10 hits and 10 rounds of stun. Caster will be at -25 due to headaches for 1d10 weeks.                                                                                      | Caster mixes up his own mind and is unable to cast spells, or use Lore/Science skills other than his native tongue, until he spends a week in undisturbed meditation. | Caster damages his psyche, giving a -100 penalty to SCRs. Penalty decreases by -1 per day or -2 per day spent in peaceful meditation.                                                                                       |
| 251-300 | Caster takes an E crit and 8d10 hits, spends 1d10 minutes stunned, and loses all spell-casting ability for 3 months.                                                                          | Massive feedback strain puts caster into a coma for 1d10 months.                                                                                                                                                    | Caster now has a nervous tic. Caster is stunned 1d10 rounds. Casting from this spell list will have a -20 SCR penalty (until caster is psychologically healed).       | Caster is stunned for 2d10 rounds and must relearn this spell in order to cast it again. Caster also develops a mild mental illness (GM's option).                                                                          |
| 301+    | Caster demonstrates that spontaneous decapitation is not just a myth.                                                                                                                         | Caster's skull explodes, causing instant death.                                                                                                                                                                     | Caster reveals his mind to everyone within 100'; they can read his thoughts for 1d10 rounds, after which he loses spell-casting ability for 6 months.                 | Caster suffers a severe stroke and drops into a 1d10 month coma.                                                                                                                                                            |

## 4.5. Resistance Rolls

If the spell has not failed, the target of a resistible spell must make a Resistance Roll (RR). This roll represents the target's innate resistance to the effects of the spell and various situational factors. This roll is open-ended and thus always represents the chance that the target may not be affected by a very powerful spell, as well as the chance that the target may fail to resist a very weak spell. The exact result of the resistance roll may also determine the degree to which spell affects a target that fails to resist, most commonly by determining the duration of the spell effect.

For resistance rolls versus magical attacks, the roll is compared to the caster's spellcasting roll. If the roll (with all modifiers) equals or exceeds the number required, the RR succeeds; otherwise, it fails. Many RR effects are all or nothing results: if the RR fails, the target takes the full effects, but if the RR succeeds, the target is completely unaffected.

Other RRs, such as those against some spells, are incremental, where every X points of failure indicates a greater effect. (e.g., *Sudden Light*, which causes the target to be "stunned 1 round per 5 failure"). Most commonly, this is listed as a duration like "1 rnd/10 fail", but sometimes this information will be in the spell description (as will more uncommon variability in effects based on the degree of RR failure). In this case, roll the RR as usual; if the target makes the roll the target is unaffected as usual, but if the target fails, use the amount failed by to determine how many increments of the effect are suffered.

**Example:** *Sigurd is 5<sup>th</sup> level and has a +30 RR bonus vs. Channeling and is targeted by a Channeling Sudden Light from a 15<sup>th</sup> level Cleric. The attacker's Spellcasting roll is a 76. Sigurd rolls a 27, so his total RR is  $27 + 30 + (5 - 15) \times 2 = 27 + 30 - 20 = 37$ , which is a failure of  $76 - 37 = 39$ . To determine how many rounds he is stunned, divide the amount of failure (39) by 5. Sigurd is stunned for 8 rounds.*

The following stats are used as modifiers for RRs versus the three realms:

**Channeling:** Intuition

**Essence:** Empathy

**Mentalism:** Presence

Each target's RR against a given realm is based on the indicated realm stat bonus, any racial bonus against the realm, any personal bonus against the realm (such as from a talent), any magical protections, any penalties or bonuses based on the spell cast, and any circumstantial modifiers as listed on Table 4-5. RRs versus Hybrid spells (e.g., Healer, Sorcerer, and Mystic spells) use whichever of the target's two bonuses is higher. E.g., if Kulas-Dar has a Channeling RR bonus of +30, and an Essence RR bonus of +15, use the +30 Channeling bonus when Kulas-Dar is trying to resist a Channeling/Essence hybrid Sorcerer spell. Apply all modifiers from Table 4-5 (and take any magical bonuses that may apply to the RR into account as well) before determining which bonus to use. For Channeling and Essence, "armor" is determined by the armor worn on the target's torso, ignoring head and limbs.

Note that while Utility spells automatically affect a willing target, a willing target of a Force spell (or other RR allowing spell situation, such as someone wishing to have a *Light* spell stick to him) must roll an RR, with the benefit of the -50 "willing target" modifier. A character may choose to always be a "willing target" for spells cast by a given individual, as the character's aura will recognize the caster's aura. (This may be dangerous if the caster is not truly trustworthy or is being controlled by exterior forces.)

| Table 4-7: Resistance Roll Modifiers    |                                       |     |
|-----------------------------------------|---------------------------------------|-----|
| Status                                  | Willing Target                        | -50 |
|                                         | Same realm as caster*                 | +10 |
|                                         | Surprised                             | -5  |
|                                         | Full cover                            | +10 |
|                                         | Partial Cover                         | +5  |
| Armor                                   | Metal armor vs. Essence or Channeling | +15 |
|                                         | Organic armor vs. Essence             | +10 |
|                                         | Organic helmet vs. Mentalism          | +10 |
|                                         | Metal helmet vs. Mentalism            | +15 |
| Range                                   | Touch                                 | -15 |
|                                         | 10' or less                           | -5  |
|                                         | Up half spell range                   | 0   |
|                                         | More than half spell range            | +10 |
| * A hybrid gets this vs. all his realms |                                       |     |

Note that non-magical objects generally will not get RRs in any case, unless within the aura of a creature. If the GM decides an RR is needed for an ordinary object or normal plant, use a target level of 1. If an item is being worn or carried by a living animal or magical entity (such as a demon, elemental, undead monster, etc.), including sapient races, the item will resist at its own level, or that of the being wearing/carrying it, whichever is higher. For magical items, the level of the item is normally the level of the highest level spell used to make the item. Items do not normally benefit (or suffer from) any bonus (or penalty) to RRs possessed by the person wearing/carrying it, unless it is due to a magical effect (i.e., an item will benefit from a protective spell covering its bearer).

## 4.6.Spell Mastery

Spell Mastery is the modification of a spell through minor adaptations in the usual manner of casting the spell. This allows the spell to be modified in various ways to change behavior from the normal defaults, specify effects that would otherwise be outside the caster's control (e.g., determine the exact type of demon summoned by a *Summon Demon* spell), modify the sensory aspects (appearance, sound, odor) of a spell, and it also allows the spell parameters (range, duration, area of effect) to be reduced, but never increased. Some spells have certain Spell Mastery uses specified and some general applications are given below, but a creative spell-caster will require the GM to make judgments as to difficulty of Spell Mastery maneuvers (remembering always that some things are so difficult as to be impossible), using these as guidelines.

Spell Mastery maneuvers are rolled using the caster's skill bonus in the spell list from which the spell being modified comes. Use the standard Absolute Maneuver procedure, with normal Failure meaning that the desired modification did not happen and Absolute Failure meaning that the spell has failed and the caster must roll a spell failure result. Roll the Spell Mastery maneuver before the SCR, but these are two rolls for a single action, so the spell cannot be aborted on Spell Mastery failure.

A common use of Spell Mastery is the modification of the sense aspects of spells to make them more impressive, more interesting, or to express the caster's personality or identity. This type of modification is sometimes called Spell Artistry and is a matter of no small pride among certain groups. For example, a Magician might decide that he wants to cast a *Fire Ball* at a group of bandits. In the hopes that he can frighten them off if he fails to physically impair them, he decides to change the visual appearance of the ball as it rushes towards them into that of a fiery skull, adds a screaming sound to the skull, and also adds the smell of brimstone to the fire.

For multiple modifications to a spell, use the highest difficulty and increase the difficulty by one step (e.g., from Light to Medium) for each additional modification. Checking the list below, the GM finds that a fiery skull appearance on a *Fire Ball* would be an Easy maneuver, but since there is also a simple audio component (the scream) and an odor, the difficulty is increased two steps to Medium. If the caster is attempting to duplicate the exact "signature appearance" of another caster or school's spell, add an additional -30 penalty to the roll.

### Difficulty Examples

**Casual:** Changing the color of a visible spell effect (e.g., the *Fire Bolt* is now green).

**Simple:** Changing or adding a simple visual or audio component during the round of casting (e.g., the *Ice Bolt* whistles as it flies through the air).\*

**Routine:** Adding an odor to a spell effect during the round of casting (e.g., there is a smell of lavender as the target is hit by a *Calm* spell). \*

**Easy:** Changing or adding a complex visual or audio component during the round of casting (e.g., the *Fire Ball* takes the form of a fiery skull).\*

**Light:** Reducing the size of the area of effect while leaving the shape unchanged (e.g., the *Fire Ball* is reduced to 5' radius). Adding or changing a simple visual or audio component that lasts throughout spell duration (e.g., the *Wall of Air* howls). \*

**Medium:** Reducing the duration of the spell's (non-permanent) effect (e.g., setting a Light spell with a longer duration to end after fifteen minutes). Adding an odor that lasts throughout spell duration (e.g., the caster's *Aura* smells like baking bread). \*

**Hard:** Adding or changing a complex visual or audio component that lasts throughout spell duration (e.g., the caster's *Shield* is visible and bears his family coat of arms). \*

**Very Hard:** Simple modification of a spell area of effect that changes shape by selectively reducing one dimension or two dimensions (e.g., a Goblin thinks the *Undoer* dimensions are excessive and reduces the height to 5').



**Extremely Hard:** Modest modification of the spell area of effect within its parameters that can include holes or significant shape changes (e.g., the *Fire Ball* now has a hole in it where the hostage is).

**Sheer Folly:** Complex or functional modifications of the spell area of effect within its parameters (e.g., a *Wall of Stone* spell is cast with hand and foot holds built into one side to allow an easy climb to the top).

**Absurd:** Muffling the sound of a teleport spell (e.g., reducing the sound of a *Long Door* to a mild "pop").

\* - Sense components are restricted to the spell effects only. It is not intended that these modifications should substitute for proper illusions. For more advanced effects (like that screaming skull *Fire Ball*), some GMs may wish to use Composition: Spell Effects as a skill to determine the quality of such effects.

Some GMs may wish to make certain spells (such as the healing spells) applicable to humanoids (assuming the caster is one) by default and require Spell Mastery rolls to apply these spells to other species (a range of Easy to Very Hard depending on how different the target is from the caster is suggested).

## 4.7.Magic Items

Certain magic items can enable characters to cast more spells per day; other items have spells embedded in them that can be cast by a user. Magic items in general are covered in substantially more detail in *Treasure Law*. This section merely deals with some common item types and their place as substitutes for, or augmentation to, personal spell-casting.

### Power Enhancers

**Power Point Adders:** These provide direct bonuses to a spell caster's Power Development skill. For example a +10 PP adder will grant an extra 10 PP.

**Power Point Multipliers:** The power points of a spell caster with a power point multiplier are increased by the factor of the item (x1.5, x2, etc). These are more powerful enhancers than the other two, with multipliers greater than x2 being rare. For example, a spell user with a "x1.5" item and an inherent power point total of 30 has a net PP total of 45 points. Round up, so  $31 \text{ PP} \times 1.5 = 47 \text{ PP}$ .

**Spell Adders:** Each +1 on a spell adder means that the owning spell user may cast (once) any one spell and not expend any PP. This spell casting is done as normal in all respects except PP expenditure; the spell adder provides power for the spell, nothing more. These spell items can generally be used repeatedly (on a daily basis). Spells cast using a spell adder may not be of a level higher than that of the caster.

Power enhancers must be held (or at least worn) when used. So a Magician would have to have a wand in hand when casting if that wand was a power enhancer the Magician wished to use. (Having such an item in hand means you are using that hand for casting, so the hand(s) holding the power enhancer should count as a "free hand" for casting purposes.)

Depending on the game world, Channeling power enhancers may usually be keyed to one faith and only work for Channelers who are tied to the same source of power as the item. This depends in part on

whether the power increase is assumed to come from taking in more power from the Channeler's source or to act more like a lens on outgoing power. It also depends on whether such items are typically the product of religiously-minded Alchemists or instead created as commercial products.

**Example:** *The hammer shaped holy symbol of Thor that acts as a x2 power point multiplier for any Channeler of Thor may not work for a priest of Odin, almost certainly will not work for a priest of Loki, and definitely would not work for a Priest of Ymir.*

A PP adder is generally usable by anyone, as it simply provides a skill bonus. Spell adders and PP multipliers usually operate for one realm or profession (e.g., a +3 Mentalism spell adder or a x1.5 Bard PP multiplier), but may be dual realm or universal (any realm) devices. A Hybrid may use a spell adder for a single realm for spells of that realm alone. Using a PP multiplier, however, is possible only if it is specifically created for the Hybrid's blend of realms or is universal.

### Embedded Spells

Embedded spell items, rather than enhancing a caster's innate abilities, enable someone using it to activate a spell. The character must first have made a successful Attunement maneuver (or other requirements put on the item by the GM) in order to bring his own aura and that of the item into harmony.

When activating a spell, a Spell Casting Roll is made, except that Table 4-1 does not apply. Those modifiers are replaced by + ranks in Attunement and + realm stat bonus. The realm stat is determined by the realm of the spell to be cast, not by the character's own realm of magic. Item use does require spell preparation. Any resulting spell failure is applied to the character, as the process of attunement has linked the item to the user's aura. Basic "Loss of PP" results indicated that a charge from the item is expended, not that the character is drained of PP, however.

The casting level of the spell cast is usually the level of the spell itself (on whatever list it came from) and not the level of the character using the item. (Some exceptional items cast spells at a higher level, which is still fixed and not based on the caster's level.) The item provides the power for the spell, thus the character need not expend PP.

### Casting from Runes

Using the Rune Mastery spell list, spells can be stored in the form of "runes" for later use by anyone with the skill to do so. Casting a spell from a rune requires a successful Runes maneuver to decipher the rune before casting is attempted. The rune provides the power for the spell, thus the character need not expend PP.

The casting level for a rune is the level of the spell inscribed. This level of effect may be increased by using a higher-level *Rune* spell than is necessary for the spell (e.g., a *Sleep V* spell inscribed using a *Rune VI* spell would be resisted as a sixth level spell). If the spell is an elemental attack, the reader's appropriate Directed Spell OB is used.

The spell-casting procedure is as normal, except that the spell-caster may add ranks in the Runes skill as well as any ranks in the list from which the spell comes and, regardless of realm, "free hands" modifiers are ignored, while the rune **must** be uttered aloud, with the modifications for Essence applied with respect to the volume with which it is read. Since the spell is actually being cast rather than activated from an item, all normal modifications apply, including the importance of spell preparation, except as noted above.

## 4.8.Special Situations

### Canceling a Spell

The caster of a 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, created materials, etc.). Cancellation takes 1 round of concentration. Channeling spells may also require the permission or acquiescence of the caster's deity to cancel the effect.

### Combining Spell Effects

Some effects may not be cumulative simply due to incompatibility. If you are invisible, a *Blur* defensive bonus will not improve your DB beyond the penalty for not being able to see you at all. Furthermore, the effects of spells of the same name cannot be combined (e.g., the effects of a *Protection I* spell and a *Protection II* spell cannot be stacked), except where the effect is a permanent physical result. Multiple *Fire Bolts* will cause multiple injuries. The GM may choose to prohibit certain other spell combinations, either to fit the setting or to control the power balance of magic in his campaign.

If it is more appropriate given the game's setting or desired balance, we strongly suggest the GM make more restrictions than are indicated in the rules. This may be particularly appropriate for spells on the same list.

### Concentration

Concentration effectively takes up half of every round, by making all other actions take twice as long (see A&CL Section 7.1). Lengthy concentration results in Endurance rolls. Casters attempting to hold a spell for long periods will need to consult the fatigue rules in A&CL Section 2.4.

### Conflicting Spell Effects

When two conflicting spells are directed at the same area, the lower casting level spell (or either one of two spells with equal levels) must make an RR vs. the level of the higher level spell. 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 casting level spell and roll an RR versus the highest level spell. Repeat this process until only one spell is left.

## Delaying a Spell

It is possible to cast a spell and delay its resolution. Upon casting any spell, the caster may make a Medium difficulty Spell Mastery maneuver to stop it just before it resolves and hold it that way via concentration until the caster lets it go at a target. When the caster releases the spell it goes off as an instantaneous action. The caster can choose to just cancel the spell as an instantaneous action, but the power points used to cast the spell are lost.

If the Spell Mastery roll is failed, or if the caster loses control of the spell via a failed Endurance roll to maintain concentration, or if the caster's concentration is otherwise broken (e.g., by being stunned or knocked unconscious) then the spell misfires. Treat as a spell failure on the initial casting roll.

For spells with multiple targets, the caster can partially cast it on some target(s) then stop and hold the spell per the rule above, and affect additional targets later until the spell has affected the full number of targets. The consequences for loss of control or concentration remain the same.

## Dispelling a Spell

When a spell is cast in order to dispel another, the level at which the dispelling spell is cast is the attacking level and the level at which the spell to be dispelled was cast is the defending level. Modifiers generally do not apply, unless specified by one of the two spells involved. This also applies to such spell-against-spell confrontations as are brought on by *Spell Hold*, *Spell Bending*, *Reverse Spell* and the like.

## Healing Spells

For all spells that heal wounds, the recovery time is determined as described in A&CL Section 12.1, but while *Relief* spells produce recovery in the normal time, for *Healing* spells treat the result as hours rather than days, and for *Healing True* spells treat the result as rounds rather than days. For *Mass* spells, use the most severe injury cured and roll once for a single recovery time for all.

### Cinematic Healing

Some GMs may wish to establish a less gritty tone, where even serious wounds are shrugged off and a set of broken ribs in one scene are forgotten by the next. In this case, *Relief* spells should produce a recovery in hours, *Healing* spells in minutes, and *Healing True* should bypass recovery time altogether. Note that in addition to the change in tone, where injury less than death becomes less serious (as long as there is a healer around), this option devalues medical skill, since even low-level spells become so much better than what one can achieve through Medicine or Herbalism maneuvers.

## Innate Casters

Many fantastical creatures and races have innate magical abilities that duplicate spell effects. Such abilities are both similar to and different than the learned practice of spell casting. As with other Innate Abilities, the GM needs to determine the source of this ability.

Due to the way their auras are directly linked to the essence fields, forced separation is harmful to these creatures. If separated from the essence field, either by entering a zone without magic, or via a spell

effect, the creature will feel mildly ill and will be at -10 to all actions until the connection is restored. After the first full day of separation, each day it is separated will cause the penalty to increase by 10, until after the tenth full day of deprivation the penalty reaches -100 and the creature lapses into a coma, dying after the eleventh day.

Some Innate Powers actually are due to innate spell casting in which case the creature will use power points to cast spells. Innate spells are gained (up the creature's level if a spell list) by being a creature of this type, not learned via training or education, nor can they be taught to others. Even though spells/abilities are gained by level ("Know 'Fire Law' to xx level") it is still primal and instinctive, not something the innate caster learned through instruction or research.

- Power points are expended as for normal spells, from a separate pool of PP (if the creature is also a caster). These PP cannot be channeled and Power Enhancers are unusable.
- Innate caster power points may be contributed to a Magic Ritual, but only as a minor contributor. To actually perform Ritual magic, the caster must use realm power points.
- An SCR is required just as when casting a normal spell. The use of the ability takes the same time as casting a spell, though spell preparation is never necessary. The caster's level is used as a bonus in place of rank in spell list for SCR purposes and innate casters get the 'Own Base' bonus of +5 for any innate spell.
- There are NO armor, helmet, or equipment carried restrictions.
- There are NO incantations.
- A gesture must be made, though it is subtle and uses the Mentalism penalties for Subtlety on Table 4-1.
- Innate Powers may not be cast/placed/embedded into Runes or Symbols, nor can they be embedded in magical items by the most common methods. The Psychographer (Mentalism Alchemist) can place these powers into items.
- Metamagical spells or items that allow casters to modify spells, like ranging or extensions, may not be used on Innate Powers.
- Directed Spell skill may be developed for any applicable Innate Powers.

## Mastery Spells

A number of spells, usually at the 50th level and with the word "Mastery" in the name, allow one to "use any lower level spell on this list once per round" (or similar wording). This indicates that the caster becomes infused with the power that the list controls, allowing a state somewhat like that of someone using innate magic. A normal SCR must be made for each spell, but the minimal 2 AP may be spent casting the spell without penalty. No PP need to be expended, as the power of the original spell provides for the various spells cast after that. Beyond these two advantages, spell-casting mechanics are as usual. If a spell cast in this way has a duration, it is measured starting when it is cast and expires normally. It may continue after the duration of the "mastery" spell is over.

### Repeated Spell Attempts

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 level of experience has been attained **and** the caster has developed another skill rank for the list on which the spell is located. (This increase in rank meaning that the caster has new insights into this area of magic and improved techniques, allowing the possibility of success where he previously failed.)

### Size of Spell Attacks

Unless otherwise stated, all spells doing damage on an attack table or dealing a specified critical are considered to be of Medium size (regardless of the caster's size) and subject to normal size modification (e.g., a spell that delivers a B crit will do an A crit to a Big target and a C crit to a Small target). Spells other than those mentioned are not adjusted by size (e.g., a spell that does 1-10 concussion hits of damage has the same effect on any target).

### Slaying Criticals for Spells

When a certain type of spell delivers a critical to a specific creature, the critical may be treated as Slaying where appropriate. This process should be used when a target is particularly vulnerable to the element or force of a spell. For the most part, such vulnerabilities should be noted in *Creature Law* for the creatures described therein. However, a GM may add (or modify or eliminate) such vulnerabilities in order to establish the details of the campaign setting (e.g., vampires suffer Slaying III Holy criticals when those criticals are delivered by a Channeler of the god of the sun). It will also be necessary for the Gamemaster to specify any such vulnerability in creatures of his own design.

### Touching a Target in Melee

While there are very few offensive spells with a range of "touch", there are a couple of fairly common situations in which a caster will wish to touch a target to deliver a spell in a combat situation. The first case is when the caster wishes to touch a target in order to gain the -15 RR modifier for a range of "Touch" (see Table 4-5). The second case is when the caster wishes to make contact with an ally in order to deliver a touch-ranged Utility spell. Any unarmed combat skill can be used to attempt to deliver a spell touch to a target engaged in melee, with any result of 1 hit or more indicating successful delivery of the spell by contact. The caster can choose to only attempt to "tag" the target to deliver the spell, in which case no actual damage is done. While a friendly target may not actively defend (parry, apply a shield, etc.) against the caster's attempted touch, it is still difficult to make solid contact with an active combatant, who is moving unpredictably in an environment where the caster must also look to his own safety, so DB due to Quickness, magical armor, applicable spells, etc. still applies.

### Variability of Spells of the Same Name

Spells having the same name, but occurring on different lists, are necessarily similar; they may be found at different levels (depending on their relationship to the source of power), and may have different parameters (a Mentalism version may be a "self" spell while the Essence version affects a "target").

Always remember that spell descriptions should be read in context with the other spells on the same list. If an upper level spell of the same name specifies a certain effect, the lower level version will necessarily have a lesser effect.

Many of the spells in this book have been named with a numerical progression (e.g., the *Fly* spells: *Fly I*, *Fly III*, *Fly V*, etc.) to reflect their basic similarity. These spells should be considered the same spell but for the enhancements unique to each. This means, for instance, that two spells of the same name may not affect a target simultaneously; the one with the greater effect will take effect, replacing the lesser effect (although if the lesser effect should have a duration that exceeds that of the greater effect, it will reemerge once the greater effect disappears).

## 5. Magic Rituals

The normal method of spell casting is very tactical, using quick techniques to gather, focus, and structure magical energies to create a set effect. Outside of combat, it is quite normal to use methods that take more time and use additional resources in order to get results of greater scope or power. It is also possible to use magic ritual in order to achieve effects that the caster(s) would not otherwise have access to (i.e., casting spells that have not been learned).

The Magic Ritual skill is actually a number of different skills dealing with rituals of different types. If more than one skill applies to a particular ritual, use the character's best applicable Magic Ritual skill for the maneuver roll. The Magic Ritual skills are: Alteration, Creation, Defensive, Destruction, Elemental, Healing, Informational, and Summoning & Transportation.

For the wielder of Channeling or Essence, magic rituals are much like longer, more extravagant versions of spell-casting, with broader gestures, paraphernalia, long invocations of power, etc. A Mentalist will not simply sit and meditate for a magical ritual. The forms he uses will be bent more to assist in focusing his own mind, but he too will want his hands available to manipulate his ritual implements (crystal ball, divining rod, Tarot deck, abacus, etc.) and his voice to chant. Ultimately, to have more powerful effects, you need to draw and manipulate external Essence (which is why multiple realms can contribute PP to a single ritual), the realm difference is in what internal power you use to fuel the initial process.

If you use the option where all spell-casting is visible, magic rituals should have spectacular visual effects accompanying them.

### 5.1. Casting Ritual Spells

There are three types of participants in magic rituals. The only one that is required is the primary caster, whose Magic Ritual roll determines the success or failure of the endeavor. Casting level of the resulting spell effect is based on the primary caster. There are also two types of helpers for the primary caster. A major contributor may provide PP without limit, shares in any results of spell failure should the ritual go wrong, and can use his own Magic Ritual skill to supplement the primary caster's own, using the complementary skills rules in *A&CL* Chapter 4. The major contributors assist in actually casting the ritual magic. A minor contributor may only add PP, limited to one PP per rank in Magic Ritual. A minor contributor does not normally suffer spell failure results if the ritual goes wrong, nor does he assist in the actual casting. There may be other individuals dancing around, chanting, or howling as the primary caster performs blood sacrifice, but if they lack the Magic Ritual skill, they can be nothing but set dressing.

The primary caster and major contributors may supplement their Magic Ritual skill with certain additional skills at the GM's discretion. Acrobatics, Music, certain Languages, Religion, or a skill related to the desired effect would be typical skills allowed. One skill may apply for each individual and these are treated as a fresh set of complementary skills (the first adds its ranks, the second half its ranks, and



so on, independent of the additions for major contributors' Magic Ritual skill). A minor contributor may use a "charge" from a Spell Adder to make his PP contribution. A major contributor or even the primary caster may do so as well, although then the PP contribution will be equal to his ranks in Magic Ritual. PP from all three Realms may be incorporated into the ritual, but there is some difficulty involved.

In addition to the skill of the primary caster (and possible assistance from the major contributors), there are many other modifications to the maneuver as shown in Table 5-1. More than one spell may be combined in a ritual's effect (e.g., the ritual might cast both a *Rune* spell and a spell to be stored in the rune). If this is done, combine the levels of the spells to determine the spell level to use for the "relative level" modifier, as well as applying all other modifiers for each spell, including a -25 penalty for each spell included in the ritual effect after the first.

| <b>Table 5-1: Magic Ritual Modifiers</b>                         |           |
|------------------------------------------------------------------|-----------|
| Relative level: +1 for level of caster above level of spell      | +1/level  |
| Relative level: -5 for level of caster below level of spell      | -5/level  |
| Caster does not know the spell list from which the spell is cast | -50       |
| Caster knows the list, but not to the level of the spell cast    | -30       |
| Caster knows list to the spell's level                           | 0         |
| Each rank in list caster has over the spell's level              | +1 / Rank |
| Each additional spell included beyond the first                  | -25       |
| Spell is from caster's own Base list                             | +10       |
| Spell is Open                                                    | 0         |
| Spell is Closed                                                  | -10       |
| Spell is Evil                                                    | -20       |
| Spell is other Base                                              | -40       |
| Spell is not from caster's own Realm (includes Arcane)           | -50       |
| <b>PP SOURCES</b>                                                |           |
| Ritual uses PP from a single Realm                               | 0         |
| Ritual uses PP from two Realms                                   | -10       |
| Ritual uses PP from all three Realms                             | -25       |

Auspicious circumstances can assist ritual spell-casting.

Auspicious time/date: +5 to +25

Auspicious location: +5 to +25

Favorable prophecy: +5 to +20

Likewise, inauspicious circumstances can hinder ritual spell-casting.

Inauspicious time/date: -5 to -25

Inauspicious location: -5 to -25

Contrary omens: -5 to -20

The auspicious/inauspicious factors may be worked out in some detail by GMs who desire to use them for enhanced flavor in the magical arts, but they may also be kept as a tool to encourage or discourage certain rituals.

## Investments

The casters can invest more power or time into the ritual to increase the chance of success as shown on Tables 5-2 and 5-3. Spending more time helps, but while the ritual power will provide for bodily needs, fatigue becomes a factor, as each time mark is met after a certain point, the primary caster and major contributors must make Endurance. Minor contributors do not need to make such checks as they can take breaks whenever they want. In fact, after adding their PP contribution, they are free to fight off the attackers who want to disrupt the ritual.

There is also the possibility of "investment of blood", shown on Table 5-4. This can be either in the form of concussion hits taken (careful bleeding or other ritualistic damage), which will be done towards the beginning of the ritual, but will not take effect (no penalties for low hits, nor unconsciousness nor even death) until the ritual is over. The more dramatic case is the taking of a critical, generally riskier. This is done at a spectacular finale to the ritual, and might take the form of a fire cult's leader throwing himself through roaring flame. Damage is taken immediately, but at this point the ritual is complete and even death will not prevent the Magic Ritual maneuver from being made and the spell (if the roll is successful) will be cast. Only the primary caster and major contributors may provide "investment of blood". If more than one contributes hits to the ritual, total the hit loss and use that to determine the bonus (e.g., four individuals taking 1d10 hits each is not  $4 \times +5$ , but a total of 4d10 hits for a +15 bonus). Critical damage may be split up between multiple individuals, but cannot exceed a +100 bonus in total.

**Table 5-2: Investing Power**

| Additional PP | Modifier |
|---------------|----------|
| +1 PP         | +3       |
| +4 PP         | +6       |
| +9 PP         | +9       |
| +16 PP        | +12      |
| $+n^2$ PP     | $+3n$    |

**Table 5-3: Investing Time**

| Casting time | Modifier | Fatigue Check                       |
|--------------|----------|-------------------------------------|
| 3 minutes    | 0        | (note: minimum ritual casting time) |

|           |     |                |
|-----------|-----|----------------|
| 7 minutes | +5  |                |
| half hour | +10 |                |
| 1 hour    | +15 |                |
| 2 hours   | +20 |                |
| 4 hours   | +25 |                |
| 8 hours   | +30 | Routine        |
| 16 hours  | +35 | Routine        |
| 24 hours  | +40 | Easy           |
| 3 days    | +45 | Medium         |
| 7 days    | +50 | Hard           |
| 9 days    | +55 | Hard           |
| 1 month   | +60 | Very Hard      |
| 3 months  | +65 | Very Hard      |
| 1 year    | +70 | Extremely Hard |

So, to cast a ritual over three days, the primary caster and major participants must make four Endurance rolls: two Routine, one Easy, and one Medium. If the primary caster fails, the ritual fails (no effect, do not roll for spell failure) immediately. If a major participant fails, the ritual may continue, but any skill contributions (not PP investment or hits of blood investment) from that participant are lost.

**Table 5-4: Blood Investment**

| Investment | Bonus |
|------------|-------|
| 1d10       | +5    |
| 2d10       | +10   |
| 4d10       | +15   |
| 8d10       | +20   |
| 16d10      | +25   |

32d10 (max.) +30

critical +20 per degree of crit severity (up to +100)

## Ritual Items

Various tools and fixtures are used in magical rituals. These can be general ritualistic items such as ritual attire, staves, wands, athames, holy symbols, and crystals. They can be more focused on a type of effect, like a large mirror for scrying or a voodoo doll for harming a target. They can be quite specific, such as an engraved circle for summoning a particular type of demon or a statuette of a particular individual for spells targeting that one person. Ritual magic also uses materials in spell-casting that are consumed in the casting, such as sacrifices, candles, bonfires, powders, potions, herbs, etc.

**Table 5-5: Ritual Items**

| Cost of tools/fixtures | Bonus* | Value of sacrifice or expended component |
|------------------------|--------|------------------------------------------|
| <1 gp                  | 0      | <1 sp                                    |
| 1 gp                   | +5     | 1 sp                                     |
| 10 gp                  | +10    | 10 sp                                    |
| 100 gp                 | +15    | 100 sp                                   |
| 1,000 gp               | +20    | 1,000 sp                                 |
| 10,000 gp              | +25    | 10,000 sp                                |
| 100,000 gp             | +30    | 100,000 sp                               |
| 1,000,000 gp           | +35    | 1,000,000 sp                             |

The pattern continues, but it is a rare Dark Lord who can afford to blow more than a million on ritual supplies.

\* - Bonus is for a generally appropriate (set of) item(s). If the materials are considered less than ideal, but the GM is willing to accept them (e.g., use of a silver wand while attempting to charm a werewolf), the bonus is reduced by 5. For a broadly appropriate item, add 5 to the bonus. For a specifically appropriate item, add 10 to the bonus.

Instead of a fixed bonus, increase the bonus value by 50% for a "broadly appropriate item" and by 100% for a "specifically appropriate item".

For purposes of evaluating the bonus as a ritual item, the value of non-expended items does **not** include value due to enchantment. Note that an item may be both appropriate for general use and as a more

focused item. Any wand will do for general use, but if that wand happens to be made of sugar maple wood and the spell in question is an illusion of a sweet taste, it would be considered specifically appropriate.

## 5.2.Extension of Spell Parameters

Some spells have a weight limit restriction, which may be modified through ritual casting.

Each doubling of weight limit: -10

If a spell does a critical of a fixed type, it may be enhanced.

Each step crit is altered (e.g. A to B) -30

Spells that inflict concussion hits of damage or heal concussion hits, including the concussion hit damage from elemental spells, may have those hits multiplied.

x2 hits inflicted/healed -10

x3 hits inflicted/healed -20

x4 hits inflicted/healed -30

x5 hits inflicted/healed -40 (maximum multiplier)

Area of Effect may be increased.

It may also be decreased, This will modify the roll by -10, no matter how much the spell is minimized.

Each time the Area of Effect is doubled, the roll is modified by -20. Note that doubling a radius quadruples the area, so doubling a radius is -40. If the Area of Effect is a number of targets or levels, this may be doubled in the same way.

The effects of a "Self" spell can be so increased, but only major participants may be included in the increased number of targets.

Range may be increased.

Each time the Range of the spell is doubled, the roll is modified by -15.

Duration may be increased.

To change a spell from no duration to 1 round gives a -50

To change a spell from "concentration" to "1 rnd/lvl (C)" gives a -20

To remove a "(C)" limitation from a spell (remove concentration requirement) gives a -25

Note that removing the concentration requirement will not make sense for some spells, as where concentration is required to change exact effects. The primary caster or any major participants may fulfill any concentration requirements (and they may switch off with a successful Very Hard Mental Focus maneuver by each).

Beyond that, each step increase in duration provides a -20 modification. The steps are as follows, with any "per level" remaining part of the equation:

1 round

1 minute

10 minutes

30 minutes

1 hour

1 day

1 week

1 month

1 year

1 century

1 millennium

Permanent

Once the modifiers are determined, the maneuver can be rolled and the results applied as listed in Table 5-6.

| Table 5-6: Magic Ritual Manuever Resolution |                                                                                                                                                                                                                                                                                                                                 |
|---------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Roll                                        | Result                                                                                                                                                                                                                                                                                                                          |
| <1                                          | <b>Absolute Failure</b><br>Catestrophic ritual failure: roll for spell failure, adding the PP in the ritual to the roll. Apply result to primary caster and major contributors.                                                                                                                                                 |
| 1-75                                        | <b>Failure</b><br>Ritual fails. Roll for spell failure without modifiers and apply the results to primary caster and major contributors. All efforts wasted.                                                                                                                                                                    |
| UM 66                                       | <b>Unusual Event</b><br>Whether the ritual succeeds or fails in its intended purpose, it disturbed the Essence, producing a side effect. This could be anything from turning every participants' eyes orange to opening a portal to an alien world. Magnitude of side effect will generally be proportional to power in ritual. |
| 76-100                                      | <b>Partial Success</b><br>Ritual succeeds, but roll spell failure anyway (no modifier). Ignore results about losing or not losing the PP or the spell effect, since the PP went into the effect, which worked. Apply any other effects, however.                                                                                |
| 101-175                                     | <b>Success</b><br>Ritual goes off as intended.                                                                                                                                                                                                                                                                                  |
| 176+                                        | <b>Absolute Success</b><br>Ritual succeeds, and its casting level is increased by 50%. Sweet.                                                                                                                                                                                                                                   |

**Example:** Marvin the Magician's best friend, Robbie the Rogue, is bleeding at 3 hits/round and no medical skill has availed to stop it. Unwilling to try cauterization with his low Medicine skill, Marvin opts to attempt a ritual cure. Since Robbie is bleeding out at 36 hits per minute, by the time Marvin has spent the minimal three minutes on ritual casting, Robbie will have taken an additional 108 hits and died, so the result of the Ritual Magic maneuver will not matter to Robbie.

*Magic Ritual is the wrong skill to attempt when you are in an urgent situation.*

**Example:** John has a fractured bone of Medium Severity. Not in danger of immanent death, but in need of healing and lacking a trained physician, he is a more suitable target for a healing ritual.

John's friend Gavin the Good is a 5th level Mentalist with 5 ranks in Magic Ritual: Healing. He has Magic Ritual as a Professional skill and applicable stat bonuses of +9 (+4 Pr realm stat and +1 Me), so his basic bonus for this skill is  $25+5+9 = +39$ . He is not nearly good enough to attempt anything outside his own realm, so he opts for the still risky use of another profession's base list. The third level spell on the Lay Healer base list Bone Mastery will do the job. This is two levels below Gavin's own level (+2), but Gavin

*does not know the list (-50) and it the base list of another profession (-40). The GM thinks the players have been too casual about preparing for such emergencies, so no auspicious circumstances are lending a hand. The modification to the maneuver begins at  $+39+2-50-40 = -49$ . Gavin needs to find some bonuses if he is going to have a chance of success.*

*Gavin has 76 PP. The spell he is trying to cast requires 3 PP. Gavin decides to go all out on power and throws in another 64 PP ( $+8^2$  PP) for a  $+(3 \times 8) = +24$  bonus, leaving himself with 7 PP in reserve and a total -25 modifier to his maneuver. Gavin does not want to risk failing an Endurance roll, so he will take four hours to conduct his ritual, for +25. He also has a 5 gp crystal pendant that acts as a general ritual item for a +5 bonus. Gritting his teeth, Gavin invest 4d10 hits in his own blood. He lucks out, only losing 16 hits for his +15 bonus. Finally, he burns a piece of rare "bonewood", noted for its bonelike color. This costs 12 sp and is ruled specifically appropriate, for another +20. Gavin has improved his situation to a  $-25+25+5+15+20 = +40$  modifier.*

*Gavin rolls a 59, for a final result of 99. John's bone is properly treated and will begin the recovery process, but Gavin must roll on the spell failure table to see if some unpleasant side effect will add to his difficulties. A roll of 72 for a Mentalism utility spell just indicates failure of the spell, which does not apply in this instance. All Gavin has lost is his afternoon, most of his PP, a somewhat pricy piece of wood, and 16 hits. A small price to pay for mending his friend, but Gavin and John agree to either find a real healer to accompany them in the future or to start putting some DP into the Medicine skill.*



## 6. Channeling Spell Lists

### 6.1.Open

#### Open Channeling

#### BARRIER LAW

| Level | Spell            | Area of Effect | Duration      | Range | Type |
|-------|------------------|----------------|---------------|-------|------|
| 1)    | Shadow Wall I    | 20'x20' x1"    | C             | 50'   | E    |
| 2)    | Airwall          | 10'x10'x3'     | C             | 50'   | E    |
| 3)    | Shadow Wall II   | 20'x20' x1"    | 1 min/lvl     | 50'   | E    |
| 4)    | Waterwall        | 10'x10'x1'     | C             | 50'   | E    |
| 5)    | Woodwall         | 10'x20'x2"     | 1 min/lvl     | 50'   | E    |
| 6)    | Enhance Lock     | 1 lock         | 1 day/lvl     | touch | E    |
| 7)    | Earthwall        | 10'x10'x(1-3)' | 1 min/lvl     | 50'   | E    |
| 8)    | Icewall I        | 10'x10'x(1-2)' | P             | 50'   | E    |
| 9)    | Sacred Gate I    | 1 gateway      | 10 min/lvl    | touch | F    |
| 10)   | Barrier Pit      | varies         | P             | 50'   | E    |
| 11)   | Airwall True     | 10'x10'x3'     | 1 min/lvl     | 50'   | E    |
| 12)   | Stonewall        | 10'x10'x1'     | 1 min/lvl     | 50'   | E    |
| 13)   | Waterwall True   | 10'x10'x1'     | 1 min/lvl     | 50'   | E    |
| 14)   | Sacred Gate II   | 1 gateway      | 1 hr/lvl      | touch | F    |
| 15)   | Woodwall True    | 10'x20'x2"     | P             | 50'   | E    |
| 16)   | Heaven's Key     | 1 lock         | —             | 50'   | F    |
| 17)   | Earthwall True   | 10'x10'x(1-3)' | P             | 50'   | E    |
| 18)   | Icewall II       | 20'x20'x(2-4)' | P             | 50'   | E    |
| 19)   | Sacred Gate III  | 1 gateway      | 1 day/lvl     | touch | F    |
| 20)   | Stonewall True   | 20'x20'x1'     | P             | 50'   | E    |
| 25)   | Meld Walls       | varies         | P             | touch | E    |
| 30)   | Curved Wall      | varies         | varies        | 50'   | E    |
| 35)   | Sacred Gate IV   | 1 gateway      | 1 week/lvl    | touch | F    |
| 40)   | Sacred Gate True | 1 gateway      | 1 month/lvl   | touch | F    |
| 50)   | Wall of Force    | 10'x20'x1"     | 1 rnd/lvl (C) | 100'  | E    |

1. Shadow Wall I – Creates a black, insubstantial wall up to 20'x20'x1" that light cannot pass into or through (i.e., it does not hinder movement, but it blocks vision). Note that this provides Full Soft Cover (see *A&CL*, Section 7.5).

This will not block Darkvision, which does not require light to function.

2. Airwall – Creates a wall of dense churning air up to 10'x10'x3'. This wall requires 1 AP to cross, the pace of anyone moving through it at more than a Walk comes out with his pace reduced by one (e.g, a Run going in would be a Jog coming out), and attacks through the wall suffer a -50 penalty.

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

4. Waterwall – Creates a wall of water up to 10'x10'x1'. This wall requires 2 AP to cross, the pace of anyone moving through it at more than a Walk comes out with his pace reduced by two (e.g, a Run going in would be a Brisk pace coming out) to a minimum of a Walk, and attacks through the wall suffer a -80 penalty.
5. Woodwall – Creates a wall of wood up to 10'x20'x2". It can be burned through or chopped through or toppled if one end is not against a wall.
6. Enhance Lock – Target lock becomes harder to pick or to force, giving a -20 penalty to any attempt to do so. Note that this will give a lock an RR against *Heaven's Key*.
7. Earthwall – Creates a wall of packed earth up to 10'x10'x (3' at base, 1' at top); it can be dug through only (20 man-rounds at top).
8. Icewall I – Creates 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 wall.
9. Sacred Gate I – Creates a sanctified entryway that will attempt to prevent "unholy" things from passing through the gate. The gate is defined by a closed loop that is either freestanding or at an entrance/exit point. A pair of pillars does not define a gate, because the top is open. Putting a crosspiece that connects that pair of pillars would close the loop and allow that to become a Sacred Gate. The gate does not need to have straight sides; a cave mouth could become a Sacred Gate. There is no size limit; the Gateway Arch in St. Louis could be made into a Sacred Gate. When an unholy being tries to pass through the Sacred Gate, it must make an RR. If it fails, then it takes an A Holy critical and is unable to pass through. If it succeeds, it passes through the gateway and the *Sacred Gate* spell is dispelled. If the Sacred Gate ever ceases to be a closed loop (e.g., the crosspiece falls off the pillars, leaving the top unconnected), the spell ends. It may also be canceled or dispelled normally.
10. Barrier Pit – Opens a pit (up to 500 cubic feet in stone; 1000 cubic feet in earth or ice). The entire pit must be within 50' of caster and the pit can only be opened on a horizontal surface with an incline of less than 45°.
11. Airwall True – As *Airwall*, except caster need not concentrate; duration is 1 minute/level.
12. Stonewall – Creates a wall of non-precious stone up to 10'x10'x1'; it can be chipped through or toppled if not against a wall.
13. Waterwall True – As *Waterwall*, except caster need not concentrate and the duration is 1 minute per level.
14. Sacred Gate II – As *Sacred Gate I*, except for duration and it does a B Holy critical.
15. Woodwall True – As *Woodwall*, except duration is permanent.
16. Heaven's Key – Unlocks one lock without triggering any associated traps. There is no chance of failure (other than normal spell failure), unless the lock has an RR.
17. Earthwall True – As *Earthwall*, except duration is permanent.
18. Icewall II – As *Icewall I*, except size is up to 20'x20'x(4' at base, 2' at top).
19. Sacred Gate III – As *Sacred Gate I*, except for duration and it does a C Holy critical.
20. Stonewall True – As *Stonewall*, except duration is permanent and it may be up to 20'x20'x1'.
25. Meld Walls – Fuses touching walls (seam can be up to 20' long) or fuses a section of stone blocks (up to 100 cubic feet).
30. Curved Wall – As any one of the lower level "wall" Spells on this list, except the wall can be curved up to a semicircle.
35. Sacred Gate IV – As *Sacred Gate I*, except for duration and it does a D Holy critical.
40. Sacred Gate True – As *Sacred Gate I*, except for duration and it does an E Holy critical.
50. Wall of Force – Creates a transparent wall of "force" that is absolutely impassable by anyone or anything. It is up to 10'x20'x1'.

**Note:** All “Wall” spells on this list (except *Wall of Force*) require that at least 1 cubic foot of the material of which the wall consists be within 50’ of the caster. Wall material will generally match that of “model” material (e.g., if the local rock is limestone, a *Wall of Stone* will also be limestone).

**Note:** See Section 10.19 for additional details on *Wall* spells.

## Open Channeling CONCUSSION’S WAY

| Level | Spell                              | Area of Effect | Duration | Range | Type |
|-------|------------------------------------|----------------|----------|-------|------|
| 1)    | Remove Irritant                    | 1 target       | P        | touch | U    |
| 2)    | Heal I                             | 1 target       | P        | touch | U    |
| 3)    | Light Burn/Frostbite Relief        | 1 target       | P        | touch | U    |
| 4)    | Heal III                           | 1 target       | P        | touch | U    |
| 5)    | Stun Relief *                      | 1 target       | P        | touch | Us   |
| 6)    | Medium Burn/Frostbite Relief       | 1 target       | P        | touch | U    |
| 7)    | Regeneration I *                   | 1 target       | C        | touch | Us   |
| 8)    | Heal V                             | 1 target       | P        | touch | U    |
| 9)    | Severe Burn/Frostbite Relief       | 1 target       | P        | touch | U    |
| 10)   | Awakening *                        | 1 target       | P        | 100’  | Us   |
| 11)   | Heal VII                           | 1 target       | P        | touch | U    |
| 12)   | Regeneration II *                  | 1 target       | C        | touch | Us   |
| 13)   | Light Burn/Frostbite Healing       | 1 target       | P        | touch | U    |
| 14)   | Fatigue Removal                    | 1 target       | P        | 50’   | U    |
| 15)   | Heal X                             | 1 target       | P        | touch | U    |
| 16)   | Medium Burn/Frostbite Healing      | 1 target       | P        | touch | U    |
| 17)   | Long Stun Relief *                 | 1 target       | P        | 100’  | Us   |
| 18)   | Regeneration III *                 | 1 target       | C        | touch | U    |
| 19)   | Severe Burn/Frostbite Healing      | 1 target       | P        | touch | U    |
| 20)   | Heal XV                            | 1 target       | P        | touch | U    |
| 25)   | Regeneration V *                   | 1 target       | C        | touch | Us   |
| 30)   | True Heal                          | 1 target       | P        | touch | U    |
| 35)   | Mass Stun Relief *                 | 1 target/lvl   | P        | 100’  | Us   |
| 40)   | Severe Burn/Frostbite Healing True | 1 target       | P        | touch | U    |
| 50)   | Mass True Heal                     | varies         | P        | 100’  | U    |

1. Remove Irritant – Any foreign matter causing an irritation (e.g., itching powder, poison ivy chemical, a splinter, allergen, or the like) is removed from the skin and exposed minor wounds of the target.

2. Heal I – Target is healed of 5 concussion hits.

3. Light Burn/Frostbite Relief – Target is healed of one Light wound from burn, chemical burn, scalding, or frostbite.

4. Heal III – Target is healed of 15 concussion hits.

5. Stun Relief \* – Target is relieved of 1 round’s worth of accumulated stun effects.

6. Medium Burn/Frostbite Relief – Target is healed of one Light or Medium wound from burn, chemical burn, scalding, or frostbite.
7. Regeneration I \* – Reduces target's concussion hit damage by 2 hits every round as long as caster concentrates; if caster is unconscious, this spell will operate on the caster without concentration.
8. Heal V – Target is healed of 25 concussion hits.
9. Severe Burn/Frostbite Relief – Target is healed of one wound (of any severity) from burn, chemical burn, scalding, or frostbite.
10. Awakening \* – Target is instantly awake.
11. Heal VII – Target is healed of 35 concussion hits.
12. Regeneration II \* – As *Regeneration I*, except target's damage is reduced by 4 hits/round.
13. Light Burn/Frostbite Healing – Target is healed of one Light wound from burn, chemical burn, scalding, or frostbite.
14. Fatigue Removal – Removes all penalties from fatigue.
15. Heal X – Target is healed of 50 concussion hits.
16. Medium Burn/Frostbite Healing – Target is healed of one Light or Medium wound from burn, chemical burn, scalding, or frostbite.
17. Long Stun Relief \* – As *Stun Relief*, except that the spell's range is 100'.
18. Regeneration III \* – As *Regeneration I*, except target's damage is reduced by 6 hits/round.
19. Severe Burn/Frostbite Healing – Target is healed of one wound (of any severity) from burn, chemical burn, scalding, or frostbite.
20. Heal XV – Target is healed of 75 concussion hits.
25. Regeneration V \* – As *Regeneration I*, except target's damage is reduced by 10 hits/round.
30. True Heal – Target is healed of all concussion hit damage.
35. Mass Stun Relief \* – Up to one target per caster level is relieved of 1 round of stun effects.
40. Severe Burn/Frostbite Healing True – Target is healed of one wound (of any severity) from burn, chemical burn, scalding, or frostbite.
50. Mass True Heal – Allows caster to heal all concussion hits in a number of targets equal to the level of the caster.

**Note:** For all spells that heal wounds, the recovery time is determined as described in *A&CL*, Section 12.1, but while *Relief* spells produce recovery in the normal time, for *Healing* spells treat the result as hours rather than days, and for *Healing True* spells treat the result as rounds rather than days. For *Mass* spells, use the most severe injury cured and roll once for a single recovery time for all.

## Open Channeling

## DETECTION MASTERY

| Level | Spell                   | Area of Effect | Duration      | Range    | Type |
|-------|-------------------------|----------------|---------------|----------|------|
| 1)    | Detect Channeling       | 5' R           | 1 min/lvl (C) | 50'      | I    |
| 2)    | Detect Essence          | 5' R           | 1 min/lvl (C) | 50'      | I    |
| 3)    | Detect Mentalism        | 5' R           | 1 min/lvl (C) | 50'      | I    |
| 4)    | Detect Power            | 5' R           | 1 min/lvl (C) | 50'      | I    |
| 5)    | Detect Life             | 5' R           | 1 min/lvl (C) | 50'      | I    |
| 6)    | Detect Curse            | 5' R           | 1 min/lvl (C) | 50'      | I    |
| 7)    | Detect Undead           | 5' R           | 1 min/lvl (C) | 50'      | I    |
| 8)    | Life Typing             | 1 target       | —             | 50'      | I    |
| 9)    | Detect Invisible        | 5' R           | 1 min/lvl (C) | 50'      | I    |
| 10)   | Perceive Power I        | 1 target/rnd   | 1 min/lvl (C) | 50'      | I    |
| 11)   | Poison Analysis         | 1 poison       | —             | 50'      | I    |
| 12)   | Detect Mechanical Traps | 5' R           | 1 min/lvl (C) | 50'      | I    |
| 13)   | Power Typing            | 1 target/rnd   | 1 min/lvl (C) | 50'      | I    |
| 14)   | Detect Sacred           | 5' R           | 1 min/lvl (C) | 50'      | I    |
| 15)   | Detect Spell            | 5' R           | 1 min/lvl (C) | 50'      | I    |
| 16)   | Perceive Pregnancy      | 5' R           | 1 min/lvl (C) | 50'      | I    |
| 17)   | Perceive Power II       | 5' R           | 1 min/lvl (C) | 500'     | I    |
| 18)   | Location                | caster         | —             | 300'     | I    |
| 19)   | Detect Undead True      | 5' R           | 1 min/lvl (C) | 100'     | I    |
| 20)   | Curse Analysis          | 5' R           | 1 min/lvl (C) | 50'      | I    |
| 25)   | Life Analysis           | 1 target       | —             | 50'      | I    |
| 30)   | Detect True             | caster         | 1 min/lvl     | self     | U    |
| 35)   | Perceive Power True     | 500' R         | —             | self     | I    |
| 40)   | Mass Life Analysis      | 1 target       | —             | 100'     | I    |
| 50)   | Location True           | caster         | —             | 1 mi/lvl | I    |

1. Detect Channeling – Detects any active spell or active magical item from the Channeling realm; caster can concentrate on a different 5'R area each round.

2. Detect Essence – As *Detect Channeling*, except realm is Essence.

3. Detect Mentalism – As *Detect Channeling*, except realm is Mentalism.

4. Detect Power – As *Detect Channeling*, except detects magic of any realm.

5. Detect Life – As *Detect Channeling*, except detects living beings.

6. Detect Curse – As *Detect Channeling*, except detects curses on people or things.

7. Detect Undead – As *Detect Channeling*, except detects the presence of Undead.

8. Life Typing – Analyzes one living being, giving race, age, and current state of health.

9. Detect Invisible – As *Detect Channeling*, except detects invisible things; all attacks against something so detected are at -50.

10. Perceive Power I – Gives the power (level) of the person or item or spell examined; caster can concentrate on a different target each round.
11. Poison Analysis – Caster may analyze a poison to determine the exact effects and what antidotes are necessary. Poison may be on an item or in a being.
12. Detect Mechanical Traps – As *Detect Channeling*, except it detects mechanical traps (but not unintentional hazards of any kind or magical protections).
13. Power Typing – Detects any active magic on a target person or item. It also analyzes general spell type (in item or cast) and what profession cast or created it; in case of a person, it gives an exact profession.
14. Detect Sacred – As *Detect Channeling*, except detects any holy or unholy creature/item, any items (including sacred texts) of religious significance, hallowed ground, and exceptionally pious individuals.
15. Detect Spell – As *Detect Power*, except detects any spell that has been cast in the area examined going back 1 day/level of caster. Caster learns approximate time (within an hour) that a detected spell was cast.
16. Perceive Pregnancy – Identifies any woman or animal that is with child, at any stage of pregnancy. Caster learns the developmental stage, number, and sex(es) of the preborn. Caster can scan a different area each round.
17. Perceive Power II – As *Perceive Power I*, except range is 500' and everyone/everything in a five foot radius can be "perceived" at once, with a different area targeted each round.
18. Location – Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail. The caster must have the dimensions of the object exact within 10% of actual size **and** know at least two other attributes that make the item unique (e.g., color, texture, weight, etc.) within range of the spell. Note that sometimes the caster must know more than two other attributes to make the item unique.
19. Detect Undead True – As *Detect Undead*, except caster learns exact numbers, types, and levels of Undead, as well as whether or not each Undead is functioning independently or is currently controlled (including "mastered") by another.
20. Curse Analysis – As *Detect Curse*, except any curse may be analyzed for approximate level, effect, and required cure.
25. Life Analysis – As *Life Typing*, except also gives exact profession, degree of religious feeling, religious affiliation, experience level, and other pertinent details.
30. Detect True – Any of the lower level spells on this list can be used once per round.
35. Perceive Power True – As *Perceive Power I*, except every single item, spell, or individual within 500' of the caster that has "power" (a level) is "perceived" in an instant.
40. Mass Life Analysis – As *Life Analysis*, except applies to 1 target/level within a range of 100'.
50. Location True – As *Location*, except range is 1 mile/level.

**Note:** See Section 10.4 for more about detection spells.

## Open Channeling

## LIGHT'S WAY

| Level | Spell             | Area of Effect | Duration   | Range    | Type |
|-------|-------------------|----------------|------------|----------|------|
| 1)    | Projected Light   | 50' beam       | 10 min/lvl | self     | E    |
| 2)    | Light I           | 10'R           | 10 min/lvl | touch    | E    |
| 3)    | Aura              | 1 target       | 10 min/lvl | 10'      | U    |
| 4)    | Lights II         | 20'R           | 10 min/lvl | 50'      | E    |
| 5)    | Sudden Light      | 10'R           | —          | 100'     | F    |
| 6)    | True Aura         | 1 target       | 10 min/lvl | 10'      | U    |
| 7)    | Shock Bolt I      | 1 target       | —          | <25'>    | Ed   |
| 8)    | Lights III        | 30'R           | 10 min/lvl | 50'      | E    |
| 9)    | Utterlight I      | 10'R           | 1 min/lvl  | touch    | E    |
| 10)   | Waiting Light     | 10'R           | 10 min/lvl | touch    | E    |
| 11)   | Flare             | varies         | 1 rnd/lvl  | <5'>/lvl | Ed   |
| 12)   | Illumination II   | 20' R          | 1 hr/lvl   | 50'      | E    |
| 13)   | Lights V          | 50'R           | 10 min/lvl | 50'      | E    |
| 14)   | Utterlight III    | 30'R           | 1 min/lvl  | touch    | E    |
| 15)   | Lights X          | 100'R          | 10 min/lvl | 100'     | E    |
| 16)   | Illumination III  | 30' R          | 1 hr/lvl   | 50'      | E    |
| 17)   | Utterlight V      | 50' R          | 1 min/lvl  | touch    | E    |
| 18)   | Mass Lights       | 10'R / lvl     | 10 min/lvl | 10'/lvl  | E    |
| 19)   | Illumination V    | 50' R          | 1 hr/lvl   | 50'      | E    |
| 20)   | Mass Aura         | 1 target/lvl   | 10 min/lvl | 100'     | U    |
| 25)   | Shock Ball        | 20' R          | —          | 100'     | Eb   |
| 30)   | Alkar             | 1 target       | 10 min/lvl | 10'      | U    |
| 35)   | Mass True Aura    | 1 target/lvl   | 10 min/lvl | 100'     | U    |
| 40)   | Mass Illumination | 10'R/lvl       | 1 hr/lvl   | 10'/lvl  | E    |
| 50)   | Mass Utterlights  | 10'R / lvl     | 1 min/lvl  | touch    | E    |

1. Projected Light – Beam of light (like a flashlight) springs from the caster's palm; it has a 50' effective range. If the caster's hand is closed into a fist, the light will "turn off". If the caster's fist is reopened before the end of the duration, the light will turn on again.

2. Light I – Lights a 10'R area about the point touched. This spell may be cast onto a target, which then gets an RR: if the RR succeeds, the area of effect is centered on the point where the target is standing, but will not move with the target. If the target fails the RR, the area of effect sticks to the target and will follow the target until it is dispelled or the duration ends.

3. Aura – Causes a bright aura about the target, providing a more powerful appearance and subtracting 10 from all attacks on the target.

4. Lights II – As *Light I*, except 1 or 2 areas can be created with a total radius of 20' (e.g., one area of 20' R or two areas of 10' R).

5. Sudden Light – Causes a 10'R burst of intense light, all within are stunned for 1 round per 5 failure.

6. True Aura – As *Aura*, except it produces an extremely powerful appearance and subtracts 15 from all attacks.
  7. Shock Bolt I – A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Lightning Bolt attack table, as a Diminutive attack.
  8. Lights III – As *Lights II*, except up to three areas can be created with a total radius of 30'.
  9. Utterlight I – Nullifies all magically created darkness in a 10'R, and lights that area as full daylight.
  10. Waiting Light – As *Light I*, except caster can delay the spell up to 24 hours; it can be triggered by one of the following (decided by caster): elapsed time, specific movements, specific sounds, touch, etc.
  11. Flare – A ball of light one foot in diameter is shot from the palm of the caster: it will travel to the limit of Long range, explode (as a flare), burn with a bright light (as a flare), drift slowly to earth, and go out. An area equal to the range is lit if the flare can rise to its full range; drops 10'/round. It can be fired at a target as a Small Fire Bolt.
  12. Illumination II – As *Lights II*, except duration is one hour per level.
  13. Lights V – As *Lights II*, except up to five areas can be created with a total radius of 50'.
  14. Utterlight III – As *Utterlight I*, except up to three areas can be created with a total radius of 30'.
  15. Lights X – As *Lights II*, except up to ten areas can be created with a total radius of 100'.
  16. Illumination III – As *Lights III*, except duration is one hour per level.
  17. Utterlight V – As *Utterlight I*, except up to five areas can be created with a total radius of 50'.
  18. Mass Lights – As *Lights II*, except total radius is 10' per level and this may be split between a number of areas equal to the caster's level.
  19. Illumination V – As *Lights V*, except duration is one hour per level.
  20. Mass Aura – As *Aura*, except as many targets as the caster's level can be affected.
  25. Shock Ball – Caster extends a finger and a 1" globe of blue-white light shoots out to the target location, then erupts in arcs of electricity in a 40' sphere. Attack is resolved on the Lightning Ball table as a Tiny attack.
  30. Alkar – As *Aura*, except target seems like a minor god and the subtraction is 25.
  35. Mass True Aura – As *True Aura*, except as many targets as the caster's level can be affected.
  40. Mass Illumination – As *Mass Lights*, except duration is one hour per level.
  50. Mass Utterlights – As *Utterlight I*, except total radius is 10' per level and this may be split between a number of areas equal to the caster's level.
- Note:** None of the "Aura" spells (*Aura*, *True Aura*, *Mass Aura*, and *Alkar*) are cumulative with each other or *Blur*. The Gamemaster may wish to allow the bonus from these spells to apply to Leadership as well as defense.
- Note:** Consult A&CL Section 14.8 for dealing with light and darkness.



## Open Channeling

## LOFTY MOVEMENTS

| Level | Spell                 | Area of Effect | Duration   | Range | Type |
|-------|-----------------------|----------------|------------|-------|------|
| 1)    | Stamina               | 1 target       | 10 min/lvl | 10'   | U    |
| 2)    | Edgewalking           | 1 target       | 1 min/lvl  | 10'   | U    |
| 3)    | Icewalking            | 1 target       | 1 min/lvl  | 10'   | U    |
| 4)    | Limbwalking           | 1 target       | 1 min/lvl  | 10'   | U    |
| 5)    | Stonewalking          | 1 target       | 1 min/lvl  | 10'   | U    |
| 6)    | Waterwalking          | 1 target       | 1 min/lvl  | 10'   | U    |
| 7)    | Merging Organic       | 1 target       | 1 min/lvl  | 10'   | U    |
| 8)    | Store Sanctuary       | caster         | P          | self  | U    |
| 9)    | Limbrunning           | 1 target       | 1 min/lvl  | 10'   | U    |
| 10)   | Stonerunning          | 1 target       | 1 min/lvl  | 10'   | U    |
| 11)   | Waterrunning          | 1 target       | 1 min/lvl  | 10'   | U    |
| 12)   | Airwalking            | 1 target       | 1 min/lvl  | 10'   | U    |
| 13)   | Returning I           | caster         | —          | self  | U    |
| 14)   | Icerunning            | 1 target       | 1 min/lvl  | 10'   | U    |
| 15)   | Great Merging Organic | 1 target       | 1 min/lvl  | 10'   | U    |
| 16)   | Returning V           | caster         | —          | self  | U    |
| 17)   | Windwalking           | 1 target       | 1 min/lvl  | 10'   | U    |
| 18)   | Airrunning            | 1 target       | 1 min/lvl  | 10'   | U    |
| 19)   | Returning X           | caster         | —          | self  | U    |
| 20)   | Merging Organic True  | 1 target       | 1 min/lvl  | 10'   | U    |
| 25)   | Airrunning True       | 1 target       | 1 min/lvl  | 10'   | U    |
| 30)   | Word of Return *      | caster         | —          | self  | U    |
| 35)   | Windrunning           | 1 target       | 1 min/lvl  | 10'   | U    |
| 40)   | Returning True        | caster         | —          | self  | U    |
| 50)   | Rereturning *         | caster         | —          | self  | U    |

1. Stamina – Target gains a bonus of +30 for any Endurance rolls due to movement.
2. Edgewalking – Target can walk along narrow edges (down to 2" wide) that can support his weight. Maneuver rolls are not normally required.
3. Icewalking – Target can walk along slick and/or wet surfaces as if on dry, secure footing.
4. Limbwalking – Target can walk along tree limbs as if on level ground.
5. Stonewalking – Target can walk on stone surfaces angled up to 60° as if on level ground.
6. Waterwalking – Target can walk on water as if on level ground. Water must be fairly calm.
7. Merging Organic – Caster can merge into any organic material (alive or dead). While merged, caster cannot move, perceive, or cast spells. When the caster emerges from the material, it is possible to emerge from any side or face of the material, although this is limited to moving "through" no more than the caster's own body size plus two feet worth of material. The caster can exit at any time up to the end of spell duration (at which time the caster automatically emerges at the entrance point).

8. Store Sanctuary – Caster "stores" a location for use with spells later on this list. While casting this spell, the caster must meditate for one hour in the location that will be stored. The caster can only have one sanctuary stored at a time. As long as this location remains "stored", it will detect as a magical (i.e., "holy") place.
9. Limbrunning – Target can run along tree limbs as if on level ground.
10. Stonerunning – Target can run on stone surfaces angled up to 60° as if on level ground.
11. Waterrunning – Target can run on water as if on level ground. Water must be fairly calm.
12. Airwalking – Target can walk on calm air. This spell only allows for horizontal movement. Vertical movement must be achieved by other means.
13. Returning I – Caster may return (as a teleport) to the caster's stored sanctuary (from *Store Sanctuary*) so long as the sanctuary is no more than 1 mile away.
14. Icerunning – Target can run along slick and/or wet surfaces as if on dry, secure footing.
15. Great Merging Organic – As *Merging Organic*, except caster can turn within the material and can perceive the outside world if within 6" of the surface.
16. Returning V – As *Returning I*, except the sanctuary can be up to 5 miles away.
17. Windwalking – As *Airwalking*, except target can walk when winds do not exceed twice the caster's level in miles per hour (i.e., when cast by a 20th level character, the target can walk in winds up to 40 mph). Wind does affect the target's movement.
18. Airrunning – As *Airwalking*, except target can run.
19. Returning X – As *Returning I*, except the sanctuary can be up to 10 miles away.
20. Merging Organic True – As *Great Merging Organic*, except target may use self-targeted spells while merged.
25. Airrunning True – As *Airrunning*, except target can run up to thrice the normal speed (Running pace) on calm air without expending energy. This pace may be retained without any danger of Endurance checks related to movement during the duration.
30. Word of Return \* – As *Returning*, except spell is instantaneous and the sanctuary can be up to 10 miles per level away.
35. Windrunning – As *Windwalking*, except target can run.
40. Returning True – As *Returning*, except there is no distance limit.
50. Rereturning \* – Caster may return to the caster's stored sanctuary (from *Store Sanctuary*) , stay up to 1 round per level, and then return to the point where he cast his spell (thus making it a round trip). Distance limit is 10 miles per level.

**Note:** Spells that involve teleportation are normally quite noisy and difficult to silence. Air is being pushed about in a manner not unlike a thunderclap. Amount of noise depends on the size of the object teleported.

Open Channeling  
NATURE'S LAW

| Level | Spell                | Area of Effect  | Duration     | Range   | Type |
|-------|----------------------|-----------------|--------------|---------|------|
| 1)    | Beast Lore           | 1 animal        | —            | 10'     | I    |
| 2)    | Plant Lore           | 1 plant         | —            | 10'     | I    |
| 3)    | Herb Lore            | 1 herb          | —            | 10'     | I    |
| 4)    | Fungal Lore          | 1 fungus        | —            | 10'     | I    |
| 5)    | Stone Lore           | 1 stone         | —            | 10'     | I    |
| 6)    | Speed Growth         | 1 species       | 1 day        | 10'     | U    |
| 7)    | Animal Tongues       | caster          | 1 min/lvl    | self    | I    |
| 8)    | Water Lore           | 1 body of water | —            | 10'     | I    |
| 9)    | Animal Mastery I     | 1 animal        | C            | 100'    | Fm   |
| 10)   | Nature's Awareness I | caster          | C            | 100'    | I    |
| 11)   | Plant Tongues        | caster          | 1 min/lvl    | self    | I    |
| 12)   | Animal Mastery III   | 3 animals       | C            | 100'    | F    |
| 13)   | Animal Empathy       | 1 animal        | C            | 100'    | I    |
| 14)   | Plant Control I      | 1 plant         | 1 min/lvl    | 100'    | F    |
| 15)   | Stonespeech          | caster          | 1 min/lvl    | self    | I    |
| 16)   | Herb Production      | 1 seed          | P            | touch   | U    |
| 17)   | Fungal Tongues       | caster          | 1 min/lvl    | self    | I    |
| 18)   | Animal Mastery V     | 5 animals       | C            | 100'    | Fm   |
| 19)   | Plant Control III    | 3 plants        | 1 min/lvl    | 100'    | F    |
| 20)   | Nature's Awareness V | caster          | C            | 500'    | I    |
| 25)   | Earth Empathy        | 1 target/rnd    | 1 min/lvl(C) | 100'    | I    |
| 30)   | Species Mastery      | 1 species       | C            | 10'/lvl | Fm   |
| 35)   | Control Fungus V     | 5 fungi         | 1 min/lvl    | 100'    | Fm   |
| 40)   | Commune with Nature  | 5 mile R        | —            | self    | I    |
| 50)   | Animal Mastery True  | 1 target        | P            | 100'    | Fm   |

1. Beast Lore – Caster learns nature, value, and history of one animal.
2. Plant Lore – Caster learns nature, value, and history of one plant (that is not a magical herb).
3. Herb Lore – Caster can understand the nature, origin, value, and use of any magical herb. If the plant is not a magical herb, no information will be related.
4. Fungal Lore – Caster learns nature, value, and history of one fungus.
5. Stone Lore – Caster learns the nature, history, and origin of any one stone.
6. Speed Growth – Caster can increase speed of growth for any one species of plant within a 10' radius by ten times normal growth rate.
7. Animal Tongues – Allows caster to understand and “speak” the language of any one animal species.
8. Water Lore – Caster learns the nature, value, origin, and eventual destination or outflow of one body of fresh water.
9. Animal Mastery I – Caster can control the actions of any one animal.

10. Nature's Awareness I – Allows caster to monitor animate activity in the area (e.g., the caster will be aware of movements, subtle and overt). Caster cannot move while concentrating. Caster does not receive a picture of what is moving, just an awareness of the movement. This will allow distinguishing general size and shape of a moving object. Someone staying still, but breathing, will be detected, but only a very general idea of size would be determinable.
11. Plant Tongues – Allows caster to understand and “speak” the language of one plant species.
12. Animal Mastery III – As *Animal Mastery I*, except caster can control three animals.
13. Animal Empathy – Caster can understand and/or visualize the thoughts and emotions of any one animal.
14. Plant Control I – Caster can control the automatic and/or mental processes of one plant. Caster can also control the plant's movements; this does not allow movement beyond normal allowances. If cast daily, this can be used to direct a plant's growth into specific unusual shapes, so long as these would be naturally possible.
15. Stonespeech – Caster can communicate with any one stone if it possesses any mental qualities (e.g., caster could speak to a holy stone which possesses some sort of intelligence).
16. Herb Production – Caster can grow an herb by planting the proper seed. The herb is sterile, and the growth takes 1-10 rounds.
17. Fungal Tongues – Allows caster to understand and “speak” the language of one species of fungus.
18. Animal Mastery V – As *Animal Mastery I*, except caster can control up to five animals.
19. Plant Control III – As *Plant Control I*, except caster can control any three plants.
20. Nature's Awareness V – As *Nature's Awareness I*, except that the radius is 500'.
25. Earth Empathy – Caster can understand and/or visualize the thoughts and emotions of any one animal, plant, fungus, stone, or dead organic object. The caster can change target each round.
30. Species Mastery – As *Animal Mastery I*, except caster can control all of the animals of a given species within a range equal to 10 x caster's level (e.g., at 30th level you could control all of the ferrets within 300').
35. Control Fungus V – Caster can control the actions of up to five fungal life forms.
40. Commune with Nature – Caster is made aware of the ecological health of the area and anything that is causing significant ecological impact on the area (e.g., the water from the magic spring makes everything here grow fast, poison is leaching out from the pile of mine tailings, or the unicorns prevent disease from spreading through the wildlife).
50. Animal Mastery True – As *Animal Mastery I*, except duration is permanent and concentration is not required. At a given time, the total number of levels of animals controlled by caster through use of this spell cannot exceed the caster's own level.

**Note:** An herb is defined as a plant that, in its raw form or when specially prepared, provides some unusual benefit to the user. This does not apply to poisons, but may apply to narcotics.

## Open Channeling

## PURIFICATIONS

| Level | Spell                        | Area of Effect | Duration   | Range | Type |
|-------|------------------------------|----------------|------------|-------|------|
| 1)    | Sustenance Purification      | varies         | P          | touch | U    |
| 2)    | Disease Purification         | 1 target       | P          | touch | U    |
| 3)    | Food Preservation            | varies         | 1 week     | touch | U    |
| 4)    | Poison Purification          | 1 target       | P          | touch | U    |
| 5)    | Disease Resistance I         | 1 target       | 10 min/lvl | touch | U    |
| 6)    | Poison Resistance I          | 1 target       | 10 min/lvl | touch | U    |
| 7)    | Mass Food Perservation       | varies         | 1 week     | touch | U    |
| 8)    | Disease Resistance II        | 1 target       | 10 min/lvl | touch | U    |
| 9)    | Poison Resistance II         | 1 target       | 10 min/lvl | touch | U    |
| 10)   | Mind Disease Cures           | 1 target       | P          | touch | U    |
| 11)   | Disease Resistance III       | 1 target       | 10 min/lvl | touch | U    |
| 12)   | Poison Resistance III        | 1 target       | 10 min/lvl | touch | U    |
| 13)   | Extended Food Preservation   | varies         | 1 month    | touch | U    |
| 14)   | Undisease                    | 1 target       | P          | touch | U    |
| 15)   | Unpoison                     | 1 target       | P          | touch | U    |
| 16)   | Mass Mind Disease Cures      | 1 target/lvl   | P          | 100'  | U    |
| 17)   | Extreme Food Perservation    | varies         | 1 year     | touch | U    |
| 18)   | Mass Undisease               | 1 target/lvl   | P          | 100'  | U    |
| 19)   | Mass Unpoison                | 1 target/lvl   | P          | 100'  | U    |
| 20)   | Mind Disease Cures True      | 1 target       | P          | 10'   | U    |
| 25)   | Greater Disease Purification | 100' R         | P          | self  | U    |
| 30)   | Greater Poison Purification  | 100' R         | P          | self  | U    |
| 35)   | Food Preservation True       | varies         | 1 year/lvl | touch | U    |
| 40)   | Mass Mind Disease Cures True | 1 target/lvl   | P          | 100'  | U    |
| 50)   | Purification True            | 100' R/lvl     | P          | self  | E    |

1. Sustenance Purification – This spell neutralizes abnormal diseases, poison, and other similar substances in one day's worth of food and/or water. It will not neutralize a poison or similar substance that is a natural part of the food (e.g., it will not neutralize the natural poison in poisonous mushrooms).

2. Disease Purification – Stops infection and/or spread of a non-magical disease in one target that has acquired the disease. Thus, no further damage will occur in uninfected areas of the body, and healing may begin.

3. Food Preservation – This spell perfectly preserves one day's worth of food (by the caster's dietary requirements) for one week, after which it will spoil normally.

4. Poison Purification – Neutralizes any one non-magical poison in the system of one target. Damage already sustained is not cured.

5. Disease Resistance I – Target gets an additional RR against any disease(s).

6. Poison Resistance I – Target gets an additional RR against any poison(s).

7. Mass Food Preservation – As *Food Preservation*, except preserves one day's worth of food per level of the caster.
  8. Disease Resistance II – As *Disease Resistance I*, except target gets 2 additional RRs.
  9. Poison Resistance II – As *Poison Resistance I*, except target gets 2 additional RRs.
  10. Mind Disease Cures – Target is cured of one mind disease, recovery 1-50 days.
  11. Disease Resistance III – As *Disease Resistance I*, except target gets 3 additional RRs.
  12. Poison Resistance III – As *Poison Resistance I*, except target gets 3 additional RRs.
  13. Extended Food Preservation – As *Food Preservation*, except preserves one day's worth of food for one month.
  14. Undisease – Caster can remove any one disease from a target.
  15. Unpoison – Caster can remove any one poison from a target.
  16. Mass Mind Disease Cures – As *Mind Disease Cures*, except cures one mind disease in a number of targets up to the caster's level.
  17. Extreme Food Preservation – As *Food Preservation*, except preserves one day's worth of food for a year.
  18. Mass Undisease – Caster can remove any one disease from a number of targets up to the caster's level (e.g., an 18th level caster could remove leprosy from 18 targets).
  19. Mass Unpoison – Caster can remove any one poison from the systems of a number of targets up to the caster's level.
  20. Mind Disease Cures True – As *Mind Disease Cures*, except recovery is instantaneous.
  25. Greater Disease Purification – Any disease in the area is eliminated.
  30. Greater Poison Purification – Any poison in the area is neutralized.
  35. Food Preservation True – As *Food Preservation*, except preserves one day's worth of food per level of the caster for a period of one year/level.
  40. Mass Mind Disease Cures True – As *Mind Disease Cures True*, except cures one mind disease in a number of targets up to the caster's level.
  50. Purification True – Eliminates all poisons and/or diseases in the area.
- Note:** In no case do these spells allow the disease or poison removed to make an RR.
- Note:** Parasitic infestation is considered a disease for purposes of this list.

## Open Channeling

## SOUND'S WAY

| Level | Spell               | Area of Effect | Duration   | Range | Type |
|-------|---------------------|----------------|------------|-------|------|
| 1)    | Speech I            | 1 target       | C          | 10'   | U    |
| 2)    | Quiet I             | 1 target       | 1 min/lvl  | 100'  | E    |
| 3)    | Tongues I           | caster         | 1 min/lvl  | self  | U    |
| 4)    | Sound Analysis      | 1 sound        | —          | self  | I    |
| 5)    | Soundwall I         | 20'x20'        | 10 min/lvl | 100'  | E    |
| 6)    | Speech II           | 1 target       | C          | 10'   | U    |
| 7)    | Sphere of Silence I | 10'R           | 1 min/lvl  | 100'  | E    |
| 8)    | Quiet III           | 3 targets      | 1 min/lvl  | 100'  | E    |
| 9)    | Tongues II          | caster         | 1 min/lvl  | self  | U    |
| 10)   | Soundwall VI        | (20'x20') x6   | 10 min/lvl | 100'  | E    |
| 11)   | Quiet V             | 5 targets      | 1 min/lvl  | 100'  | E    |
| 12)   | Prayer Call         | 1 mile R       | 1 min/lvl  | self  | E    |
| 13)   | Sphere of Silence V | 50'R           | 1 min/lvl  | 100'  | E    |
| 14)   | Golden Voice        | caster         | 10 min/lvl | self  | U    |
| 15)   | Speech III          | 1 target       | C          | 10'   | U    |
| 16)   | Dialect             | caster         | 1 min/lvl  | self  | U    |
| 17)   | Sounding V          | 1 target       | 1 min/lvl  | 10'   | E    |
| 18)   | Babel               | 50' R          | 1 min/lvl  | 100'  | F    |
| 19)   | Tongues III         | caster         | 1 min/lvl  | self  | U    |
| 20)   | Sphere of Silence X | 100'R          | 1 min/lvl  | 100'  | E    |
| 25)   | Mass Soundwalls     | varies         | 10 min/lvl | 100'  | E    |
| 30)   | Mass Quiet          | varies         | 1 min/lvl  | 100'  | E    |
| 35)   | Speech True         | 1 target       | 1 min/lvl  | 100'  | U    |
| 40)   | True Silence        | 100'R          | 1 min/lvl  | 100'  | E    |
| 50)   | Tongues True        | caster         | 10 min/lvl | self  | U    |

1. Speech I – Target is able to communicate basic ideas in a specific language (e.g., hungry, thirsty, bathroom, peace, etc.); equivalent to skill rank 2.

2. Quiet I – Creates a 1'R area into and out of which sound cannot travel. As noted below, this spell can be cast on an individual target, which the spell will then follow; this target gains +25 to Stalking attempts, but likewise automatically fails any Perception attempts based on hearing alone and suffers a -50 to Perception rolls where hearing is a factor (e.g., to detect someone Stalking the target). Note that this does not interfere with spell-casting (the target can still speak, even yell, the sound is simply unable to leave the radius of the *Quiet* - certain spells like *Ultrasonics* may have their range limited to the interior of the *Quiet* radius, however).

3. Tongues I – Caster is able to communicate basic ideas in a specific language (e.g., hungry, thirsty, bathroom, peace, etc.); equivalent to skill rank 2.

4. Sound Analysis – Caster learns the origin and significance of any one sound that the caster has heard in the last minute.

5. Soundwall I – Creates a plane (up to 20'x20') through which sound will not pass.
6. Speech II – As *Speech I*, except target can communicate more complex concepts, although there is a good chance of misinterpretations; equivalent to skill rank 4.
7. Sphere of Silence I – As *Quiet I*, except radius is 10'.
8. Quiet III – As *Quiet I*, except 3 targets can be affected.
9. Tongues II – As *Tongues I*, except caster can communicate more complex concepts, although there is a good chance of misinterpretations; equivalent to skill rank 4.
10. Soundwall VI – As *Soundwall I*, except six such walls are created; each *Soundwall* must be connected to at least one other *Soundwall*.
11. Quiet V – As *Quiet I*, except 5 targets may be affected.
12. Prayer Call – Creates a wordless sound (may resemble a human voice, it just cannot transmit words) that can be heard only by members of the caster's faith. Sound will not have any direct effects, but may serve as a signal and as the spell name implies, it is often used as a signal to assemble for religious services.
13. Sphere of Silence V – As *Sphere of Silence I*, except radius is 50'.
14. Golden Voice – Caster's voice is made more pleasant and suitable for whatever task it is put to. The caster gains a +20 bonus to any vocal tasks (singing, oratory, etc.).
15. Speech III – As *Speech I*, except target is reasonably fluent in the language. Target's accent is imperfect, but there is only a slight chance of misinterpretation; equivalent to skill rank 6.
16. Dialect – Caster can speak a language he already knows in any regional or subcultural dialect, accent, and/or slang as if that form was his normal way of speaking.
17. Sounding V – Target's voice carries five times as far as normal.
18. Babel – Anyone speaking within the area of effect has his words scabbled into nonsense; anyone hearing speech within the area of effect hears the words as nonsense. The only way two individuals within the area of effect can communicate through speech is if they both make their RRs.
19. Tongues III – As *Tongues I*, except caster is reasonably fluent in the language. Caster's accent is imperfect, but there is only a slight chance of misinterpretation; equivalent to skill rank 6.
20. Sphere of Silence X – As *Sphere of Silence I*, except radius is 100'.
25. Mass Soundwalls – As *Soundwall V*, except as many *Soundwalls* as the caster's level can be created.
30. Mass Quiet – As *Quiet I*, except as many targets as the caster's level can be affected.
35. Speech True – As *Speech III*, except target speaks the specified language like a native **and** the caster does not need to concentrate (duration is 1 min/level). Skill is equivalent to skill rank 8.
40. True Silence – No sound can exist within the area of effect. It may be targeted on one being as its center, and if that being fails an RR, the radius of effect will travel with that being.
50. Tongues True – As *Tongues I*, except caster speaks the specified language like a native (equivalent to skill rank 8) and the duration is 10 minutes/level.

**Note:** See Section 10.16 for details on using elemental spells, like *Silence* and *Quiet*, on living targets.



## Open Channeling

## SPELL DEFENSE

| Level | Spell                 | Area of Effect | Duration  | Range | Type |
|-------|-----------------------|----------------|-----------|-------|------|
| 1)    | Protection I          | 1 target       | 1 min/lvl | 10'   | U    |
| 2)    | Cancel Channeling     | spells         | C         | self  | F    |
| 3)    | Protection Sphere I   | 10'R           | 1 min/lvl | 10'   | U    |
| 4)    | Cancel Essence        | spells         | C         | self  | F    |
| 5)    | Protection II         | 1 target       | 1 min/lvl | 10'   | U    |
| 6)    | Cancel Mentalism      | spells         | C         | self  | F    |
| 7)    | Protection Sphere II  | 10'R           | 1 min/lvl | 10'   | U    |
| 8)    | Dispel Channeling     | 1 target       | —         | 10'   | F    |
| 9)    | Channeling Shield     | caster         | 1 min/lvl | self  | U    |
| 10)   | Protection III        | 1 target       | 1 min/lvl | 10'   | U    |
| 11)   | Essence Shield        | caster         | 1 min/lvl | self  | U    |
| 12)   | Dispel Essence        | 1 target       | —         | 10'   | F    |
| 13)   | Mentalism Shield      | caster         | 1 min/lvl | self  | U    |
| 14)   | Protection IV         | 1 target       | 1 min/lvl | 10'   | U    |
| 15)   | Spell Shield II       | caster         | 1 min/lvl | self  | U    |
| 16)   | Dispel Mentalism      | 1 target       | —         | 10'   | F    |
| 17)   | Protection V          | 1 target       | 1 min/lvl | 10'   | U    |
| 18)   | Remove Curse          | 1 curse        | P         | touch | F    |
| 19)   | Spell Shield True     | caster         | 1 min/lvl | self  | U    |
| 20)   | Channeling Resistance | 1 target       | C         | 100'  | U    |
| 25)   | Essence Resistance    | 1 target       | C         | 100'  | U    |
| 30)   | Mentalism Resistance  | 1 target       | C         | 100'  | U    |
| 35)   | Holy Protection       | 1 target       | 1 min/lvl | 100'  | U    |
| 40)   | Joint Resistance      | 1 target       | C         | 100'  | U    |
| 50)   | Resistance True       | 1 target       | C         | 100'  | U    |

1. Protection I – Target gains a bonus of +5 to RRs against spells and a bonus of +5 to DB against elemental attacks.
2. Cancel Channeling – When the caster is a target of a spell from the Realm of Channeling, the "incoming" spell must first make an RR before the caster makes an RR. 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. Being a "willing target" does not eliminate this effect, but the caster's own spells do not need to make an RR. Note that the caster is considered to be a target of any spell which includes him in its area of effect or would "detect" him.
3. Protection Sphere I – As *Protection I*, except all beings within 10'R of target (sphere moves with target) get the benefits.
4. Cancel Essence – As *Cancel Channeling*, except affects spells from the realm of Essence.
5. Protection II – As *Protection I*, except bonuses are +10.
6. Cancel Mentalism – As *Cancel Channeling*, except affects spells from the realm of Mentalism.
7. Protection Sphere II – As *Protection Sphere I*, except bonuses are +10.

8. Dispel Channeling – Any active spell from the realm of Channeling that is on the target must make an RR. If the spell fails its RR, it is dispelled.
  9. Channeling Shield – Creates a shimmering shield in front of the caster: it provides a bonus to the caster's RR or DB of 10 against all frontal Channeling spell attacks on the caster (force and elemental). If the caster takes an instantaneous action to do so, he can "deflect" one spell attack. This results in adding the caster's ranks in this list to his RR or, for spells that use an attack table, to his DB (in addition to the basic bonus of 10 for having the *Shield*). Multiple deflections can be done in a single round, but each is a separate instantaneous action (costing 1 AP for every instantaneous action after the first).
  10. Protection III – As *Protection I*, except bonuses are +15.
  11. Essence Shield – As *Channeling Shield*, except it is effective only against Essence spells.
  12. Dispel Essence – As *Dispel Channeling*, except it affects spells of the realm of Essence.
  13. Mentalism Shield – As *Channeling Shield*, except it is effective only against Mentalism spells.
  14. Protection IV – As *Protection I*, except bonuses are +20.
  15. Spell Shield II – As *Channeling Shield*, except it is effective against any two of the realms.
  16. Dispel Mentalism – As *Dispel Channeling*, except it affects spells of the realm of Mentalism.
  17. Protection V – As *Protection I*, except bonuses are +25.
  18. Remove Curse – Cancels a curse if the curse fails an RR: the curse's *target level* is the attack level of the original curse and the *attack level* is this spell's attack level. If the curse is not removed, the caster cannot try again before gaining another rank in this list (however, another caster may try).
  19. Spell Shield True – As *Channeling Shield*, except all three realms are affected.
  20. Channeling Resistance – Target gets +50 to all RRs against Channeling spells.
  25. Essence Resistance – As *Channeling Resistance*, except it is only effective against Essence spells.
  30. Mentalism Resistance – As *Channeling Resistance*, except it is only effective against Mentalism spells.
  35. Holy Protection – As *Channeling Resistance*, except for duration.
  40. Joint Resistance – As *Channeling Resistance*, except is effective against spells from two realms of the caster's choice.
  50. Resistance True – As *Channeling Resistance*, except is effective against all three realms.
- Note:** A Hybrid spell will be affected by a *Cancel*, *Dispel*, or *Shield* spell that is effective against either of its hybridized realms.
- Note:** Curses are not affected by regular dispelling. See Section 10.2 for dealing with curses.

## Open Channeling

## WEATHER WAYS

| Level | Spell                   | Area of Effect | Duration  | Range | Type |
|-------|-------------------------|----------------|-----------|-------|------|
| 1)    | Living Gauge            | caster         | C         | self  | I    |
| 2)    | Rain Prediction         | caster         | —         | self  | I    |
| 3)    | Frost Prediction        | caster         | —         | self  | I    |
| 4)    | Weather Prediction I    | caster         | —         | self  | I    |
| 5)    | Rain Deflection *       | caster         | 1 min/lvl | self  | E    |
| 6)    | Breeze Call             | 10'R           | 1 rnd/lvl | self  | E    |
| 7)    | Fog Call                | 10'R/lvl       | 1 min/lvl | self  | E    |
| 8)    | Unfog                   | 10'R/lvl       | P         | 100'  | F    |
| 9)    | Calm Water              | 100'R          | C         | 100'  | F    |
| 10)   | Weather Prediction III  | caster         | —         | self  | I    |
| 11)   | Precipitation Call      | 10'R/lvl       | 1 min/lvl | self  | E    |
| 12)   | Weather Watch           | 1 mi           | 24 hrs    | self  | I    |
| 13)   | Weather Prediction V    | caster         | —         | self  | I    |
| 14)   | Temperature Control     | 50'R/lvl       | 1 min/lvl | self  | E    |
| 15)   | Wind Control            | 50' R/lvl      | 1 min/lvl | self  | E    |
| 16)   | Dew Call                | 100' R         | varies    | touch | E    |
| 17)   | Water Control           | 50' R/lvl      | 1 min/lvl | self  | E    |
| 18)   | Clear Skies             | 1 mi R         | 1 min/lvl | self  | E    |
| 19)   | Weather Prediction True | caster         | —         | self  | I    |
| 20)   | Rain Call               | 1 mi R         | 1 min/lvl | self  | E    |
| 25)   | Sky Call                | 1 mi R         | 1 min/lvl | self  | E    |
| 30)   | Storm Call              | 1 mi R         | 1 min/lvl | self  | E    |
| 35)   | Thunderstorm            | 10' R/lvl      | C         | 1000' | E    |
| 40)   | Tornado                 | 15' R          | 1 rnd/lvl | 500'  | E    |
| 50)   | Weather Mastery         | 1 mi R/lvl     | 1 min/lvl | self  | E    |

1. Living Gauge – Caster can ascertain the information regarding the surrounding atmosphere. Information that may be gained includes: temperature, humidity, barometric pressure, and wind speed. The caster can gain a different piece of information each round.

2. Rain Prediction – Gives caster a 95% chance of predicting the time and type of rain (or other precipitation) by  $\pm 15$  minutes over the next 24 hour period.

3. Frost Prediction – Gives caster a 95% chance of predicting the high and low temperatures over the next 24 hours.

4. Weather Prediction I – As *Rain Prediction* except it allows 95% chance of predicting time, type, and severity of weather over the next 24-hour period.

5. Rain Deflection \* – Caster is protected from precipitation. No rain, snow, sleet, hail, or fog will come closer than an inch from the caster or what the caster is wearing, allowing the caster to pass through a downpour and come out completely dry.
6. Breeze Call – Caster causes a breeze to come forth which will drive out any gaseous matter (clouds, fog, poison gasses, etc.) and subtracts from all missile attacks (-10). Once set, the direction of the breeze will not change.
7. Fog Call – Caster causes fog to arise that obscures nearly all vision in and through the radius; treat as a heavy fog as described in *A&CL*, Section 14.8.
8. Unfog – Disperses fog within the area of effect. If not all of a fog is 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, reducing the cleared radius by 10' every 1-5 minutes (varying depending on the heaviness of the fog and ambient humidity).
9. Calm Water – All water within a 100'R 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.
10. Weather Prediction III – As *Weather Prediction I*, except that caster has a 95% chance of predicting weather over a 3-day period.
11. Precipitation Call – Caster causes rain or snow to fall (depending on temperature). The precipitation obscures vision into the radius (-25 to Perception) and modifies all missile attacks passing through part of the radius by -25.
12. Weather Watch – Alerts the caster any time that the weather within the area of effect is altered by supernatural means.
13. Weather Prediction V – As *Weather Prediction I*, except that caster has a 95% chance of predicting weather over a 5-day period.
14. Temperature Control – Caster can adjust the temperature up or down by 18°F (10°C). Once the duration of the spell is over, the temperature will slowly adjust back to the ambient temperature (over the course of an hour).
15. Wind Control – Caster can control the speed and direction of the wind. Caster can increase or decrease wind speed by 1 mph per caster level (e.g., if the wind speed is normally 20 mph, a 15th level caster could alter the wind speed to between 5 and 35 mph). By directing the wind against missile attacks the caster can cause a -1 modification for each mph of wind speed. Note that caster can also control the direction of the flow of gases and/or clouds.
16. Dew Call – Caster can summon a dew (or frost, should the temperature be below freezing) the following morning.
17. Water Control – Caster can control water movement. Caster can create magical barriers blocking water flow, but intangible to all else, within the limits of the spell. Caster can also control the flow of surface currents on a large body of water, providing up to 1 mph per caster level of current, which can carry boats or ships along.
18. Clear Skies – Caster can make the skies clear of haze, precipitation, clouds, etc. This spell will not affect the wind.
19. Weather Prediction True – As *Weather Prediction I*, except that caster has a 95% chance of predicting weather over a 30-day period.
20. Rain Call – Caster can summon rain of moderate intensity; the rain will obscure short-range vision (-25 to Perception and missile attack out to 100', -75 beyond 100').
25. Sky Call – Caster may use any of the lower level spells on this list, but with the effects covering a one mile radius.
30. Storm Call – Caster may call forth a storm of any type with maximum wind speeds equal to twice caster's level in miles per hour, and intensity according to the caster's desires. Effects will vary according to circumstance (and the GM's discretion). For example, a 30th level caster could summon a lightning storm with intense rain and

constant wind speeds of up to 60 mph: the GM may wish to have random rolls to determine possible lightning strikes vs. exposed targets.

35. Thunderstorm – Caster can cause lightning bolts to strike a region within range, with anyone in the area subject to a 25% chance of being targeted by a lightning bolt during any given round. The results are determined on the Lightning Bolt Attack Table, with the OB equal to the caster's ranks in this list. This spell requires that there already be clouds in the sky. Any fumbles are resolved based on the clouds launching the lightning, not the caster.

40. Tornado – Caster creates a tornado. This spell requires a cloudy sky and at least 20 mph winds. The tornado will be 15' in radius and will move 100' randomly each round that the caster does not concentrate. If the caster concentrates, he can control the movement of the tornado (up to 100' per round). The tornado is resolved on living things and structures as a Large Ram Attack with an OB equal to the caster's ranks in this list, with an additional Grapple critical. If the tornado ever gets a 100% "grapple" on someone, it will pick him up and drop him from a height of 1-100'. The tornado will pick up and toss around small objects, raise dust and water, and the GM should call for breakage checks on any items he thinks may be threatened. Note that range is for initial formation only; tornado may travel any distance from caster once formed.

50. Weather Mastery – Caster may dictate the weather conditions in the area, modifying wind speeds by  $\pm 1$  mph x level, and setting the level of precipitation, fog, cloud cover etc. Caster may call for shifts in the patterns as he concentrates, but the change will take at least 1 minute.

**Note:** All weather generating spells cause weather to gradually form over a period of one minute. In addition, weather generating spells have no effect in areas where there are not normally occurring weather patterns (i.e., inside buildings, etc.).

**Note:** *Weather Prediction* is based on current conditions. Natural evolution of the weather system produces some uncertainty, which is represented by the 5% chance of error. Magical or divine intervention can alter weather patterns beyond those natural uncertainty parameters and completely void the *Weather Prediction* (e.g., a "sunny and clear" prediction is made for the next three days. Later that day, another caster casts a *Storm Call* in the area. That disturbs local weather patterns and the *Weather Prediction* must be recast in order to learn what the new weather pattern is likely to produce).

## 6.2.Closed

### Closed Channeling

#### BLOOD LAW

| Level | Spell                           | Area of Effect | Duration  | Range | Type |
|-------|---------------------------------|----------------|-----------|-------|------|
| 1)    | Flowstop I                      | 1 target       | varies    | touch | U    |
| 2)    | Flowstop III                    | 1 target       | varies    | touch | U    |
| 3)    | Clotting I                      | 1 target       | P         | touch | U    |
| 4)    | Flowstop V                      | 1 target       | varies    | touch | U    |
| 5)    | Limb Preservation ‡ *           | 1 limb         | 1 day/lvl | touch | U    |
| 6)    | Cut Repair I                    | 1 target       | P         | touch | U    |
| 7)    | Clotting III                    | 1 target       | P         | touch | U    |
| 8)    | Medium Flesh Wound Relief       | 1 target       | P         | touch | U    |
| 9)    | Cut Repair III                  | 1 target       | P         | touch | U    |
| 10)   | Severe Flesh Wound Relief       | 1 target       | P         | touch | U    |
| 11)   | Light Flesh Wound Healing       | 1 target       | P         | touch | U    |
| 12)   | Joining ‡ *                     | 1 target       | P         | touch | U    |
| 13)   | Flowstop True                   | 1 target       | varies    | touch | U    |
| 14)   | Medium Flesh Wound Healing      | 1 target       | P         | touch | U    |
| 15)   | Clotting True                   | 1 target       | P         | touch | U    |
| 16)   | Multitarget Flowstop            | varies         | varies    | 50'   | U    |
| 17)   | Severe Flesh Wound Healing      | 1 target       | P         | touch | U    |
| 18)   | Cut Repair True                 | 1 target       | P         | touch | U    |
| 19)   | Mass Clotting                   | 1 target       | P         | touch | U    |
| 20)   | Multitarget Clotting            | varies         | P         | 50'   | U    |
| 25)   | Joining True ‡ *                | 1 target       | P         | touch | U    |
| 30)   | Light Flesh Wound Healing True  | 1 target       | P         | touch | U    |
| 35)   | Medium Flesh Wound Healing True | 1 target       | P         | touch | U    |
| 40)   | Mass Cut Repair                 | 1 target       | P         | touch | U    |
| 50)   | Severe Flesh Wound Healing True | 1 target       | P         | 100'  | U    |

1. Flowstop I – Allows caster to reduce a target's blood loss by up to 1 hit/round. Until the injury is actually healed by some means (e.g., a Medicine maneuver), the target cannot move or be moved, or the bleeding will resume at the prior rate.

2. Flowstop III – Allows caster to reduce a target's blood loss by up to 3 hits/round. Until the injury is actually healed by some means (e.g., a Medicine maneuver), the target cannot move or be moved, or the bleeding will resume at the prior rate.

3. Clotting I – Allows caster to stop bleeding on a wound that is bleeding at rate of up to 1 hit/round. For one hour, the target can engage in no activity more vigorous than walking or bleeding will resume at the prior rate.

4. Flowstop V – Allows caster to reduce a target's blood loss by up to 5 hits/round. Until the injury is actually healed by some means (e.g., a Medicine maneuver), the target cannot move or be moved, or the bleeding will resume at the prior rate.

5. Limb Preservation ‡ \* – Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of the other 3 Closed Channeling *Limb Preservation* spells.
6. Cut Repair I – Allows caster to instantly stop bleeding from 1 wound that bleeds at rate of 1 hit/round.
7. Clotting III – Allows caster to stop bleeding on a wound that is bleeding at rate of up to 3 hits/round. For one hour, the target can engage in no activity more vigorous than walking or bleeding will resume at the prior rate.
8. Medium Flesh Wound Relief – Target is healed of one Light or Medium flesh wound.
9. Cut Repair III – Allows caster to instantly stop bleeding from 1 wound that bleeds at rate of up to 3 hits/round.
10. Severe Flesh Wound Relief – Target is healed of one flesh wound (of any severity).
11. Light Flesh Wound Healing – Target is healed of one Light flesh wound.
12. Joining ‡ \* – Caster can reattach 1 severed limb; it requires the use of the other 3 Closed Channeling *Joining* spells in order to make limb fully functional. The recovery time is 1-10 days.
13. Flowstop True – As *Flowstop III*, except that the caster can stop all blood loss in one target.
14. Medium Flesh Wound Healing – Target is healed of one Light or Medium flesh wound.
15. Clotting True – As *Clotting I*, except caster can heal a wound bleeding at any rate.
16. Multitarget Flowstop – As *Flowstop I*, except caster can stop total bleeding of up to 1 hit/round per level of the caster in any number of targets within range.
17. Severe Flesh Wound Healing – Target is healed of one flesh wound (of any severity).
18. Cut Repair True – Instantly stops bleeding from 1 wound regardless of bleeding rate.
19. Mass Clotting – As *Clotting I*, except caster can heal bleeding in multiple wounds in a single target up to a total hits/round of bleeding equal to his level.
20. Multitarget Clotting – As *Clotting I*, except caster can stop total bleeding of up to 1 hit/round per level of the caster in any number of targets within range.
25. Joining True ‡ \* – As *Joining*, except caster must cast the other 3 Closed Channeling *Joining True* spells and recovery is instantaneous.
30. Light Flesh Wound Healing True – Target is healed of one Light flesh wound.
35. Medium Flesh Wound Healing True – Target is healed of one Light or Medium flesh wound.
40. Mass Cut Repair – Caster can instantly stop bleeding from multiple wounds (in a single target) up to a total hits/round of bleeding equal to his level.
50. Severe Flesh Wound Healing True – Target is healed of one flesh wound (of any severity).

**Note:** A flesh wound is also classified as a "skin & tissue injury". See A&CL Section 12.1.

**Note:** For all spells that heal wounds, the recovery time is determined as described in A&CL Section 12.1, but while *Relief* spells produce recovery in the normal time, for *Healing* spells treat the result as hours rather than days, and for *Healing True* spells treat the result as rounds rather than days. For *Mass* spells, use the most severe injury cured and roll once for a single recovery time for all.

**Note:** Any cut wound that has had all of its bleeding permanently stopped can then be healed by an appropriate "Flesh Wound" healing spell.

## Closed Channeling

## BONE LAW

| Level | Spell                                | Area of Effect | Duration  | Range | Type |
|-------|--------------------------------------|----------------|-----------|-------|------|
| 1)    | Bone Lore                            | 1 target       | —         | touch | I    |
| 2)    | Light Cartilage Damage Relief        | 1 target       | P         | touch | U    |
| 3)    | Light Bone Damage Relief             | 1 target       | P         | touch | U    |
| 4)    | Light Skull Damage Relief            | 1 target       | P         | touch | U    |
| 5)    | Limb Preservation ‡ *                | 1 target       | 1 day/lvl | touch | U    |
| 6)    | Medium Cartilage Damage Relief       | 1 target       | P         | touch | U    |
| 7)    | Medium Bone Damage Relief            | 1 target       | P         | touch | U    |
| 8)    | Medium Skull Damage Relief           | 1 target       | P         | touch | U    |
| 9)    | Severe Cartilage Damage Relief       | 1 target       | P         | touch | U    |
| 10)   | Severe Bone Damage Relief            | 1 target       | P         | touch | U    |
| 11)   | Severe Skull Damage Relief           | 1 target       | P         | touch | U    |
| 12)   | Joining ‡ *                          | 1 target       | P         | touch | U    |
| 13)   | Light Bone Damage Healing            | 1 target       | P         | touch | U    |
| 14)   | Light Skull Damage Healing           | 1 target       | P         | touch | U    |
| 15)   | Medium Cartilage Damage Healing      | 1 target       | P         | touch | U    |
| 16)   | Medium Bone Damage Healing           | 1 target       | P         | touch | U    |
| 17)   | Medium Skull Damage Healing          | 1 target       | P         | touch | U    |
| 18)   | Severe Cartilage Damage Healing      | 1 target       | P         | touch | U    |
| 19)   | Severe Bone Damage Healing           | 1 target       | P         | touch | U    |
| 20)   | Severe Skull Damage Healing          | 1 target       | P         | touch | U    |
| 25)   | Joining True ‡ *                     | 1 target       | P         | touch | U    |
| 30)   | Medium Cartilage Damage Healing True | 1 target       | P         | touch | U    |
| 35)   | Medium Bone Damage Healing True      | 1 target       | P         | touch | U    |
| 40)   | Medium Skull Damage Healing True     | 1 target       | P         | touch | U    |
| 50)   | Skeletal Healing True                | caster         | 1 rnd/lvl | self  | U    |

1. Bone Lore – Caster acquires complete understanding of any bone damage, including the tools and methods required for healing. Caster does not receive the skill or power necessary to perform the cure, but this diagnostic does provide a +20 bonus to treatment if supervised by the caster.

2. Light Cartilage Damage Relief – Target is healed of one Light wound to cartilage.

3. Light Bone Damage Relief – Target is healed of one Light wound to bones other than the skull.

4. Light Skull Damage Relief – Target is healed of one Light wound to the skull.

5. Limb Preservation ‡ \* – Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of the other 3 Closed Channeling *Limb Preservation* spells.

6. Medium Cartilage Damage Relief – Target is healed of one Light or Medium wound to cartilage.

7. Medium Bone Damage Relief – Target is healed of one Light or Medium wound to bones other than the skull.

8. Medium Skull Damage Relief – Target is healed of one Light or Medium wound to the skull.



- 9. Severe Cartilage Damage Relief – Target is healed of one wound (of any severity) to cartilage.
- 10. Severe Bone Damage Relief – Target is healed of one wound (of any severity) to bones other than the skull.
- 11. Severe Skull Damage Relief – Target is healed of one wound (of any severity) to the skull.
- 12. Joining ‡ \* – Caster can reattach 1 severed limb; it requires the use of the other 3 Closed Channeling *Joining* spells in order to make limb fully functional. The recovery time is 1-10 days.
- 13. Light Bone Damage Healing – Target is healed of one Light wound to bones other than the skull.
- 14. Light Skull Damage Healing – Target is healed of one Light wound to the skull.
- 15. Medium Cartilage Damage Healing – Target is healed of one Light or Medium wound to cartilage.
- 16. Medium Bone Damage Healing – Target is healed of one Light or Medium wound to bones other than the skull.
- 17. Medium Skull Damage Healing – Target is healed of one Light or Medium wound to the skull.
- 18. Severe Cartilage Damage Healing – Target is healed of one wound (of any severity) to cartilage.
- 19. Severe Bone Damage Healing – Target is healed of one wound (of any severity) to bones other than the skull.
- 20. Severe Skull Damage Healing – Target is healed of one wound (of any severity) to the skull.
- 25. Joining True ‡ \* – As *Joining*, except caster must cast the other 3 Closed Channeling *Joining True* spells and recovery is instantaneous.
- 30. Medium Cartilage Damage Healing True – Target is healed of one Light or Medium wound to cartilage.
- 35. Medium Bone Damage Healing True – Target is healed of one Light or Medium wound to bones other than the skull.
- 40. Medium Skull Damage Healing True – Target is healed of one Light or Medium wound to the skull.
- 50. Skeletal Healing True – Caster can use any lower level spell (on this list) once per round.

**Note:** For all spells that heal wounds, the recovery time is determined as described in A&CL Section 12.1, but while *Relief* spells produce recovery in the normal time, for *Healing* spells treat the result as hours rather than days, and for *Healing True* spells treat the result as rounds rather than days. For *Mass* spells, use the most severe injury cured and roll once for a single recovery time for all.

## Closed Channeling

## CALM SPIRITS

| Level | Spell                  | Area of Effect | Duration  | Range   | Type |
|-------|------------------------|----------------|-----------|---------|------|
| 1)    | Calm Self              | caster         | 1 min/lvl | self    | U    |
| 2)    | Calm I                 | 1 target       | 1 min/lvl | 100'    | Fm   |
| 3)    | Restful Spirit I       | 1 corpse       | 1 week    | touch   | U    |
| 4)    | Calm II                | 2 targets      | 1 min/lvl | 100'    | Fm   |
| 5)    | Hold Kind I            | 1 target       | C         | 100'    | Fm   |
| 6)    | Calm III               | 3 targets      | 1 min/lvl | 100'    | Fm   |
| 7)    | Restful Spirit II      | 1 corpse       | 1 month   | touch   | U    |
| 8)    | Calm IV                | 4 targets      | 1 min/lvl | 100'    | Fm   |
| 9)    | Calm V                 | 5 targets      | 1 min/lvl | 100'    | Fm   |
| 10)   | Mass Animal Calming I  | 1 target/lvl   | 1 min/lvl | 100'    | Fm   |
| 11)   | True Hold I            | 1 target       | C         | 100'    | Fm   |
| 12)   | Calm X                 | 10 targets     | 1 min/lvl | 100'    | Fm   |
| 13)   | Hold Kind III          | 3 targets      | C         | 100'    | Fm   |
| 14)   | Meditation             | caster         | 1 hr/lvl  | self    | U    |
| 15)   | Whisper of Calming *   | 50' R          | 1 min/lvl | self    | Fm   |
| 16)   | True Hold II           | 2 targets      | C         | 100'    | Fm   |
| 17)   | Restful Spirit True    | 1 corpse       | P         | touch   | U    |
| 18)   | Mass Animal Calming II | 1 target/lvl   | 1 min/lvl | 10'/lvl | Fm   |
| 19)   | Hold Kind V            | 5 targets      | C         | 100'    | Fm   |
| 20)   | Lord Calm              | 20 targets     | 1 min/lvl | 10'/lvl | Fm   |
| 25)   | Long Calm              | 1 target       | 1 day/lvl | 300'    | Fm   |
| 30)   | Mass Calm              | 1 target/lvl   | 1 min/lvl | 10'/lvl | Fm   |
| 35)   | Mass Hold Kind         | 1 target/lvl   | C         | 100'    | Fm   |
| 40)   | Mass True Hold         | 1 target/lvl   | C         | 100'    | Fm   |
| 50)   | Calm True              | 1 target       | P         | 100'    | Fm   |

1. Calm Self – Caster is placed in a state of calm. This provides a +25 RR bonus against Fear or any spells that provoke an emotional response, a +10 bonus to any maneuvers that benefit from calm (including the use of missile weapons), while giving a -15 penalty to any activity to which calm is detrimental (e.g., most moving maneuvers above a walking pace, melee combat, thrown weapons)

2. Calm I – Target will take no aggressive/offensive action and will fight only if attacked.

3. Restful Spirit I – Target will not be able to rise as undead or house any animating spirit or otherwise be made to occupy a state other than peaceful death or true resurrection that returns the body to life and rehouses the soul.

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

5. Hold Kind I – Humanoid target has its Activity Points per round reduced by 3 (i.e., normally, the target will have 1 AP each round).

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

7. Restful Spirit II – As *Restful Spirit I*, except for duration.
8. Calm IV – As *Calm I*, except 4 targets may be affected.
9. Calm V – As *Calm I*, except 5 targets may be affected.
10. Mass Animal Calming I – Caster can calm (as *Calm I*) a number of animals equal to the caster's level.
11. True Hold I – Any target has its Activity Points per round reduced by 3 (i.e., normally, the target will have 1 AP each round).
12. Calm X – As *Calm I*, except that 10 targets may be affected.
13. Hold Kind III – As *Hold Kind I*, except 3 targets may be affected.
14. Meditation – The caster enters a deep relaxing meditation from which he cannot be woken until a specified time has passed (up to the duration of the spell). While meditating the caster regains Hits and PP at twice the normal rate and receives +50 to any Meditation maneuvers.
15. Whisper Of Calming \* – All targets in radius must resist or they are calmed (as *Calm I*).
16. True Hold II – As *True Hold I*, except 2 targets may be affected.
17. Restful Spirit True – As *Restful Spirit I*, except for duration.
18. Mass Animal Calming II – [RR Mod.: -20] As *Mass Animal Calm I*, except RRs are modified by -20 and the range is 10'/lvl.
19. Hold Kind V – As *Hold Kind I*, except 5 targets may be affected.
20. Lord Calm – [RR Mod.: -20] As *Calm I*, except that 20 targets may be affected.
25. Long Calm – [RR Mod.: -20] As *Calm I*, except that calmness lasts for 1 day/level.
30. Mass Calm – [RR Mod.: -20] As *Calm I*, except that caster can calm a number of targets equal to the caster's level.
35. Mass Hold Kind – As *Hold Kind I*, except that caster can affect a number of targets equal to the caster's level.
40. Mass True Hold – As *True Hold I*, except that caster can affect a number of targets equal to the caster's level.
50. Calm True – As *Calm I*, except that calmness is permanent.

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

## Closed Channeling

## CREATIONS

| Level | Spell                    | Area of Effect | Duration | Range | Type |
|-------|--------------------------|----------------|----------|-------|------|
| 1)    | Weave Air                | 3'x6'          | P        | touch | E    |
| 2)    | Sustain Self             | caster         | 1 day    | self  | U    |
| 3)    | Water Production I       | —              | P        | 10'   | E    |
| 4)    | Food Production I        | —              | P        | 10'   | E    |
| 5)    | Fire Starting            | 1'R            | —        | 1'    | E    |
| 6)    | Nutrient Conjures I      | —              | P        | 10'   | E    |
| 7)    | Water Production III     | —              | P        | 10'   | E    |
| 8)    | Food Production III      | —              | P        | 10'   | E    |
| 9)    | Herb Enhancement         | 1 herb         | P        | touch | U    |
| 10)   | Water Production V       | —              | P        | 10'   | E    |
| 11)   | Food Production V        | —              | P        | 10'   | E    |
| 12)   | Nutrient Conjures III    | —              | P        | 10'   | E    |
| 13)   | Herb Mastery             | 1 herb         | P        | touch | U    |
| 14)   | Tent of the Gods         | 1 tent         | 1 day    | 10'   | E    |
| 15)   | Lesser Plant Production  | 1 plant        | P        | 10'   | E    |
| 16)   | Mass Water Production    | —              | P        | 10'   | E    |
| 17)   | Food Production True     | —              | P        | 10'   | E    |
| 18)   | Batch Herb Mastery       | 1 herb/lvl     | P        | 10'   | U    |
| 19)   | Cabin of the Gods        | 1 cabin        | 1 day    | 10'   | E    |
| 20)   | Lesser Animal Production | 1 animal       | P        | 10'   | E    |
| 25)   | Nutrient Conjures True   | —              | P        | 10'   | E    |
| 30)   | Greater Plant Production | 1 plant        | P        | 10'   | E    |
| 35)   | Heavenly Tower           | 1 tower        | 1 day    | 10'   | E    |
| 40)   | Plant Production True    | 1 plant        | P        | 10'   | E    |
|       | Greater Animal           |                |          |       |      |
| 50)   | Production               | 1 animal       | P        | 10'   | E    |

1. Weave Air – Creates (out of thin air) a cloth up to 3'x6' in area, the cloth is made of typical local textile materials (of an inexpensive kind), suitable for use as either a blanket or as a simple garment.

2. Sustain Self – Allows caster to go without food or water and not suffer damage (i.e., provides nutrition and water for 1 day).

3. Water Production I – Caster can produce sufficient water in any available receptacle to supply a being for one day.

4. Food Production I – Caster can produce sufficient food from the surrounding area to feed one hearty appetite for one day.

5. Fire Starting – Allows caster to set a fire of 1'R; fire will then last as long as there is fuel. A target in the 1'R will take an A Heat critical. Caster may only target a specific location, not an individual, with this spell.

6. Nutrient Conjures I – Caster can produce a loaf of blessed bread that weighs half a pound and will support one being for one day; the loaf will lose potency in one month.
  7. Water Production III – As *Water Production I*, except caster can produce three days of water.
  8. Food Production III – As *Food Production I*, except caster can produce sufficient food to feed three beings for one day.
  9. Herb Enhancement – Allows caster to enhance the potency of any one growing herb by 100% (i.e., x2). This spell may be employed only once per herb.
  10. Water Production V – As *Water Production I*, except caster can produce five days supply of water.
  11. Food Production V – As *Food Production I*, except caster can produce sufficient food to feed five beings for one day.
  12. Nutrient Conjures III – As *Nutrient Conjure I*, except caster can produce three loaves of blessed bread.
  13. Herb Mastery – Caster can double the potency of any one herb (growing or dead). This spell may be employed only once/herb, and may not be combined with *Herb Enhancement*.
  14. Tent of the Gods – Caster creates a plain tent, capable of sheltering up to four persons comfortably (or six uncomfortably) against local weather conditions. At the end of this spell, the tent simply disappears.
  15. Lesser Plant Production – Caster can produce a plant up to 10' in height and/or width; plant must be representative of the region.
  16. Mass Water Production – As *Water Production I*, except caster can create one day of water per level (e.g., a 17th level Cleric could create 17 days of water).
  17. Food Production True – As *Food Production I*, except caster can produce sufficient food to feed a number of beings equal to the caster's level.
  18. Batch Herb Mastery – As *Herb Mastery*, except caster may enhance one herb per level. Herbs must all be of the same type.
  19. Cabin of the Gods – As *Tent of the Gods*, except creates a log cabin suitable for 12 persons in comfort or 20 persons uncomfortably.
  20. Lesser Animal Production – Caster can create an animal representative of the surrounding region and weighing no more than 10 lbs; animal will be friendly to caster.
  25. Nutrient Conjures True – As *Nutrient Conjure I*, except caster can produce a number of loaves of blessed bread equal to the caster's level.
  30. Greater Plant Production – As *Lesser Plant Production*, except that caster can create one plant with a height and/or width of one foot per caster level (e.g., a 30th level could produce a 30' high tree with a 30' maximum width); plant must be representative of the local area.
  35. Heavenly Tower – As *Tent of the Gods*, except creates a stone tower suitable for 16 persons in comfort or 30 uncomfortably. This is a defensive structure, with a barred door and whatever standard structural design the caster's culture would use for a fortified stone tower.
  40. Plant Production True – As *Greater Plant Production*, except plant need not be native to the local area.
  50. Greater Animal Production – As *Lesser Animal Production*, except that caster can produce an animal with a maximum weight of one pound per caster level. The animal must be a native of the area.
- Note:** All nutritional spells on this list miraculously adapt to the consumer. *Food Production* might feed a mouse or an elephant as easily as a man. Attempts to subvert this spell by creating food for a dragon then feeding it to humans should reflect the nature of the diety called on.

## Closed Channeling

## LOCATING WAYS

| Level | Spell             | Area of Effect | Duration       | Range    | Type |
|-------|-------------------|----------------|----------------|----------|------|
| 1)    | Orientation *     | caster         | —              | self     | I    |
| 2)    | Guess *           | caster         | —              | self     | I    |
| 3)    | Pathfinding I     | caster         | —              | 100'     | I    |
| 4)    | Guidance          | caster         | 10 min/lvl (C) | 100'/lvl | E    |
| 5)    | Location I        | 1 target       | 1 min/lvl (C)  | 100'     | I    |
| 6)    | Pathfinding III   | caster         | —              | 300'     | I    |
| 7)    | Tag I             | 1 target       | 1 hr/lvl       | touch    | U    |
| 8)    | Location III      | 1 target       | 1 min/lvl (C)  | 300'     | I    |
| 9)    | Pathfinding V     | caster         | —              | 500'     | I    |
| 10)   | Location V        | 1 target       | 1 min/lvl (C)  | 500'     | I    |
| 11)   | Memory's Path     | caster         | 1 hr/lvl       | self     | U    |
| 12)   | Far Pathfinding I | caster         | —              | 1 mi     | I    |
| 13)   | Divine Guidance   | caster         | 1 hr/lvl       | 1 mi/lvl | E    |
| 14)   | Tag II            | 1 target       | 1 day/lvl      | touch    | U    |
| 15)   | Find Item I       | 1 object       | —              | 100'     | I    |
| 16)   | Far Location      | 1 target       | 1 min/lvl (C)  | 1 mi     | I    |
| 17)   | Far Pathfinding X | caster         | —              | 10 mi    | I    |
| 18)   | Find Item III     | 1 object       | —              | 300'     | I    |
| 19)   | Tag III           | 1 target       | 1 week/lvl     | touch    | U    |
| 20)   | Lord Location     | 1 target       | 1 min/lvl (C)  | 20 mi    | I    |
| 25)   | Pathfinding True  | 1 mi R'/lvl    | —              | self     | I    |
| 30)   | Location True     | 1 target       | 1 min/lvl (C)  | 1 mi/lvl | I    |
| 35)   | Tag IV            | 1 target       | 1 month/lvl    | touch    | U    |
| 40)   | Find Person       | caster         | 1 min/lvl (C)  | 1 mi/lvl | I    |
| 50)   | Find Item True    | 1 object       | —              | 100'/lvl | I    |

1. Orientation \* – Caster knows which way is up and where the cardinal directions (north, east, south, and west) lie.

2. Guess \* – When faced with a choice about which the caster has little or no information (e.g., which corridor leads outside the quickest), the caster may cast this spell and the Gamemaster will determine which choice is made, biasing the choice favorably by 25% (e.g., where there are two options, roll 1-100: correct on 26-100, incorrect on 01-25).

3. Pathfinding I – Caster learns the location(s) of any “path(s)” within 100'; gives the nearest point on each path, but not the path's course.

4. Guidance – Caster is subtly directed (by hints and clues) towards a specific destination (within 100'/lvl) by guidance from the caster's deity. The exact form of the guidance may vary from deity to deity (e.g., a deity of

water might leave hints in the rocks of a stream, etc.). For the duration of this spell, the caster must concentrate on following the guidance to perceive the clues.

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

6. Pathfinding III – As *Pathfinding I*, except range is 300’.

7. Tag I – Caster places a distinctive "tag" on the aura of a person or item, which will qualify as a unique descriptive marker for purposes of *Location* (e.g., the caster could cast *Tag I* on a common coin and *Location* would be able to pick it out amongst all the various similar coins).

8. Location III – As *Location I*, except range is 300’.

9. Pathfinding V – As *Pathfinding I*, except range is 500’.

10. Location V – As *Location I*, except range is 500’.

11. Memory’s Path – Caster can remember an exact route that the caster has previously traveled regardless of whether or not the original journey was made with the caster’s normal sensory abilities active (e.g., a 12th level caster could remember the course of 12 hours of a trip even if blindfolded during that time). To be effective, this spell must be cast within one month of the journey.

12. Far Pathfinding I – As *Pathfinding I*, except range is 1 mile.

13. Divine Guidance – As *Guidance*, except the form of the guidance is that of an animal companion sent by the deity. The caster can follow the animal to a specific destination.

14. Tag II – As *Tag I*, except for duration.

15. Find Item I – Caster can locate any 1 object the caster can describe, if indeed it exists and is in range (e.g., caster could describe a type of mace he had never seen or heard of). Description does not need to be unique. If item description is not unique, the spell locates the nearest item matching the description.

16. Far Location – As *Location I*, except range is 1 mile.

17. Far Pathfinding X – As *Pathfinding I*, except range is 10 miles.

18. Find Item III – As *Find Item I*, except range is 300’.

19. Tag III – As *Tag I*, except for duration.

20. Lord Location – As *Location I*, except range is 20 miles.

25. Pathfinding True – As *Pathfinding I*, except range is 1 mile/level and exact routes within the range are ascertained.

30. Location True – As *Location I*, except range is 1 mile/level.

35. Tag IV – As *Tag I*, except for duration.

40. Find Person – As *Location True*, except it locates a person. Caster must still be able to provide a unique description.

50. Find Item True – As *Find Item I*, except range is 100’/level.

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

**Note:** See Section 10.15 for information on interpretation of "path".

## Closed Channeling

## LORE

| Level | Spell              | Area of Effect | Duration      | Range | Type |
|-------|--------------------|----------------|---------------|-------|------|
| 1)    | Afterthoughts      | caster         | —             | self  | I    |
| 2)    | Detect Evil        | 5'R            | 1 min/lvl (C) | 100'  | I    |
| 3)    | Detect Curse       | 5'R            | 1 min/lvl (C) | 100'  | I    |
| 4)    | Detect Hate        | 5'R            | 1 min/lvl (C) | 100'  | I    |
| 5)    | Light Lore I       | 1 item         | —             | 10'   | I    |
| 6)    | Poison Lore        | 1 poison       | —             | 10'   | I    |
| 7)    | Determine Emotion  | 1 target       | 1 min/lvl (C) | 100'  | I    |
| 8)    | Life Lore          | 1 target       | —             | 100'  | I    |
| 9)    | Citation           | caster         | —             | self  | U    |
| 10)   | Curse Tales        | 1 curse        | —             | 10'   | I    |
| 11)   | Dark Lore I        | 1 item         | —             | 10'   | I    |
| 12)   | Light Lore II      | varies         | —             | 10'   | I    |
| 13)   | Hate Analysis      | 1 target       | —             | 10'   | I    |
| 14)   | Gray Lore I        | 1 item         | —             | 10'   | I    |
| 15)   | Emotion Analysis   | 1 target       | —             | 10'   | I    |
| 16)   | Decipher Text      | caster         | 1 min/lvl     | self  | U    |
| 17)   | Light Lore III     | varies         | —             | 10'   | I    |
| 18)   | Dark Lore II       | varies         | —             | 10'   | I    |
| 19)   | White Lore         | 1 item         | —             | 100'  | I    |
| 20)   | Dark Lore III      | varies         | —             | 10'   | I    |
| 25)   | Life Lore True     | 1 target       | —             | 10'   | I    |
| 30)   | Black Lore         | 1 item         | —             | 100'  | I    |
| 35)   | Gray Lore III      | varies         | —             | 10'   | I    |
| 40)   | Life Lore Mastery  | 1 target/lvl   | —             | 100'  | I    |
| 50)   | White Lore Mastery | varies         | —             | 100'  | I    |

1. Afterthoughts – Allows caster virtually total recall of any conversation or writing encountered within a period of days equal to caster's level.

2. Detect Evil – Detects “true evil” in an animate or inanimate target; caster can concentrate on a 5'R area each round.

3. Detect Curse – As *Detect Evil*, except caster can detect curses.

4. Detect Hate – As *Detect Evil*, except caster can detect the emotion of hatred, in the living mind or in an object forged with great malice. Any object or being “Of Slaying” will show as being filled with hate.

5. Light Lore I – Caster can ascertain the origin point and nature of any one “holy item” that is not “of darkness” or “of evil”. This will not give specific capabilities.

6. Poison Lore – Caster can ascertain exact nature and type of poison and can determine what cure may be used, but does not receive the required tools or skills.



7. Determine Emotion – Caster can detect any extreme emotion (e.g., hatred, love, sadness, fear, etc.). In addition, the caster learns which emotion(s) the target is feeling. If there are no extremes of emotion (i.e., only normal feelings), nothing is detected. Caster may change the spell's target each round.
8. Life Lore – Caster can determine the nature and type of any one living target. This will not ascertain the target's personal traits or capabilities, but the caster will know the normal abilities associated with the target's species.
9. Citation – Caster can recall appropriate quotations (from the caster's own memory) which will both help make the caster's point and be relevant to the target audience. This adds +15 to any maneuver involving persuasive speaking or writing and +10 to any maneuver involving artistic speaking or writing, but only applies if the caster has at least one rank in a Lore skill relevant to the audience.
10. Curse Tales – Caster can determine nature and origin of any one curse, including the name of the one who bequeathed it.
11. Dark Lore I – As *Light Lore I*, except caster can ascertain the origin point and nature of any one item “of darkness” or “of evil.”
12. Light Lore II – As *Light Lore I*, except that caster can ascertain the origin point and nature of any two “holy items” or caster can determine the nature, origin point, and the exact significance of any one “holy item.”
13. Hate Analysis – Caster can determine the nature and origin of active hatred found within any 1 target (inanimate or animate); the degree and other details of such hatred can also be acquired. Any objects or beings “Of Slaying” will show as hating their target type.
14. Gray Lore I – As *Light Lore I*, except caster can ascertain the origin point and nature of any one item that is neither holy nor unholy in nature.
15. Emotion Analysis – As *Hate Analysis*, except caster can determine the nature and origin of any extreme emotion(s) in the target.
16. Decipher Text – Caster can read any text (as if possessing eight ranks in the appropriate written language), although this spell does not assist in understanding cultural context, cultural references, implications, etc.
17. Light Lore III – As *Light Lore I*, except that caster can ascertain the origin point and nature of any three “holy items” or caster can determine the age, origin point, name of the creator, and nature of any one “holy item.” Caster also learns item's specific capabilities.
18. Dark Lore II – As *Light Lore II*, except that it can only be used on items “of darkness” or “of evil.”
19. White Lore – Caster can ascertain exact nature, origin, purpose, history, and specific capabilities of any one “holy item”; this allows caster to visualize all who have possessed the item.
20. Dark Lore III – As *Light Lore III*, except that it can be used only on items “of evil” or “of darkness.”
25. Life Lore True – As *Life Lore*, except caster can determine personal traits and capabilities of any one target.
30. Black Lore – As *White Lore*, except it can only be used on an item “of darkness” or “of evil.”
35. Gray Lore III – As *Light Lore III*, except it can only be used on items that are neither holy nor unholy in nature.
40. Life Lore Mastery – As *Life Lore True*, except caster determines the personal traits and capabilities of one target per caster level.
50. White Lore Mastery – As *White Lore*, except caster can acquire the information on all “holy items” within 100’.

**Note:** This list may be learned by "Evil" Channeling users as "Dark Lore", in which case just reverse the "Light"/"Dark" and "White"/"Black" Lore spells. (E.g., if one learns the Dark Lore list, the 17th level spell is *Dark Lore III* and works on "unholy" rather than "holy" items.)

**Note:** See Section 10.4 for more about detection spells.

Closed Channeling  
**MOUNTED WAYS**

| Level | Spell                | Area of Effect | Duration   | Range    | Type |
|-------|----------------------|----------------|------------|----------|------|
| 1)    | Select Mount         | 1 target       | P          | touch    | U    |
| 2)    | Call Mount           | mount          | —          | 100'/lvl | U    |
| 3)    | Riding I             | caster         | 10 min/lvl | self     | U    |
| 4)    | Augment Mount I *    | mount          | varies     | 10'      | U    |
| 5)    | One Spirit           | mount/caster   | 10 min/lvl | 10'      | U    |
| 6)    | Riding II            | caster         | 10 min/lvl | self     | U    |
| 7)    | Armor Mount I        | mount          | 10 min/lvl | 10'      | U    |
| 8)    | Select Exotic Mount  | 1 target       | P          | touch    | U    |
| 9)    | Riding III           | caster         | 10 min/lvl | self     | U    |
| 10)   | Call Mount True      | mount          | —          | 1 mi/lvl | U    |
| 11)   | Augment Mount II *   | mount          | varies     | 10'      | U    |
| 12)   | Riding IV            | caster         | 10 min/lvl | self     | U    |
| 13)   | Heal Mount I         | mount          | —          | touch    | U    |
| 14)   | Armor Mount II       | mount          | 10 min/lvl | 10'      | U    |
| 15)   | One Soul             | mount/caster   | 10 min/lvl | 10'      | U    |
| 16)   | Riding V             | caster         | 10 min/lvl | self     | U    |
| 17)   | Augment Mount III *  | mount          | varies     | 10'      | U    |
| 18)   | Heal Mount II        | mount          | —          | touch    | U    |
| 19)   | Armor Mount III      | mount          | 10 min/lvl | 10'      | U    |
| 20)   | Riding VI            | caster         | 10 min/lvl | self     | U    |
| 25)   | One Soul True        | mount/caster   | 10 min/lvl | 10'      | U    |
| 30)   | Augment Mount True * | mount          | varies     | 10'      | U    |
| 35)   | Heal Mount True      | mount          | —          | touch    | U    |
| 40)   | One Body             | mount/caster   | 10 min/lvl | 10'      | U    |
| 50)   | Tireless Mount       | mount          | 10 min/lvl | 10'      | U    |

1. Select Mount – Creates a bond between the caster and an animal, making the animal the caster's "mount" for the purposes of other spells on this list. It is only possible to have one "mount" at a time. The target of this spell must be a typical mount of the caster's culture (usually a horse or camel).
2. Call Mount – Caster telepathically summons his mount, which will come to him as quickly as possible.
3. Riding I – Caster gains a +5 bonus to his Riding skill.
4. Augment Mount I – The next maneuver by the mount receives a +20 bonus.
5. One Spirit – Caster and mount make RRs using the higher of their two levels and the higher of their RR bonuses (e.g., if the mount has the higher level and the caster has the better RR bonus, they get the benefit of both).
6. Riding II – As *Riding I*, except bonus is +10.
7. Armor Mount I – Mount gains the benefits of AT 4, but without any encumbrance or armor penalties since no armor is actually worn. This provides full suit coverage (i.e., treat the mount as having limb armor and a helm).

8. Select Exotic Mount – As *Select Mount*, except that the target may be any rideable animal or other creature that the GM considers a suitable mount (e.g., the GM may wish to allow use of this list with a hippogriff mount).
9. Riding III – As *Riding I*, except bonus is +15.
10. Call Mount True – As *Call Mount*, except for range.
11. Augment Mount II – As *Augment Mount I*, except bonus is +40.
12. Riding IV – As *Riding I*, except bonus is +20.
13. Heal Mount I – Restores all lost hits and cures any Light injuries suffered by the mount. Recovery time for injuries takes normal time as described in *Arms Law*.
14. Armor Mount II – As *Armor Mount I*, except AT is 7.
15. One Soul – As *One Spirit*, except it also has the effect that any spells the caster casts during the duration of this spell that are "self" spells also affect the mount.
16. Riding V – As *Riding I*, except bonus is +25.
17. Augment Mount III – As *Augment Mount I*, except bonus is +60.
18. Heal Mount II – As *Heal Mount I*, except cures Medium injuries as well. Recovery time is as described in *Arms Law*, but convert days to hours.
19. Armor Mount III – As *Armor Mount I*, except AT is 10.
20. Riding VI – As *Riding I*, except bonus is +30.
25. One Soul True – As *One Soul*, except it also has the effect that any Utility spells cast on the caster of this spell also affect the mount.
30. Augment Mount True – As *Augment Mount I*, except bonus is +100.
35. Heal Mount True – As *Heal Mount I*, except cures all injury short of death (will heal fatal damage so long as mount is still alive). Recovery time is as described in *Arms Law*, but convert days to minutes.
40. One Body – Caster and mount move as one, giving them both a +25 OB to all physical attacks (i.e., not spell) and +10 DB to attacks of which they are aware. This bonus does not apply if one of the duo is no longer fully aware and active (e.g., when one of them is stunned).
50. Tireless Mount – During the duration of this spell, the mount needs no rest, sleep, food, or water. Its hunger and thirst do not grow, nor can it experience fatigue (i.e., it automatically makes any Endurance rolls). Hunger, thirst, and tiredness will begin to increase normally after the end of this spell.

**Note:** For definitions of injury severities, see *A&CL*, Section 12.1.

## Closed Channeling

## MUSCLE LAW

| Level | Spell                             | Area of Effect | Duration  | Range | Type |
|-------|-----------------------------------|----------------|-----------|-------|------|
| 1)    | Light Tendon Damage Relief        | 1 target       | —         | touch | U    |
| 2)    | Light Muscle Damage Relief        | 1 target       | —         | touch | U    |
| 3)    | Medium Tendon Damage Relief       | 1 target       | P         | touch | U    |
| 4)    | Medium Muscle Damage Relief       | 1 target       | P         | touch | U    |
| 5)    | Limb Preservation ‡ *             | 1 target       | 1 day/lvl | touch | U    |
| 6)    | Severe Tendon Damage Relief       | 1 target       | P         | touch | U    |
| 7)    | Severe Muscle Damage Relief       | 1 target       | P         | touch | U    |
| 8)    | Light Tendon Damage Healing       | 1 target       | P         | touch | U    |
| 9)    | Light Muscle Damage Healing       | 1 target       | P         | touch | U    |
| 10)   | Mass Tendon Damage Relief         | 1 target       | P         | touch | U    |
| 11)   | Mass Muscle Damage Relief         | 1 target       | P         | touch | U    |
| 12)   | Joining ‡ *                       | 1 target       | P         | touch | U    |
| 13)   | Medium Tendon Damage Healing      | 1 target       | P         | touch | U    |
| 14)   | Medium Muscle Damage Healing      | 1 target       | P         | touch | U    |
| 15)   | Regenerate Tendon                 | 1 target       | P         | touch | U    |
| 16)   | Severe Tendon Damage Healing      | 1 target       | P         | touch | U    |
| 17)   | Severe Muscle Damage Healing      | 1 target       | P         | touch | U    |
| 18)   | Regenerate Muscle                 | 1 target       | P         | touch | U    |
| 19)   | Light Tendon Damage Healing True  | 1 target       | P         | touch | U    |
| 20)   | Light Muscle Damage Healing True  | 1 target       | P         | touch | U    |
| 25)   | Joining True ‡ *                  | 1 target       | P         | touch | U    |
| 30)   | Severe Tendon Damage Healing True | 1 target       | P         | touch | U    |
| 35)   | Severe Muscle Damage Healing True | 1 target       | P         | touch | U    |
| 40)   | Mass Regenerate Tendon/Muscle     | 1 target       | P         | touch | U    |
| 50)   | Mass Tendon/Muscle Healing True   | 1 target       | P         | touch | U    |

1. Light Tendon Damage Relief – Target is healed of one Light wound to a tendon.
2. Light Muscle Damage Relief – Target is healed of one Light wound to a muscle.
3. Medium Tendon Damage Relief – Target is healed of one Light or Medium wound to a tendon.
4. Medium Muscle Damage Relief – Target is healed of one Light or Medium wound to a muscle.
5. Limb Preservation ‡ \* – Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of the other 3 Closed Channeling *Limb Preservation* spells.
6. Severe Tendon Damage Relief – Target is healed of one wound (of any severity) to a tendon.
7. Severe Muscle Damage Relief – Target is healed of one wound (of any severity) to a muscle.
8. Light Tendon Damage Healing – Target is healed of one Light wound to a tendon.
9. Light Muscle Damage Healing – Target is healed of one Light wound to a muscle.
10. Mass Tendon Damage Relief – Target is healed of all tendon wounds.
11. Mass Muscle Damage Relief – Target is healed of all muscle wounds.

12. Joining ‡ \* – Caster can reattach 1 severed limb; it requires the use of the other 3 Closed Channeling *Joining* spells in order to make limb fully functional. The recovery time is 1-10 days.

13. Medium Tendon Damage Healing – Target is healed of one Light or Medium wound to a tendon.

14. Medium Muscle Damage Healing – Target is healed of one Light or Medium wound to a muscle.

15. Regenerate Tendon – Target regenerates any 1 tendon. The recovery time is 1-10 hours.

16. Severe Tendon Damage Healing – Target is healed of one wound (of any severity) to a tendon.

17. Severe Muscle Damage Healing – Target is healed of one wound (of any severity) to a muscle.

18. Regenerate Muscle – Target regenerates any 1 muscle. The recovery time is 1-10 hours.

19. Light Tendon Damage Healing True – Target is healed of one Light wound to a tendon.

20. Light Muscle Damage Healing True – Target is healed of one Light wound to a muscle.

25. Joining True ‡ \* – As *Joining*, except caster must cast the other 3 Closed Channeling *Joining True* spells and recovery is instantaneous.

30. Severe Tendon Damage Healing True – Target is healed of one wound (of any severity) to a tendon.

35. Severe Muscle Damage Healing True – Target is healed of one wound (of any severity) to a muscle.

40. Mass Regenerate Tendon/Muscle – Target regenerates all of the muscles and/or tendons in his body. The recovery time is 1-10 hours.

50. Mass Tendon/Muscle Healing True – Target is healed of all muscle/tendon wounds.

**Note:** For all spells that heal wounds, the recovery time is determined as described in *A&CL* Section 12.1, but while *Relief* spells produce recovery in the normal time, for *Healing* spells treat the result as hours rather than days, and for *Healing True* spells treat the result as rounds rather than days. For *Mass* spells, use the most severe injury cured and roll once for a single recovery time for all.

## Closed Channeling

## NERVE &amp; ORGAN LAW

| Level | Spell                       | Area of Effect | Duration  | Range | Type |
|-------|-----------------------------|----------------|-----------|-------|------|
| 1)    | Nerve/Organ Lore            | 1 target       | —         | touch | I    |
| 2)    | Fertility                   | 1 target       | 1 month   | touch | U    |
| 3)    | Light Organ Damage Relief   | 1 target       | P         | touch | U    |
| 4)    | Infertility                 | 1 target       | 1 month   | touch | U    |
| 5)    | Limb Preservation ‡ *       | 1 target       | 1 day/lvl | touch | U    |
| 6)    | Medium Organ Damage Relief  | 1 target       | P         | touch | U    |
| 7)    | Prenatal Lore               | 1 target       | —         | touch | I    |
| 8)    | Sense Restoration           | 1 target       | P         | touch | U    |
| 9)    | Prenatal Care *             | 1 spell        | P         | self  | U    |
| 10)   | Restart Heart               | 1 target       | P         | touch | U    |
| 11)   | Severe Organ Damage Relief  | 1 target       | P         | touch | U    |
| 12)   | Joining ‡ *                 | 1 target       | P         | touch | U    |
| 13)   | Light Organ Damage Healing  | 1 target       | P         | touch | U    |
| 14)   | Coma Recovery               | 1 target       | P         | touch | U    |
| 15)   | Medium Organ Damage Healing | 1 target       | P         | touch | U    |
| 16)   | Light Nerve Damage Healing  | 1 target       | P         | touch | U    |
| 17)   | Sense Restoration True      | 1 target       | P         | touch | U    |
| 18)   | Severe Organ Damage Healing | 1 target       | P         | touch | U    |
| 19)   | Paralysis Cures             | 1 target       | P         | touch | U    |
| 20)   | Medium Nerve Damage Healing | 1 target       | P         | touch | U    |
| 25)   | Joining True ‡ *            | 1 target       | P         | touch | U    |
| 30)   | Severe Nerve Damage Healing | 1 target       | P         | touch | U    |
| 35)   | Organ Regeneration          | 1 target       | P         | touch | U    |
| 40)   | Paralysis Cures True        | 1 target       | P         | touch | U    |
| 50)   | Brain Regeneration          | 1 target       | P         | touch | U    |

1. Nerve/Organ Lore – Caster acquires complete understanding of any nerve and/or organ damage; including the tools and methods required for healing; caster does not receive the skill or power necessary to perform the cure, but this diagnostic does provide a +20 bonus to treatment if supervised by the caster.

2. Fertility – Target becomes highly fertile. Any biological problems with infertility are overcome and chances of conception in favorable circumstances will be at least 90% (some species are more fertile than others).

3. Light Organ Damage Relief – Target is healed of one Light wound to an organ.

4. Infertility – Target becomes completely infertile for the spell's duration.

5. Limb Preservation \* – Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of the other 3 Closed Channeling *Limb Preservation* spells.

6. Medium Organ Damage Relief – Target is healed of one Light or Medium wound to an organ.

7. Prenatal Lore – Caster learns number, sexes, and health of unborn (or in the case of egg-laying species, unhatched) by casting this spell on a pregnant female or on a nesting site.

8. Sense Restoration – Target regains function in one sensory organ, so long as that sensory organ has not been completely destroyed (in which case *Organ Regeneration* is required). The recovery time is 1-10 hours.
9. Prenatal Care \* – Allows the caster's next spell, cast within a minute of this one, to affect an unborn inside a mother's womb.
10. Restart Heart – Target's heart will start beating after having stopped. This does not repair any heart disease or damage that caused the initial stoppage.
11. Severe Organ Damage Relief – Target is healed of one wound (of any severity) to an organ.
12. Joining ‡ \* – Caster can reattach 1 severed limb; it requires the use of the other 3 Closed Channeling *Joining* spells in order to make limb fully functional. The recovery time is 1-10 days.
13. Light Organ Damage Healing – Target is healed of one Light wound to an organ.
14. Coma Recovery – Target comes out of a coma or unconsciousness caused by injury, disease, poison, spell, or spell failure. Process takes 1-10 hours and target is at -50 to Endurance rolls for 1-10 days.
15. Medium Organ Damage Healing – Target is healed of one Light or Medium wound to an organ.
16. Light Nerve Damage Healing – Target is healed of one Light wound involving nerve damage.
17. Sense Restoration True – As *Sense Restoration*, except recovery is instantaneous.
18. Severe Organ Damage Healing – Target is healed of one wound (of any severity) to an organ.
19. Paralysis Cures – Caster can cure any paralysis problem. The recovery time is 1-10 days. Treat as -100 injury for progress of recovery.
20. Medium Nerve Damage Healing – Target is healed of one Light or Medium wound involving nerve damage.
25. Joining True ‡ \* – As *Joining*, except caster must cast the other 3 Closed Channeling *Joining True* spells and recovery is instantaneous.
30. Severe Nerve Damage Healing – Target is healed of one wound (of any severity) involving nerve damage.
35. Organ Regeneration – Target will regenerate any 1 organ (external or internal), except the brain. The recovery time is 1-10 hours, during which the target is unconscious.
40. Paralysis Cures True – As *Paralysis Cures*, except recovery is instantaneous.
50. Brain Regeneration – Target will regenerate his brain. Spell must be cast before target dies. Target will be in a "healing coma" while brain grows back. Fortunately the personal aura stores the information necessary to reconstruct the brain, so memories are not lost. To determine recovery time, use the Organ column on the recovery time table in *A&CL* Section 12.1, with brain damage considered a "severe" injury.

**Note:** For all spells that heal wounds, the recovery time is determined as described in *A&CL* Section 12.1, but while *Relief* spells produce recovery in the normal time, for *Healing* spells treat the result as hours rather than days, and for *Healing True* spells treat the result as rounds rather than days. For *Mass* spells, use the most severe injury cured and roll once for a single recovery time for all.

Closed Channeling  
**SYMBOLIC WAYS**

| Level | Spell               | Area of Effect | Duration |         | Type |
|-------|---------------------|----------------|----------|---------|------|
|       |                     |                | n        | Range   |      |
| 1)    | Analyze Symbol      | 1 symbol       | —        | 50'     | I    |
| 2)    | Spell Prime         | caster         | varies   | self    | U    |
| 3)    | Unsymbol I          | 1 symbol       | P        | 10'     | F    |
| 4)    | Symbol I            | 1 symbol       | P        | 10'     | U    |
| 5)    | Recharge Symbol     | 1 symbol       | P        | 10'     | U    |
| 6)    | Unsymbol II         | 1 symbol       | P        | 10'     | F    |
| 7)    | Symbol II           | 1 symbol       | P        | 10'     | U    |
| 8)    | Unsymbol III        | 1 symbol       | P        | 10'     | F    |
| 9)    | Symbol III          | 1 symbol       | P        | 10'     | U    |
| 10)   | Analyze Symbol True | 1 symbol       | P        | 50'     | I    |
| 11)   | Symbol V            | 1 symbol       | P        | 10'     | U    |
| 12)   | Unsymbol VI         | 1 symbol       | P        | 10'     | F    |
| 13)   | Symbol VI           | 1 symbol       | P        | 10'     | U    |
| 14)   | Unsymbol VII        | 1 symbol       | P        | 10'     | F    |
| 15)   | Symbol VII          | 1 symbol       | P        | 10'     | U    |
| 16)   | Unsymbol VIII       | 1 symbol       | P        | 10'     | F    |
| 17)   | Symbol VIII         | 1 symbol       | P        | 10'     | U    |
| 18)   | Unsymbol X          | 1 symbol       | P        | 10'     | F    |
| 19)   | Symbol IX           | 1 symbol       | P        | 10'     | U    |
| 20)   | Symbol X            | 1 symbol       | P        | 10'     | U    |
| 25)   | Lord Research       | special        | special  | special | E    |
| 30)   | Lord Unsymbol       | 1 symbol       | P        | 10'     | U    |
| 35)   | Lord Symbol         | 1 symbol       | P        | 10'     | F    |
| 40)   | Unsymbol True       | 1 symbol       | P        | 10'     | U    |
| 50)   | Symbol True         | 1 symbol       | P        | 10'     | F    |

1. Analyze Symbol – Caster learns what spell is emplaced within one *Symbol* within 50'. The Symbol will not be triggered (unless specifically created to be triggered by an *Analyze Symbol* spell).

2. Spell Prime – This spell "primes" the next spell cast by the caster – that spell is treated as if it were instantaneous. The PP cost of this spell is equal to the highest level that the caster wants to have primed. For example, if the caster wants any fourth (or lower) level spell to be treated as instantaneous, this spell will cost 4 PPs. In addition, when casting this spell, the caster must pray for one minute per PP spent (e.g., if the cast caster spends 4 PPs on this spell, he must pray for 4 minutes before the spell is completed. Any interruption of this process results in the failure of this spell. The effects of this spell end when the caster casts his next spell (even if the next spell does not benefit from this spell due to being of too high a level or already an instantaneous spell).

3. Unsymbol I – Caster can remove one *Symbol I* (an emplaced 1st level spell). The Symbol's RR is based on the level of the spell in the *Symbol* spell (the target level) and the level of the *Unsymbol* spell (the attack level).



4. Symbol I – Caster can emplace one 1st level spell on an inanimate, non-mobile slab of stone (block, piece, etc.) weighing at least 2,000 pounds. Only one Symbol may be placed on each continuous slab. The stone may not be moved appreciably without destroying the Symbol. Within one minute, the spell to be emplaced must also be cast (within 10'). A Symbol can be triggered (once per day) by one of the following (decided by caster): time period, specified movements, specified sounds, touch, reading, violent actions in the area, etc. The triggering range is normally the range of the emplaced spell **or** 10' (whichever is greater). The effective level of the embedded spell (for the purposes of RRs, Duration, etc.) is the level of the highest level spell the Symbol can hold. For example, a first level spell placed in a Symbol using *Symbol I* is cast at 1st level (regardless of the level of the original caster), while a first level spell placed using *Symbol VII* is cast at 7th level.. If the spell is an elemental attack, the OB is normally +0. However, the attack can be focused on a location (as opposed to simply the person who triggers the symbol); in this case, the OB is +50. The symbol is usually visible, but is only required to be visible if reading is the trigger.

5. Recharge Symbol – This spell must be cast on a Symbol that has already been triggered this day. Once this spell is cast on the Symbol, the Symbol is recharged and can be triggered again. A given caster cannot recharge the same Symbol more than once per day, but one caster may recharge any number of Symbols and a Symbol may be recharged by multiple casters.

6. Unsymbol II – As *Unsymbol I*, except a *Symbol I-II* may be removed.

7. Symbol II – As *Symbol I*, except a 1st-2nd level spell may be emplaced.

8. Unsymbol V – As *Unsymbol I*, except a *Symbol I-V* may be removed.

9. Symbol III – As *Symbol I*, except a 1st-3rd level spell may be emplaced.

10. Analyze Symbol True – As *Analyze Symbol*, except caster learns what spells are emplaced in all *Symbols* within a 50'R.

11. Symbol V – As *Symbol I*, except a 1st-5th level spell may be emplaced.

12. Unsymbol VI – As *Unsymbol I*, except a *Symbol I-VI* may be removed.

13. Symbol VI – As *Symbol I*, except a 1st-6th level spell may be emplaced.

14. Unsymbol VII – As *Unsymbol I*, except a *Symbol I-VII* may be removed.

15. Symbol VII – As *Symbol I*, except a 1st-7th level spell may be emplaced.

16. Unsymbol VIII – As *Unsymbol I*, except a *Symbol I-VIII* may be removed.

17. Symbol VIII – As *Symbol I*, except a 1st-8th level spell may be emplaced.

18. Unsymbol X – As *Unsymbol I*, except a *Symbol I-X* may be removed.

19. Symbol IX – As *Symbol I*, except a 1st-9th level spell may be emplaced.

20. Symbol X – As *Symbol I*, except a 1st-10th level spell may be emplaced.

25. Lord Research – This spell allows for the creation of random magic items. See *Treasure Law*.

30. Lord Unsymbol – As *Unsymbol I*, except a *Symbol I-X* or a *Lord Symbol* may be removed.

35. Lord Symbol – As *Symbol I*, except a 1st-20th level spell may be emplaced.

40. Unsymbol True – As *Unsymbol I*, except any *Symbol* may be removed.

50. Symbol True – As *Symbol I*, except a spell with a level up to half that of the caster (e.g., a 50th level caster can emplace a 25th level spell) may be emplaced.

**Note:** A symbol is permanent unless dispelled magically or unless the stone it is placed upon is moved.

**Note:** The precise size of a symbol may vary. Suggested sizes range from 3"x3" to 1'x1'.

**Note:** For spells with a duration of Concentration, treat it as 1 round/level when cast by a Symbol.

**Note:** If a spell list skill bonus is used in the resolution of a spell, use the bonus for a number of ranks equal to the level of the spell (e.g., the bonus for a 7th level spell would be +35).

## 6.3.Cleric

### Cleric Base

#### CHANNELS

| Level | Spell                  | Area of Effect   | Duration      | Range  | Type |
|-------|------------------------|------------------|---------------|--------|------|
| 1)    | Create Holy Water      | 4 fl. oz. water  | P             | touch  | E    |
| 2)    | Calming                | 1 target         | 1 rnd/5 fail  | 100'   | F    |
| 3)    | Channels I *           | 1 spell          | —             | varies | U    |
| 4)    | Power Channel I *      | 1 target         | —             | varies | U    |
| 5)    | Stunning               | 1 target         | 1 rnd/5 fail  | 100'   | F    |
| 6)    | Channels III *         | 1 spell          | —             | varies | U    |
| 7)    | Power Channel II *     | 1 target         | —             | varies | U    |
| 8)    | Golden Slumbers        | 1 target         | 1 rnd/10 fail | 100'   | F    |
| 9)    | Create Holy Water True | 4 oz. holy water | P             | touch  | E    |
| 10)   | Channels V *           | 1 spell          | —             | varies | U    |
| 11)   | Blinding               | 1 target         | 5 min/5 fail  | 100'   | F    |
| 12)   | Holy Smite             | 1 target         | —             | 100'   | F    |
| 13)   | Channels VIII *        | 1 spell          | —             | varies | U    |
| 14)   | Absolution             | 1 target         | 1 wk/10 fail  | 50'    | F    |
| 15)   | Holy Shout *           | 20'R             | —             | 20'    | F    |
| 16)   | Item Returning         | 1 object         | varies        | touch  | U    |
| 17)   | Channels X *           | 1 spell          | —             | varies | U    |
| 18)   | Sanctuary *            | caster           | —             | self   | U    |
| 19)   | Item Rereturning       | 1 object         | varies        | touch  | U    |
| 20)   | Absolution Pure        | 1 target         | P             | 50'    | F    |
| 25)   | Sanctuary's Return *   | caster           | —             | self   | U    |
| 30)   | Lord Channels *        | 1 spell          | —             | varies | U    |
| 35)   | Holy Smite True        | 1 target         | —             | 500'   | F    |
| 40)   | Channels True *        | 1 spell          | —             | varies | U    |
| 50)   | Holy Bridge            | deity            | 1 rnd         | varies | U    |

1. Create Holy Water – When this spell is cast, up to four fluid ounces of clean, clear water is transformed into holy water. This spell takes one hour to cast. If the water is not placed into a clean receptacle, its holy nature is ruined.

2. Calming – Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity). The target of the spell may take no aggressive/offensive action, and will only fight if attacked.

3. Channels I \* – When this spell is cast, the 1st level spell that the caster begins to cast (or prepare) the next round will be “channeled” to another spell user of the Channeling realm. The “channeled” spell is transmitted to the other spell user when it would normally take effect, and must be used by the receiving spell user immediately or delayed as described in Section 4.8 (treating the receiving spell user as the caster of the spell). All normal restrictions on the transmitted spell apply. The caster of the *Channels* spell must be able to see the receiver or

know exactly where the receiver is (direction and distance or specific place). The receiver must know exactly when the spell is coming (but need not know what the spell sent is). For example, if a Cleric was at a certain altar at a certain time (midnight of full moon) ready to receive a spell; then another spell user (or deity) who knew this could use *Channels I* to send a spell to that Cleric. Because the spell is passed through the aura of the receiving character, the spell is cast at the level of the receiving character (including any level-based parameters).

4. Power Channel I \* – As *Channels I*, except instead of sending a spell, the caster may send up to 1 PP/level to the other spell user (who need not use them right away). If the PP sent put the receiver over his normal PP maximum, excess PP are lost and the receiving individual suffers one hit of damage per PP in excess of his maximum.

5. Stunning – As *Calming*, except target is stunned.

6. Channels III \* – As *Channels I*, except a 1st-3rd level spell may be transmitted.

7. Power Channel II \* – As *Channels I*, except the caster can send up to 2 PPs/level.

8. Golden Slumbers – As *Stunning*, except target falls into a deep sleep. The spell duration of this sleep is magical (and the target cannot be awakened in any normal fashion). After this magical sleep, the target may be awakened normally, but if undisturbed, the target will sleep for a normal length sleep period (eight hours for humans).

9. Create Holy Water True – As *Create Holy Water*, except that the holy water is simply created without the need for clean water to transform.

10. Channels V \* – As *Channels I*, except a 1st-5th level spell may be transmitted.

11. Blinding – As *Stunning*, except target is blinded for 5 minutes per 5 failure.

12. Holy Smite – [RR Mod: -20] Target takes a B Holy critical.

13. Channels VIII \* – As *Channels I*, except a 1st-8th level spell may be transmitted.

14. Absolution – [RR Mod: -20] Target's "soul" is torn from the target's body (or other physical location if the soul is otherwise housed); it remains in whatever place "souls" go for 1 week/10 failure. The soul can be returned early only through *Lifegiving*. Target is unconscious until soul is restored; even subconscious activity (i.e., healing, etc.) suffers a -75 penalty.

15. Holy Shout – All beings not of the caster's own "alignment" (religious persuasion) are affected. All targets failing to resist by 1-40 are stunned 1 rnd/10 failure; those failing by more than 40 are unconscious for 1 rnd/5 failure.

16. Item Returning – Target item (weighing no more than 10 pounds) will return to a designated location. This spell has two possible durations (determined at the time of casting). The caster may send (i.e., teleport) the target item to a designated location at the time of casting (with an instantaneous duration), or the caster can designate that the target item will return to the caster when the possessor of the item has completed a specific task (specified at the time of casting).

17. Channels X \* – As *Channels I*, except a 1st-10th level spell may be transmitted.

18. Sanctuary \* – Caster is returned to a predefined place (this is a type of teleportation). Caster must have lived in the place for 30 days (meditating 16 hours each day) to define it as the caster's "sanctuary". Only one such place may be defined at any one time; to change it, the new place must be defined as above.

19. Item Rereturning – As *Item Returning*, except object will stay at the designated location (set at the time of casting) for up to 1 round per level. At the end of this time, the object will go back to where it "returned" from.

20. Absolution Pure – [RR Mod: -20] As *Absolution*, except the "soul" can only be brought back through *Lifegiving*.

25. Sanctuary's Return \* – For up to 1 round/level after having used *Sanctuary*, the caster may cast this spell and be returned to within 20' of the point at which the *Sanctuary* spell was cast.

30. Lord Channels \* – As *Channels I*, except 1st-20th level spells may be transmitted.

35. Holy Smite True – [RR Mod: -20] Target takes an E Holy critical.

40. Channels True \* – As *Channels I*, except there is no limit on the level of spell that may be transmitted.

50. Holy Bridge – Opens a direct channel to the caster's deity; results depend on the deity's personality, motives, and powers. Any spell the deity can cast may be transmitted through the gate.

**Note:** For the *Sanctuary* and *Sanctuary's Return* spells, normal encumbrance rules apply (see Section 10.14).

**Note:** Note that the spells on this list may vary in appearance or usage based upon the nature of the deity the caster serves. GMs should feel free to replace some of the spells above for spells more appropriate to the deity. For example, a god(dess) of fire might have several spells replaced with spells adapted from the Magician's Fire Law list.

**Note:** The GM should be careful and clear when defining "alignment" for the *Holy Shout* spell. Targets should include all folk who are not specifically following the caster's religion (and thus it might include some allies). Depending on the state of theology in game world, this might mean that to avoid the effects one needs to worship the caster's deity, or it might merely require that a deity of the same mythos be followed (e.g., in a world using Greek, Norse, Indian, Chinese, and Celtic gods, a devotee of Zeus might be considered of the same "alignment" as a priest of Poseidon).

**Note:** Spells that involve teleportation are normally quite noisy and difficult to silence. Air is being pushed about in a manner not unlike a thunderclap. Amount of noise depends on the size of the object teleported.

## Cleric Base

## COMMUNAL WAYS

| Level | Spell                | Area of Effect    | Duration      | Range      | Type |
|-------|----------------------|-------------------|---------------|------------|------|
| 1)    | Guess *              | caster            | —             | self       | I    |
| 2)    | Faithful Tongue      | caster            | 10 min/lvl    | self       | U    |
| 3)    | Intuitions I         | caster            | —             | self       | I    |
| 4)    | Dream I              | caster            | sleep         | self       | I    |
| 5)    | Intuitions III       | caster            | —             | self       | I    |
| 6)    | Death's Tale         | caster            | —             | self       | I    |
| 7)    | Channel Opening I    | 1 being           | 1 min/lvl (C) | 1 mi/lvl   | U    |
| 8)    | Intuitions V         | caster            | —             | self       | I    |
| 9)    | Holy Hands           | caster            | 1 min/lvl     | self       | U    |
| 10)   | Dreams III           | caster            | sleep         | self       | I    |
| 11)   | Intuitions X         | caster            | —             | self       | I    |
| 12)   | Commune I            | caster            | —             | self       | I    |
| 13)   | Magic Basin I        | 1 pool            | 1 min/lvl     | 10'        | I    |
| 14)   | Share Thoughts       | caster + 1 target | 1 min/lvl     | 1000'/lvl  | Fm   |
| 15)   | Channel Opening II   | 1 being           | 1 min/lvl (C) | 10 mi/lvl  | U    |
| 16)   | Commune II           | caster            | —             | self       | I    |
| 17)   | Dreams V             | caster            | sleep         | self       | I    |
| 18)   | Magic Basin II       | 1 pool            | 1 min/lvl     | 10'        | I    |
| 19)   | Death's Tale True    | caster            | —             | self       | I    |
| 20)   | Commune True         | caster            | —             | self       | I    |
| 25)   | Intuitions True      | caster            | —             | self       | I    |
| 30)   | Channel Opening True | 1 being           | 1 min/lvl (C) | 1 mi/lvl   | U    |
| 35)   | Channel Opening III  | 1 being           | 1 min/lvl (C) | 100 mi/lvl | U    |
| 40)   | Magic Basin True     | 1 pool            | varies        | 10'        | I    |
| 50)   | High Prayer          | caster            | —             | self       | I    |

1. Guess \* – When faced with a choice about which the caster has little or no information (e.g., which corridor leads to the wine cellar), the caster may cast this spell and the Gamemaster will determine which choice the caster actually makes, biasing the choice favorably by 25% (e.g., if there are two choices, roll 1-100: correct on 26-100, incorrect on 01-25).

2. Faithful Tongue – Caster can speak and understand the language(s) of any supernatural entities favorable to his religion with the same fluency as he has in his native language.

3. Intuitions I – Caster gains a vision of what will probably happen in the next minute if the caster takes a specified action.

4. Dream I – Caster has a dream relating to a topic decided upon just before retiring; limited to once per night. The caster must sleep for a normal sleep cycle (minimum of four hours) for this spell to work.

5. Intuitions III – As *Intuitions I*, except the caster gets to gaze 3 minutes into the future.

6. Death's Tale – Caster gets a vision of the events surrounding the death of any 1 dead being through the eyes of the deceased, including a view of the killer, if any. Caster must be within 10' of the corpse. Corpse must have died within a number of years equal to the caster's level.
7. Channel Opening I – Caster can open a channel with any 1 known being the caster is acquainted with. This spell will enable the caster to learn the specific location (direction and distance only) of the other being, making it possible for the caster to use a *Channels* spell (see Channels list). Note that this spell does not allow any sort of communication, although the target will know that a Channel has been opened to him.
8. Intuitions V – As *Intuitions I*, except caster gets to gaze 5 minutes into the future.
9. Holy Hands – Caster gains a +50 to his Attunement skill as applied to magic items tied to his religion (i.e., those based in Channeling magic and usable by the caster).
10. Dreams III – As *Dream I*, except the limit is 3 dreams/night on different topics.
11. Intuitions X – As *Intuitions I*, except caster gets to gaze 10 minutes into the future.
12. Commune I – Caster receives a “yes” or “no” to a question on a single topic; usable but once a day. This answer normally comes from the caster's deity or some supernatural subordinate of that deity.
13. Magic Basin I – The target of this spell is a small pool of clear, clean water. The water must be calm (and remain so for the duration of the spell). The caster may designate a topic and a vision will appear in the pool that relates to the topic. This vision normally takes 5-50 rounds. This vision may be seen by anyone looking into the pool.
14. Share Thoughts – Caster can mentally communicate with one other person, who must be a member of the same religion.
15. Channel Opening II – As *Channel Opening I*, except range is 10 miles per level.
16. Commune II – As *Commune I*, except caster may ask two questions.
17. Dreams V – As *Dream I*, except the limit is five dreams/night on different topics.
18. Magic Basin II – As *Magic Basin I*, except up to two topics may be designated (5-50 rounds are required for each vision).
19. Death's Tale True – Caster gets a vision of the events surrounding the death of any 1 dead being within 10 feet. Caster gets an understanding of the reason(s) the deceased died, exactly who the killer was (if any), and who was ultimately responsible (if anyone). The vision of who is ultimately responsible will be a quick montage of the connections between the killer and the person ultimately responsible. Corpse may be of any age.
20. Commune True – As *Commune I*, except caster can receive a more detailed answer (e.g., a name or short phrase) to a question involving only one concept.
25. Intuitions True – As *Intuitions I*, except caster may gaze into the future for a number of minutes equal to the caster's level.
30. Channel Opening True – As *Channel Opening I*, except caster can open a channel to anyone the caster chooses, regardless of whether or not the caster is acquainted with the being. Caster must specify the type of being sought (e.g., a priest of a specific deity, a warrior with blue eyes, etc.), range is 1 mile per level. Channel will open to the nearest being matching the description, if any.
35. Channel Opening III – As *Channel Opening I*, except range is 100 miles per level.
40. Magic Basin True – As *Magic Basin I*, except up to one topic for every 10 levels (or fraction thereof) of the caster may be designated, and the visions take less objective time (although they will seem as subjectively long to the viewer), requiring only 1 round per vision.
50. High Prayer – Caster receives detailed information on a single topic question. This information comes directly from the caster's deity.

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

**Note:** See Section 10.5 for more on dreams and symbology in divination.

## Cleric Base

## LIFE MASTERY

| Level | Spell                  | Area of Effect | Duration    | Range    | Type |
|-------|------------------------|----------------|-------------|----------|------|
| 1)    | Life Awareness         | 5'R            | 1 min/lvl   | (C) 100' | I    |
| 2)    | Preservation I         | 1 body         | 1 day/lvl   | 10'      | U    |
| 3)    | Heal Life Essence I    | 1 target       | P           | 10'      | U    |
| 4)    | Lifekeeping I          | 1 target       | 1 hr/lvl    | 10'      | U    |
| 5)    | Infuse Life II         | 1 target       | 10 min/lvl  | 10'      | U    |
| 6)    | Resurrection           | 1 target       | 1 min/lvl   | 10'      | U    |
| 7)    | Preservation II        | 1 body         | 1 week/lvl  | 10'      | U    |
| 8)    | Analyze Life           | 1 target       | 1 rnd/lvl   | 10'      | I    |
| 9)    | Sacrifice *            | 1 body         | 1 week/lvl  | 10'      | U    |
| 10)   | Heal Life Essence II   | 1 target       | P           | 10'      | U    |
| 11)   | Lifekeeping II         | 1 target       | 1 day/lvl   | 10'      | U    |
| 12)   | Infuse Life IV         | 1 target       | 1 hr/lvl    | 10'      | U    |
| 13)   | Preservation III       | 1 body         | 1 month/lvl | 10'      | U    |
| 14)   | Lifegiving I           | 1 body         | P           | 10'      | U    |
| 15)   | Heal Life Essence III  | 1 target       | P           | 10'      | U    |
| 16)   | Lifekeeping III        | 1 target       | 1 week/lvl  | 10'      | U    |
| 17)   | Infuse Life VI         | 1 target       | 1 day/lvl   | 10'      | U    |
| 18)   | Preservation True      | 1 body         | 1 year/lvl  | 10'      | U    |
| 19)   | Lifegiving II          | 1 body         | P           | 10'      | U    |
| 20)   | Heal Life Essence V    | 1 target       | P           | 10'      | I    |
| 25)   | Lifekeeping True       | 1 target       | 1 year/lvl  | 10'      | U    |
| 30)   | Infuse Life X          | 1 target       | 1 week/lvl  | 10'      | U    |
| 35)   | Lifegiving III         | 1 body         | P           | 10'      | U    |
| 40)   | Heal Life Essence True | 1 target       | P           | 10'      | U    |
| 50)   | Lifegiving True        | 1 body         | P           | 10'      | U    |

1. Life Awareness – Caster can detect presence and number of living entities (Tiny animals or larger) within the area of effect and can concentrate on a different 5'R area each round. Caster will be aware of mundane life, such as insects, very small animals and plants, but not of their exact number, only general types.

2. Preservation I – Caster can preserve a dead body, preventing decomposition. *Preservation* can only be used on bodies of living beings that are or were capable of life, it cannot be used to preserve other organic matter.

3. Heal Life Essence I – The cast can reduce a stat penalty due to Life Drain by 1. A target can only receive one *Heal Life Essence* spell per day, and can only have a specific stat affected 1x/week.

4. Lifekeeping I – Caster prevents the soul of a target from leaving its body (thus preventing actual death), although the body will continue to take damage (from bleeding or other effects) for the duration. If the body is not capable of sustaining life at the end of the duration, then the soul will depart. This will prevent *Absolution* of any kind, unless the *Absolution* makes a successful RR against this spell.
5. Infuse Life II – Target is infused with a part of the caster's life force. Caster takes a -2 to a stat bonus of his choice, and the target gets a +2 to any stat bonus (which does not have to be the same stat bonus as the caster reduces). The target receives the benefits for the duration of the spell, but the caster's penalty can only be removed via *Heal Life Essence*. Each stat can only be under the benefit of a single *Infuse Life* at a time, although the caster could have several penalties due to multiple *Infuse Life* spells being cast.
6. Resurrection – Target is temporarily revived by returning the soul to the body for a brief time, regardless of the condition of the body (if body is terribly damaged the target may not be able to take advantage of his brief return to the living).
7. Preservation II – As *Preservation I*, except for duration.
8. Analyze Life – Caster can analyze a life form he can see or has previously detected with *Life Awareness*. He understands the nature of the life form (race), its approximate level, and if its life is currently in danger. Caster can analyze one being each round for the duration of the spell (requires Concentration).
9. Sacrifice \* - Caster can restore life to a recently dead body (within 1 rnd/lvl) by giving up his own life. The target's soul is returned to his body with no ill effects (although he is still subject to any wounds he had). The caster's soul departs, however this spell also acts as a *Preservation II* spell on the caster's body. Duration is for the *Preservation* effect; the other effects are permanent.
10. Heal Life Essence II – As *Heal Life Essence I* except that a stat penalty can be reduced by 2.
11. Lifekeeping II – As *Lifekeeping I*, except for duration.
12. Infuse Life IV – As *Infuse Life I*, except the caster's stat bonus is reduced by 4 and the target's stat bonus is increased by 4.
13. Preservation III – As *Preservation I*, except for duration.
14. Lifegiving I – Caster can return the soul of a being (that has not been dead for more than 1 min/lvl) to its body. If the body is not capable of sustaining life, then the soul will depart again. The target gets a -15 to all stats (which can be restored via *Heal Life Essence*).
15. Heal Life Essence III – As *Heal Life Essence I*, except penalty can be reduced by 3.
16. Lifekeeping III – As *Lifekeeping I*, except for duration.
17. Infuse Life VI – As *Infuse Life I*, except caster's stat bonus is reduced by 6 and the target's stat bonus increased by 6.
18. Preservation True – As *Preservation I*, except for duration.
19. Lifegiving II – As *Lifegiving I*, except body can have been dead for up to 1 day/level.
20. Heal Life Essence V – As *Heal Life Essence I* except penalty can be reduced by 5.
25. Lifekeeping True – As *Lifekeeping I*, except for duration.
30. Infuse Life X – As *Infuse Life I*, except caster's stat bonus is reduced by 10 and the target's stat bonus increased by 10.
35. Lifegiving III – As *Lifegiving I*, except body can have been dead for up to 1 month/level.
40. Heal Life Essence True – As *Heal Life Essence I*, except the entire stat penalty is removed.
50. Lifegiving True – As *Lifegiving I*, except there is no time limit.

**Note:** "Life" is assumed to be life on the caster's world. Aliens or creatures from other planes of existence do not count as life for the purposes of these spells.

**Note:** See Section 10.11 for information on Life, Lifegiving, and Life Drain.



## Cleric Base

## PROTECTIONS

| Level | Spell                        | Area of Effect | Duration   | Range | Type |
|-------|------------------------------|----------------|------------|-------|------|
| 1)    | Prayer I                     | 1 target       | varies     | 100'  | U    |
| 2)    | Bless I                      | 1 target       | varies     | 100'  | U    |
| 3)    | Resistance I                 | 1 target       | varies     | 100'  | U    |
| 4)    | Heat Resistance *            | 1 target       | varies     | 100'  | U    |
| 5)    | Cold Resistance *            | 1 target       | varies     | 100'  | U    |
| 6)    | Sacred Protection I          | 1 target       | 1 min/lvl  | 100'  | U    |
| 7)    | Resist Spell                 | 1 target       | 10 min/lvl | 100'  | U    |
| 8)    | Temperature Sphere I         | 10'R           | 10 min/lvl | 10'   | U    |
| 9)    | Sacred Protection II         | 1 target       | 1 min/lvl  | 100'  | U    |
| 10)   | Protections Sphere I         | 10'R           | 10 min/lvl | 10'   | U    |
| 11)   | Prayer III                   | 1-3 targets    | varies     | 100'  | U    |
| 12)   | Bless III                    | 1-3 targets    | varies     | 100'  | U    |
| 13)   | Resistance III               | 1-3 targets    | varies     | 100'  | U    |
| 14)   | Sacred Protection III        | 1 target       | 1 min/lvl  | 100'  | U    |
| 15)   | Temperature Sphere II        | 20'R           | 10 min/lvl | 10'   | U    |
| 16)   | Greater Protections Sphere I | 30' R          | 10 min/lvl | 10'   | U    |
| 17)   | Protections Sphere III       | 10'R           | 10 min/lvl | 10'   | U    |
| 18)   | Prayer V                     | 1-5 targets    | varies     | 100'  | U    |
| 19)   | Sacred Protection True       | 1 target       | 1 min/lvl  | 100'  | U    |
| 20)   | Bless V                      | 1-5 targets    | varies     | 100'  | U    |
| 25)   | Resistance V                 | 1-5 targets    | varies     | 100'  | U    |
| 30)   | Protections Sphere V         | 10'R           | 10 min/lvl | 10'   | U    |
| 35)   | Temperature Sphere True      | 10'R/lvl       | 10 min/lvl | 10'   | U    |
| 40)   | Mass Sacred Protection       | varies         | 1 min/lvl  | 100'  | U    |
| 50)   | Protections True             | 1 target       | 1 min/lvl  | 100'  | U    |

1. Prayer I – Target gets a +5 bonus to RRs and maneuver rolls. The duration of this spell is 10 minutes per level if cast on a non-mobile target. If cast on a mobile target, the spell will last as long as the caster concentrates. If cast on a non-mobile target that is moved, the spell is dispelled. If the caster is the target, the duration is one minute per level and concentration is not required.

2. Bless I – As *Prayer I*, except bonus applies to DB (Defensive Bonus) and maneuver rolls.

3. Resistance I – As *Prayer I*, except the bonus applies to RRs and DB.

4. Heat Resistance – Target is protected from natural heat up to 170°F [77°C] (treat as if target were in 70°F [21°C] temperature). For temperatures above 170°F, subtract 100°F [56°C] to determine the effective temperature for the target. Target also receives +20 to all RRs vs. heat spells/attacks and a +20 to DB vs. elemental fire/heat attacks.

Duration of this spell is 10 minutes per level if cast on a non-mobile target. If cast on a mobile target, the spell will

last as long as the caster concentrates. If cast on a non-mobile target that is moved, the spell is dispelled. If the caster is the target, duration is one minute/level and concentration is not required.

5. Cold Resistance – Target is protected from natural cold down to 20°F [-7°C] (treat as if target were in 70°F [21°C] temperature). For temperatures below 20°F, add 50°F [28°C] to determine the effective temperature for the target. Target also receives +20 to all RRs vs. cold spells/attacks and a +20 to DB vs. elemental cold/ice attacks.

Duration of this spell is 10 minutes per level if cast on a non-mobile target. If cast on a mobile target, the spell will last as long as the caster concentrates. If cast on a non-mobile target that is moved, the spell is dispelled. If the caster is the target, duration is one minute/level and concentration is not required.

6. Sacred Protection I – Target is protected from physical attacks as if armored. Target is granted the benefits of AT 4, but is not encumbered in any way, as he is not actually armored.

7. Resist Spell – Target gains a +30 bonus to his RRs against a specific spell (spells whose name differs only by Roman numeral are considered the same spell for this purpose, but a "Lord" or "True" version is not).

8. Temperature Sphere I – All who are within the sphere are allowed the benefits of either a *Heat Resistance* or a *Cold Resistance* spell (must be the same for all targets). The sphere is not mobile.

9. Sacred Protection II – As *Sacred Protection I*, except AT is 6.

10. Protections Sphere I – All within the radius are allowed the benefits of *Prayer I* or *Bless I* or *Resistance I* (must be the same for all targets). The sphere is not mobile.

11. Prayer III – As *Prayer I*, except total bonus is +15 and the spell may be divided among 1-3 targets (1 target would get a +15 bonus, 3 targets could each get +5 bonuses, etc.).

12. Bless III – As *Bless I*, except total bonus is +15 and spell may be divided among 1-3 targets as in *Prayer III*.

13. Resistance III – As *Resistance I*, except total bonus is +15 and the spell may be divided among 1-3 targets as in *Prayer III*.

14. Sacred Protection III – As *Sacred Protection I*, except AT is 8.

15. Temperature Sphere II – As *Temperature Sphere I*, except radius is 20'.

16. Greater Protections Sphere I – As *Protections Sphere I*, except radius is 30'.

17. Protections Sphere III – As *Protections Sphere I*, except all within the radius are allowed the benefits of *Prayer III* or *Bless III* or *Resistance III* (i.e., each protected individual gains a +15 bonus).

18. Prayer V – As *Prayer I*, except total bonus is +25 and the spell may be divided among 1-5 targets (1 target would get a +25 bonus, two targets could get a +13 bonus for one and a +12 bonus for the other, etc.)

19. Sacred Protection True – As *Sacred Protection I*, except AT is 10.

20. Bless V – As *Bless I*, except total bonus is +25 and the spell may be divided among 1-5 targets as in *Prayer V*.

25. Resistance V – As *Resistance I*, except total bonus is +25 and the spell may be divided among 1-5 targets as in *Prayer V*.

30. Protections Sphere V – As *Protections Sphere I*, except all within the radius are allowed the benefits of *Prayer V* or *Bless V* or *Resistance V* (i.e., each protected individual gains a +25 bonus).

35. Temperature Sphere True – As *Temperature Sphere I*, except radius is 10' per level and the effect is as both *Heat Resistance* and *Cold Resistance*, depending on what temperatures occur to protect against.

40. Mass Sacred Protection – As *Sacred Protection I*, except multiple targets may be given the equivalent of any armor from AT 2 to AT 10, with the restriction that the total ATs provided must be no greater than the level of the caster (e.g., a 40th level caster could provide AT 10 to four targets or AT 5 to eight targets or AT 8 to three targets and AT 4 to four targets).

50. Protections True – Target gets a +30 bonus to RRs, maneuver rolls, and DB.

**Note:** *Resistance*, *Prayer*, *Bless*, and *Protection Spheres* are **not** cumulative with each other for a single effect, but may be combined to include more effects. E.g., someone who had been the single target of *Bless III* and then

received *Prayer I* would get +15 DB and +15 maneuver rolls. The Prayer would not increase the maneuver roll bonus, but would provide a +5 to RRs.

## Cleric Base

## REPULSIONS

| Level | Spell                | Area of Effect | Duration  | Range | Type |
|-------|----------------------|----------------|-----------|-------|------|
| 1)    | Repel Undead V       | varies         | varies    | 100'  | F    |
| 2)    | Cancel Channeling    | spells         | C         | self  | F    |
| 3)    | Anti-Channels I *    | 1 spell        | —         | 100'  | E    |
| 4)    | Neutralize Curse I   | 1 curse        | 1 min/lvl | 100'  | F    |
| 5)    | Anti-Channels III *  | 1 spell        | —         | 100'  | E    |
| 6)    | Repel Undead IX      | varies         | varies    | 100'  | F    |
| 7)    | Remove Curse         | 1 curse        | P         | touch | F    |
| 8)    | Dispel Channeling I  | 1 target       | —         | 10'   | F    |
| 9)    | Neutralize Curse II  | 1 curse        | 1 hr/lvl  | 100'  | F    |
| 10)   | Anti-Channels V *    | 1 spell        | —         | 100'  | E    |
| 11)   | Repel Undead XII     | varies         | varies    | 100'  | F    |
| 12)   | Anti-Channels VIII * | 1 spell        | —         | 100'  | E    |
| 13)   | Lesser Banishment    | 1 entity       | —         | 100'  | E    |
| 14)   | Dispel Channeling V  | 5 targets      | —         | 20'   | F    |
| 15)   | Anti-Channels X *    | 1 spell        | —         | 100'  | E    |
| 16)   | Repel Undead XV      | varies         | varies    | 100'  | F    |
| 17)   | Greater Banishment   | 1 entity       | —         | 200'  | E    |
| 18)   | Neutralize Curse III | 1 curse        | 1 day/lvl | 100'  | F    |
| 19)   | Dispel Channeling X  | 10 targets     | —         | 30'   | F    |
| 20)   | Lord Repel Undead    | 1 undead       | varies    | 100'  | E    |
| 25)   | Uncurse True         | 1 curse        | P         | touch | F    |
| 30)   | Anti-Channels True * | 1 spell        | —         | 100'  | E    |
| 35)   | Repel Undead True    | varies         | varies    | 100'  | F    |
| 40)   | True Banishment      | 1 entity       | —         | 300'  | E    |
| 1     |                      |                |           |       |      |
| 50)   | Rechanneling         | channel/rnd    | 1 rnd/lvl | 300'  | F    |

1. Repel Undead V – Causes up to 5 Undead to flee or disintegrate. Up to five “points” of Undead may be affected: a “Class I” Undead counts as 1 point, a “Class II” Undead counts as 2 points, etc. “Animated Dead” are treated as “Class I” Undead but are not entitled to an RR (they automatically disintegrate if the spell does not fail). Otherwise, each target is entitled to an RR: if it fails by 1-50, it will flee (targets that cannot flee remain motionless) for 1 round per 1 failure. If it fails by more than 50, it disintegrates. The RR of any undead creature can be modified by concentrating the effects of the spell on that target: for each additional point of the spell allocated to a target (beyond those normally needed to affect it), that target’s RR is modified by -5. Thus *Repel Undead V* could affect 5 Class I Undead with no RR modifier **or** 1 Class 1 Undead with an RR modifier of -20 **or** 1 Class II Undead with an RR

modifier of -5 and 2 Class I Undead with no RR modifier **or** any other combination of targets providing no more than 5 points were allocated. Once an undead has made an RR against a given caster's *Repel Undead* spell, it cannot be affected by a *Repel Undead* spell from that caster again until one of the following happens: the caster gains a level, the undead is "killed" and has to reconstitute itself, or the caster converts to a new power source (i.e., changes religion).

2. Cancel Channeling – When the caster is a target of a spell from the Realm of Channeling, the "incoming" spell must first make an RR before the caster makes an RR, using the level of this spell as the attacking level and the level of the incoming spell as the defending 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. Being a "willing target" does not eliminate this effect, but the caster's own spells do not need to make an RR. Note that the caster is considered to be a target of any spell which includes him in its area of effect or would "detect" him.

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

4. Neutralize Curse I – [RR Mod: -20] Nullifies a curse for the duration of this spell. The curse is not dispelled and takes effect again once the duration of this spell expires.

5. Anti-Channels III \* – As *Anti-Channels I*, except affects up to a *Channels III*.

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

7. Remove Curse – Cancels a curse if the curse fails an RR: the curse's *target level* is the attack level of the original curse and the *attack level* is this spell's attack level. If the curse is not removed, the caster cannot try again before gaining another rank in this list (however, another caster may try).

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

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

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

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

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

13. Lesser Banishment – An entity from another plane (typically a demon) is sent back to whence it came. This spell will affect entities of up to Type (or Grade for elementals) II or up to 10th level if they do not have a "Type".

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

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

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

17. Greater Banishment – As *Lesser Banishment*, except affects entities up to Type (or Grade) IV or 20th level if they do not have a "Type".

18. Neutralize Curse III – As *Neutralize Curse I*, except curse is nullified for 1 day/level.

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

20. Lord Repel Undead – As *Repel Undead V*, except this spell disintegrates any one Undead of Class V or lower automatically or automatically sends a Class VI fleeing for 1 round per caster level.

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

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

35. Repel Undead True – As *Repel Undead V*, except a number of points of Undead equal to the caster's level may be affected and if 20 points are applied to any one Undead, the effect is that of *Lord Repel Undead* on that target.

40. True Banishment – [RR Mod.: -10] As *Lesser Banishment*, except affects any entity short of a god.

50. **Rechannelling** – Once per round, the caster can intercept one channeled spell that is being transmitted or received within this spell's range and cast that spell himself. The person sending the channeled spell gets an RR (the defending level is that of the caster sending the channeled spell). Alternatively, the caster can intercept channeled PPs for his own use. Interception takes no activity. Casting an intercepted spell takes the normal time.

**Note:** See *Creature Law* for more information about the undead. The GM may wish to give RR modifications for certain very powerful undead. Also, GMs may wish to modify the undead-affecting spells to be more/less powerful when on holy/unholy ground (see *Treasure Law*).

**Note:** A Hybrid spell will be affected by a *Cancel* or *Dispel* spell that is effective against either of its hybridized realms.

**Note:** See Section 10.2 for more on curses and removing them.

## Cleric Base

## SUMMONS

| Level | Spell            | Area of Effect | Duration  | Range    | Type |
|-------|------------------|----------------|-----------|----------|------|
| 1)    | Summons I        | 1 creature     | varies    | 100'     | U    |
| 2)    | Summons II       | 1-2 creatures  | varies    | 100'     | U    |
| 3)    | Summons III      | 1-3 creatures  | varies    | 100'     | U    |
| 4)    | Summons IV       | 1-4 creatures  | varies    | 100'     | U    |
| 5)    | Summons V        | 1-5 creatures  | varies    | 100'     | U    |
| 6)    | Summons VI       | 1-6 creatures  | varies    | 100'     | U    |
| 7)    | Summons VII      | 1-7 creatures  | varies    | 100'     | U    |
| 8)    | Summons VIII     | 1-8 creatures  | varies    | 100'     | U    |
| 9)    | Summons X        | 1-10 creatures | varies    | 100'     | U    |
| 10)   | Demonic Gate I   | 1 demon        | C         | 10'      | E    |
| 11)   | Summons XV       | 1-15 creatures | varies    | 100'     | U    |
| 12)   | Summon Guard *   | 1 person       | —         | 500'     | U    |
| 13)   | Lord Summons     | 1-20 creatures | varies    | 100'     | U    |
| 14)   | Divine Gate I    | 1 entity       | 1 min/lvl | 10'      | E    |
| 15)   | Demonic Gate II  | 1 demon        | C         | 10'      | E    |
| 16)   | Summon Guards *  | varies         | —         | 1000'    | U    |
| 17)   | Waiting Summons  | 1-10 creatures | varies    | 100'     | U    |
| 18)   | Summon Army      | all faithful   | 1 hr/lvl  | 1 mi/lvl | E    |
| 19)   | Divine Gate II   | 1 entity       | 1 min/lvl | 10'      | E    |
| 20)   | Demonic Gate III | 1 demon        | C         | 10'      | E    |
| 25)   | Mass Summons     | varies         | varies    | 100'     | U    |
| 30)   | Summons True     | 1 creature     | 1 day/lvl | 100'     | U    |
| 35)   | Divine Gate III  | 1 entity       | 1 min/lvl | 10'      | E    |
| 40)   | Demonic Gate IV  | 1 demon        | C         | 10'      | E    |
| 50)   | Gate             | 1 being        | —         | varies   | E    |

1. Summons I – Caster can instantly summon a first level non-intelligent (i.e., possessing the Animalistic or Mindless flaw) living creature, which appears somewhere within the spell's range. The caster can specify the general type of creature, but exactly what the creature is should be determined randomly (e.g., the caster could specify "four-legged, hooved" and could get a zebra, horse, camel, etc.). If the creature can understand the caster's communication, the creature can be controlled by normal communication. Otherwise, control is maintained through concentration of the caster. If the creature summoned is used for a task that is not dangerous (in its own perception), the duration for this spell is 10 minutes per level. However, if the creature is ever put into a dangerous situation, the duration immediately drops to 1 round per level. At the end of the spell's duration, the summoned creature will disappear back whence it came.

2. Summons II – As *Summons I*, except the caster chooses one of the following options: a) the level of the summoned creature is increased by one, b) an extra 1st level creature can be summoned, or c) the duration can be doubled. When applying options to the higher level *Summons* spells, option "a" can only be applied to one

creature at a time (i.e., two 2nd level creatures takes three options: one for the second creature and one each to raise the creatures to 2nd level).

3. Summons III – As *Summons II*, except two options are chosen.
4. Summons IV – As *Summons II*, except three options are chosen.
5. Summons V – As *Summons II*, except four options are chosen.
6. Summons VI – As *Summons II*, except five options are chosen.
7. Summons VII – As *Summons II*, except six options are chosen.
8. Summons VIII – As *Summons II*, except seven options are chosen.
9. Summons X – As *Summons II*, except nine options are chosen.
10. Demonic Gate I – Caster summons a Type I Demon that appears over the course of 2 rounds; the caster can control it by concentrating. After the caster stops concentrating, the demon will fade out over the course of 2 rounds, attacking the closest being until gone.
11. Summons XV – As *Summons II*, except fourteen options are chosen.
12. Summon Guard \* – Caster can summon (teleport to his location) a single "guard", who must be a member of an intelligent race, a follower of the caster's own religion, and currently doing service to the summoner or the summoner's religious institution. Guard must also be within range of the spell when it is cast or it will fail.
13. Lord Summons – As *Summons II*, except nineteen options are chosen.
14. Divine Gate I – As *Demonic Gate I*, except summons a Type I extraplanar being of a non-hostile nature. Control is not possible, though the summoned being will be helpful and will usually do as the caster requests if communication is possible.
15. Demonic Gate II – As *Demonic Gate I*, except a Type II Demon is summoned.
16. Summon Guards \* – As *Summon Guard*, except one guard can be summoned for every five full levels of the caster (e.g., a 16th level caster could summon three guards).
17. Waiting Summons – As *Summons X*, except it can be delayed up to 1 day/level **or** until triggered by one of the following (decided by the caster at the time of casting): specified movements, sounds, touch, or actions. Trigger must be such as the caster would be able to sense it if still at the location of the spell effect. At the time of casting, the caster may specify a single task for the creature(s) to perform when it/they arrive(s).
18. Summon Army – Caster sends out a telepathic summons heard by all the faithful within range to gather for a holy war. Response is voluntary, except for the Paladins of the faith, who must make an RR if they wish to resist. Use of this spell tends to be strictly monitored by the Cleric's superiors, both mortal and divine, so it is best used only when there is a real need.
19. Divine Gate II – As *Divine Gate I*, except a Type II entity is summoned.
20. Demonic Gate III – As *Demonic Gate I*, except a Type III Demon can be summoned.
25. Mass Summons – As *Summons II*, except one option per caster level is chosen.
30. Summons True – As *Summons I*, except caster can summon a specific type of creature of a level up to half the caster's level for more lengthy service.
35. Divine Gate III – As *Divine Gate I*, except a Type III entity is summoned.
40. Demonic Gate IV – As *Demonic Gate I*, except a Type IV Demon can be summoned.
50. Gate – Caster can pull any being through a "gate" to the caster's location; if the being is intelligent, it must be willing to come. An intelligent being will know the religious affiliation of the gating person and a vague idea of the reason and the significance for the "gate".

**Note:** If the creature can understand the caster (e.g. *Animal Tongues*), the creature can be controlled through normal communication. Otherwise, control is maintained only through the concentration of the caster.

**Note:** Spells that involve teleportation are normally quite noisy and difficult to silence. Air is being pushed about in a manner not unlike a thunderclap. Amount of noise depends on the size of the object teleported.

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

**Note:** Demons are assumed to be hostile beings of another plane who are brought into the caster's plane through the use of an elemental force (one not of the demon's plane). Thus, the demon and caster do not make RRs during the summons. See *Creature Law* for information on specific demons. While written with Evil spell lists in mind, Section 10.3 may also be useful.

**Note:** While *Summons* spells on this list are of type 'U', the creatures summoned are automatically considered willing to serve as described.



## 6.4.Druid

### Druid Base

### ANIMAL MASTERY

| Level | Spell                   | Area of Effect | Duration  | Range    | Type |
|-------|-------------------------|----------------|-----------|----------|------|
| 1)    | Animal Sleep I          | 1 animal       | 1 min/lvl | 100'     | F    |
| 2)    | Animal Restoration I    | 1 animal       | P         | touch    | U    |
| 3)    | Animal Tongues          | caster         | 1 min/lvl | self     | U    |
| 4)    | Animal Sleep III        | 3 animals      | 1 min/lvl | 100'     | F    |
| 5)    | Animal Mastery I        | 1 animal       | C         | 100'     | Fm   |
| 6)    | Animal Location         | 1 mi R/lvl     | —         | self     | I    |
| 7)    | Befriending             | 10' R          | C         | self     | F    |
| 8)    | Animal Restoration II   | 1 animal       | P         | touch    | U    |
| 9)    | Animal Empathy          | 1 animal       | C         | 100'     | I    |
| 10)   | Animal Summons I        | 1 animal       | varies    | 1 mi/lvl | U    |
| 11)   | Animal Mastery III      | 3 animals      | C         | 100'     | Fm   |
| 12)   | Animal Summons III      | 1-3 animals    | varies    | 1 mi/lvl | U    |
| 13)   | Animal Call             | 1 mi/lvl       | —         | self     | U    |
| 14)   | Animal Reviving I       | 1 animal       | P         | touch    | U    |
| 15)   | Call of the Wild        | 1 animal       | P         | touch    | U    |
| 16)   | Animal Mastery V        | 1-5 animals    | C         | 100'     | Fm   |
| 17)   | Animal Restoration III  | 1 animal       | P         | touch    | U    |
| 18)   | Animal Summons V        | 5 animals      | varies    | 1 mi/lvl | U    |
| 19)   | Animal Reviving II      | 1 animal       | P         | touch    | U    |
| 20)   | Animal Summons X        | 1-10 animals   | varies    | 1 mi/lvl | U    |
| 25)   | Species Mastery         | 1 species      | C         | 10'/lvl  | Fm   |
| 30)   | Animal Reviving III     | 1 animal       | P         | touch    | U    |
| 35)   | Animal Restoration True | 1 animal       | P         | touch    | U    |
| 40)   | Animal Reviving IV      | 1 animal       | P         | touch    | U    |
| 50)   | Animal Summons True     | varies         | varies    | 1 mi/lvl | U    |

1. Animal Sleep I – Puts any animal into a magical sleep.
2. Animal Restoration I – Caster may heal any non-fatal damage in any animal of Small size or smaller.
3. Animal Tongues – Allows caster to understand and “speak” the language of any 1 animal species.
4. Animal Sleep III – As *Animal Sleep I*, except up to 3 animals may be made to sleep.
5. Animal Mastery I – Allows caster to control the actions of any 1 animal.
6. Animal Location – Caster can locate members of any 1 species of animal within the area of effect **or** he can find out what species are in the area.
7. Befriending – All animals within 10' will act friendly toward caster. This does not control the animals.
8. Animal Restoration II – Caster may heal any non-fatal damage in any animal of Medium size or smaller **or** heal fatal damage in an animal of Small size or smaller.
9. Animal Empathy – Caster can understand and/or visualize the thoughts and emotions of any one animal.

10. Animal Summons I – Caster magically summons a 1st level animal from the surrounding area. The caster can specify the species of creature or simply a general type, but not a particular individual. If the animal can understand the caster (e.g., through use of *Animal Tongues*), the creature can be controlled through normal communications. Otherwise, control is maintained only through concentration by the caster. If the animal summoned is used for a task that is not dangerous (in the animal's perception), the duration of this spell is 10 minutes per level. However, if the animal is ever put into a dangerous situation, the duration immediately drops to 1 round per level.

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

12. Animal Summons III – As *Animal Summons I*, except the caster chooses two of the following options: a) the level of the summoned creature is increased by one, b) an extra 1st level creature can be summoned, or c) the duration can be doubled. When applying options, option "a" can only be applied to one creature at a time (i.e., two 2nd level creatures takes three options: one for the second creature and one each to raise the creatures to 2nd level).

13. Animal Call – Caster can “call” any 1 known, individual animal; if it is physically possible, the animal will come to the caster.

14. Animal Reviving I – This spell will return any animal of no more than Small size from the dead. The animal cannot have been dead for more days than its own level plus the caster's level. If this spell is ever cast unsuccessfully on an animal (i.e., if an attempt to cast this spell ends in spell failure), then that animal can never be revived. The animal will be at -100 to all actions for a number of days equal to 20 days per day dead.

15. Call of the Wild – When cast upon any domesticated animal, that animal will return to its "wild" state. The animal will have no difficulty in adapting to the harsh requirements of the wilderness (and have no desire to return to domestication). Most animals will be willing targets of this spell, but those with a strong tie to a particular human may prefer domestication.

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

17. Animal Restoration III – Caster may heal any non-fatal damage in any animal of any size **or** heal fatal damage in an Animal of Medium size or smaller.

18. Animal Summons V – As *Animal Summons III*, except four options can be chosen.

19. Animal Reviving II – As *Animal Reviving I*, except animal may be of up to Medium size and recovery period is only one day per day spent dead.

20. Animal Summons X – As *Animal Summons III*, except nine options can be chosen.

25. Species Mastery – As *Animal Mastery I*, except caster can control all animals of a given species within 10'R per level.

30. Animal Reviving III – As *Animal Reviving I*, except animal may be of up to Big size and recovery period is only one day per day spent dead for a Big animal, with no recovery period for smaller animals.

35. Animal Restoration True – Caster may heal any damage in any animal of any size.

40. Animal Reviving IV – As *Animal Reviving I*, except animal may be of any size and recovery period is only one day per day spent dead for a Large or larger animal, with no recovery period for smaller animals.

50. Animal Summons True – As *Animal Summons III*, except caster can select one option for every level of experience.

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

**Note:** See *Creature Law* for more information on animals. For purposes of this list consider anything in the "Animals" chapter of *Creature Law*, and nothing outside that chapter, to be an animal.

**Note:** While *Summons* spells on this list are of type 'U', the creatures summoned are automatically considered willing to serve as described.

### Druid Base

## HERB MASTERY

| Level | Spell                          | Area of Effect | Duration   | Range    | Type |
|-------|--------------------------------|----------------|------------|----------|------|
| 1)    | Herb Lore                      | 1 herb         | —          | touch    | I    |
| 2)    | Herb Enhancement               | 1 herb         | P          | touch    | U    |
| 3)    | Herb Finding I                 | caster         | 1 rnd/lvl  | 100'     | I    |
| 4)    | Instant Herbal Cures           | 1 herb         | 1 day/lvl  | touch    | U    |
| 5)    | Herb Mastery II                | 1 herb         | P          | touch    | U    |
| 6)    | Herb Finding III               | caster         | 1 rnd/lvl  | 300'     | I    |
| 7)    | Herb Production                | 1 seed         | P          | touch    | U    |
| 8)    | Herb Mastery III               | 1 herb         | P          | touch    | U    |
| 9)    | Herb Finding V                 | caster         | 1 rnd/lvl  | 500'     | I    |
| 10)   | Herb Cleansing                 | varies         | P          | touch    | U    |
| 11)   | Herb Mastery V                 | 1 herb         | P          | touch    | U    |
| 12)   | Mass Herb Finding I            | caster         | 1 rnd/lvl  | 100'     | I    |
| 13)   | Herb Finding X                 | caster         | 1 rnd/lvl  | 1 mi     | I    |
| 14)   | Herb Preservation              | 1 herb         | P          | touch    | U    |
| 15)   | Herb Mastery X                 | 1 herb         | P          | touch    | U    |
| 16)   | Mass Herb Finding III          | caster         | 1 rnd/lvl  | 300'     | I    |
| 17)   | Preserved Instant Herbal Cures | 1 herb         | 1 week/lvl | touch    | U    |
| 18)   | Herb Finding XX                | caster         | 1 rnd/lvl  | 5 mi     | I    |
| 19)   | Mass Herb Finding V            | caster         | 1 rnd/lvl  | 500'     | I    |
| 20)   | Lord Herb Finding              | caster         | 1 rnd/lvl  | 20 miles | I    |
| 25)   | Herb Enhancement True          | 1 herb         | P          | touch    | U    |
| 30)   | Herb Mastery True              | 1 herb         | P          | touch    | U    |
| 35)   | Instant Herbal Cures True      | 1 herb         | P          | touch    | U    |
| 40)   | Mass Instant Herbal Cures      | 1 herb/lvl     | 1 week/lvl | touch    | U    |
| 50)   | Herb Finding True              | varies         | 1 rnd/lvl  | 1 mi/lvl | I    |

1. Herb Lore – Caster can understand the nature, origin, and value of any 1 herb. If a plant is not an herb, no information can be gained other than that fact.

2. Herb Enhancement – Allows caster to enhance the potency of any 1 growing herb by 100% (i.e., x2). This spell may be employed only once per herb.

3. Herb Finding I – Allows caster to locate any 1 specific variety of herb that is sought, regardless of physical obstacles. This spell gives exact direction, distance, and quantity. If multiple patches of the herb are within range, the caster is aware of all of them.

4. Instant Herbal Cures – Allows caster to make any 1 herb capable of being instantly effective. When the herb is subsequently used, its benefits/dangers will be immediately felt. The herb will keep for 1 day per level of the caster.
5. Herb Mastery II – Caster can double the potency of any 1 herb (growing or dead). This spell may be employed only once per herb. May not be combined with *Herb Enhancement*.
6. Herb Finding III – As *Herb Finding I*, except that the range is 300'.
7. Herb Production – Caster can grow an herb to sudden maturity by planting the proper seed; the herb is sterile and the growth takes 1-10 rnds.
8. Herb Mastery III – As *Herb Mastery II*, except potency is 3x.
9. Herb Finding V – As *Herb Finding I*, except range is 500'.
10. Herb Cleansing – Allows caster to remove any harmful poisons, by-products, or side effects from all herbs within range. This includes eliminating any addictive properties.
11. Herb Mastery V – As *Herb Mastery II*, except potency is 5x.
12. Mass Herb Finding I – As *Herb Finding I*, except locates all herbs in area of effect.
13. Herb Finding X – As *Herb Finding I*, except range is 1 mile. Location is known within 10'R.
14. Herb Preservation – Preserves an herb indefinitely. If another spell is then cast on the herb, this spell will be cancelled and normal deterioration of the herb will begin.
15. Herb Mastery X – As *Herb Mastery II*, except potency is 10x.
16. Mass Herb Finding III – As *Herb Finding III*, except locates all herbs in area of effect.
17. Preserved Instant Herbal Cures – As *Instant Herbal Cures*, except herb will keep for 1 week per level of the caster.
18. Herb Finding XX – As *Herb Finding I*, except range is 5 miles. Location is known within 25'R.
19. Mass Herb Finding V – As *Herb Finding V*, except locates all herbs in area of effect.
20. Lord Herb Finding – As *Herb Finding I*, except range is 20 miles; location is known within 100'R.
25. Herb Enhancement True – As *Herb Enhancement*, except that potency of 1 growing herb is increased 100% x level of caster (e.g., a 30th level caster could increase potency of growing herb by 3000%, i.e., 31x).
30. Herb Mastery True – As *Herb Mastery II*, except that the potency of 1 herb, growing or dead, can be increased by 100% x lvl of caster (e.g., a 50th lvl caster could increase potency of any herb by 5000%, i.e., 51x).
35. Instant Herbal Cures True – As *Instant Herbal Cures*, except herb will keep until used.
40. Mass Instant Herbal Cures – As *Preserved Instant Herbal Cures*, except affects up to 1 herb/level.
50. Herb Finding True – As *Herb Finding I*, except that caster can locate any 1 herb variety within a range of 1 mile/lvl of caster (e.g., 50 miles for a 50th level caster); location is known within 100'R.

**Note** See *Treasure Law* for details on herbs.

## Druid Base

## NATURE'S LORE

| Level | Spell                   | Area of Effect | Duration      | Range     | Type |
|-------|-------------------------|----------------|---------------|-----------|------|
| 1)    | Trap Awareness          | 5'R            | 1 min/lvl(C)  | 50'       | I    |
| 2)    | Nature's Awareness I    | caster         | C             | 100'      | I    |
| 3)    | Pathfinding             | caster         | —             | 100'      | I    |
| 4)    | Detect Magic            | 5' R           | 1 min/lvl (C) | 100'      | I    |
| 5)    | Weather Prediction I    | caster         | —             | self      | I    |
| 6)    | Nature's Awareness II   | caster         | C             | 200'      | I    |
| 7)    | Weather Prediction III  | caster         | —             | self      | I    |
| 8)    | Locate Landmark I       | caster         | 1 min/lvl     | 100'/lvl  | I    |
| 9)    | Waiting Awareness I     | 10'R           | 1 hr/lvl      | self      | I    |
| 10)   | Nature's Awareness III  | caster         | C             | 300'      | I    |
| 11)   | Weather Prediction V    | caster         | —             | self      | I    |
| 12)   | Memory's Path           | caster         | 1 hr/lvl      | self      | U    |
| 13)   | Waiting Awareness II    | 100'R          | C             | self      | I    |
| 14)   | Locate Landmark II      | caster         | 1 min/lvl     | 300'/lvl  | I    |
| 15)   | Nature's Eye I          | 100'R          | C             | 1 mi      | I    |
| 16)   | Nature's Awareness V    | caster         | C             | 500'      | I    |
| 17)   | Elemental Communication | caster         | C             | 100'      | I    |
| 18)   | Water Visions           | 1 pool         | C             | 10'       | I    |
| 19)   | Locate Landmark True    | caster         | 1 min/lvl     | 1000'/lvl | I    |
| 20)   | Nature's Eye II         | 500'R          | C             | 10 mi     | I    |
| 25)   | Weather Prediction True | caster         | —             | self      | I    |
| 30)   | Nature's Eye III        | 500'R          | C             | 100 mi    | I    |
| 35)   | Nature's Awareness True | caster         | C             | 100'/lvl  | I    |
| 40)   | Commune with Nature     | 1 mi R/lvl     | —             | self      | I    |
| 50)   | Druidic Eye             | 100'R          | C             | unlimited | I    |

1. Trap Awareness – Caster has a 75% chance of detecting each individual trap in a 5'R. Caster can concentrate on a 5'R area each round. There must be plants or animals in the area of effect or no information will be gained.

Spiders and insects are animals, so many indoor environments will still allow the use of this spell.

2. Nature's Awareness I – Allows caster to monitor animate activity in the area (e.g., the caster will be aware of movements, subtle and overt). Caster cannot move while concentrating. Caster does not receive a picture of what is moving, just an awareness of the movement. This will allow distinguishing general size and shape of a moving object. Someone staying still, but breathing, will be detected, but only a very general idea of size would be determinable.

3. Pathfinding – Caster learns the location(s) of any "path(s)" within 100'. The spell gives the nearest point on the path, but not the path's course. (See Section 10.15 for information on interpretation of "path".)

4. Detect Magic – Detects any active spell or active magical item. Caster can concentrate on a different 5'R area each round. (See Section 10.4 for more about detection spells.)

5. Weather Prediction I – Caster has a 95% chance of predicting time, type, and severity of weather over next 24 hr period.
6. Nature's Awareness II – As *Nature's Awareness I*, except that the radius is 200'.
7. Weather Prediction III – As *Weather Prediction I*, except period is 3 days.
8. Locate Landmark I – For the duration of this spell, the caster will know the direction and distance to any unique natural feature that the caster is familiar with. The feature must be within range or no information is gained.
9. Waiting Awareness I – Allows caster to set up a natural "alarm system" in the area of effect; any disturbing activity will cause caster to be alerted. This alert will wake the caster, if he is in a natural sleep.
10. Nature's Awareness III – As *Nature's Awareness I*, except that radius is 300'.
11. Weather Prediction V – As *Weather Prediction I*, except period is 5 days.
12. Memory's Path – Caster can remember an exact route he has traveled; whether or not he was without one or more of his senses when he made his original journey (e.g., a 12th level caster could remember the course of 12 hours of a trip, even if he had been blindfolded). To be effective, this spell must be cast within one month per level of the journey.
13. Waiting Awareness II – As *Waiting Awareness I*, except radius is 100'.
14. Locate Landmark II – As *Locate Landmark I*, except for range.
15. Nature's Eye I – Allows caster to visualize and sense activity in a known fixed area (100'R).
16. Nature's Awareness V – As *Nature Awareness I*, except radius is 500'.
17. Elemental Communication – Caster can communicate with any elemental force within range. The elemental force must be able to communicate (i.e., this spell does not confer communication abilities upon the force, just translation of those it does have). Elemental forces include all elementals, water spirits, forest spirits, etc.
18. Water Visions – The target of this spell is a small pool of water. The water must be calm (and remain calm for the duration of the spell). The caster may designate a topic and a vision will appear in the pool that relates to the topic. The vision will take 1-50 rounds.
19. Locate Landmark True – As *Locate Landmark I*, except for range.
20. Nature's Eye II – As *Nature's Eye I*, except the range is 10 miles and caster can monitor an area of 500'R.
25. Weather Prediction True – As *Weather Prediction I*, except period is 1 day/level.
30. Nature's Eye III – As *Nature's Eye I*, except range is 100 miles and caster can monitor an area of 500'R.
35. Nature's Awareness True – As *Nature Awareness I*, except radius is 100'/level.
40. Commune with Nature – Caster is made aware of the ecological health of the area and anything that is causing significant ecological impact on the area (e.g., the water from the magic spring makes everything here grow fast, poison is leaching out from the pile of mine tailings, or the unicorns prevent disease from spreading through the wildlife).
50. Druidic Eye – Allows caster to monitor an area of 100'R that the caster has both been to and become acquainted with (i.e., spent at least 1 day meditating in or 30 days living in).

## Druid Base

## NATURE'S PROTECTION

| Level | Spell                    | Area of Effect | Duration   | Range | Type |
|-------|--------------------------|----------------|------------|-------|------|
| 1)    | Study Form               | 1 target       | P          | 300'  | I    |
| 2)    | Resist Elements          | caster         | varies     | self  | U    |
| 3)    | Hues                     | caster         | 1 min/lvl  | self  | U    |
| 4)    | Plant Façade             | caster         | 1 min/lvl  | self  | E    |
| 5)    | Silent Moves             | caster         | 1 min/lvl  | self  | U    |
| 6)    | Underwater Breathing     | caster         | 1 min/lvl  | self  | U    |
| 7)    | Animal Façade            | caster         | 1 min/lvl  | self  | E    |
| 8)    | Shadow                   | caster         | 10 min/lvl | self  | U    |
| 9)    | Organic Defense I*       | 1 attack       | —          | self  | E    |
| 10)   | Plant Form I             | caster         | 1 min/lvl  | self  | F    |
| 11)   | Protection From Elements | caster         | varies     | self  | U    |
| 12)   | Animal Thoughts I        | caster         | C          | self  | U    |
| 13)   | Organic Defense II*      | 1 attack       | —          | self  | E    |
| 14)   | Animal Form I            | caster         | 1 min/lvl  | self  | U    |
| 15)   | Animal Thoughts II       | caster         | C          | self  | U    |
| 16)   | Plant Form II            | caster         | 1 min/lvl  | self  | U    |
| 17)   | Animal Form II           | caster         | 1 min/lvl  | self  | U    |
| 18)   | Organic Defense III*     | 1 attack       | —          | self  | E    |
| 19)   | Animal Form III          | caster         | 1 min/lvl  | self  | U    |
| 20)   | Plant Form True          | caster         | 1 min/lvl  | self  | F    |
| 25)   | Animal Form True         | caster         | 1 min/lvl  | self  | F    |
| 30)   | Nature's Form True       | caster         | 1 min/lvl  | self  | F    |
| 35)   | Animal Thoughts True     | caster         | 1 min/lvl  | self  | U    |
| 40)   | Master of Natural Forms  | caster         | 10 min/lvl | self  | U    |
| 50)   | Organic Defense True *   | 1 attack/rnd   | 1 rnd/lvl  | self  | E    |

1. Study Form – Caster studies and memorizes the form of one type of animal or plant for use with spells later on this list. The caster can only have as many forms of each kingdom studied as he has ranks in this list. Thus, a Druid with 8 ranks in Nature's Protection may have studied 8 types of animal and 8 types of plant. Caster may choose to forget a studied form at any time to make room for replacements.

2. Resist Elements – Protects caster from natural heat up to 160°F [71°C] and natural cold down to -20°F [-29°C] (treat as if caster were in 70°F [21°C] environment). For temperatures beyond the protected ranges treat the caster as being in an environment of 70° [21°C] modified by one degree per degree beyond the protection limit (e.g., if the temperature were 167°F, the caster would experience it as 77°F). Against cold/ice or heat/fire attacks, the caster gains +20 to DB and RRs. Duration is 1 hour per level if the caster does not move, but if the caster moves, then duration becomes Concentration.

3. Hues – Allows caster to take on the physical coloration of any 1 organic object. The caster must be in contact with the object when the spell is cast. In many situations, this will give a +10 to +50 bonus (GM's discretion) to Stalking attempts.
4. Plant Façade – Allows caster to appear as any one type of plant that he has studied. This is purely a visual illusion: caster will still sound, smell, and feel the same, and the caster undergoes no physical change.
5. Silent Moves – Caster can move silently, so long as he does not create a sound originating more than 1' from his body. This typically provides a +10 to +50 bonus (GM's discretion) to Stalking maneuvers when moving.
6. Underwater Breathing – Caster can breathe normally under water. Water may be salt or fresh, but no other liquid is breathable by means of this spell.
7. Animal Façade – Allows caster to appear as any one type of animal that he has studied. This is purely a visual illusion: caster will still sound, smell, and feel the same, and the caster undergoes no physical change.
8. Shadow – Caster and objects on his person appear to be a shadow and are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking bonus between +25 and +75).
9. Organic Defense I \* – Any single attack made against the caster this round suffers a -50 modifier. The weapon or object defended against must be from an organic source (e.g., an animal) or at least a partially organic weapon (e.g., an arrow) and the caster must be able to see the attack.
10. Plant Form I – Allows caster to take the form of any one plant he has studied. The caster will look and feel like the plant. The caster's size can change by up to one size increment. Caster does not gain the physical abilities of the plant other than Size category.
11. Protection From Elements – As *Resist Elements*, except it protects caster from **any** natural heat or natural cold (treat as if caster were in 70°F [21°C] environment), and DB/RR bonus is +40.
12. Animal Thoughts I – For the duration of this spell, the caster's mental patterns will appear to be those of any animal he has studied. The caster cannot move while this spell is active.
13. Organic Defense II \* – As *Organic Defense I*, except the penalty is -100.
14. Animal Form I – Allows caster to take the form of any one animal he has studied. The caster will look and feel like the animal. The caster's size can be varied up to one size increment. Caster does not gain the physical abilities of the animal, other than Size category.
15. Animal Thoughts II – As *Animal Thoughts I*, except caster can move (though he must still maintain concentration).
16. Plant Form II – As *Plant Form I*, except caster may also assume the scent and physical abilities of the plant.
17. Animal Form II – As *Animal Form I*, except caster may also assume the movement abilities of the animal.
18. Organic Defense III \* – As *Organic Defense I*, except attack automatically misses.
19. Animal Form III – As *Animal Form II*, except caster also gains the physical attacks of the animal. Caster can vary his size up to two Size increments. Caster gains normal OB of the animal with its natural attacks, gaining the instincts to use them properly.
20. Plant Form True – As *Plant Form II*, except caster can change his form to any other plant he has studied at any time during the duration of the spell and he can vary his size by up to 2 size increments.
25. Animal Form True – As *Animal Form III*, except caster can change his form to any other animal he has studied at any time during the duration of the spell and caster has all physical abilities of the animal.
30. Nature's Form True – As *Plant Form True* and *Animal Form True* operating at the same time.
35. Animal Thoughts True – As *Animal Thoughts II*, except caster does not need to concentrate, and duration is 1 minute per level.
40. Master of Natural Forms – As *Nature's Form True*, except for duration.



50. Organic Defense True \* – As *Organic Defense III*, except one attack may be defended against each round the spell is in effect.

**Note:** *Hues* and *Shadow* are obviously incompatible.

**Note:** Illusions (which include the *Façade* spells) are one of the more complex and subtle types of magic and they are explained at length in Section 10.9.

#### Druid Base

### NATURE'S WRATH

| Level | Spell                     | Area of Effect | Duration      | Range  | Type |
|-------|---------------------------|----------------|---------------|--------|------|
| 1)    | Nature's Ire I *          | caster         | varies        | self   | U    |
| 2)    | Nature's Curse            | 1 target       | P             | 100'   | F    |
| 3)    | Entangling Vegetation I   | 1 target       | —             | 100'   | E    |
| 4)    | Shock Bolt I              | 1 target       | —             | <25'>  | Ed   |
| 5)    | Nature's Ire II *         | caster         | varies        | self   | U    |
| 6)    | Wall of Fire              | 10'x10'x6"     | 1 rnd/lvl     | 100'   | E    |
| 7)    | Nature's Ire III *        | caster         | varies        | self   | U    |
| 8)    | Entangling Vegetation II  | 1 target       | —             | 200'   | E    |
| 9)    | Nature's Might *          | caster         | varies        | self   | U    |
| 10)   | Shock Bolt III            | 1 target       | —             | <75'>  | Ed   |
| 11)   | Contrary Wind             | 1 target+20'R  | 10 min/5 fail | 300'   | F    |
| 12)   | Circle Aflame             | 10'R           | 1 rnd/lvl     | self   | E    |
| 13)   | Nature's Ire V *          | caster         | varies        | self   | U    |
| 14)   | Entangling Vegetation III | 1 target       | —             | 300'   | E    |
| 15)   | Shock Bolt V              | 1 target       | —             | <125'> | Ed   |
| 16)   | Nature's Ire VI *         | caster         | varies        | self   | U    |
| 17)   | Hailstorm                 | 20'R           | —             | 300'   | E    |
| 18)   | Entangling Vegetation IV  | 1 target       | —             | 400'   | E    |
| 19)   | Nature's Ire VII *        | caster         | varies        | self   | U    |
| 20)   | Lightning Bolt I          | 1 target       | —             | <25'>  | Ed   |
| 25)   | Entangling Vegetation V   | 1 target       | —             | 500'   | E    |
| 30)   | Lightning Bolt V          | 1 target       | —             | <125'> | Ed   |
| 35)   | Nature's Ire True *       | caster         | varies        | self   | U    |
| 40)   | Hailstorm True            | 40'R           | —             | 500'   | E    |
| 50)   | Quake                     | varies         | varies        | touch  | F    |

1. Nature's Ire I \* – The caster's next attack gains a +5 to its OB. If the caster is attacking in animal form, this bonus is doubled.

2. Nature's Curse – Target will find that animals, both wild and domestic have become wary of him. All maneuvers dealing with handling, influencing, or working with animals suffer a penalty of -25.

3. Entangling Vegetation I – Plants around the target become highly animated and attempt to take hold of the target. Treat as a size Small Grapple attack with an OB equal to the caster's skill in this list. This spell requires the

presence of suitable plants (grasses, flowers, or larger plants). If a Grapple % result occurs, the plants will continue to hold the target until it is freed. For attempts to break free, treat the plants' Grappling skill as equal to the original OB and their Strength bonus as +0.

4. Shock Bolt I – A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Lightning Bolt attack table, as a Diminutive attack.

5. Nature's Ire II \* – As *Nature's Ire I*, except bonus is +10.

6. Wall of Fire – Creates an opaque wall of fire (up to 10'x10'x6"). Anyone passing through it takes an A Heat critical (no RR). See Section 10.19 for additional details on *Wall* spells.

7. Nature's Ire III \* – As *Nature's Ire I*, except bonus is +15.

8. Entangling Vegetation II – Plants around the target become highly animated and attempt to take hold of the target. Treat as a size Medium Grapple attack with an OB equal to the caster's skill in this list. This spell requires the presence of suitable plants (vines, tall stalks such as corn/maize, small bushes such as roses, or larger plants). If a Grapple % result occurs, the plants will continue to hold the target until it is freed. For attempts to break free, treat the plants' Grappling skill as equal to the original OB and their Strength bonus as +5.

9. Nature's Might \* – The caster's next attack (including spells) does double concussion hit damage.

10. Shock Bolt III – As *Shock Bolt I*, except range increment is 75'.

11. Contrary Wind – Winds gust about the target, always blowing from the direction in which he tries to move and anyone else in the radius will share this effect (no RR). This will prevent a sailed vessel from moving, reduce normal movement by two Paces (e.g., target may no longer Walk, but must at least use a Brisk pace, which will produce a Crawl). In addition, the target (but not others in the radius) will have a special -20 penalty to Endurance rolls due to moving. Any loose items will be blown away. Any missile fire into or out of the area affected will suffer a -80 modification to OB.

12. Circle Aflame – As *Wall of Fire*, except "wall" is 10' high and forms a 10'R circle (6" thick) with the caster at the center (it is non-mobile).

13. Nature's Ire V \* – As *Nature's Ire I*, except bonus is +25.

14. Entangling Vegetation III – Plants around the target become highly animated and attempt to take hold of the target. Treat as a size Big Grapple attack with an OB equal to the caster's skill in this list. This spell requires the presence of suitable plants (large bushes, mature ivy, or larger plants). If a Grapple % result occurs, the plants will continue to hold the target until it is freed. For attempts to break free, treat the plants' Grappling skill as equal to the original OB and their Strength bonus as +10.

15. Shock Bolt V – As *Shock Bolt I*, except range increment is 125'.

16. Nature's Ire VI \* – As *Nature's Ire I*, except bonus is +30.

17. Hailstorm – The area of effect is pelted with heavy hail. Treat as an Ice Bolt attack on everyone in the area of effect with an OB equal to half the caster's skill in this list and with no range modification.

18. Entangling Vegetation IV – Plants around the target become highly animated and attempt to take hold of the target. Treat as a size Large Grapple attack with an OB equal to the caster's skill in this list. This spell requires the presence of suitable plants (generally trees or plentiful vines). If a Grapple % result occurs, the plants will continue to hold the target until it is freed. For attempts to break free, treat the plants' Grappling skill as equal to the original OB and their Strength bonus as +15.

19. Nature's Ire VII \* – As *Nature's Ire I*, except bonus is +35.

20. Lightning Bolt I – A bolt of lightning is shot from the caster's palm; the results are determined on the Lightning Bolt Table as a Medium sized attack.

25. Entangling Vegetation V – Plants around the target become highly animated and attempt to take hold of the target. Treat as a size Huge Grapple attack with an OB equal to the caster's skill in this list. This spell requires the

presence of suitable plants (thick growth including large plants). If a Grapple % result occurs, the plants will continue to hold the target until it is freed. For attempts to break free, treat the plants' Grappling skill as equal to the original OB and their Strength bonus as +25.

30. Lightning Bolt V – As *Lightning Bolt I*, except range increment is 125'.

35. Nature's Ire True \* – As *Nature's Ire I*, except bonus is +50 and attack does double concussion hit damage.

40. Hailstorm True – As *Hailstorm*, except for range, radius, and the OB is equal to the caster's skill in this list.

50. Quake – Caster can cause an earthquake; with the caster's location at the time of casting as the epicenter. The quake can be delayed up to 1 round/level. The severity of the quake on the Richter scale is determined by a roll: (01-20) = 5.5, (21-45) = 6, (46-65) = 6.5, (66-80) = 7.0, (81-90) = 7.5, (91-95) = 8.0, (96-98) = 8.5, (99-100) = 9.0.

**Note:** *Nature's Ire* and *Nature's Might* spells are negated if the caster sleeps.

**Note:** If *Nature's Might* and *Nature's Ire True* are combined, the concussion hit damage done is triple normal.

**Note:** See Section 10.2 regarding curses.

## Druid Base

## PLANT MASTERY

| Level | Spell                | Area of Effect | Duration   | Range   | Type |
|-------|----------------------|----------------|------------|---------|------|
| 1)    | Plant Lore           | 1 plant        | —          | touch   | I    |
| 2)    | Speed Growth I       | 10'R           | 1 day      | 10'     | U    |
| 3)    | Plant Tongues        | caster         | 1 min/lvl  | self    | U    |
| 4)    | Plant Restore        | 1 plant        | P          | touch   | U    |
| 5)    | Rapid Growth I       | 10'R           | 1 day      | 10'     | U    |
| 6)    | Plant Location       | 1 mi R         | —          | self    | I    |
| 7)    | Plant Growth II      | 1 plant        | P          | touch   | U    |
| 8)    | Plant Control I      | 1 plant        | 1 min/lvl  | 100'    | F    |
| 9)    | Speed Growth II      | 100'R          | 1 day      | 100'    | U    |
| 10)   | Plant Growth III     | 1 plant        | P          | touch   | U    |
| 11)   | Plant Control III    | 3 plants       | 1 min/lvl  | 100'    | F    |
| 12)   | Tree Restore         | 1 tree         | P          | touch   | U    |
| 13)   | Plant Growth V       | 1 plant        | P          | touch   | U    |
| 14)   | Rapid Growth II      | 100'R          | 1 day      | 100'    | U    |
| 15)   | Plant Control V      | 5 plants       | 1 min/lvl  | 100'    | F    |
| 16)   | Wall of Thorns       | 10'x10'x5'     | 10 min/lvl | 100'    | E    |
| 17)   | Firestop             | 10'R/lvl       | 10 min/lvl | 100'    | U    |
| 18)   | Plant Growth X       | 1 plant        | P          | touch   | U    |
| 19)   | Awaken Tree          | 1 tree         | P          | touch   | E    |
| 20)   | Plant Growth True    | 100'R          | P          | self    | U    |
| 25)   | Rapid Growth True    | 10'R/lvl       | 1 day      | 10'/lvl | U    |
| 30)   | Plant Control True   | 100'R          | 1 min/lvl  | 100'    | F    |
| 35)   | Wall of Thorns True  | 20'x10'x5'     | P          | 100'    | E    |
| 40)   | Plant Animation      | 1 plant        | 10 min/lvl | 100'    | U    |
| 50)   | Mass Plant Animation | 1 plant/lvl    | 10 min/lvl | 100'    | U    |

1. Plant Lore – Caster learns nature and history of any 1 plant.
2. Speed Growth I – Allows caster to increase speed of growth for any 1 species of plant within the area of effect to ten times the normal rate.
3. Plant Tongues – Allows caster to understand and “speak” the language of any 1 plant species.
4. Plant Restore – Instantly heals damage to one plant that is less complex than a tree.
5. Rapid Growth I – Allows caster to increase speed of growth for any 1 species of plant within the area of effect to a hundred times the normal rate.
6. Plant Location – Caster can locate members of any 1 species of plant **or** find out what species are in the area.
7. Plant Growth II – Allows caster to double the size of any 1 plant. This requires 1 day's growth. When fully mature the plant will achieve twice its normal size.
8. Plant Control I – Caster can control the automatic and/or mental processes of any 1 plant. Caster can also control the plant's movements, although this does not allow movement beyond normal allowances. If cast daily,

this can be used to direct a plant's growth into specific unusual shapes, so long as these would be naturally possible.

9. Speed Growth II – As *Speed Growth I*, except the range is 100' and the radius is 100'.
  10. Plant Growth III – As *Plant Growth II*, except size increase is 3 times.
  11. Plant Control III – As *Plant Control I*, except caster can control any 3 plants.
  12. Tree Restore – As *Plant Restore*, except it can affect any plant (including trees).
  13. Plant Growth V – As *Plant Growth II*, except size increase is 5 times.
  14. Rapid Growth II – As *Rapid Growth I*, except the range is 100' and the radius is 100'R.
  15. Plant Control V – As *Plant Control I*, except caster can control any 5 plants.
  16. Wall of Thorns – Summons a wall of very tough (but pliable) thorny growth. The wall is up to 10'x10'x5'. Anyone moving through the wall receives d10 dagger attacks (each with a +50 OB). per foot of wall moved through. See Section 10.19 for additional details on *Wall* spells.
  17. Firestop – This spell will put out any fires upon living materials that are in the area of effect.
  18. Plant Growth X – As *Plant Growth II*, except size increase is 10 times.
  19. Awaken Tree – This spell requires a tree at least 80 years old as its target. If this spell is cast on a tree every day for a year (not necessarily by the same person each time), then the tree will awaken, becoming a Slowroot (See *Creature Law*). The newly awakened tree will not automatically be under any control of the caster(s) who wakened it.
  20. Plant Growth True – As *Plant Growth II*, except caster can increase size of all plants of 1 species within a 100'R by 5x.
  25. Rapid Growth True – As *Rapid Growth I*, except for range and area of effect.
  30. Plant Control True – As *Plant Control I*, except caster can control all plants within range (100'R).
  35. Wall of Thorns True – As *Wall of Thorns*, but dimensions are up to 20'x10'x5' and the duration is permanent (the wall is rooted and living).
  40. Plant Animation – Caster can animate any 1 plant; the plant can then move slowly (10'/rnd for plants under 10' tall, 20'/rnd if taller), carrying any root system it may possess along.
  50. Mass Plant Animation – As *Plant Animation*, except caster can animate up to 1 plant/level.
- Note:** Spells from this list may be applied to fungi with a Hard Spell Mastery maneuver.

## 6.5.Paladin

### Paladin Base

#### CURSEBREAKING

| Level | Spell                      | Area of Effect | Duration   | Range     | Type |
|-------|----------------------------|----------------|------------|-----------|------|
| 1)    | Cancel Evil                | spells         | 1 min/lvl  | self      | F    |
| 2)    | Cancel Channeling          | spells         | 1 min/lvl  | self      | F    |
| 3)    | Cancel Essence             | spells         | 1 min/lvl  | self      | F    |
| 4)    | Cancel Mentalism           | spells         | 1 min/lvl  | self      | F    |
| 5)    | Dispel Evil I              | 1 target       | —          | 10'       | F    |
| 6)    | Neutralize Curse I         | 1 target       | 1 min/lvl  | touch     | F    |
| 7)    | Dispel Channeling I        | 1 target       | —          | 10'       | F    |
| 8)    | Dispel Essence I           | 1 target       | —          | 10'       | F    |
| 9)    | Dispel Mentalism I         | 1 target       | —          | 10'       | F    |
| 10)   | Curse Tales                | 1 curse        | —          | 10'       | I    |
| 11)   | Dispel Evil Sphere I       | 10'R           | —          | self      | F    |
| 12)   | Find Curser I              | 1 target       | —          | 1 mi/lvl  | I    |
| 13)   | Neutralize Curse II        | 1 target       | 1 hr/lvl   | touch     | F    |
| 14)   | Dispel Channeling Sphere I | 10'R           | —          | self      | F    |
| 15)   | Dispel Essence Sphere I    | 10'R           | —          | self      | F    |
| 16)   | Dispel Mentalism Sphere I  | 10'R           | —          | self      | F    |
| 17)   | Find Curser II             | 1 target       | —          | 10 mi/lvl | I    |
| 18)   | Spellproof                 | spells         | 10 min/lvl | self      | F    |
| 19)   | Dispel Evil Sphere V       | 50'R           | —          | self      | F    |
| 20)   | Uncurse                    | 1 target       | P          | touch     | F    |
| 25)   | Dispel Channeling Sphere V | 50'R           | —          | self      | F    |
| 30)   | Uncurse True               | 1 target       | P          | touch     | F    |
| 35)   | Dispel Essence Sphere V    | 50'R           | —          | self      | F    |
| 40)   | Dispel Mentalism Sphere V  | 50'R           | —          | self      | F    |
| 50)   | Magic Bane                 | 50'R           | 1 min/lvl  | self      | F    |

1. Cancel Evil – When the caster of this spell is a target of a spell from an Evil spell list, the "incoming" spell must first make an RR. If the "incoming" spell passes the RR, it may target the caster normally; otherwise the incoming spell has no effect on this target. Being a "willing target" does not eliminate this effect, but the caster's own spells do not need to make an RR. Note that the caster is considered to be a target of any spell which includes him in its area of effect or would "detect" him.

2. Cancel Channeling – As *Cancel Evil*, except affects spells from the realm of Channeling.

3. Cancel Essence – As *Cancel Evil*, except affects spells from the realm of Essence.

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

5. Dispel Evil I – Any active spell from an Evil spell list that is on the target must make an RR. If the spell fails its RR, it is dispelled.

6. Neutralize Curse I – [RR Mod.: -20] Nullifies a curse for the duration of this spell. The curse is not dispelled and takes effect after the duration of this spell.
  7. Dispel Channeling I – As *Dispel Evil I*, except affects spells from the realm of Channeling.
  8. Dispel Essence I – As *Dispel Evil I*, except affects spells from the realm of Essence.
  9. Dispel Mentalism I – As *Dispel Evil I*, except affects spells from the realm of Mentalism.
  10. Curse Tales – Caster can determine nature and origin of any one curse, including the name of the one who bequeathed it.
  11. Dispel Evil Sphere I – Any active Evil spell that is (at least partly) within the radius of effect must make an RR (use the spell's level for the RR). If the spell fails its RR, it is dispelled.
  12. Find Curser I – Caster learns the current location of the caster of a given curse, so long as the caster is within range. Location is direction plus distance. The curse must have been previously analyzed with *Curse Tales*.
  13. Neutralize Curse II – [RR Mod.: -20] As *Neutralize Curse I*, except for duration.
  14. Dispel Channeling Sphere I – As *Dispel Evil Sphere I*, except affects spells from the realm of Channeling.
  15. Dispel Essence Sphere I – As *Dispel Evil Sphere I*, except affects spells from the realm of Essence.
  16. Dispel Mentalism Sphere I – As *Dispel Evil Sphere I*, except affects spells from the realm of Mentalism.
  17. Find Curser II – As *Find Curser I*, except range is 10 miles per level.
  18. Spellproof – [RR Mod.: -20] As *Cancel Evil*, except affects all spells, "incoming" spells make their RR at -20, and duration is 10 minutes per level.
  19. Dispel Evil Sphere V – As *Dispel Evil Sphere I*, except radius is 50'.
  20. Uncurse – Dispels a curse if the curse fails an RR. The curse's level is the level of the caster of the curse. If the curse is not dispelled, the caster cannot try again until he has gone up another level of experience.
  25. Dispel Channeling Sphere V – As *Dispel Channeling Sphere I*, except radius is 50'.
  30. Uncurse True – [RR Mod.: -50] As *Uncurse*, except curse makes its RR with a -50 penalty.
  35. Dispel Essence Sphere V – As *Dispel Essence Sphere I*, except radius is 50'.
  40. Dispel Mentalism Sphere V – As *Dispel Mentalism Sphere I*, except radius is 50'.
  50. Magic Bane – As *Dispel Evil Sphere V*, except affects all spells and duration is one minute per level. Any given spell need only resist this spell once, but any spell coming into the area of effect while this spell is active must make its RR or be dispelled. Sphere moves with the caster.
- Note:** A Hybrid spell will be affected by a *Cancel* or *Dispel* spell that is effective against either of its hybridized realms.

## Paladin Base

## HOLY ARMS

| Level | Spell              | Area of Effect | Duration  | Range | Type |
|-------|--------------------|----------------|-----------|-------|------|
| 1)    | Holy Attack I *    | caster         | 1 rnd     | self  | U    |
| 2)    | Righteous Blow I   | caster         | varies    | self  | U    |
| 3)    | Holy Strength I    | caster         | 1 rnd/lvl | self  | U    |
| 4)    | Holy Attack II *   | caster         | 1 rnd     | self  | U    |
| 5)    | Righteous Blow II  | caster         | varies    | self  | U    |
| 6)    | Blessed Weapon     | 1 weapon       | 1 min/lvl | touch | E    |
| 7)    | Holy Attack III *  | caster         | 1 rnd     | self  | U    |
| 8)    | Righteous Blow III | caster         | varies    | self  | U    |
| 9)    | Holy Aura I        | 10'R           | 1 min/lvl | self  | F    |
| 10)   | Holy Attack IV *   | caster         | 1 rnd     | self  | U    |
| 11)   | Righteous Blow IV  | caster         | varies    | self  | U    |
| 12)   | Holy Strength II   | caster         | 1 rnd/lvl | self  | U    |
| 13)   | Holy Attack V *    | caster         | 1 rnd     | self  | U    |
| 14)   | Faithful Arms      | caster         | 1 min/lvl | self  | U    |
| 15)   | Holy Aura II       | 10'R           | 1 min/lvl | self  | F    |
| 16)   | Holy Attack VI *   | caster         | 1 rnd     | self  | U    |
| 17)   | Holy Strength III  | caster         | 1 rnd/lvl | self  | U    |
| 18)   | Holy Throw *       | caster         | —         | self  | U    |
| 19)   | Holy Attack VII *  | caster         | 1 rnd     | self  | U    |
| 20)   | Holy Aura III      | 10'R           | 1 min/lvl | self  | F    |
| 25)   | Holy Attack VIII * | caster         | 1 rnd     | self  | U    |
| 30)   | Holy Aura IV       | 10'R           | 1 min/lvl | self  | F    |
| 35)   | Holy Attack X *    | caster         | 1 rnd     | self  | U    |
| 40)   | Holy Aura True     | 10'R           | 1 min/lvl | self  | F    |
| 50)   | Martyrdom          | 1'R/lvl        | —         | self  | E    |

1. Holy Attack I \* – Adds +5 to the caster's melee or missile OB for the current round.

2. Righteous Blow I – After casting this spell, the caster's next melee or missile attack will, if made against a foe who receives a critical reduction due to size or other factors, have the critical reduction reduced by one. For example, a Medium combatant attacking a Large foe would normally have a C critical done against that foe reduced to an A critical. If that Medium combatant benefited from this spell, that critical would only be reduced to a B.

3. Holy Strength I – Caster gains a +5 to his Strength stat bonus.

4. Holy Attack II \* – Adds +10 to the caster's melee or missile OB for the current round.

5. Righteous Blow II – As *Righteous Blow I*, except two steps of critical reduction are negated.

6. Blessed Weapon – Weapon becomes indestructable for spell duration. This includes not only normal breakage, but also magical effects that would break or otherwise damage the weapon. It is still possible to disarm the wielder of the weapon.



7. Holy Attack III \* – Adds +15 to the caster's melee or missile OB for the current round.
8. Righteous Blow III – As *Righteous Blow I*, except three steps of critical reduction are negated.
9. Holy Aura I – A bright, shimmering aura surrounds the caster. All creatures "of darkness" who are in the area of effect must make an RR each round or receive an A severity Holy critical.
10. Holy Attack IV \* – Adds +20 to the caster's melee or missile OB for the current round.
11. Righteous Blow IV – As *Righteous Blow I*, except four steps of critical reduction are negated.
12. Holy Strength II – Caster gains a +10 to his Strength stat bonus.
13. Holy Attack V \* – Adds +25 to the caster's melee or missile OB for the current round.
14. Faithful Arms – Caster will not fumble. Caster cannot be disarmed nor his weapon(s) broken while the spell lasts.
15. Holy Aura II – A bright, shimmering aura surrounds the caster. All creatures "of darkness" who are in the area of effect must make an RR each round or receive a B severity Holy critical.
16. Holy Attack VI \* – Adds +30 to the caster's melee or missile OB for the current round.
17. Holy Strength III – Caster gains a +15 to his Strength stat bonus.
18. Holy Throw \* – Caster immediately hurls a (melee) weapon, which attacks using his normal throwing OB with the weapon or his melee OB with the weapon, whichever is higher. This spell allows this attack to use the ranges for a short bow.
19. Holy Attack VII \* – Adds +35 to the caster's melee or missile OB for the current round.
20. Holy Aura III – A bright, shimmering aura surrounds the caster. All creatures "of darkness" who are in the area of effect must make an RR each round or receive a C severity Holy critical.
25. Holy Attack VIII \* – Adds +40 to the caster's melee or missile OB for the current round.
30. Holy Aura IV – A bright, shimmering aura surrounds the caster. All creatures "of darkness" who are in the area of effect must make an RR each round or receive a D severity Holy critical.
35. Holy Attack X \* – Adds +50 to the caster's melee or missile OB for the current round.
40. Holy Aura True – A bright, shimmering aura surrounds the caster. All creatures "of darkness" who are in the area of effect must make an RR each round or receive an E severity Holy critical.
50. Martyrdom – Caster exposes all within the area of effect to the raw power of his deity. This has an effect equal to a Fireball attack with an OB equal to twice the caster's level (i.e., a 50th level caster results in a +100 OB), with concussion damage doubled, Fire criticals replaced with Holy criticals, and all criticals being treated as Slaying III. The caster acts as the center-point for the blast and is not immune to any of the damage. For the caster, no objects, spells, etc. will protect him from the blast.

## Paladin Base

## HOLY HEALING

| Level | Spell                | Area of Effect | Duration  | Range | Type |
|-------|----------------------|----------------|-----------|-------|------|
| 1)    | Flowstop I           | 1 target       | varies    | touch | U    |
| 2)    | Heal I               | 1 target       | P         | touch | U    |
| 3)    | Fatigue Relief       | 1 target       | P         | touch | U    |
| 4)    | Light Wound Relief   | 1 target       | P         | touch | U    |
| 5)    | Heal IV              | 1 target       | P         | touch | U    |
| 6)    | Stun Relief I *      | 1 target       | P         | touch | Us   |
| 7)    | Flowstop V           | 1 target       | varies    | touch | U    |
| 8)    | Cut Repair I         | 1 target       | P         | touch | U    |
| 9)    | Medium Wound Relief  | 1 target       | P         | touch | U    |
| 10)   | Awakening            | 1 target       | P         | touch | Us   |
| 11)   | Heal X               | 1 target       | P         | touch | U    |
| 12)   | Severe Wound Relief  | 1 target       | P         | touch | U    |
| 13)   | Cut Repair III       | 1 target       | P         | touch | U    |
| 14)   | Stun Relief II *     | 1 target       | P         | touch | Us   |
| 15)   | Paralysis Cures      | 1 target       | P         | touch | U    |
| 16)   | Heal XX              | 1 target       | P         | touch | U    |
| 17)   | Sense Restoration    | 1 target       | P         | touch | U    |
| 18)   | Coma Recovery        | 1 target       | P         | touch | U    |
| 19)   | Clotting True        | 1 target       | P         | touch | U    |
| 20)   | Stun Relief True *   | 1 target       | P         | touch | Us   |
| 25)   | True Heal            | 1 target       | P         | touch | U    |
| 30)   | Light Wound Healing  | 1 target       | P         | touch | U    |
| 35)   | Medium Wound Healing | 1 target       | P         | touch | U    |
| 40)   | Severe Wound Healing | 1 target       | P         | touch | U    |
| 50)   | Laying on Hands      | 1 target       | 1 rnd/lvl | touch | U    |

1. Flowstop I – Allows caster to reduce a target's blood loss by 1 hit/round. Until the injury is actually healed by some means (e.g., a Medicine maneuver), the target cannot move or be moved, or the bleeding will resume at the prior rate.

2. Heal I – Target is healed of 5 concussion hits.

3. Fatigue Relief – Removes up to -30 in penalties from fatigue.

4. Light Wound Relief – Target is healed of one Light wound.

5. Heal IV – Target is healed of 20 concussion hits.

6. Stun Relief I \* – Target is relieved of 1 round's worth of accumulated stun.

7. Flowstop V – Allows caster to reduce a target's blood loss by up to 5 hits/round. Until the injury is actually healed by some means (e.g., a Medicine maneuver), the target cannot move or be moved, or the bleeding will resume at the prior rate.

8. Cut Repair I – Allows caster to instantly stop bleeding from 1 wound that bleeds at rate of 1 hit/round.

- 9. Medium Wound Relief – Target is healed of one Light or Medium wound.
  - 10. Awakening – Target is instantly awake.
  - 11. Heal X – Target is healed of 50 concussion hits.
  - 12. Severe Wound Relief – Target is healed of one wound (of any severity).
  - 13. Cut Repair III – Allows caster to instantly stop bleeding from 1 wound that bleeds at rate of up to 3 hits/round.
  - 14. Stun Relief II \* – Target is relieved of 2 rounds' worth of accumulated stun effects.
  - 15. Paralysis Cures – Caster can cure any paralysis problem. The recovery time is 1-10 days. Treat as -100 injury for progress of recovery.
  - 16. Heal XX – Target is healed of 100 concussion hits.
  - 17. Sense Restoration – Target regains function in one sensory organ, so long as that sensory organ has not been completely destroyed (in which case *Organ Regeneration* is required). The recovery time is 1-10 hours.
  - 18. Coma Recovery – Target comes out of a coma or unconsciousness caused by injury, disease, poison, spell, or spell failure. Process takes 1-10 hours and target is at -50 to Endurance rolls for 1-10 days.
  - 19. Clotting True – Allows caster to stop bleeding on a wound that is bleeding at any rate. For one hour, the target can engage in no activity more vigorous than walking or bleeding will resume at the prior rate.
  - 20. Stun Relief True \* – Target is relieved of all accumulated stun effects.
  - 25. True Heal – Target is healed of all concussion hit damage.
  - 30. Light Wound Healing – Target is healed of one Light wound.
  - 35. Medium Wound Healing – Target is healed of one Light or Medium wound.
  - 40. Severe Wound Healing – Target is healed of one wound (of any severity).
  - 50. Laying on Hands – Caster may use one of the spells on this list of 25th level or below once per round.
- Note:** The wound healing spells on this list will treat all types of wounds *except* nerve and brain damage.
- Note:** For all spells that heal wounds, the recovery time is determined as described in *A&CL* Section 12.1, but while *Relief* spells produce recovery in the normal time, for *Healing* spells treat the result as hours rather than days, and for *Healing True* spells treat the result as rounds rather than days. For *Mass* spells, use the most severe injury cured and roll once for a single recovery time for all.

## Paladin Base

## HOLY SHIELDS

| Level | Spell                  | Area of Effect | Duration   | Range | Type |
|-------|------------------------|----------------|------------|-------|------|
| 1)    | Protection Prayer I    | 10'R           | 1 min/lvl  | self  | U    |
| 2)    | Aura                   | caster         | 10 min/lvl | self  | U    |
| 3)    | Shield of Faith *      | caster         | 1 min/lvl  | self  | U    |
| 4)    | Guardianship *         | caster         | 1 min/lvl  | self  | U    |
| 5)    | Unpain I *             | caster         | 1 min/lvl  | self  | Us   |
| 6)    | Protection Prayer II   | 10'R           | 1 min/lvl  | self  | U    |
| 7)    | Deflections I *        | 1 missile      | —          | 100'  | E    |
| 8)    | True Aura              | caster         | 10 min/lvl | self  | U    |
| 9)    | Bladeturn I *          | 1 attack       | —          | 100'  | E    |
| 10)   | Unpain II *            | caster         | 1 min/lvl  | self  | Us   |
| 11)   | Protection Prayer III  | 10'R           | 1 min/lvl  | self  | U    |
| 12)   | Deflections II *       | 2 missiles     | —          | 100'  | E    |
| 13)   | Aim Untrue I *         | 1 missile      | —          | 100'  | E    |
| 14)   | Bladeturn II *         | 2 attacks      | —          | 100'  | E    |
| 15)   | Unpain III *           | caster         | 1 min/lvl  | self  | Us   |
| 16)   | Protection Prayer IV   | 10'R           | 1 min/lvl  | self  | U    |
| 17)   | Deflections III *      | 3 missiles     | —          | 100'  | E    |
| 18)   | Aim Untrue II *        | 2 missiles     | —          | 100'  | E    |
| 19)   | Bladeturn III *        | 3 attacks      | —          | 100'  | E    |
| 20)   | Unpain IV *            | caster         | 1 min/lvl  | self  | Us   |
| 25)   | Protection Prayer V    | 10'R           | 1 min/lvl  | self  | U    |
| 30)   | Mass Defections        | 1 missile/lvl  | —          | 100'  | E    |
| 35)   | Mass Bladeturn         | 1 attack/lvl   | —          | 100'  | E    |
| 40)   | Armor of Faith*        | caster         | 1 min/lvl  | self  | U    |
| 50)   | Protection Prayer True | 100'R          | 10 min/lvl | self  | U    |

1. Protection Prayer I – Everyone in the area of effect who is aligned with the caster (see below) subtracts 5 from all elemental attacks against them. They may also add 5 to all RRs versus spells. These bonuses are not conferred to the caster.

2. Aura – Causes a bright aura about the caster, providing a more powerful appearance and subtracting 10 from all attacks on the caster.

3. Shield of Faith \* – Creates a golden full shield emblazoned with the holy symbol of the caster's faith. It functions in all ways as a physical shield, but it does not count for encumbrance or as metal carried for spell-casting purposes. It is also unbreakable.

4. Guardianship \* – Caster may employ the Protecting Others rules (see A&CL Section 7.6) to defend two other individuals at the same time with no additional penalty.

5. 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.

6. Protection Prayer II – As *Protection Prayer I*, except bonuses are 10.
7. Deflections I \* – Caster can deflect any one missile that the caster can see and which passes within the 100' range of this spell; this causes 100 to be subtracted from the missile's attack.
8. True Aura – As *Aura*, except it produces an extremely powerful appearance and subtracts 15 from all attacks.
9. Bladeturn I \* – As *Deflections I*, except its effect is against 1 melee attack.
10. Unpain II \* – As *Unpain I*, except an additional 50% of hits can be sustained.
11. Protection Prayer III – As *Protection Prayer I*, except bonuses are 15.
12. Deflections II \* – As *Deflections I*, except 2 missiles may be affected.
13. Aim Untrue I \* – As *Deflections I*, except missile automatically misses.
14. Bladeturn II \* – As *Bladeturn I*, except 2 melee attacks may be affected.
15. Unpain III \* – As *Unpain I*, except an additional 75% of hits can be sustained.
16. Protection Prayer IV – As *Protection Prayer I*, except bonuses are 20.
17. Deflections III \* – As *Deflections I*, except 3 missiles may be affected.
18. Aim Untrue II \* – As *Aim Untrue I*, except 2 missiles may be affected.
19. Bladeturn III \* – As *Bladeturn I*, except 3 melee attacks may be affected.
20. Unpain IV \* – As *Unpain I*, except an additional 100% of hits can be sustained.
25. Protection Prayer V – As *Protection Prayer I*, except bonuses are 25.
30. Mass Deflections – As *Deflections I*, except as many missiles as the caster's level may be affected.
35. Mass Bladeturn – As *Bladeturn I*, except as many melee attacks as the caster's level may be affected.
40. Armor of Faith \* – Creates a golden suit of plate armor around the caster. This armor does not interfere with spell-casting, but otherwise acts as a normal suit of armor with Armor Type 10 including arm and leg armor and helmet.
50. Protection Prayer True – As *Protection Prayer V*, except radius of effect is 100' and duration is 10 minutes per level.

**Note:** None of the "Aura" spells (*Aura*, *True Aura*, *Mass Aura*, and *Alkar*) are cumulative with each other or *Blur*. The Gamemaster may wish to allow the bonus from these spells to apply to Leadership as well as defense.

**Note:** When under the effects of an *Unpain* spell, there are no penalties for hits lost beyond 25%. Full effects of the lost hits occur when the spell duration ends. However, if the hits are healed before the duration ends, there is no effect. So, a character could be reduced to -38 hits while sustained by *Unpain*, but restored to 2 hits before the duration of the spell ended. He would never pass out. Likewise, if *Unpain* allows fighting beyond lethal hit loss, this has no effect until the spell expires.

**Note:** The GM should be careful and clear when defining "alignment". Depending on the state of theology in the game world, this might mean that one needs to worship the caster's deity, or it might merely require that a deity of the same mythos be followed (e.g., in a world using Greek, Norse, Indian, Chinese, and Celtic gods, a devotee of Zeus might be considered of the same "alignment" as a priest of Poseidon).

## Paladin Base

## HOLY WAR

| Level | Spell                  | Area of Effect | Duration     | Range     | Type |
|-------|------------------------|----------------|--------------|-----------|------|
| 1)    | Detect Undead          | 10'R           | 1 min/lvl(C) | 10'/lvl   | I    |
| 2)    | Reveal Enemies         | 50'R           | 1 min/lvl(C) | 100'/lvl  | I    |
| 3)    | Smite Undead I *       | caster         | varies       | self      | E    |
| 4)    | Smite Demon I *        | caster         | varies       | self      | E    |
| 5)    | Resist Undead I        | caster         | 1 rnd/lvl    | self      | U    |
| 6)    | Enemy Speech           | caster         | 1 min/lvl    | self      | U    |
| 7)    | Smite Undead II *      | caster         | varies       | self      | E    |
| 8)    | Smite Demon II *       | caster         | varies       | self      | E    |
| 9)    | Smite Enemy I *        | caster         | varies       | self      | E    |
| 10)   | Resist Undead III      | caster         | 1 rnd/lvl    | self      | U    |
| 11)   | Smite Undead III *     | caster         | varies       | self      | E    |
| 12)   | Smite Demon III *      | caster         | varies       | self      | E    |
| 13)   | Resist Undead Sphere I | 20'R           | 1 rnd/lvl    | self      | U    |
| 14)   | Smite Enemy II *       | caster         | varies       | self      | E    |
| 15)   | Undead Detection       | 50'R           | 1 min/lvl(C) | 100'/lvl  | I    |
| 16)   | Smite Undead IV *      | caster         | varies       | self      | E    |
| 17)   | Smite Demon IV *       | caster         | varies       | self      | E    |
| 18)   | Undead Smiting I       | caster         | 1 rnd/lvl    | self      | E    |
| 19)   | Smite Enemy III *      | caster         | varies       | self      | E    |
| 20)   | Reveal Enemies True    | 200'R          | 1 min/lvl(C) | 1000'/lvl | I    |
| 25)   | Smite Abomination *    | caster         | varies       | self      | E    |
| 30)   | Demon Smiting II       | caster         | 1 rnd/lvl    | self      | E    |
| 35)   | Smite Enemy True *     | caster         | varies       | self      | E    |
| 40)   | Undead Smiting III     | caster         | 1 rnd/lvl    | self      | E    |
| 50)   | Abomination Smiting    | caster         | 1 rnd/lvl    | self      | E    |

1. Detect Undead – Detects the presence of Undead in the area of effect. Caster can move the area of effect 5' each round. (See Section 10.4 for more about detection spells.)

2. Reveal Enemies – Detects the total number of "enemies" (giving approximate direction and distance). This spell also reveals the most heavily represented type of enemy (by total levels). Caster can concentrate on a different 50'R each round.

3. Smite Undead I \* – Caster's next melee attack (within one minute of casting this spell) which scores a critical on an undead will do an additional A Holy critical.

4. Smite Demon I \* – Caster's next melee attack (within one minute of casting this spell) which scores a critical on a demon will do an additional A Holy critical.

5. Resist Undead I – The caster gains a +10 bonus to his RRs against the undead Life Drain.

6. Enemy Speech – For the duration of this spell, the caster can read and speak one "enemy" language with skill rank 8.

7. Smite Undead II \* – As *Smite Undead I*, except the additional Holy critical is severity B.
  8. Smite Demon II \* – As *Smite Demon I*, except the additional Holy critical is severity B.
  9. Smite Enemy I \* – Caster's next melee attack (within one minute of casting this spell) which scores a critical on an 'enemy' will do an additional A Holy critical.
  10. Resist Undead III – As *Resist Undead I*, except bonus is +30.
  11. Smite Undead III \* – As *Smite Undead I*, except the additional Holy critical is severity C.
  12. Smite Demon III \* – As *Smite Demon I*, except the additional Holy critical is severity C.
  13. Resist Undead Sphere I – As *Resist Undead I*, except protects everyone within 20' of the caster.
  14. Smite Enemy II \* – As *Smite Enemy I*, except the additional Holy critical is severity B.
  15. Undead Detection – Detects the presence of Undead in the area of affect. Caster can examine a different 50'R each round. The caster gains a general notion of the most prominent undead type in the radius (by total levels). "General" means that the caster could learn that the undead were mainly skeletons, but not which type(s) of skeletons.
  16. Smite Undead IV \* – As *Smite Undead I*, except the additional Holy critical is severity D.
  17. Smite Demon IV \* – As *Smite Demon I*, except the additional Holy critical is severity D.
  18. Undead Smiting I – As *Smite Undead I*, except effect applies to every melee attack while duration lasts.
  19. Smite Enemy III \* – As *Smite Enemy I*, except the additional Holy critical is severity C.
  20. Reveal Enemies True – As *Reveal Enemies*, except for range and area of effect.
  25. Smite Abomination \* – Caster's next melee attack (within one minute of casting this spell) which scores a critical on an undead or a demon will do an additional E Holy critical.
  30. Demon Smiting II – As *Smite Demon II*, except effect applies to every melee attack while duration lasts.
  35. Smite Enemy True \* – Caster's next melee attack (within one minute of casting this spell) which scores a critical on an 'enemy' will do an additional E Holy critical.
  40. Undead Smiting III – As *Smite Undead III*, except effect applies to every melee attack while duration lasts.
  50. Abomination Smiting – As *Smite Abomination*, except effect applies to every melee attack while duration lasts.
- Note:** *Smite* spell criticals do **not** get adjusted by size.
- Note:** An 'enemy' for purposes of this list is not just someone the caster is fighting against at the moment. It must be someone (or something) who bears a conscious and lasting hostility to the caster's religion.

## Paladin Base

## INSPIRING WAYS

| Level | Spell                    | Area of Effect | Duration   | Range   | Type |
|-------|--------------------------|----------------|------------|---------|------|
| 1)    | Courage                  | 10'R           | 1 rnd/lvl  | self    | U    |
| 2)    | Inspirations I *         | 20'R           | 1 rnd/lvl  | 100'    | U    |
| 3)    | Voice of Friendship *    | 1 target       | varies     | 50'     | Fm   |
| 4)    | Inspirations II *        | 20'R           | 1 rnd/lvl  | 100'    | U    |
| 5)    | Voice of Reason *        | 1 target       | varies     | 50'     | Fm   |
| 6)    | Inspirations III *       | 20'R           | 1 rnd/lvl  | 100'    | U    |
| 7)    | Voice of Caution *       | 1 target       | varies     | 50'     | Fm   |
| 8)    | Command I *              | 1 target       | C          | 10'/lvl | Fm   |
| 9)    | Inspiration IV *         | 20'R           | 1 rnd/lvl  | 100'    | U    |
| 10)   | Words of Friendship *    | varies         | varies     | 100'    | Fm   |
| 11)   | Leadership               | caster         | 10 min/lvl | self    | U    |
| 12)   | Inspirations V *         | 20'R           | 1 rnd/lvl  | 100'    | U    |
| 13)   | Command II *             | 2 targets      | C          | 10'/lvl | Fm   |
| 14)   | Words of Reason *        | varies         | varies     | 100'    | Fm   |
| 15)   | Inspirations VI *        | 20'R           | 1 rnd/lvl  | 100'    | U    |
| 16)   | Courage True             | 10'R           | 1 rnd/lvl  | self    | U    |
| 17)   | Inspirations VII *       | 20'R           | 1 rnd/lvl  | 100'    | U    |
| 18)   | Words of Caution *       | varies         | varies     | 100'    | Fm   |
| 19)   | Inspirations VIII *      | 20'R           | 1 rnd/lvl  | 100'    | U    |
| 20)   | Voice of Conviction      | 1 target       | varies     | 10'     | Fm   |
| 25)   | Inspirations True *      | 20'R           | 1 rnd/lvl  | 100'    | U    |
| 30)   | Words of Conviction      | varies         | varies     | 100'    | Fm   |
| 35)   | Leadership True          | caster         | 10 min/lvl | self    | U    |
| 40)   | Mass Inspirations True * | 100'R          | 1 rnd/lvl  | 100'    | U    |
| 50)   | Inspirations Mastery     | caster         | 1 rnd/lvl  | varies  | U    |

1. Courage – For the duration of this spell, all within the area of effect (including the caster) may make a second RR versus any fear or panic effect. This second RR is made with an additional +10 modifier.

2. Inspirations I \* – Caster inspires all allies who are within the area of effect (they must be aware of the caster). All allies gain +5 to melee attacks and Endurance rolls for the duration of the spell. This spell will only work during combat or highly religious moments (e.g., an oratory presentation prior to a large battle). These bonuses do not apply to the caster.

3. Voice of Friendship \* – For as long as they speak together, the target of this spell will believe that the caster is a good friend and is acting in the target's best interests.

4. Inspirations II \* – As *Inspirations I*, except bonuses are +10.

5. Voice of Reason \* – For as long as the caster speaks, the target will believe that the reasoning and ideas that the caster expresses are correct and valid.

6. Inspirations III \* – As *Inspirations I*, except bonuses are +15.



7. Voice of Caution \* – For as long as the caster speaks, the target will become more cautious (less rash) and will tend to obey the caster's warnings without hesitation or doubt.
  8. Command I \* – Target must obey the caster. However, he will not perform any act that is completely alien to him or is self-destructive.
  9. Inspirations IV \* – As *Inspirations I*, except bonuses are +20.
  10. Words of Friendship \* – As *Voice of Friendship*, except spell will affect all who can hear the caster.
  11. Leadership – The caster gains a +25 bonus to his Leadership skill and +5 to any Influence maneuvers.
  12. Inspirations V \* – As *Inspirations I*, except bonuses are +25.
  13. Command II \* – As *Command I*, except spell affects two targets.
  14. Words of Reason \* – As *Voice of Reason*, except spell will affect all who can hear the caster.
  15. Inspirations VI \* – As *Inspirations I*, except bonuses are +30.
  16. Courage True – As *Courage*, except the second RR automatically succeeds.
  17. Inspirations VII \* – As *Inspirations I*, except bonuses are +35.
  18. Words of Caution \* – As *Voice of Caution*, except spell will affect all who can hear the caster.
  19. Inspirations VIII \* – As *Inspirations I*, except bonuses are +40.
  20. Voice of Conviction – [RR Mod.: -50] After casting this spell, the caster must tell the truth (as he knows it). The target will believe that the caster is speaking the absolute truth.
  25. Inspirations True \* – As *Inspirations I*, except bonuses are +50.
  30. Words of Conviction – As *Voice of Conviction*, except spell will affect all who can hear the caster.
  35. Leadership True – The caster gains a +50 bonus to his Leadership skill and +15 to any Influence maneuvers.
  40. Mass Inspirations True \* – As *Inspirations True*, except radius of effect is 100'.
  50. Inspiration Mastery – Caster can use any lower level spell from this list once per round.
- Note:** *Voice* and *Words* spells will only work on targets who are not actively hostile to the caster.
- Note:** *Voice* and *Words* spells increase favorable reactions. This effect lasts 1 hour per level of the caster after the caster stops speaking. After this duration, the target's natural tendencies and reactions will take over. Note that most targets will continue to believe the caster even after the spell has lapsed.
- Note:** Any target who resists a *Voice* or *Words* spell by more than 50 will realize that the caster was using magical influence.

## 6.6.Ranger

### Ranger Base

#### BEASTLY WAYS

| Level | Spell                | Area of Effect | Duration  | Range | Type |
|-------|----------------------|----------------|-----------|-------|------|
| 1)    | Cat Eyes             | caster         | 1 min/lvl | self  | U    |
| 2)    | Grasshopper's Legs   | caster         | 1 min/lvl | self  | U    |
| 3)    | Wolf Senses          | caster         | 1 min/lvl | self  | U    |
| 4)    | Rabbit Reflexes      | caster         | 1 min/lvl | self  | U    |
| 5)    | Bat Sense            | caster         | 1 min/lvl | self  | U    |
| 6)    | Otterlungs           | caster         | 1 min/lvl | self  | U    |
| 7)    | Glide I              | caster         | 1 min/lvl | self  | U    |
| 8)    | Hawk Sense           | caster         | 1 min/lvl | self  | U    |
| 9)    | Tiger Skin           | caster         | 1 min/lvl | self  | U    |
| 10)   | Boar Strength        | caster         | 1 min/lvl | self  | U    |
| 11)   | Lion Claws           | caster         | 1 min/lvl | self  | U    |
| 12)   | Bear Skin            | caster         | 1 min/lvl | self  | U    |
| 13)   | Cobra Reflexes       | caster         | 1 min/lvl | self  | U    |
| 14)   | Bear Arms            | caster         | 1 min/lvl | self  | U    |
| 15)   | Rhino Hide           | caster         | 1 min/lvl | self  | U    |
| 16)   | Glide III            | caster         | 1 min/lvl | self  | U    |
| 17)   | Shark Bite           | caster         | 1 min/lvl | self  | U    |
| 18)   | Wyvern Skin          | caster         | 1 min/lvl | self  | U    |
| 19)   | Mongoose Reflexes    | caster         | 1 min/lvl | self  | U    |
| 20)   | Ox Strength          | caster         | 1 min/lvl | self  | U    |
| 25)   | Glide True           | caster         | 1 min/lvl | self  | U    |
| 30)   | Hummingbird Reflexes | caster         | 1 min/lvl | self  | U    |
| 35)   | Wasp's Sting         | caster         | 1 min/lvl | self  | U    |
| 40)   | Spider's Ambush      | caster         | 1 min/lvl | self  | U    |
| 50)   | Dragon Skin          | caster         | 1 min/lvl | self  | U    |

1. Cat Eyes – Caster's vision in low light is as a cat. In near darkness (e.g., a dark night - but not in situations with no light), caster sees with normal clarity and over normal distance, but cannot see color.

2. Grasshopper's Legs – Caster gains a +40 bonus to any maneuvers primarily involving jumping.

3. Wolf Senses – Caster gains an increased sense of smell and hearing (subtle smells and higher sonic ranges included). Adds +50 to Perception maneuvers using only these senses or +20 to Perception maneuvers using these sense combined with others.

4. Rabbit Reflexes – Caster gains a +5 bonus to initiative rolls.

5. Bat Sense – Caster gains improved ability to maneuver without his sight. When blinded or otherwise without sight, this spell adds +50 to maneuver rolls in the dark. Note that this spell does not negate penalties for blindness; it simply decreases them.

6. Otterlungs – Caster can safely hold his breath for the duration of this spell.
  7. Glide I – Caster can "glide" through the air. The product of caster's altitude and horizontal speed cannot exceed 100 (with altitude in feet and speed in feet per round). For example, a caster can glide along at a rate of 5' per round if he were 20' off the ground, or he could glide at the rate of 50' per round if he were 2' off the ground. Note that the product must equal 100 (i.e., the caster cannot choose to have a result less than or more than 100). Elevation may be increased up to 5' or decreased up to 10' each round, with the highest elevation being used to calculate the product with the horizontal speed. There is a minimum elevation of 2'.
  8. Hawk Sense – Caster gains the visual acuity of a hawk. Adds +50 to all Perceptions involving only sight; +20 to all Perceptions involving this sense combined with others.
  9. Tiger Skin – Caster's skin has the resilience of a large cat (effective AT of 3).
  10. Boar Strength – Caster gains the ferocity of a wild boar. He gains +20 to his melee OB and does double concussion hit damage in melee, but cannot parry or use missiles for the duration of the spell.
  11. Lion Claws – Caster gains the ability to make claw attacks as a lion. He may attack using the Claw Attack Table (size of attack is caster's own size). The caster must develop skill with these claws as an Unarmed combat skill, but does gain a special bonus equal to his ranks in this list.
  12. Bear Skin – Caster's skin has the resilience of a bear (effective AT of 4).
  13. Cobra Reflexes – Caster gains an extra 1 AP each round and a +10 bonus to initiative rolls.
  14. Bear Arms – Caster gains the ability to make a grappling attack with the strength of a bear. When the caster makes a Grappling/Wrestling attack, it does double normal concussion hit damage and any attempt to break free from a hold the caster has established is done with a -30 penalty. His Grapple attack also gains a special bonus to OB equal to the caster's ranks in this list.
  15. Rhino Hide – Caster's skin has the resilience of a rhinoceros (effective AT of 6).
  16. Glide III – As *Glide I*, except product is 300.
  17. Shark Bite – Caster gains the ability to make bite attacks like a shark. He may attack using the Bite Attack Table (size of attack is caster's own size). The caster must develop skill with this bite as an Unarmed combat skill, but does gain a special bonus equal to his ranks in this list.
  18. Wyvern Skin – Caster's skin takes on the resilience of a minor drake (providing the protection of Armor Type 8).
  19. Mongoose Reflexes – Caster gains an extra 2 AP each round and a +15 bonus to initiative rolls.
  20. Ox Strength – Caster gains the strength of an ox. He gains +40 to his melee OB and does triple concussion hit damage in melee, but cannot parry or use missiles for the duration of the spell.
  25. Glide True – As *Glide I*, except product is 500.
  30. Hummingbird Reflexes – Caster gains an extra 3 AP each round and a +20 bonus to initiative rolls.
  35. Wasp's Sting – For the duration of this spell, all of the caster's physical attacks (whether ranged or melee) deliver a poison upon achieving a critical. An RR is made against poison based on the caster's level and the effects are felt in 1-5 rounds. The poison may be of any type of the caster's choosing (the same poison for the duration of any given casting of this spell). While fast-acting, the poison is not powerful and can achieve no more than Moderate effect.
  40. Spider's Ambush – Caster gains a +40 bonus to all Ambush rolls and gains an extra five effective ranks in Ambush in order to determine how much he can modify the roll for any critical done.
  50. Dragon Skin – Caster's skin takes on the resilience of a lesser drake (providing the protection of Armor Type 10).
- Note:** With the exceptions of *Lion Claws* and *Shark Bite*, the caster does not physically change with any of the spells on this list.

## Ranger Base

## INNER WALLS

| Level | Spell                       | Area of Effect | Duration   | Range | Type |
|-------|-----------------------------|----------------|------------|-------|------|
| 1)    | Heat Resistance *           | 1 target       | varies     | touch | U    |
| 2)    | Cold Resistance *           | 1 target       | varies     | touch | U    |
| 3)    | Light Resistance *          | 1 target       | varies     | touch | U    |
| 4)    | Ignore Wounds I *           | caster         | 1 min/lvl  | self  | U    |
| 5)    | Resistance Wall I           | caster         | 1 min/lvl  | self  | U    |
| 6)    | Sterilization               | 1 cu'/lvl      | —          | touch | U    |
| 7)    | Ignore Wounds III *         | caster         | 1 min/lvl  | self  | U    |
| 8)    | Martial Wall I              | caster         | 1 min/lvl  | self  | U    |
| 9)    | Resistance Wall II          | caster         | 1 min/lvl  | self  | U    |
| 10)   | Ignore Wounds V *           | caster         | 1 min/lvl  | self  | U    |
| 11)   | Protection from Elements    | caster         | 1 min/lvl  | self  | U    |
| 12)   | Stun Resistance             | caster         | 1 min/lvl  | self  | U    |
| 13)   | Martial Wall II             | caster         | 1 min/lvl  | self  | U    |
| 14)   | Ignore Wounds VII *         | caster         | 1 min/lvl  | self  | U    |
| 15)   | Resistance Wall III         | caster         | 1 min/lvl  | self  | U    |
| 16)   | Expel Contamination         | caster         | P          | self  | U    |
| 17)   | Ignore Wounds X *           | caster         | 1 min/lvl  | self  | U    |
| 18)   | Martial Wall III            | caster         | 1 min/lvl  | self  | U    |
| 19)   | Resistance Wall IV          | caster         | 1 min/lvl  | self  | U    |
| 20)   | Purge Disease               | 1 target       | P          | touch | U    |
| 25)   | Purge Curse                 | 1 target       | P          | touch | U    |
| 30)   | Purge Poison                | 1 target       | P          | touch | U    |
| 35)   | Elemental Resistance True * | caster         | 10 min/lvl | self  | U    |
| 40)   | Ignore Wounds True *        | caster         | 10 min/lvl | self  | U    |
| 50)   | Inner Wall                  | caster         | 10 min/lvl | self  | U    |

1. Heat Resistance \* – Target is protected from natural heat up to 170°F [77°C] (treat as if target were in 70°F [21°C] temperature). For temperatures above 170°F, subtract 100°F [56°C] to determine the effective temperature for the target. Target also receives +20 to all RRs vs. heat spells/attacks and a +20 to DB vs. elemental fire/heat attacks. Duration of this spell is 10 minutes per level if cast on a non-mobile target. If cast on a mobile target, the spell will last as long as the caster concentrates. If cast on a non-mobile target that is moved, the spell is dispelled. If the caster is the target, duration is one minute/level and concentration is not required.

2. Cold Resistance \* – Target is protected from natural cold down to 20°F [-7°C] (treat as if target were in 70°F [21°C] temperature). For temperatures below 20°F, add 50°F [28°C] to determine the effective temperature for the target. Target also receives +20 to all RRs vs. cold spells/attacks and a +20 to DB vs. elemental cold/ice attacks. The duration of this spell is 10 minutes per level if cast on a non-mobile target. If cast on a mobile target, the spell will last as long as the caster concentrates. If cast on a non-mobile target that is moved, the spell is dispelled. If the caster is the target, duration is one minute/level and concentration is not required.

3. Light Resistance \* – Target is protected from natural light and light changes (instantly adjusting vision to changing light intensity to never be blinded by glare, sudden light, or sudden darkness. Target also receives +20 to all RRs vs. light or electricity spells/attacks and a +20 to DB vs. elemental light/electricity attacks. The duration of this spell is 10 minutes per level if cast on a non-mobile target. If cast on a mobile target, the spell will last as long as the caster concentrates. If cast on a non-mobile target that is moved, the spell is dispelled. If the caster is the target, duration is one minute/level and concentration is not required.
4. Ignore Wounds I \* – Caster can ignore a penalty due to injury of up to -10 or subtract that amount from a more severe penalty (e.g., if the caster was suffering wounds causing a -45 penalty, he would only experience a -35 penalty).
5. Resistance Wall I – Caster gains a +10 bonus to all RRs.
6. Sterilization – Caster can sterilize 1 cubic foot per level of any solid or liquid. This will not affect inert poisons or harm creatures larger than 1/4" in length.
7. Ignore Wounds III \* – As *Ignore Wounds I*, except caster ignores up to -30 in penalties.
8. Martial Wall I – Caster gains a +10 bonus to his DB.
9. Resistance Wall II – As *Resistance Wall I*, except bonus is +20.
10. Ignore Wounds V \* – As *Ignore Wounds I*, except caster ignores up to -50 in penalties.
11. Protection from Elements – Caster is protected from any natural cold, heat, light, or electricity (treat as if target were in 70°F [21°C] temperature). Caster also receives a +40 to all RRs vs. heat, fire, cold, ice, light, and electricity; +40 DB vs. elemental cold/ice, fire/heat, and electricity attacks.
12. Stun Resistance – If the caster receives any form of Stun result, the caster may make a Hard Body Development maneuver (which does not require any AP). If this maneuver is successful, the caster does not suffer the Stun result.
13. Martial Wall II – As *Martial Wall I*, except bonus is +20.
14. Ignore Wounds VIII \* – As *Ignore Wounds I*, except caster ignores up to -80 in penalties.
15. Resistance Wall III – As *Resistance Wall I*, except bonus is +30.
16. Expel Contamination – Allows caster to attempt to throw off the effects of any poison or disease by making an RR with a special +25 modification. This spell may only be cast once per incident of poisoning or disease until the caster gains another level.
17. Ignore Wounds X \* – As *Ignore Wounds I*, except caster ignores up to -100 in penalties.
18. Martial Wall III – As *Martial Wall I*, except bonus is +30.
19. Resistance Wall IV – As *Resistance Wall I*, except bonus is +40.
20. Purge Disease – Allows target to attempt to throw off any 1 disease by making an RR with a special +50 modification. This spell may only be cast once per target per disease until the caster gains another level.
25. Purge Curse – An RR is made for the curse (using the curse's level as the defending level). If the RR fails, the curse is removed. This spell may only be cast once per target per curse until the caster gains another level.
30. Purge Poison – Allows target to attempt to throw off the effects of any poison by making an RR with a special +50 modification. This spell may only be cast once per target per poison until the caster gains another level.
35. Elemental Resistance True \* – As *Heat Resistance*, *Cold Resistance*, and *Light Resistance*, plus caster is immune to natural heat, cold, and light/electricity, and is treated as one Size larger when taking damage from spells using these elements.
40. Ignore Wounds True \* – As *Ignore Wounds I*, except caster ignores all penalties from wounds and duration is 10 minutes per level.
50. Inner Wall – Caster gets +25 to his DB, RRs, and maneuver rolls.

**Note:** *Ignore Wounds* spells prevent the aggravation of injuries due to ignoring them.

**Note:** See Section 10.2 for more about curses.

### Ranger Base

## MOVING WAYS

| Level | Spell                   | Area of Effect | Duration   | Range | Type |
|-------|-------------------------|----------------|------------|-------|------|
| 1)    | Rockrunning             | caster         | 1 min/lvl  | self  | U    |
| 2)    | Limbwalking             | caster         | 1 min/lvl  | self  | U    |
| 3)    | Swimming                | 1 target       | 1 min/lvl  | 100'  | U    |
| 4)    | Waterwalking            | caster         | 1 min/lvl  | self  | U    |
| 5)    | Sandrunning             | caster         | 1 min/lvl  | self  | U    |
| 6)    | Merging Organic         | caster         | 1 min/lvl  | self  | U    |
| 7)    | Traceless Passing       | caster         | C          | self  | U    |
| 8)    | Limbrunning             | caster         | 1 min/lvl  | self  | U    |
| 9)    | Waterrunning            | caster         | 1 min/lvl  | self  | U    |
| 10)   | Hide Tracks II          | tracks of 2    | C          | 50'   | U    |
| 11)   | Swimming True           | caster         | 1 min/lvl  | self  | U    |
| 12)   | Greater Merging Organic | caster         | 1 min/lvl  | self  | U    |
| 13)   | Hide Tracks V           | tracks of 5    | C          | 50'   | U    |
| 14)   | Running True            | caster         | 1 min/lvl  | self  | U    |
| 15)   | Traceless Passing True  | caster         | 10 min/lvl | self  | U    |
| 16)   | Hide Tracks X           | tracks of 10   | C          | 50'   | U    |
| 17)   | Traceless Running       | caster         | C          | self  | U    |
| 18)   | Merging Organic True    | caster         | 1 min/lvl  | self  | U    |
| 19)   | Traceless Running True  | caster         | 10 min/lvl | self  | U    |
| 20)   | Hide Tracks XX          | tracks of 20   | C          | 50'   | U    |
| 25)   | Sprinting True          | caster         | 1 min/lvl  | self  | U    |
| 30)   | Mass Running            | 1 target/lvl   | 1 min/lvl  | 100'  | U    |
| 35)   | Distance Running True   | caster         | 10 min/lvl | self  | U    |
| 40)   | Hide Tracks True        | varies         | C          | self  | U    |
| 50)   | Dolphin Speed           | caster         | 1 min/lvl  | self  | U    |

1. Rockrunning – Caster can run on any nearly horizontal rocky or earthen surfaces as if on level ground. Running using this spell is no more fatiguing than walking.

2. Limbwalking – Allows caster to walk along nearly horizontal tree limbs (that can support the weight) as if on level ground.

3. Swimming – Target may swim at a "walking" pace without any chance of fatigue, using the normal swimming rules (A&CL Sections 2.3 & 4.16). This will allow someone without Swimming skill to tread water in place and avoid drowning without the need for a maneuver.

4. Waterwalking – Caster can walk on water as if on level dry ground. Water need not be perfectly still, but must be fairly calm.

5. Sandrunning – Caster can run on any sandy surfaces as if on level solid ground. Running using this spell is no more fatiguing than walking.
6. Merging Organic – Caster can merge into any organic material (alive or dead). While merged caster cannot move, perceive, or cast spells. When the caster emerges from the material, it is possible to emerge from any side or face of the material, although this is limited to moving "through" no more than the caster's own body size plus two feet worth of material. The caster can exit at any time up to the end of spell duration (at which time the caster automatically emerges at the entrance point).
7. Traceless Passing – Caster can walk without leaving tracks or other visible signs of his passing.
8. Limbrunning – As *Limbwalking*, except caster can move at a running pace (three times walking speed), without it being any more fatiguing than walking.
9. Waterrunning – As *Waterwalking*, except caster can move at a running pace (three times walking speed), without it being any more fatiguing than walking.
10. Hide Tracks II – As *Traceless Passing*, except caster can hide the tracks of any 2 beings (not necessarily including the caster).
11. Swimming True – As *Swimming*, except caster may swim at up to a "Dash" pace with no chance of fatigue.
12. Great Merging Organic – As *Merging Organic*, except caster can turn within the material and can perceive the outside world if within 6" of the surface.
13. Hide Tracks V – As *Hide Tracks I*, except it hides 5 beings' tracks.
14. Running True – As the *Running* spells above, except any one of the spell effects can be used as needed (e.g., the caster could run on sand, then on water, then on limbs, etc.).
15. Traceless Passing True – As *Traceless Passing*, except caster need not concentrate.
16. Hide Tracks X – As *Hide Tracks I*, except it hides 10 beings' tracks.
17. Traceless Running – As *Traceless Passing*, except caster can move at three times normal pace (i.e., at a Run pace) with no more fatigue than walking.
18. Merging Organic True – As *Great Merging Organic*, except target may use self-targeted spells while merged.
19. Traceless Running True – As *Traceless Passing True*, except caster can move at three times normal pace (i.e., at a Run pace) with no more fatigue than walking.
20. Hide Tracks XX – As *Hide Tracks I*, except it hides 20 beings' tracks.
25. Sprinting True – As *Running True*, except caster can move at Sprint speed (four times walking pace) with it being no more fatiguing than walking.
30. Mass Running – As *Running True*, except caster can affect one target per level (one target must be the caster).
35. Distance Running True – As *Running True*, except caster can run with no chance of fatigue.
40. Hide Tracks True – As *Hide Tracks I*, except caster can either absolutely hide his own tracks (preventing discovery via any spell, etc.) or he can hide the tracks of a number of beings equal to his level.
50. Dolphin Speed – Caster can swim a mile per minute without fatigue and has a +100 bonus to any Swimming maneuvers.

## Ranger Base

## NATURE'S GUISES

| Level | Spell                | Area of Effect | Duration   | Range | Type |
|-------|----------------------|----------------|------------|-------|------|
| 1)    | Hues                 | caster         | 1 min/lvl  | self  | U    |
| 2)    | Shade                | 100'R          | 10 min/lvl | self  | E    |
| 3)    | Freeze               | 1 cu'/lvl      | C          | 10'   | F    |
| 4)    | Silent Moves         | caster         | 1 min/lvl  | self  | U    |
| 5)    | Self Cloaking        | caster         | C          | self  | U    |
| 6)    | Shadow               | caster         | 1 hr/lvl   | self  | U    |
| 7)    | Study Form           | caster         | P          | self  | I    |
| 8)    | Plant Façade         | caster         | 1 min/lvl  | self  | E    |
| 9)    | Animal Thoughts I    | caster         | C          | self  | U    |
| 10)   | Study Form True      | caster         | P          | self  | I    |
| 11)   | Animal Façade        | caster         | 1 min/lvl  | self  | E    |
| 12)   | Terrible Form *      | 20'R           | —          | self  | E    |
| 13)   | Animal Thoughts II   | caster         | C          | self  | U    |
| 14)   | Friendly Form        | caster         | 1 min/lvl  | self  | U    |
| 15)   | Plant Form I         | caster         | 1 min/lvl  | self  | U    |
| 16)   | Mass Cloaking        | 1 target/lvl   | C          | 100'  | U    |
| 17)   | Animal Form I        | caster         | 1 min/lvl  | self  | U    |
| 18)   | Nightmare Form       | 40'R           | 1 rnd/lvl  | self  | E    |
| 19)   | Plant Form II        | caster         | 1 min/lvl  | self  | U    |
| 20)   | Animal Form II       | caster         | 1 min/lvl  | self  | U    |
| 25)   | Animal Form III      | caster         | 1 min/lvl  | self  | U    |
| 30)   | Plant Form True      | caster         | 1 min/lvl  | self  | U    |
| 35)   | Animal Thoughts True | caster         | 1 min/lvl  | self  | U    |
| 40)   | Animal Form True     | caster         | 1 min/lvl  | self  | U    |
| 50)   | Nature's Form True   | caster         | 1 min/lvl  | self  | U    |

1. Hues – Allows caster to take on the physical coloration of any 1 organic object. The caster must be in contact with the object when the spell is cast. In many situations, this will give a +10 to +50 bonus (GM's discretion) to Stalking attempts.

2. Shade – All shadows and darkness within the area of effect deepen, giving all Perception maneuvers involving seeing anything hidden/hiding in the area a penalty of -20. Area is not mobile.

3. Freeze – Up to 1 cubic foot per level of a liquid is cooled to freezing at rate of 1 cubic foot per round. This spell will not lower the temperature below -20°F [-29°C], so it cannot freeze every liquid, but will lower the temperature of liquids with lower freezing points to -20°F.

4. Silent Moves – Caster can move silently, so long as he does not create a sound originating more than 1' from his body. This typically provides a +10 to +50 bonus (GM's discretion) to Stalking maneuvers.

5. Self Cloaking – Caster blends into surrounding terrain, providing a +75 bonus to Stalking attempts. Caster may not move (appreciably) without destroying this effect.



6. Shadow – Caster and objects on his person appear to be a shadow and are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking bonus between +25 and +75).
7. Study Form – Caster studies and memorizes the form of one type of animal or plant for use with spells later on this list. The caster can only have as many forms of each kingdom studied as he has ranks in this list. Thus, a Ranger with 8 ranks in Nature's Guises may have studied 8 types of animal and 8 types of plant. Caster may choose to forget a studied form at any time to make room for replacements.
8. Plant Façade – Allows caster to appear as any one type of plant that he has studied. This is purely a visual illusion: caster will still sound, smell, and feel the same, and the caster undergoes no physical change.
9. Animal Thoughts I – For the duration of this spell, the caster's mental patterns will appear to be those of any animal he has studied. The caster cannot move while this spell is active.
10. Study Form True – As *Study Form*, except a particular animal or plant form may be studied. For example, the woodsman's dog (as opposed to just a dog) may be studied. The caster may only have as many of these particular forms studied as he has ranks in this list. These are in addition to the general forms learned by *Study Form*.
11. Animal Façade – Allows caster to appear as any one type of animal that he has studied. This is purely a visual illusion: caster will still sound, smell, and feel the same, and the caster undergoes no physical change.
12. Terrible Form \* – Caster momentarily takes on a fearsome appearance that requires all within a 20' radius to resist versus Fear (attack level is that of the caster) or flee for 1 round per 5 fail. Targets must be able to see the caster in order to be affected.
13. Animal Thoughts II – As *Animal Thoughts I*, except caster can move (though he must still maintain concentration).
14. Friendly Form – Caster appears to be friendly and pleasant so long as he does not make any overtly hostile action. This adds +20 to his social interactions with all living things.
15. Plant Form I – Allows caster to take the form of any one plant he has studied. The caster will look and feel like the plant. The caster's size can change by up to one size increment. Caster does not gain the physical abilities of the plant other than Size category.
16. Mass Cloaking – As *Self Cloaking*, except affects 1 target/level.
17. Animal Form I – Allows caster to take the form of any one animal he has studied. The caster will look and feel like the animal. The caster's size can be varied up to one size increment. Caster does not gain the physical abilities of the animal, other than Size category.
18. Nightmare Form – As *Terrible Form*, except dreadful appearance lasts for 1 round per level, during which any person in the radius of effect must make an RR against Fear each round (with a +10 bonus for each RR after the first) or flee for 1 round per 5 fail. Targets must be able to see the caster in order to be affected. Those who flee in terror will afterwards not be able to recollect clearly what the caster looked like.
19. Plant Form II – As *Plant Form I*, except caster may also assume the scent and physical abilities of the plant.
20. Animal Form II – As *Animal Form I*, except caster may also assume the movement abilities of the animal.
25. Animal Form III – As *Animal Form II*, except caster also gains the physical attacks of the animal. Caster can vary his size up to two Size increments. Caster gains normal OB of the animal with its natural attacks, gaining the instincts to use them properly.
30. Plant Form True – As *Plant Form II*, except caster can change his form to any other plant he has studied at any time during the duration of the spell and he can vary his size by up to 2 size increments.
35. Animal Thoughts True – As *Animal Thoughts II*, except caster does not need to concentrate, and duration is 1 minute per level.
40. Animal Form True – As *Animal Form III*, except caster can change his form to any other animal he has studied at any time during the duration of the spell and caster has all physical abilities of the animal.

50. Nature's Form True – As *Plant Form True* and *Animal Form True* operating at the same time.

**Note:** *Hues* and *Shadow* are obviously incompatible, but either might be combined with *Shade*.

**Note:** Illusions (which include the *Façade* spells) are one of the more complex and subtle types of magic and they are explained at length in Section 10.9.

#### Ranger Base

### PATHMASTERY

| Level | Spell               | Area of Effect  | Duration      | Range    | Type |
|-------|---------------------|-----------------|---------------|----------|------|
| 1)    | Pathlore            | 10'R            | —             | self     | I    |
| 2)    | Orient Self *       | caster          | —             | self     | I    |
| 3)    | Tracking II         | caster          | C             | self     | U    |
| 4)    | Path Tale           | caster          | C             | self     | I    |
| 5)    | Pathfinding I       | caster          | C             | 1 mile   | I    |
| 6)    | Tracks Lore         | 1 set of tracks | —             | touch    | I    |
| 7)    | Sense Ambush I      | 50'R            | 10 min/lvl(C) | self     | I    |
| 8)    | Passing Lore        | 1 object        | —             | touch    | I    |
| 9)    | Pathfinding V       | caster          | C             | 5 miles  | I    |
| 10)   | Nature's Tongues    | caster          | 1 min/lvl     | self     | U    |
| 11)   | Tracks Analysis     | 100'R           | C             | self     | I    |
| 12)   | Stonespeech         | caster          | 1 min/lvl     | self     | U    |
| 13)   | Pathfinding XX      | caster          | C             | 20 miles | I    |
| 14)   | Sense Ambush II     | 100'R           | 10 min/lvl(C) | self     | I    |
| 15)   | Monster Tongues     | caster          | 1 min/lvl     | self     | U    |
| 16)   | Tracking III        | caster          | C             | self     | U    |
| 17)   | Sense Ambush III    | 150'R           | 10 min/lvl(C) | self     | I    |
| 18)   | Underwater Tracking | caster          | C             | self     | U    |
| 19)   | Paths True          | caster          | C             | 1 mi/lvl | I    |
| 20)   | Sense Ambush True   | 10'R/lvl        | 10 min/lvl(C) | self     | I    |
| 25)   | Know Path           | caster          | C             | self     | I    |
| 30)   | Tracking True       | caster          | C             | self     | U    |
| 35)   | Aerial Tracking     | caster          | C             | self     | U    |
| 40)   | Life Path Lore      | 1 target        | —             | 100'     | I    |
| 50)   | Tracks Ahead        | 1 mi/lvl        | C             | 100'     | I    |

1. Pathlore – Caster learns the origin and nearest "destination" of any path within the area of effect.

2. Orient Self – Caster knows which way is north, which way is up, and his distance above or below the ground's surface.

3. Tracking II – Caster gets a +50 bonus to all Tracking maneuvers.

4. Path Tale – Caster acquires a visual image of any user(s) of a given path, up to 1 hour in the past per level of the caster.

5. Pathfinding I – Caster learns the location(s) of any path(s) within 1 mile. This spell reveals the nearest point of path, but not the path's course.
6. Tracks Lore – Caster learns the origin of one set of tracks, and acquires a visual image of the one who left them. Caster will gain a +25 bonus when tracking this particular being or animal.
7. Sense Ambush I – Caster is aware of any being within the area of effect that has hostile intentions towards him (i.e., he knows their number and locations). The hostility must be directed specifically at the caster (or the group he is in) or the spell reveals nothing. The being's hostility must be active (i.e., driving the being to perform aggressive actions), not passive (i.e., hate exists, but no action is planned).
8. Passing Lore – Caster acquires visual and aural (sound) images of any being or animal that has passed within a 50'R of a specific object. The being or animal can have passed up to 1 hour per level earlier. If more than one being or animal has passed, the caster will see them one image at a time, one image per round (starting with the oldest image).
9. Pathfinding V – As *Pathfinding I*, except range is 5 miles.
10. Nature's Tongues – Allows caster to understand and "speak" the language of any one animal or plant species.
11. Tracks Analysis – Caster acquires a visual image of all beings or animals who left tracks in the area. This provides a +50 bonus when later tracking any of these beings or animals. If more than one being or animal has left tracks, the caster will see them one image at a time, one image per round (starting with the oldest image).
12. Stonespeech – Caster can communicate with any one stone if it possesses any mental qualities (e.g., caster could speak to a holy stone which possesses some sort of intelligence).
13. Pathfinding XX – As *Pathfinding I*, except range is 20 miles.
14. Sense Ambush II – As *Sense Ambush I*, except area of effect is 100'R.
15. Monster Tongues – Allows caster to understand and "speak" the language of any one species of "natural" monster. This excludes the undead, artificial creations (e.g., constructs), and entities from another plane (e.g., demons).
16. Tracking III – Caster gets a +75 bonus to all Tracking maneuvers.
17. Sense Ambush III – As *Sense Ambush I*, except area of effect is 150'R.
18. Underwater Tracking – Caster can track individuals through an underwater environment without penalty.
19. Paths True – As *Pathfinding I*, except range is 1 mile per level and exact routes within the range are ascertained.
20. Sense Ambush True – As *Sense Ambush I*, except area of effect is 10'R/lvl.
25. Know Path – Allows caster to ascertain the proper path to what he seeks (includes the course along that path). For example, he could know the quickest way to the city or the safest way to the city, depending on his goals.
30. Tracking True – Negates any *Hide Tracks* spell (except for *Hide Tracks True*) and provides a +100 Tracking bonus.
35. Aerial Tracking – Caster can track individuals through the air (i.e., track a flying being, object) without penalty.
40. Life Path Lore – Caster learns of one being: where it originated (was born/created), where it began its current journey, and where it is currently bound, both its next destination and ultimate destination, if these are not the same. This will detect the largest, most important journey that the target is on. For example, if cast on two individuals going out to fetch water from the local well, that is what the spell would reveal if cast on the innkeeper's daughter who is not planning on going anywhere in particular other than back to the inn with the water, but if the other person was a pilgrim traveling to a holy city, just getting some water at a stopover point, then that pilgrimage would be the journey revealed.
50. Tracks Ahead – Allows caster to know entire course of the tracks in the area of effect (i.e., exactly where and how they go). This will not negate *Hide Tracks True*.

**Note:** See Section 10.15 for information on interpretation of "path".

### Ranger Base

## SURVIVAL'S WAY

| Level | Spell                   | Area of Effect | Duration    | Range    | Type |
|-------|-------------------------|----------------|-------------|----------|------|
| 1)    | Water Finding I         | 1 mi R         | —           | self     | I    |
| 2)    | Fire Starting           | 1'R            | —           | 1'       | E    |
| 3)    | Wound Tending           | caster         | 1 min/lvl   | self     | U    |
| 4)    | Eye for Traps           | caster         | 10 min/lvl  | self     | U    |
| 5)    | Food Finding I          | 1 mi R         | —           | self     | I    |
| 6)    | Water Purification      | 1 gallon/lvl   | P           | touch    | E    |
| 7)    | Shelter Finding I       | 1 mi R         | —           | self     | I    |
| 8)    | Lesser Trap *           | 1-10'R         | P           | touch    | E    |
| 9)    | Weather Prediction III  | caster         | —           | self     | I    |
| 10)   | Nature's Awareness I    | caster         | C           | 100'     | I    |
| 11)   | Water Finding II        | 10 mi R        | —           | self     | I    |
| 12)   | Waiting Awareness I     | 10'R           | 1 hr/lvl    | self     | I    |
| 13)   | Food Finding II         | 10 mi R        | —           | self     | I    |
| 14)   | Major Trap *            | 1-10'R         | P           | touch    | E    |
| 15)   | Shelter Finding II      | 10 mi R        | —           | self     | I    |
| 16)   | Weather Prediction True | caster         | —           | self     | I    |
| 17)   | Water Finding True      | varies         | —           | self     | I    |
| 18)   | Food Finding True       | varies         | —           | self     | I    |
| 19)   | Shelter Finding True    | varies         | —           | self     | I    |
| 20)   | Nature's Awareness V    | caster         | C           | 500'     | I    |
| 25)   | Waiting Awareness II    | 100'R          | 1 hr/lvl    | self     | I    |
| 30)   | Ambush Awareness        | 300'R          | C           | self     | I    |
| 35)   | Adaptation              | caster         | 10 min /lvl | self     | U    |
| 40)   | Nature's Awareness True | caster         | C           | 100'/lvl | I    |
| 50)   | Survivor                | caster         | 1 rnd/lvl   | self     | U    |

1. Water Finding I – Caster can locate any natural source of running water, exposed groundwater, etc. exceeding 1 gallon. Caster learns approximate size and quality of source.

2. Fire Starting – Allows caster to set a fire of 1'R; fire will then last as long as there is fuel. A target in the 1'R will take an A Heat critical. Caster may only target a specific location, not an individual, with this spell.

3. Wound Tending – Caster gains a +20 bonus to all Medicine or Herbalism maneuvers.

4. Eye for Traps – Caster gains a +50 bonus to any roll to notice a trap.

5. Food Finding I – Caster learns location, type, and approximate quantity of edible food (e.g., dead animal matter, plants, etc.). The food source must exceed 1 pound to be detectable.

6. Water Purification – Allows caster to purify a number of gallons of water equal to the caster's level.

7. Shelter Finding I – Caster learns location, type, and approximate size of any waterproof, covered space exceeding 125 cubic feet. This shelter must have an entry (exceeding 2'R) opening onto open air.
8. Lesser Trap \* – This spell creates a minor, normal trap (constructed magically). The trap can deliver up to a B critical strike (must be either a Slash, Krush or a Puncture; specified by the caster at time of casting) to any one target. The size of the trap may vary from 1'R to 10'R. The time to construct this trap is 1 round per 1'R.
9. Weather Prediction III – Allows the caster a 95% chance of predicting time, type, and severity of weather over the next three days.
10. Nature's Awareness I – Allows caster to monitor animate activity in the area (e.g., the caster will be aware of movements, subtle and overt). Caster cannot move while concentrating. Caster does not receive a picture of what is moving, just an awareness of the movement. This will allow distinguishing general size and shape of a moving object. Someone staying still, but breathing, will be detected, but only a very general idea of size would be determinable.
11. Water Finding II – As *Water Finding I*, except range is 10 miles.
12. Waiting Awareness I – Allows caster to set up a natural "alarm system" in the area of effect; any disturbing activity will cause caster to be alerted.
13. Food Finding II – As *Food Finding I*, except range is 10 miles.
14. Major Trap – As *Lesser Trap*, except trap can deliver an E critical hit.
15. Shelter Finding II – As *Shelter Finding I*, except range is 10 miles.
16. Weather Prediction True – As *Weather Prediction III*, except that caster has a 95% chance of predicting weather over a 30-day period.
17. Water Finding True – As *Water Finding I*, except finds the nearest water regardless of distance.
18. Food Finding True – As *Food Finding I*, except finds the nearest food regardless of distance.
19. Shelter Finding True – As *Shelter Finding I*, except finds the nearest shelter regardless of distance.
20. Nature's Awareness V – As *Nature's Awareness I*, except radius is 500'.
25. Waiting Awareness II – As *Waiting Awareness I*, except that the radius is 100'.
30. Ambush Awareness – Caster becomes aware of the presence, general location, general type, and number of any actively hostile beings in the area of effect. These beings do not have to be specifically hostile to the caster, but may simply be generally hostile.
35. Adaptation – Caster's body adapts to survive in any natural environment. This can involve submersion in freezing water at depths with crushing pressure, traversing molten lava, or enduring exposure to a raging sandstorm. This does not cover any form of deliberate attack (even while comfortable naked in a blizzard, the caster will still suffer normal damage from a *Cold Ball*). The GM must determine if conditions on "elemental planes" or other otherworldly environments qualify as "natural".
40. Nature's Awareness True – As *Nature Awareness I*, except radius is 100'/level.
50. Survivor – Caster can use one lower level spell (on this list) each round.

## 6.7.Evil

### Evil Channeling

#### CURSES

| Level | Spell                | Area of Effect | Duration      | Range | Type |
|-------|----------------------|----------------|---------------|-------|------|
| 1)    | Curse Detection      | 1 target       | —             | 10'   | I    |
| 2)    | Nightvision Curse    | 1 target       | P             | 100'  | F    |
| 3)    | Sky Curse            | 1 target       | P             | 100'  | F    |
| 4)    | Ulcer Curse          | 1 target       | P             | 100'  | F    |
| 5)    | Curse of Dake        | 1 target       | P             | 100'  | F    |
| 6)    | Green Tongue         | 1 target       | P             | 100'  | F    |
| 7)    | Sea Curse            | 1 target       | P             | 100'  | F    |
| 8)    | Curse of Furd        | 1 target       | P             | 100'  | F    |
| 9)    | Excommunication      | 1 target       | 1 day/10 fail | 100'  | F    |
| 10)   | Learning of Mins     | 1 target       | P             | 100'  | F    |
| 11)   | Curse of Shar Bu     | 1 target       | P             | 100'  | F    |
| 12)   | Power Leech          | 1 target       | P             | 100'  | F    |
| 13)   | Beauty of Arraer     | 1 target       | P             | 100'  | F    |
| 14)   | Clotting Curse       | 1 target       | P             | 100'  | F    |
| 15)   | Ugliness of Orn      | 1 target       | P             | 100'  | F    |
| 16)   | Curse of Oli         | 1 target       | P             | 100'  | F    |
| 17)   | Curse of Blarm       | 1 target       | P             | 100'  | F    |
| 18)   | Curse of Penth       | 1 target       | P             | 100'  | F    |
| 19)   | Rewounding           | 1 target       | P             | 100'  | F    |
| 20)   | Running Curse        | 1 target       | P             | 100'  | F    |
| 25)   | Friendslayer         | 1 target       | P             | 100'  | F    |
| 30)   | Excommunication True | 1 target       | P             | 100'  | F    |
| 35)   | Curse of Larfi       | 1 target       | P             | 100'  | F    |
| 40)   | Curse of Refusal     | 1 target       | P             | 100'  | F    |
| 50)   | Dark Thoughts        | 1 target       | P             | 100'  | F    |

1. Curse Detection – Detects a curse on an item or person.

2. Nightvision Curse – Target can see at night as if it were day, but he can only see in the day as if it were the darkest night.

3. Sky Curse – Target will never voluntarily fly by any means, nor climb any greater height than 100'.

4. Ulcer Curse – Target can only eat bread or dairy products. Anything else will aggravate his ulcer (unless he makes a physical RR vs 4<sup>th</sup> level) and he will be incapacitated for 1-10 hours.

5. Curse of Dake – Target cannot move faster than a walking pace on his own (he may be carried or ride at a faster pace).

6. Green Tongue – Target can only eat green leaves. Eating other food incapacitates him (if he fails a physical RR vs 6<sup>th</sup> level) for 1-10 hours.

7. Sea Curse – Target will never voluntarily swim, enter any water (even a bath), or get into a boat.

8. Curse of Furd – All of target's fumble ranges (before any reduction due to skill) when attacking are doubled (e.g., a fumble range of 1-4 becomes 1-8. When rolling absolute maneuvers, any result of 50 or less is absolute failure. When rolling percentage maneuvers, an "F" result always results in some additional problem arising.
9. Excommunication – Target loses all power points if target is a Channeling spell user. He cannot cast any spells from the Channeling realm, even by use of magic items, including Runes. A hybrid user of Channeling will only lose half of his power points, but cannot cast his Base lists as well as those which are pure Channeling. These PPs cannot be regained until the duration of the spell ends or the curse is removed.
10. Learning of Mins – Target can only speak and write in his native language.
11. Curse of Shar Bu – Target is sterile and impotent.
12. Power Leech – Target loses 1 power point every 10 minutes. Power points are recovered in a normal fashion, but begin to leak away as soon as they are regained.
13. Beauty of Arraer – Target's appearance becomes extremely attractive. If anyone sees the uncovered face of the target or gets within 3' (and is of an appropriate sexual orientation and fails an RR), that person will attempt to possess and carry off the target (fighting if necessary). Certain persons will get modifications to their RRs (positive or negative) based on outlook (a hedonist from a tribe that routinely kidnaps brides would be at a large penalty, an aesthetic who had taken an oath of celibacy would have a bonus).
14. Clotting Curse – Target's blood will coagulate and create a blood clot around the area of any cut wound (bleeding at least one hit per round). The clot will cut off circulation to the area fed by the given vessel and target will lose the affected body section after 2-20 minutes due to system damage (e.g., a thigh wound might ultimately mean loss of leg; a neck wound would be fatal).
15. Ugliness of Orn – Target's appearance becomes hideous and horrifying. If a person sees the uncovered face of the target or gets within 3' of the target, he must make an RR. If he fails by more than 50, he attacks the target. If he fails by 50 or less, he will make every effort short of endangering his own safety to get away from the target. Even if he makes his RR, the viewer will experience extreme distaste for the target. Friends and family will gain bonuses to their RRs, but even they will regard the target with pity and disgust.
16. Curse of Oli – Target will lie 50% of the time, regardless of the topic.
17. Curse of Blarm – Any time that the target rolls doubles, the equipment he is using must check for breakage.
18. Curse of Penth – Target may only speak the truth.
19. Rewounding – Once per day (at a random time), the target will experience the pain from an old wound. For new characters, treat this as an A Krush critical strike (rerolling a lethal result) 50% of the time and d10 concussion hits the other 50% of the time. Alternatively, the GM can re-open a specific old wound.
20. Running Curse – Target will move at fastest possible pace until he collapses of exhaustion (-100 total penalties). He may be restrained, but whenever freed, or he rests enough to recover from penalties to below -50 he will begin to run again.
25. Friendslayer – Every time the target is in a combat situation near friends who are within 10', there is a 10% chance each round (non-cumulative) that he will attack one of his friends (randomly determine which one if there are multiple possible targets) and attempt to kill that friend. For these purposes, a "friend" includes any companion, ally, or associate.
30. Excommunication True – As *Excommunication*, except effect is permanent until removed.
35. Curse of Larfi – Target becomes unable to tolerate magical herbs or oral medicines, vomiting them up without benefit. Healing times for all injuries are doubled.
40. Curse of Refusal – Target can never be a willing target of any spell cast by another.

50. Dark Thoughts – Target may not attack any "evil" creature. The target will obey the commands of any evil being who is 10 or more levels higher than himself, but can command (+30 to Influence and +60 Leadership) any "Evil" creature whose level is at least 10 below the target's level. See Section 10.8 for definition of "Evil".

### Evil Channeling

## DARK CHANNELS

| Level | Spell               | Area of Effect | Duration     | Range      | Type |
|-------|---------------------|----------------|--------------|------------|------|
| 1)    | Detect Evil Power   | 5'R            | 1 min/lvl(C) | 100'       | I    |
| 2)    | Dark Stunning       | 1 target       | 1 rnd/5 fail | 100'       | F    |
| 3)    | Channels I *        | 1 spell        | —            | varies     | U    |
| 4)    | Repel Holy I        | 1 target       | 1 rnd/3 fail | 100'       | F    |
| 5)    | Dark Sleep          | 1 target       | 1 rnd/5 fail | 100'       | F    |
| 6)    | Channels III *      | 1 spell        | —            | varies     | U    |
| 7)    | Channel Opening I   | 1 being        | 1 min/lvl(C) | 1 mi/lvl   | U    |
| 8)    | Dark Blinding       | 1 target       | 1 hr/10 fail | 100'       | F    |
| 9)    | Repel Holy III      | 1 target       | 1 rnd/3 fail | 100'       | F    |
| 10)   | Black Channel I     | 1 target       | —            | varies     | F    |
| 11)   | Channels V *        | 1 spell        | —            | varies     | U    |
| 12)   | Repel Holy IV       | 1 target       | 1 rnd/3 fail | 100'       | F    |
| 13)   | Absolution          | 1 target       | 1 wk/10 fail | 50'        | F    |
| 14)   | Dark Channel *      | 1 channel      | —            | self       | U    |
| 15)   | Black Channel II    | 1 target       | —            | varies     | F    |
| 16)   | Channel Opening II  | 1 being        | 1 min/lvl(C) | 10 mi/lvl  | U    |
| 17)   | Channels VII *      | 1 spell        | —            | varies     | U    |
| 18)   | Repel Holy VI       | 1 target       | 1 rnd/3 fail | 100'       | F    |
| 19)   | Channels X *        | 1 spell        | —            | varies     | U    |
| 20)   | Absolution Pure     | 1 target       | —            | 50'        | F    |
| 25)   | Black Channel III   | 1 target       | —            | varies     | F    |
| 30)   | Dark Absolution     | 1 target       | —            | 50'        | F    |
| 35)   | Lord Channels       | 1 spell        | —            | varies     | U    |
| 40)   | Channel Opening III | 1 being        | 1 min/lvl(C) | 100 mi/lvl | U    |
| 50)   | Unholy Bridge       | deity          | 1 rnd        | varies     | U    |

1. Detect Evil Power – Detects any active spell or active magical item from an Evil source, or any entity capable of casting Evil spells; caster can concentrate on a different 5'R area each round. (See Section 10.4 for more about detection spells.)

2. Dark Stunning – [RR Mod.: -10] Caster points his arm (elbow locked and fist clenched) at the target and channels raw power. The target is stunned.

3. Channels I \* – When this spell is cast, the 1st level spell that the caster begins to cast (or prepare) the next round will be "channeled" to another spell user of the Channeling realm. The "channeled" spell is transmitted to the other spell user when it would normally take effect, and must be used by the receiving spell user immediately or



delayed as described in Section 4.8 (treating the receiving spell user as the caster of the spell). All normal restrictions on the transmitted spell apply. The caster of the *Channels* spell must be able to see the receiver **or** know exactly where the receiver is (direction and distance or specific place). The receiver must know exactly when the spell is coming (but need not know what the spell sent is). For example, if a Cleric was at a certain altar at a certain time (midnight of full moon) ready to receive a spell; then another spell user (or deity) who knew this could use *Channels I* to send a spell to that Cleric. Because the spell is passed through the aura of the receiving character, the spell is cast at the level of the receiving character (including any level-based parameters).

4. Repel Holy I – Causes a "holy" being or a Channeler of a "good" power to be unable to approach closer than 100' to the caster and to retreat, if possible, to maintain that distance. If the target fails its RR by more than 30, it must flee (if of this plane) or be banished back to its home plane of existence (in which case duration is "permanent"). This spell will affect entities of "Type I" or of up to 5th level for beings without a "Type".

5. Dark Sleep – [RR Mod.: -10] Caster points his arm (elbow locked and fist clenched) at the target and channels raw power. The target falls into a deep, magical sleep.

6. Channels III \* – As *Channels I*, except a 1st-3rd level spell may be transmitted.

7. Channel Opening I – Caster can open a channel with any 1 known being the caster is acquainted with. This spell will enable the caster to learn the specific location (direction and distance only) of the other being, making it possible for the caster to use a *Channels* spell. Note that this spell does not allow any sort of communication, although the target will know that a Channel has been opened to him.

8. Dark Blinding – [RR Mod.: -10] Caster points his arm (elbow locked and fist clenched) at the target and channels raw power. The target is blinded.

9. Repel Holy III – As *Repel Holy I*, except affects up to Type III or 15th level targets.

10. Black Channel I – Caster may cast one of the *Black Channel I* spells (see Section 10.7).

11. Channels V \* – As *Channels I*, except a 1st-5th level spell may be transmitted.

12. Repel Holy IV – As *Repel Holy I*, except affects up to Type IV or 20th level targets.

13. Absolution – [RR Mod: -20] Target's "soul" is torn from the target's body (or other physical location if the soul is otherwise housed); it remains in whatever place "souls" go for 1 week/10 failure. The soul can be returned early only through *Lifegiving*. Target is unconscious until soul is restored; even subconscious activity (i.e., healing, etc.) suffers a -75 penalty.

14. Dark Channel – The next *Channels* spell cast by the caster of this spell may be sent to anyone, regardless of the realm of the other individual. However, the spell channeled must be from an Evil spell list.

15. Black Channel II – Caster may cast one of the *Black Channel II* spells (see Section 10.7).

16. Channel Opening II – As *Channel Opening I*, except range is 10 miles per level.

17. Channels VII \* – As *Channels I*, except a 1st-7th level spell may be transmitted.

18. Repel Holy VI – As *Repel Holy I*, except affects up to Type VI or 30th level targets.

19. Channels X \* – As *Channels I*, except a 1st-10th level spell may be transmitted.

20. Absolution Pure – [RR Mod: -20] As *Absolution*, except the "soul" can only be brought back through *Lifegiving*.

25. Black Channel III – Caster may cast one of the *Black Channel III* spells (see Section 10.7).

30. Dark Absolution – [RR Mod: -20] As *Absolution*, except the "soul" is utterly destroyed.

35. Lord Channels \* – As *Channels I*, except a 1st-20th level spell may be transmitted.

40. Channel Opening III – As *Channel Opening I*, except range is 100 miles per level.

50. Unholy Bridge – Opens a direct channel to the caster's deity (or other power source); results depend on the deity's personality, motives, and powers. Any spell the deity can cast may be transmitted through the gate.

**Note:** See section 10.8 for guidelines for handling "good" and "evil".

**Note:** *Absolution* does not kill the body, so *Dark Absolution* leaves a living, but soulless body.

## Evil Channeling

## DEMONIC PACTS

| Level | Spell                | Area of Effect | Duration   | Range | Type |
|-------|----------------------|----------------|------------|-------|------|
| 1)    | Demonic Lore         | caster         | 1 min/lvl  | self  | U    |
| 2)    | Oath of Binding      | caster + demon | varies     | 50'   | U    |
| 3)    | Demonic Mission I    | 1 demon        | varies     | 50'   | U    |
| 4)    | Familiar Spirit I    | 1 familiar     | P          | 10'   | U    |
| 5)    | Diabolical Skill I   | caster         | varies     | self  | U    |
| 6)    | Demonic Vision I     | caster         | 1 min/lvl  | self  | U    |
| 7)    | Demonic Mission II   | 1 demon        | varies     | 50'   | U    |
| 8)    | Familiar Spirit II   | 1 familiar     | P          | 10'   | U    |
| 9)    | Diabolical Skill II  | caster         | varies     | self  | U    |
| 10)   | Unleash Demon I      | 1 demon        | 10 min/lvl | 50'   | U    |
| 11)   | Demonic Vision II    | caster         | 1 min/lvl  | self  | U    |
| 12)   | Familiar Spirit III  | 1 familiar     | P          | 10'   | U    |
| 13)   | Demonic Mission III  | 1 demon        | varies     | 50'   | U    |
| 14)   | Diabolical Skill III | caster         | varies     | self  | U    |
| 15)   | Demonic Vision III   | caster         | 1 min/lvl  | self  | U    |
| 16)   | Familiar Spirit IV   | 1 familiar     | P          | 10'   | U    |
| 17)   | Unleash Demon II     | 1 demon        | 1 hr/lvl   | 50'   | U    |
| 18)   | Demonic Mission IV   | 1 demon        | varies     | 50'   | U    |
| 19)   | Diabolical Skill IV  | caster         | varies     | self  | U    |
| 20)   | Familiar Spirit V    | 1 familiar     | P          | 10'   | U    |
| 25)   | Unleash Demon III    | 1 demon        | 1 day/lvl  | 50'   | U    |
| 30)   | Familiar Spirit VI   | 1 familiar     | P          | 10'   | U    |
| 35)   | Cheat Death          | caster         | P          | self  | U    |
| 40)   | Unleash Demon IV     | 1 demon        | 1 week/lvl | 50'   | U    |
| 50)   | Cheat Death True     | caster         | P          | self  | U    |

1. Demonic Lore – Caster's mind is filled with dark secrets tugging at his subconscious mind. Any Lore or Science maneuvers on a demon-related topic are made by the caster with a +25 bonus.

2. Oath of Binding – Caster and one demon seal an agreement whereby this spell binds both of them to keep the bargain they have made. The spell will last until the bargain expires due to a time limit agreed upon or simply no longer applies. It is extremely hard to break this spell; it receives a +100 to its RR to resist any form of *Dispel* or other magic to remove or nullify it. The two parties to the agreement cannot attempt to circumvent the *Oath* without triggering the punishment for violation of the bargain. Upon any violation of the bargain, the offending party takes an E Holy critical, then on the following round takes a D Holy critical and so on until taking an A Holy critical on the fifth round. These criticals are not modified by size.

3. Demonic Mission I – Allows a demon to stay on this plane while it performs a mission for the caster. Caster and demon must have already made the *Oath of Binding*. Duration is until the demon fulfills its mission (and returns to the caster if it has not yet received its reward and the mission has left it away from the caster), its mission ends in

failure (e.g., the item it was sent to fetch is destroyed), or the maximum duration of 1 hour per caster level has elapsed. While this spell is active, the demon can only pursue its mission (or return to the caster once the mission is completed). When this spell ends, unless some other spell allows the demon to stay, it will return to its home plane after a grace period of 1 minute per level of the demon.

4. Familiar Spirit I – For a period of one week, the caster must cast this spell and spill some of his own blood (taking 1-10 hits of damage in the process) each day. At the end of that week, the caster will have attracted a Stage I familiar spirit into this world and established a bond to it. See Section 10.3 for details on the familiar spirit and its relationship to the caster.

5. Diabolical Skill I – Caster gains a +25 bonus to his choice of any one Composition, Crafting, Lore, Medical, Performance Art, or Vocation skill. This bonus lasts until the caster casts another *Diabolical Skill* spell (only one *Diabolical Skill* spell may be active at one time), the caster touches or is touched by a Holy object (includes Unholy object if the Unholiness is associated with a dark god rather than a demon), is on sacred ground, or is affected by any non-Informational spells from a non-Evil user of Channeling.

6. Demonic Vision I – Allows caster to observe any location on the same plane in a pool of blood (blood must not have congealed; spell will prevent congealing during spell duration). This spell has no limits on distance and can focus in on any known place, being, or object that the caster is personally familiar with or can describe well enough to uniquely identify. It is subject to magical protections against information spells and such protections are automatically successful. This spell is also unable to reveal anything on holy ground, though it can spy upon holy objects.

7. Demonic Mission II – As *Demonic Mission I*, except maximum duration is 1 day per caster level.

8. Familiar Spirit II – This spell must be cast on the caster's Stage I familiar spirit every day for two weeks. At the end of that time, more of the spirit's strength will have been drawn from its own plane, allowing it to manifest as a Stage II familiar spirit. See Section 10.3 for the various Stages of the familiar spirit.

9. Diabolical Skill II – As *Diabolical Skill I*, except bonus is +50.

10. Unleash Demon I – Frees a demon from any constraining *Conjuring Circle* and allows it to remain for 10 minutes per caster level until it returns to its home plane.

11. Demonic Vision II – As *Demonic Vision I*, except allows the caster to hear what is going on at the site looked upon.

12. Familiar Spirit III – As *Familiar Spirit II*, except the caster's Stage II familiar becomes Stage III in a three week process.

13. Demonic Mission III – As *Demonic Mission I*, except maximum duration is 1 week per caster level.

14. Diabolical Skill III – As *Diabolical Skill I*, except bonus is +75.

15. Demonic Vision III – As *Demonic Vision II*, except caster sees the scene as if it were well lit, even if it is in total darkness.

16. Familiar Spirit IV – As *Familiar Spirit II*, except the caster's Stage III familiar becomes Stage IV in a four week process.

17. Unleash Demon II – As *Unleash Demon I*, except duration is 1 hour per caster level.

18. Demonic Mission IV – As *Demonic Mission I*, except maximum duration is 1 year per caster level.

19. Diabolical Skill IV – As *Diabolical Skill I*, except bonus is +100.

20. Familiar Spirit V – As *Familiar Spirit II*, except the caster's Stage IV familiar becomes Stage V in a five week process.

25. Unleash Demon III – As *Unleash Demon I*, except duration is 1 day per caster level.

30. Familiar Spirit VI – As *Familiar Spirit II*, except the caster's Stage V familiar becomes Stage VI in a six week process.

35. Cheat Death – This spell is used only once, if ever. Using it, the caster transforms himself into a Lich, one of the most feared of the undead. If the caster fails when attempting this spell, he will simply die. With success, the caster becomes one of the undead without ever actually dying. At this point, the caster is sustained by magic and dwells in a place between life and death.

40. Unleash Demon IV – As *Unleash Demon I*, except duration is 1 week per caster level.

50. Cheat Death True – As *Cheat Death*, except caster's organs are transferred into a ready container (jar, box, chest, etc.). The caster then becomes a somewhat more powerful Classic Lich and can only be truly destroyed if the container with his organs is destroyed.

**Note:** The desires of demons vary just as those of mortals do, but they generally desire freedom upon the mortal plane, blood, and material goods of significant value. Their price for aid varies depending on what is asked, the kind and individual personality of the demon, and other factors. A foolish bargain can rebound on the caster. Some demons deal in "souls", but as such can only be offered once, one should haggle most carefully before making that trade.

**Note:** A demon can only be affected by one *Unleash Demon* spell during any one stay on a given plane.

**Note:** See more about dealing with summoned demons in Section 10.3.

**Note:** Because of the extremely strong and intimate bond created between caster and familiar, any attempt to dispel this bond suffers a penalty of 100 (normally a +100 bonus to the bond's RR against the dispelling attempt).

## Evil Channeling

## DEMONIC SUMMONS

| Level | Spell                | Area of Effect | Duration  | Range | Type |
|-------|----------------------|----------------|-----------|-------|------|
| 1)    | Conjuring Circle I   | 5'-10'R        | 1 hr      | touch | E    |
| 2)    | Banish Demon I       | 1 demon        | —         | 100'  | F    |
| 3)    | Summon Demon I       | 1 demon        | varies    | 50'   | E    |
| 4)    | Control Demon I      | 1 demon        | 1 min/lvl | 50'   | F    |
| 5)    | Conjuring Circle II  | 5'-10'R        | 1 hr      | touch | E    |
| 6)    | Banish Demon II      | 1 demon        | —         | 100'  | F    |
| 7)    | Summon Demon II      | 1 demon        | varies    | 50'   | E    |
| 8)    | Control Demon II     | 1 demon        | 1 min/lvl | 50'   | F    |
| 9)    | Conjuring Circle III | 5'-10'R        | 1 hr      | touch | E    |
| 10)   | Banish Demon III     | 1 demon        | —         | 100'  | F    |
| 11)   | Summon Demon III     | 1 demon        | varies    | 50'   | E    |
| 12)   | Control Demon III    | 1 demon        | 1 min/lvl | 50'   | F    |
| 13)   | Conjuring Circle IV  | 5'-10'R        | 1 hr      | touch | E    |
| 14)   | Banish Demon IV      | 1 demon        | —         | 100'  | F    |
| 15)   | Summon Demon IV      | 1 demon        | varies    | 50'   | E    |
| 16)   | Control Demon IV     | 1 demon        | 1 min/lvl | 50'   | F    |
| 17)   | Conjuring Circle V   | 5'-10'R        | 1 hr      | touch | E    |
| 18)   | Banish Demon V       | 1 demon        | —         | 100'  | F    |
| 19)   | Summon Demon V       | 1 demon        | varies    | 50'   | E    |
| 20)   | Control Demon V      | 1 demon        | 1 min/lvl | 50'   | F    |
| 25)   | Conjuring Circle VI  | 5'-10'R        | 1 hr      | touch | E    |
| 30)   | Banish Demon VI      | 1 demon        | —         | 100'  | F    |
| 35)   | Summon Demon VI      | 1 demon        | varies    | 50'   | E    |
| 40)   | Control Demon VI     | 1 demon        | 1 min/lvl | 50'   | F    |
| 50)   | Summon Demon True    | 1 demon        | varies    | 50'   | E    |

1. Conjuring Circle I – Caster empowers a circular diagram (a simple pentacle will suffice, but many prefer something more elaborate) of between five and ten feet in radius to confine a demon within its borders. This conjuring circle will prevent any Type I demon from leaving or attacking (including casting any spells or using other magical abilities) across this circle. If a demon is left in the circle until the duration expires, the demon is freed and may spend 1 minute per demon level on this plane before returning to its home plane.

2. Banish Demon I – One Type I demon is instantly banished back to the plane whence it came. If the demon is currently confined to a *Conjuring Circle*, it makes its RR with a penalty of -25.

3. Summon Demon I – Summons a Type I demon which appears at a point within range designated by the caster (within a *Conjuring Circle* is usually a good idea). It takes the demon two rounds to materialize, during which it is possible to identify the kind of demon appearing (using Racial Lore: Demons). If the demon is not within a *Conjuring Circle*, it may do as it wishes and can remain for 1 minute per demon level before vanishing back to its home plane. If it is within a *Conjuring Circle* it remains there until something causes it to be released or banished.

When casting this spell, the caster must roll a Spell Mastery maneuver (difficulty Easy). If the Spell Mastery is a Success, the kind of demon that appears is up to the caster; in the case of Absolute Success, the caster may select what level the demon is from the possible range of levels for that kind of demon (or specify a particular demon, if one is known). Partial Success means that the caster knows what kind of demon he is getting (does not need to attempt Racial Lore: Demons). Failure means a random demon of the correct Type is summoned. Absolute Failure means that the caster has summoned a random demon of the next higher Type (in the case of *Demon Summoning I*, this would be a Type II demon).

4. Control Demon I – Demon obeys the caster for the duration of this spell. The demon vanishes back to its home plane at the end of this spell. If the demon is trapped within a *Conjuring Circle*, it makes its RR with a -25 penalty. However, if the demon succeeds in its RR, it is freed from any confinement and may stay in this world for 1 minute per level of the demon. A failed control attempt will usually anger a demon. This spell affects demons of Type I only.

5. Conjuring Circle II – As *Conjuring Circle I*, except will confine a demon of Type II or lower.

6. Banish Demon II – As *Banish Demon I*, except a demon of Type II or lower may be banished.

7. Summon Demon II – As *Summon Demon I*, except summons a demon of Type II and the required Spell Mastery roll is of Light difficulty.

8. Control Demon II – As *Control Demon I*, except a demon of Type II or lower may be controlled.

9. Conjuring Circle III – As *Conjuring Circle I*, except will confine a demon of Type III or lower.

10. Banish Demon III – As *Banish Demon I*, except a demon of Type III or lower may be banished.

11. Summon Demon III – As *Summon Demon I*, except summons a demon of Type III and the required Spell Mastery roll is of Medium difficulty.

12. Control Demon III – As *Control Demon I*, except a demon of Type III or lower may be controlled.

13. Conjuring Circle IV – As *Conjuring Circle I*, except will confine a demon of Type IV or lower.

14. Banish Demon IV – As *Banish Demon I*, except a demon of Type IV or lower may be banished.

15. Summon Demon IV – As *Summon Demon I*, except summons a demon of Type IV and the required Spell Mastery roll is of Hard difficulty.

16. Control Demon IV – As *Control Demon I*, except a demon of Type IV or lower may be controlled.

17. Conjuring Circle V – As *Conjuring Circle I*, except will confine a demon of Type V or lower.

18. Banish Demon V – As *Banish Demon I*, except a demon of Type V or lower may be banished.

19. Summon Demon V – As *Summon Demon I*, except summons a demon of Type V and the required Spell Mastery roll is of Very Hard difficulty.

20. Control Demon V – As *Control Demon I*, except a demon of Type V or lower may be controlled.

25. Conjuring Circle VI – As *Conjuring Circle I*, except will confine a demon of Type VI or lower.

30. Banish Demon VI – As *Banish Demon I*, except a demon of Type VI or lower may be banished.

35. Summon Demon VI – As *Summon Demon I*, except summons a demon of Type VI and the required Spell Mastery roll is of Extremely Hard difficulty.

40. Control Demon VI – As *Control Demon I*, except a demon of Type VI or lower may be controlled.

50. Summon Demon True – As *Summon Demon I*, except summons a demon of greater than Type VI and the required Spell Mastery roll is of Sheer Folly difficulty, but since this is the most powerful class of demons, an Absolute Failure is the same as a normal failure. Note that demons this powerful cannot be controlled like those of lesser power, so this is a spell to consider carefully before using.

**Note:** Statements about how long the demon can remain on this plane are based on the demon having arrived by means of a *Summon Demon* spell. If the demon arrived by some other means, it may well be able to stay longer.

**Note:** See *Creature Law* for much more on demons and Section 10.3 of this volume for more on demon summoning.

### Evil Channeling

#### DISEASE

| Level | Spell             | Area of Effect | Duration | Range | Type |
|-------|-------------------|----------------|----------|-------|------|
| 1)    | Chills            | 1 target       | P        | 100'  | F    |
| 2)    | Grey Vision       | 1 target       | P        | 100'  | F    |
| 3)    | Smelling Loss     | 1 target       | P        | 100'  | F    |
| 4)    | Hearing Loss      | 1 target       | P        | 100'  | F    |
| 5)    | Tongue Rot        | 1 target       | P        | 100'  | F    |
| 6)    | Asthma            | 1 target       | P        | 100'  | F    |
| 7)    | Leprosy           | 1 target       | P        | 100'  | F    |
| 8)    | Minor Allergy     | 1 target       | P        | 100'  | F    |
| 9)    | Root Rot          | 1 plant        | P        | touch | F    |
| 10)   | Hemophilia        | 1 target       | P        | 100'  | F    |
| 11)   | Malaria           | 1 target       | P        | 100'  | F    |
| 12)   | Withering Hand    | 1 plant        | P        | touch | F    |
| 13)   | Epilepsy          | 1 target       | P        | 100'  | F    |
| 14)   | Pneumonia         | 1 target       | P        | 100'  | F    |
| 15)   | Major Allergy     | 1 target       | P        | 100'  | F    |
| 16)   | Carrier I         | 1 target       | P        | 100'  | F    |
| 17)   | Elephantiasis     | 1 target       | P        | 100'  | F    |
| 18)   | Lycanthropy       | 1 target       | P        | 100'  | F    |
| 19)   | Carrier II        | 1 target       | P        | 100'  | F    |
| 20)   | Leukemia          | 1 target       | P        | 100'  | F    |
| 25)   | Carrier III       | 1 target       | P        | 100'  | F    |
| 30)   | Rabies            | 1 target       | P        | 100'  | F    |
| 35)   | Crippling Allergy | 1 target       | P        | 100'  | F    |
| 40)   | Lycanthropy True  | 1 target       | P        | 100'  | F    |
| 50)   | Plague            | 1 target       | P        | 100'  | F    |

1. Chills – Target gets a cold. Treat as a mild Pneumonic disease that does not go away. (See *A&CL*, Section 14.7.)

2. Grey Vision – Target is color blind.

3. Smelling Loss – Target has no sense of smell. Target never perceives by smell alone and suffers a -25 modifier to all Awareness maneuvers involving smell and other senses.

4. Hearing Loss – Target has no sense of hearing. Target never perceives by hearing alone and suffers a -25 modifier to all Awareness maneuvers involving hearing and other senses.

5. Tongue Rot – Over the course of one week, the target's tongue will rot away. When the tongue is fully gone, the target will be unable to speak.

6. Asthma – Target gets severe asthma. For every round of physical exertion (e.g., running or melee combat), the target must make an Endurance roll.

7. Leprosy – Target gets leprosy. This causes a gradual loss of feeling (and blood flow) in the extremities. Every day, the target suffers a cumulative -1 penalty to all perceptions involving touch to a maximum of -25. There is similarly a cumulative -1 penalty added each day to any roll depending on the target's appearance (e.g., Charm maneuvers), but the maximum for this penalty is -50. After one week of leprosy, all concussion hit damage against the target is halved due to loss of feeling.
8. Minor Allergy – Target becomes slightly allergic to a substance of the caster's choosing. When in the presence of this substance, the target loses 1 AP each round due to the distraction of runny nose, sneezing, etc.
9. Root Rot – The roots of any one plant wither and die and no new roots can be grown. The plant will eventually die.
10. Hemophilia – The target becomes a hemophiliac. All concussion hits taken by the target are doubled and hits heal at half the normal rate. All attempts to stop bleeding by the target are made with a -30 penalty and even magical healing stops one less hit/round of bleeding than would normally be the case.
11. Malaria – The target contracts malaria; after the initial bout of high fever, delirium, coma, and incapacitation (lasting 1 + 2d10 days), the target will be subject to random "relapses" similar to the initial bout (5% chance each month of a relapse). If the target receives no care during the initial bout, there is a 99% chance of death during this time (only 1% chance if given competent medical attention).
12. Withering Hand – Caster may instantly kill any one plant he touches.
13. Epilepsy – Target becomes an epileptic; in a tense situation, there is a 5% chance that he will go into an epileptic fit for 2d10 rounds. If someone is able to provide care (anyone with a rank in Medicine may do so), there is a 1% chance that the target will do an A Krush critical to himself by hitting some object; if there is nobody to do so, there is a 20% chance of taking a critical. In any case, he is treated as stunned and unable to parry.
14. Pneumonia – Target gets pneumonia; if the target is kept warm and completely immobile for 2 weeks, he will have only a 25% chance of dying (50% chance if not treated). The chance of dying is modified by the target's Constitution stat bonus (e.g., if the target has a +7 Constitution stat bonus, his chance of dying if untreated is 43%). If the target survives this two week period, the lingering symptoms are as a mild Pneumonic disease (A&CL, Section 14.7).
15. Major Allergy – As *Minor Allergy*, except 2 AP are lost each round.
16. Carrier I – The target suffers any one of the diseases from this list of up to 5th level (caster's choice). In addition, the target is contagious. All who come into contact (5' R) of the target must make an RR (with a +25 modifier if only close to target, +0 if touching target, and at -25 if the individual has intimate contact with the target). If the original target makes his RR, he does not suffer the effects, but must make a second RR or will still be a carrier of the disease. All people who catch the disease from the target are not themselves contagious.
17. Elephantiasis – Target gets elephantiasis; one of his extremities (not his head) swells and grows up to five times normal size. Exact effect should be determined by the GM (but the extremity should be completely useless).
18. Lycanthropy – At the rise of the next full moon, the target becomes a Lesser Werewolf (see *Creature Law*).
19. Carrier II – As *Carrier I*, except disease may be chosen from spells up to 10th level.
20. Leukemia – Target gets leukemia; he will weaken at a rate of 2% per day (-2/day, cumulative, to all activities). When the total reaches 100% (-100 penalty), the target dies.
25. Carrier III – As *Carrier I*, except disease may be chosen from spells up to 15th level.
30. Rabies – Target gets rabies; after 21 days of no visible effect, the disease sets in. The target's organs contract; he foams at the mouth, becomes very thirsty and violent; and any one he bites or scratches must resist or contract the disease. The target dies 5-7 days after the disease's onset.
35. Crippling Allergy – As *Minor Allergy*, except 3 AP are lost each round.



40. Lycanthropy True – At the rise of the next full moon, the target becomes a Greater Werewolf (see *Creature Law*).

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

**Note:** It is an Easy maneuver with an appropriate medical skill to recognize any of these afflictions as the result of magic rather than natural disease.

**Note:** When selecting allergies, the caster cannot choose something that the target is in constant contact with. For example, the caster cannot choose for the target to be allergic to himself, air, dirt, etc.

**Note:** Once caught, diseases cannot be dispelled with *Dispelling* spells. However, they can be cured by *Undisease* or *Remove Disease* spells.

**Note:** Unless stated otherwise, the diseases gained through this list are not contagious.

**Note:** Unless stated otherwise, disease effects kick in d10 hours after the spell is cast.

**Note:** In some cultures, a variant of this list will be learned where the *Lycanthropy* spells transform the victim into some other form of werebeast.

## Evil Channeling

## WOUNDING

| Level | Spell               | Area of Effect | Duration     | Range | Type |
|-------|---------------------|----------------|--------------|-------|------|
| 1)    | Wounding I *        | 1 target       | P            | 2'    | F    |
| 2)    | Weariness *         | 1 target       | P            | 2'    | F    |
| 3)    | Bleeding I *        | 1 target       | P            | 2'    | F    |
| 4)    | Wounding III *      | 1 target       | P            | 2'    | F    |
| 5)    | Sensory Damage I *  | 1 target       | P            | 2'    | F    |
| 6)    | Fracture I *        | 1 target       | P            | 2'    | F    |
| 7)    | Bleeding III *      | 1 target       | P            | 2'    | F    |
| 8)    | Wounding V *        | 1 target       | P            | 2'    | F    |
| 9)    | Sensory Damage II * | 1 target       | P            | 2'    | F    |
| 10)   | Stagger *           | 1 target       | P            | 2'    | F    |
| 11)   | Wounding VII *      | 1 target       | P            | 2'    | F    |
| 12)   | Life Drain I *      | 1 target       | 1 day/1 fail | 2'    | F    |
| 13)   | Fracture II *       | 1 target       | P            | 2'    | F    |
| 14)   | Bleeding V *        | 1 target       | P            | 2'    | F    |
| 15)   | Wounding X *        | 1 target       | P            | 2'    | F    |
| 16)   | Life Drain II *     | 1 target       | 1 day/1 fail | 2'    | F    |
| 17)   | Fracture III *      | 1 target       | P            | 2'    | F    |
| 18)   | Spasm *             | 1 target       | P            | 2'    | F    |
| 19)   | Life Drain III *    | 1 target       | 1 day/1 fail | 2'    | F    |
| 20)   | Wounding XV *       | 1 target       | P            | 2'    | F    |
| 25)   | Life Drain True *   | 1 target       | 1 day/1 fail | 2'    | F    |
| 30)   | Bleeding True *     | 1 target       | P            | 2'    | F    |
| 35)   | Fracture True *     | 1 target       | P            | 2'    | F    |
| 40)   | Paralysis *         | 1 target       | P            | 2'    | F    |
| 50)   | Wounding True *     | 1 target       | P            | 2'    | F    |

1. Wounding I – Target suffers 1d10 concussion hits of damage.
2. Weariness – Target suffers the result of a failed Fatigue check.
3. Bleeding I – Target will bleed at the rate of 1 hit per round.
4. Wounding III – Target suffers 3d10 concussion hits of damage.
5. Sensory Damage I – One of the target's external sensory organs (eye, ear, nose, etc.) is damaged. Target will operate without that organ until healed. In addition, the target will have a -10 modification per 10 failure for all actions that partially use that organ (-100 for all actions involving that organ specifically).
6. Fracture I – Target suffers a fracture in a limb, penalty is -25.
7. Bleeding III – Target will bleed at the rate of 3 hits per round.
8. Wounding V – Target suffers 5d10 concussion hits of damage.
9. Sensory Damage II – As *Sensory Damage I*, except affects two sensory organs.
10. Stagger – Target is Staggered.

11. Wounding VII – Target suffers 7d10 concussion hits of damage.
12. Life Drain I – Target suffers a -1 penalty to his Constitution bonus.
13. Fracture II – Target suffers a fracture in a limb, penalty is -50.
14. Bleeding V – Target will bleed at the rate of 5 hits per round.
15. Wounding X – Target suffers 10d10 concussion hits of damage.
16. Life Drain II – Target suffers a -2 penalty to his Constitution bonus.
17. Fracture III – Target suffers a fracture in a limb, penalty is -75.
18. Spasm – Target suffers a spasm in his arms, causing him to drop anything he is holding.
19. Life Drain III – Target suffers a -3 penalty to his Constitution bonus.
20. Wounding XV– Target suffers 15d10 concussion hits of damage.
25. Life Drain True – Target suffers a penalty to his Constitution bonus equal to -1 for every 5 levels of the caster (e.g., if the caster were 25th level, the penalty would be -5).
30. Bleeding True – Target will bleed at the rate of 1 hit per round per every 5 levels of the caster (e.g., if the caster is 30th level, then the target bleeds at a rate of six hits per round).
35. Fracture True – Target suffers a fracture in a limb, penalty is -100.
40. Paralysis – Target suffers spinal injury, resulting in paralysis below the waist (if RR failed by 25 or less) or from the neck down (if RR is failed by 26 or more). Target immediately drops to ground and is at -100 for any activity that is still possible.
50. Wounding True – Target loses all his hits, then takes an additional 1 hit per level of the caster.

**Note:** All spells on this list have a range of 2'. In melee, it is presumed that you are within 2' of your opponent every round.

**Note:** See Section 10.10 for notes on Life Draining.

## 7. Essence Spell Lists

### 7.1.Open

#### Open Essence

#### DELIVING WAYS

| Level | Spell                 | Area of Effect | Duration      | Range  | Type |
|-------|-----------------------|----------------|---------------|--------|------|
| 1)    | Measure               | varies         | —             | varies | I    |
| 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)    | Wood Analysis         | caster         | —             | 10'    | I    |
| 7)    | Text Analysis II      | caster         | 1 min/lvl (C) | self   | U    |
| 8)    | Liquid Analysis       | caster         | —             | 10'    | I    |
| 9)    | Organics Analysis     | caster         | —             | 10'    | I    |
| 10)   | Delving               | 1 item         | —             | touch  | I    |
| 11)   | Spell Analysis        | 1 spell        | —             | 100'   | I    |
| 12)   | Quantitative Analysis | 1 item         | —             | touch  | I    |
| 13)   | Internal Abacus       | caster         | 1 min/lvl     | self   | U    |
| 14)   | Death Analysis        | caster         | —             | self   | I    |
| 15)   | Text Analysis III     | caster         | 1 min/lvl (C) | self   | U    |
| 16)   | Power Analysis        | 1 target       | —             | 100'   | I    |
| 17)   | Conveyance            | caster         | 10 min/lvl    | self   | U    |
| 18)   | Death's Delving       | caster         | —             | self   | I    |
| 19)   | Art Analysis          | caster         | —             | 10'    | I    |
| 20)   | Analysis              | 1 target       | —             | 10'    | I    |
| 25)   | Mass Analysis         | 1 tgt/rnd      | 1 rnd/lvl     | 10'    | I    |
| 30)   | Power Analysis True   | 1 target       | —             | 100'   | I    |
| 35)   | Death's Deep Delving  | caster         | —             | self   | I    |
| 40)   | Item Analysis         | 1 object       | —             | touch  | I    |
| 50)   | Conveyance True       | caster         | 10 min/lvl    | self   | U    |

1. Measure – Caster can measure a distance or length so long as both ends are within sight or caster can measure either the weight or the volume of one item by touching it or the caster can know both the temperature and barometric pressure.

2. Text Analysis I – Caster can read text written in an unknown language, but only understands basic concepts of it.

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 a gas may be examined.
6. Wood Analysis – As *Stone Analysis*, except wood or other plant materials 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.
8. Liquid Analysis – As *Stone Analysis*, except a liquid may be examined.
9. Organics Analysis – As *Stone Analysis*, except items composed of organic materials of animal origins (e.g., bone, leather, ivory) may be examined. This will identify rune paper.
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 and the profession of its caster and its type (not its level or exactly what spell it is).
12. Quantitative Analysis – Caster gains a knowledge of any non-magical bonus possessed by the target object.
13. Internal Abacus – Caster gains a +30 bonus to any maneuvers involving mathematical calculations.
14. Death Analysis – Gives information concerning a being's death (weapon, spell, time since, etc.); must be cast in place of death (within 24 hr) or in the presence of body (no time limit).
15. Text Analysis III – As *Text Analysis II*, except everything but implications is known (e.g., answers to riddles are not known automatically).
16. Power Analysis – One item, person, or place may be examined to see if it has magical power, which realm the power is from, a general idea of its origin, and its basic configuration.
17. Conveyance – Caster's awareness leaves the caster's body (which is inactive) and may travel at 1 mile/min; however it can only travel 10'/rnd when in solid material or when observing the world. If the caster overstays the duration, he must make an RR (against Essence) modified by -50 or die (attack level is equal to the number of rounds overstayed). Caster's awareness can see and hear normally.
18. Death's Delving – As *Death Analysis*, except gives a visual image of the killer (if any) and a vague reason for death (e.g., revenge, robbery, accident, etc.).
19. Art Analysis – Gives nature and origin of a work of art, including who the (primary) artist was, what materials and tools were used, when and where the work was done, and the intended purpose and message of the work.
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.
35. Death's Deep Delving – As *Death's Delving*, except caster can sense direction and distance to the killer, the body, and to the killing weapon (if any) so long as the distance does not exceed 1 mile per level of the caster.
40. Item Analysis – The caster gains complete information on the item's magical abilities and any non-magical bonuses.
50. Conveyance True – As *Conveyance*, except rate is 10 mile/min (50'/rnd through solids or while observing).

Open Essence

## DETECTING WAYS

| Level | Spell               | Area of Effect | Duration      | Range    | Type |
|-------|---------------------|----------------|---------------|----------|------|
| 1)    | Detect Essence      | 5'R            | 1 min/lvl (C) | 100'     | I    |
| 2)    | Detect Mentalism    | 5'R            | 1 min/lvl (C) | 100'     | I    |
| 3)    | Detect Channeling   | 5'R            | 1 min/lvl (C) | 100'     | I    |
| 4)    | Detect Magic        | 5' R           | 1 min/lvl (C) | 100'     | I    |
| 5)    | Detect Invisible    | 5'R            | 1 min/lvl (C) | 100'     | I    |
| 6)    | Detect Traps        | 5'R            | 1 min/lvl (C) | 100'     | I    |
| 7)    | Detect Evil         | 5'R            | 1 min/lvl (C) | 100'     | I    |
| 8)    | Location I          | 1 target       | 1 min/lvl (C) | 100'     | I    |
| 9)    | Detect Toxin        | 5' R           | 1 min/lvl (C) | 100'     | I    |
| 10)   | Perceive Power I    | 1 target/rnd   | 1 min/lvl (C) | 100'     | I    |
| 11)   | Detect Death        | 5'R            | 1 min/lvl (C) | 100'     | I    |
| 12)   | Location III        | 1 target       | 1 min/lvl (C) | 300'     | I    |
| 13)   | Detect Herb         | 5'R            | 1 min/lvl (C) | 100'     | I    |
| 14)   | Detect Species      | 5' R           | 1 min/lvl (C) | 100'     | I    |
| 15)   | Discover Spell      | 5'R            | 1 min/lvl (C) | 100'     | I    |
| 16)   | Location V          | 1 target       | 1 min/lvl (C) | 500'     | I    |
| 17)   | Detect Anomaly      | 5' R           | 1 min/lvl (C) | 100'     | I    |
| 18)   | Perceive Power III  | 1 target/rnd   | 1 min/lvl (C) | 300'     | I    |
| 19)   | Detect Metal        | 5' R           | 1 min/lvl (C) | 100'     | I    |
| 20)   | Greater Location    | 1 target       | 1 min/lvl (C) | 1 mile   | I    |
| 25)   | Discover Detections | 5'R            | 1 min/lvl (C) | 100'     | I    |
| 30)   | Detect True         | 5'R            | 1 min/lvl (C) | 100'     | I    |
| 35)   | Power Perception    | 5' R           | 1 min/lvl (C) | 100'/lvl | I    |
| 40)   | Enhanced Detection  | 100' R         | —             | self     | I    |
| 50)   | Location True       | 1 target       | 1 min/lvl (C) | 1 mi/lvl | I    |

1. Detect Essence – Detects any active spell or active magical item from the Essence realm; caster can concentrate on a 5'R area each round.
2. Detect Mentalism – As *Detect Essence*, except realm is Mentalism.
3. Detect Channeling – As *Detect Essence*, except realm is Channeling.
4. Detect Magic – As *Detect Essence*, except detects magic of any realm (does not reveal which realm is detected).
5. Detect Invisible – As *Detect Essence*, except detects invisible things; all attacks against something so detected are modified by -50.
6. Detect Traps – As *Detect Essence*, except it gives a 75% chance of detecting a trap (modified by half the bonus or penalty difficulty of finding the trap through a Perception maneuver).
7. Detect Evil – As *Detect Essence*, except detects any evil being or any 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. The caster must have the dimensions of the object exact within 10% of actual size **and** know at least two other attributes that make the item unique (e.g., color, texture, weight, etc.) within range of the spell. Note that sometimes the caster must know more than two other attributes to make the item unique.
9. Detect Toxin – As *Detect Essence*, except detects poisonous substances.
10. Perceive Power I – Gives the power (level) of the person or item or spell examined; caster can concentrate on a different target each round.
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'.
13. Detect Herb – As *Detect Essence*, except detects one herb of the caster's choice.
14. Detect Species – As *Detect Essence*, except detects one species of life chosen by the caster.
15. Discover Spell – As *Detect Essence*, except detects any active or latent (awaiting a trigger event) spell that has been cast in the area examined. Realm(s) of spell(s) are revealed, as well as general type (Force, Elemental, etc.); also revealed is whether spell is active or awaiting a triggering event.
16. Location V – As *Location I*, except range is 500'.
17. Detect Anomaly – As *Detect Essence*, except detects any area where magic does not act normally or where there is an abnormal structure to the local space and/or time (as with the presence of an interdimensional *Gate*).
18. Perceive Power III – As *Perceive Power I*, except range is 300'.
19. Detect Metal – As *Detect Essence*, except detects one metal of the caster's choice.
20. Greater Location – As *Location I*, except range is 1 mile.
25. Discover Detections – As *Detect Essence*, except detects any type of detection spell that is operating in the area examined and gives exact spell detected as well as the location of that spell's caster if he is within 100'.
30. Detect True – Detects as any one of the lower level *Detect* spells. Thing detected and area of effect can both be changed each round.
35. Power Perception – As *Perceive Power I*, except range is 100'/level and everything within a 5' radius can be "perceived" at once.
40. Enhanced Detection – As any of the lower level *Detect* or *Discover* spells, except entire 100' radius around the caster is scanned instantly and the locations of any detected things are learned to within 1'.
50. Location True – As *Location I*, except range is 1 mile/level.
- Note:** Detect "Realm" spells will detect hybrid magic including the realm in question, and arcane.
- Note:** See Section 10.4 for more about detection spells.

## Open Essence

## ELEMENTAL SHIELDS

| Level | 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)    | Resist Temperature  | 1 target       | 10 min/lvl | 10'   | U    |
| 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  | 10'   | U    |
| 12)   | Heatarmor Sphere    | 10'R           | 1 min/lvl  | 10'   | U    |
| 13)   | Coldarmor Sphere    | 10'R           | 1 min/lvl  | 10'   | U    |
| 14)   | Mass Resist Light   | 1 tgt/lvl      | 1 min/lvl  | 100'  | U    |
| 15)   | Lightning Armor     | 1 target       | 1 min/lvl  | 10'   | U    |
| 16)   | Mass Resist Heat    | 1 tgt/lvl      | 1 min/lvl  | 100'  | U    |
| 17)   | Fire Armor          | 1 target       | 1 min/lvl  | 10'   | U    |
| 18)   | Mass Resist Cold    | 1 tgt/lvl      | 1 min/lvl  | 100'  | U    |
| 19)   | Ice Armor           | 1 target       | 1 min/lvl  | 10'   | U    |
| 20)   | Mass Lightarmor     | 1 tgt/lvl      | 1 min/lvl  | 100'  | U    |
| 25)   | Mass Heatarmor      | 1 tgt/lvl      | 1 min/lvl  | 100'  | U    |
| 30)   | Mass Coldarmor      | 1 tgt/lvl      | 1 min/lvl  | 100'  | U    |
| 35)   | Fire Armor Sphere   | 10' R          | 1 min/lvl  | 10'   | U    |
| 40)   | Ice Armor Sphere    | 10' R          | 1 min/lvl  | 10'   | U    |
| 50)   | True Armor          | 1 target       | 10 min/lvl | 10'   | U    |

1. Resist Light – Target is totally protected from all natural light (not lightning); +10 to all RRs or DBs vs. elemental light (electricity) attacks.

2. Resist Heat – Target is totally protected from all natural heat to 200° F; +10 to all RRs or DBs vs. elemental heat/fire attacks.

3. Resist Cold – Target is totally protected from all natural cold to -20° F; +10 to all RRs or DBs vs. elemental cold/ice attacks.

4. Resist Light Sphere – As *Resist Light*, except all beings within 10'R of target are protected.

5. Resist Heat Sphere – As *Resist Heat*, except all beings within 10'R of target are protected.

6. Resist Cold Sphere – As *Resist Cold*, except all beings within 10'R of target are protected.

7. Resist Temperature – As *Resist Heat* and *Resist Cold*, except for duration, and only natural temperature extremes are protected against.



8. Lightarmor – As *Resist Light*, except protects against all natural light and lightning; +20 to all RRs vs light (electricity); -20 to elemental electricity attacks.
9. Heatarmor – As *Lightarmor*, except protects against heat.
10. Coldarmor – As *Lightarmor*, except protects against cold.
11. Lightarmor Sphere – As *Lightarmor*, except protects all beings within 10'R centered on target.
12. Heatarmor Sphere – As *Heatarmor*, except protects all beings within 10'R centered on target.
13. Coldarmor Sphere – As *Coldarmor*, except protects all beings within 10'R centered on target.
14. Mass Resist Light – As *Resist Light*, except as many targets as the caster's level can be affected.
15. Lightning Armor – As *Lightarmor*, except it also reduces the effective Size of any electrical attack on the target by 1 (e.g., a Medium Lightning Bolt becomes a Small Lightning Bolt).
16. Mass Resist Heat – As *Resist Heat*, except as many targets as the caster's level can be affected.
17. Fire Armor – As *Lightning Armor*, except fire and heat spells are affected (e.g., fire bolts and fire balls).
18. Mass Resist Cold – As *Resist Cold*, except as many targets as the caster's level can be affected.
19. Ice Armor – As *Lightning Armor*, except cold and ice spells are affected (e.g., ice bolts and cold balls).
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.
35. Fire Armor Sphere – As *Fire Armor*, except protects all beings within 10'R centered on target.
40. Ice Armor Sphere – As *Ice Armor*, except protects all beings within 10'R centered on target.
50. True Armor – Acts as *Lightning Armor*, *Fire Armor*, and *Ice Armor* all at the same time.

**Note:** Spells on this list are not cumulative.

## Open Essence

## ESSENCE HAND

| Level | Spell                | Area of Effect | Duration      | Range      | Type |
|-------|----------------------|----------------|---------------|------------|------|
| 1)    | Vibrations I         | 1 lb           | 1 rnd/lvl     | 100'       | F    |
| 2)    | Staying I *          | 1 lb           | 1 min/lvl     | 100'       | F    |
| 3)    | Telekinesis I        | 1 lb           | 1 min/lvl (C) | 100'       | F    |
| 4)    | Vibrations II        | 5 lb           | 1 rnd/lvl     | 100'       | F    |
| 5)    | Staying II *         | 5 lb           | 1 min/lvl     | 100'       | F    |
| 6)    | Telekinesis II       | 5 lb           | 1 min/lvl (C) | 100'       | F    |
| 7)    | Vibrations III       | 25 lb          | 1 rnd/lvl     | 100'       | F    |
| 8)    | Staying III *        | 25 lb          | 1 min/lvl     | 100'       | F    |
| 9)    | Vibrations IV        | 50 lb          | 1 rnd/lvl     | 100'       | F    |
| 10)   | Aiming               | 1 missile      | 1 rnd (C)     | touch      | U    |
| 11)   | Telekinesis III      | 25 lb          | 1 min/lvl (C) | 100'       | F    |
| 12)   | Staying IV *         | 50 lb          | 1 min/lvl     | 100'       | F    |
| 13)   | Mass Vibrations I    | varies         | 1 rnd/lvl     | 100'       | F    |
| 14)   | Telekinesis IV       | 50 lb          | 1 min/lvl (C) | 100'       | F    |
| 15)   | Staying V *          | 100 lb         | 1 min/lvl     | 100'       | F    |
| 16)   | Hurling I            | 1 lb           | —             | 10'(<60'>) | F    |
| 17)   | Telekinesis V        | 100 lb         | 1 min/lvl (C) | 100'       | F    |
| 18)   | True Vibrations      | 10 lb/lvl      | 1 rnd/lvl     | 100'       | F    |
| 19)   | Mass Vibrations III  | varies         | 1 rnd/lvl     | 100'       | F    |
| 20)   | Lord Aim             | 1 missile      | 1 rnd (C)     | touch      | U    |
| 25)   | True Staying *       | 10 lb/lvl      | 1 min/lvl     | 100'       | F    |
| 30)   | True Telekinesis     | 10 lb/lvl      | 1 min/lvl (C) | 100'       | F    |
| 35)   | Mass True Vibrations | varies         | 1 rnd/lvl     | 100'       | F    |
| 40)   | Mass Telekinesis     | 10 lb/lvl      | 1 min/lvl (C) | 100'       | F    |
| 50)   | Aim True             | 1 missile      | 1 rnd (C)     | touch      | U    |

1. Vibrations I – Causes an object of up to 1 lb. mass to vibrate rapidly; if the item is fragile, make a breakage check. If it is an object held by a being the being must make an RR or fumble it (each round).

2. Staying I \* – Exerts 1 lb of pressure on a person or object. Object cannot be moved by *Staying* alone, which can only be used to counter another force, such as gravity, and it can only exert force in one direction.

3. Telekinesis I – Can move one object, up to 1 lb. in mass, up to 1'/second with no acceleration. Living beings or items in contact with a living being get a normal RR based on the living being. If the caster stops concentration before the duration is up, the object remains stationary as if it had *Staying* thrown on it.

4. Vibrations II – As *Vibrations I*, except mass limit is 5 lbs.

5. Staying II \* – As *Staying I*, except mass limit is 5 lbs.

6. Telekinesis II – As *Telekinesis I*, except mass limit is 5 lbs.

7. Vibrations III – As *Vibrations I*, except mass limit is 25 lbs.

8. Staying III \* – As *Staying I*, except mass limit is 25 lbs.

9. Vibrations IV – As *Vibrations I*, except mass limit is 50 lbs.
10. Aiming – By concentrating on the flight of the target 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 lbs.
12. Staying IV \* – As *Staying I*, except the mass limit is 50 lbs.
13. Mass Vibrations I – As *Vibrations I*, except as many 5 lb. objects as the caster's level can be vibrated (they must all be within the field of vision of the caster).
- 14 Telekinesis IV – As *Telekinesis I*, except mass limit is 50 lbs.
15. Staying V \* – As *Staying I*, except mass limit is 100 lbs.
16. Hurling I – Caster may "hurl" one object (that starts within 10' of the caster) of 1 lb. or less with sufficient force to deliver an attack on the Sling Attack Table with the ranges of a Short Bow. Base the caster's OB on his directed spell skill with this spell. If a weapon is "hurled", a medium Spell Mastery maneuver will allow use of the weapon's normal attack table, retaining the Short Bow range penalties. If this is done, the weapon gets any normal OB bonuses (e.g., from superior materials).
17. Telekinesis V – As *Telekinesis I*, except mass limit is 100 lbs.
18. True Vibrations – As *Vibrations I*, except mass limit is 10 lbs./level.
19. Mass Vibrations III – As *Vibrations I*, except as many 25 lb. objects as the caster's level can be vibrated (they must all be within the field of vision of the caster).
20. Lord Aim – As *Aiming*, except missile attack bonus is +100.
25. True Staying \* – As *Staying I*, except mass limit is 10 lbs./level.
30. True Telekinesis – As *Telekinesis I*, except mass limit is 10 lbs./level.
35. Mass True Vibrations – As *Mass Vibrations I*, except objects may be up to 10 lbs./level in mass.
40. Mass Telekinesis – As *True Telekinesis*, except within the mass limit, the caster may simultaneously manipulate up to one object for every five caster levels (i.e., a 40th level caster could control eight objects at once).
50. Aim True – As *Aiming*, except missile attack automatically does maximum damage (roll the critical normally, except that it is treated as Slaying II).

## Open Essence

## ESSENCE'S PERCEPTIONS

| Level | Spell          | Area of Effect | Duration      | Range     | Type |
|-------|----------------|----------------|---------------|-----------|------|
| 1)    | Touchless Feel | caster         | 1 rnd/lvl (C) | 10'       | U    |
| 2)    | Presence *     | 20'R           | 1 rnd/lvl (C) | self      | Im   |
| 3)    | Listen I       | caster         | 1 rnd/lvl (C) | 10'       | U    |
| 4)    | Smell I        | caster         | 1 rnd/lvl (C) | 10'       | U    |
| 5)    | Long Ear I     | caster         | 1 rnd/lvl (C) | 100'      | U    |
| 6)    | Watch I        | caster         | 1 rnd/lvl (C) | 10'       | U    |
| 7)    | Long Eye I     | caster         | 1 rnd/lvl (C) | 100'      | U    |
| 8)    | Listen II      | caster         | 1 rnd/lvl (C) | 100'      | U    |
| 9)    | Long Nose I    | caster         | 1 rnd/lvl (C) | 100'      | U    |
| 10)   | Telepathy      | 1 target       | 1 rnd/lvl (C) | 10'       | Im   |
| 11)   | Watch II       | caster         | 1 rnd/lvl (C) | 100'      | U    |
| 12)   | Long Ear II    | caster         | 1 rnd/lvl (C) | 300'      | U    |
| 13)   | Smell II       | caster         | 1 rnd/lvl (C) | 100'      | U    |
| 14)   | Listen III     | caster         | 1 rnd/lvl (C) | 500'      | U    |
| 15)   | Long Eye II    | caster         | 1 rnd/lvl (C) | 300'      | U    |
| 16)   | Broaden Sense  | caster         | 1 rnd/lvl     | self      | U    |
| 17)   | Long Nose II   | caster         | 1 rnd/lvl (C) | 300'      | U    |
| 18)   | Watch III      | caster         | 1 rnd/lvl (C) | 500'      | U    |
| 19)   | Smell III      | caster         | 1 rnd/lvl (C) | 500'      | U    |
| 20)   | Listen IV      | caster         | 1 rnd/lvl (C) | 1 mi/lvl  | U    |
| 25)   | Watch IV       | caster         | 1 rnd/lvl (C) | 1 mi/lvl  | U    |
| 30)   | Listen True    | caster         | 1 rnd/lvl (C) | unlimited | U    |
| 35)   | Smell IV       | caster         | 1 rnd/lvl (C) | 1 mi/lvl  | U    |
| 40)   | Long Sight     | caster         | 1 rnd/lvl     | self      | U    |
| 50)   | Watch True     | caster         | 1 rnd/lvl (C) | unlimited | U    |

1. Touchless Feel – Caster can pick a point up to 10' away and experience tactile sensations as if actually touching that place. Sensations of intense heat or cold will not cause pain, nor will touching something painful to the touch produce more than a dull ache (i.e., painful sensation is muted). Target cannot be moved and cannot feel the "touch".

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 will hear as if physically at that point (there can be intervening objects such as walls). Note that this means that the caster does not have hearing at his own location.

4. Smell I – As *Listen I*, except the caster's sense of smell functions from the fixed point.

5. Long Ear I – Caster's point of hearing may be moved independently up to 100' away (moves at 10'/md); the caster must be physically able to go there (e.g., the caster could not send this point of hearing through walls or closed doors). Note that this means that the caster does not have hearing at his own location.

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'.
9. Long Nose I – As *Long Ear I*, except the caster's sense of smell functions from the moving point.
10. Telepathy – Caster can read the surface thoughts of one target.
11. Watch II – As *Watch I*, except the range is 100'.
12. Long Ear II – As *Long Ear I*, except the range is 300'.
13. Smell II – As *Smell I*, except the range is 100'.
14. Listen III – As *Listen I*, except the range is 500'.
15. Long Eye II – As *Long Eye I*, except the range is 300'.
16. Broaden Sense – One of the caster's senses has an extended spectrum of sensitivity. Vision may be extended into infrared or ultraviolet light or hearing extended into infrasonic or ultrasonic frequencies. Applicability to any other sense is up the Gamemaster.
17. Long Nose II – As *Long Nose I*, except the range is 300'.
18. Watch III – As *Watch I*, except range is 500'.
19. Smell III – As *Smell 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 I*, except the range is unlimited (the caster must be able to locate the desired point in terms of direction and distance).
35. Smell IV – As *Smell I*, except the range is 1 mile/level.
40. Long Sight – When making a ranged attack, including any form of spell, all range penalties are reduced to one-tenth rounded down (e.g., a -25 penalty would be reduced to -2). Any Perception maneuver penalties based on sight should be made as if the caster were at one-tenth the actual distance from what is being observed.
50. Watch True – As *Listen True*, except the caster sees instead of hears.

**Note:** The "Presence" ability detects minds of better than animal intelligence (i.e., creatures with the "Animalistic" or "Mindless" flaws are not detected). The caster will be aware of proximity to within 10' distance, and a 1 AP action will provide general direction (above, below, left, right, before, or behind) to one mind. If a detected mind belongs to a seen and recognized (as intelligent) being, then the caster will be able to identify the detected mind as belonging to that being.

## Open Essence

## LESSER ILLUSIONS

| Level | 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)    | Phantasms I           | 10'R           | 1 min/lvl (C) | 100'  | E    |
| 6)    | Light Glamour         | 1 object       | 1 day/lvl     | 50'   | E    |
| 7)    | Waiting Illusions II  | 10'R           | varies        | 100'  | E    |
| 8)    | Illusions III         | 10'R           | 1 min/lvl     | 100'  | E    |
| 9)    | Phantasms II          | 10'R           | 1 min/lvl (C) | 100'  | E    |
| 10)   | Waiting Phantasms II  | 10'R           | varies        | 100'  | E    |
| 11)   | Waiting Illusions III | 10'R           | varies        | 100'  | E    |
| 12)   | Phantasms III         | 10'R           | 1 min/lvl (C) | 100'  | E    |
| 13)   | Illusions V           | 10'R           | 1 min/lvl     | 100'  | E    |
| 14)   | Waiting Illusions IV  | 10'R           | varies        | 100'  | E    |
| 15)   | Waiting Phantasms III | 10'R           | varies        | 100'  | E    |
| 16)   | Waiting Illusions V   | 10'R           | varies        | 100'  | E    |
| 17)   | Phantasms IV          | 10'R           | 1 min/lvl (C) | 100'  | E    |
| 18)   | Waiting Phantasms IV  | 10'R           | varies        | 100'  | E    |
| 19)   | Illusions VII         | 10'R           | 1 min/lvl     | 100'  | E    |
| 20)   | Waiting Illusions VI  | 10'R           | varies        | 100'  | E    |
| 25)   | Phantasms V           | 10'R           | 1 min/lvl (C) | 100'  | E    |
| 30)   | Illusions X           | 10'R           | 1 min/lvl     | 100'  | E    |
| 35)   | Waiting Illusions X   | 10'R           | varies        | 100'  | E    |
| 40)   | Illusions XV          | 10' R          | 1 min/lvl     | 100'  | E    |
| 50)   | Phantasms X           | 10'R           | 1 min/lvl (C) | 100'  | E    |

1. Ventriloquism – Caster can speak and the caster's voice will appear to come from any point desired within 100' (point must be in the caster's field of vision).

2. Sound/Light Mirage – Creates any simple, immobile image/scene in an area of up to 10'R, or creates a set of immobile sounds in an area of up to 10'R.

3. Taste/Smell Mirage – As *Sound/Light Mirage*, except it creates a set of immobile smells/scents 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'R. 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, or e) the illusion can cast light. All parts of the area of effect must be in the caster's field of vision at the time of casting.

5. Phantasms 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 a 10'R.

6. Light Glamour – Changes the visual appearance of one object. The target can be no larger than 10 pounds per level. This spell cannot make an object cast light (although it may alter the appearance of light given off, whether naturally or from another spell).

7. Waiting Illusions II – As *Illusions II*, except it can be delayed by 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, or e) specified tastes. If a sense is used to trigger the spell, that sense must be included in the illusion.

8. Illusions III – As *Illusions II*, except two options can be chosen. See notes below for guidelines on how to combine the options.

9. Phantasms II – As *Phantasms 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), f) the phantasm can cast light, or g) limited repetitious sounds, movements, etc., can be added that do not require concentration of the caster (the proper senses involved must also be included within the illusion).

10. Waiting Phantasms II – As *Phantasms 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 Illusions III – As *Waiting Illusions II*, except two options can be chosen. See notes below for guidelines on how to combine the options.

12. Phantasms III – As *Phantasms II*, except two options can be chosen.

13. Illusions V – As *Illusions III*, except four options can be chosen.

14. Waiting Illusions IV – As *Waiting Illusions III*, except three options can be chosen.

15. Waiting Phantasms III – As *Phantasms III*, except it can be delayed as in *Waiting Phantasms II*.

16. Waiting Illusions V – As *Waiting Illusions III*, except four options can be chosen.

17. Phantasms IV – As *Phantasms II*, except three options can be chosen.

18. Waiting Phantasms IV – As *Phantasms IV*, except it can be delayed as in *Waiting Phantasms II*.

19. Illusions VII – As *Illusions III*, except six options can be chosen

20. Waiting Illusions VI – As *Waiting Illusions III*, except five options can be chosen.

25. Phantasms V – As *Phantasms II*, except four options can be chosen.

30. Illusions X – As *Illusions III*, except nine options can be chosen.

35. Waiting Illusions X – As *Waiting Illusions III*, except nine options can be chosen.

40. Illusions XV – As *Illusions III*, except fourteen options can be chosen.

50. Phantasms X – As *Phantasms II*, except nine options can be chosen..

**Note:** If more than one option can be added to the *Illusions* or *Phantasms* spell, the same option can be chosen more than once. For Example – with an *Illusions III*, two options are available. The range could be doubled once to 200' and then doubled again to 400'.

**Note:** Illusions are one of the more complex and subtle types of magic and they are explained at length in Section 10.9.

## Open Essence

## PHYSICAL ENHANCEMENT

| Level | Spell               | Area of Effect | Duration   | Range | Type |
|-------|---------------------|----------------|------------|-------|------|
| 1)    | Mannish Scale *     | 1 object/level | —          | 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 III        | 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)   | Waterears           | 1 target       | 10 min/lvl | 10'   | U    |
| 14)   | Burrowing           | 1 target       | 10 min/lvl | 10'   | U    |
| 15)   | Changing Lungs      | 1 target       | 10 min/lvl | 10'   | U    |
| 16)   | Mass Balance *      | 1 tgt/lvl      | varies     | 100'  | U    |
| 17)   | Global Vision       | 1 target       | 10 min/lvl | 10'   | U    |
| 18)   | Mass Nightvision    | 1 tgt/lvl      | 10 min/lvl | 100'  | U    |
| 19)   | Mass Watervision    | 1 tgt/lvl      | 10 min/lvl | 100'  | U    |
| 20)   | Vision *            | 1 target       | 10 min/lvl | 100'  | U    |
| 25)   | Mass Waterlungs     | 1 tgt/lvl      | 10 min/lvl | 100'  | U    |
| 30)   | Mass Gaslungs       | 1 tgt/lvl      | 10 min/lvl | 100'  | U    |
| 35)   | Mass Darkvision     | 1 tgt/lvl      | 10 min/lvl | 100'  | U    |
| 40)   | Mass Changing Lungs | 1 tgt/lvl      | 10 min/lvl | 100'  | U    |
| 50)   | Mass Vision         | 1 tgt/lvl      | 10 min/lvl | 100'  | U    |

1. Mannish Scale \* – Caster can tell the exact mass and/or weight of one object per caster level.
2. Sly Ears – Caster gains an extremely acute sense of hearing. This results in +50 to Perception rolls involving only hearing, +25 to Perception involving hearing and other senses.
3. Balance \* – Adds +50 to any rolls for any moving maneuvers performed at a walking pace or less (e.g., walking a 3" beam).
4. Nightvision – Target can see up to 100' as if it were daylight, so long as there is some light.
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 III – Target's voice carries three times as far as normal.
7. Watervision – Target can see 100' in even murky water.
8. Waterlungs – Target can breathe water but not air.



9. Heatvision – Target can see varying degrees of heat on the surfaces of objects. This spell does not allow the caster to see "through" things. While this vision is sufficient for moving around, it is not sufficient at all for reading or mapping.
10. Gaslungs – Target can breathe any gas as normal air.
11. Resist Poison \* – Delays the effect of a poison on a target. If the poison is not eliminated before the spell expires, the poison will affect the target at that time.
12. Darkvision – As *Nightvision*, except any darkness can be seen through. No light at all is needed for this spell to work.
13. Waterears – Target can hear normally underwater or in any other medium that distorts sound.
14. Burrowing – Target can dig through earth at a rate of 10'/round. Target cannot dig through solid stone or metal.
15. Changing Lungs – Target can breathe water, air, and any gas at will.
16. Mass Balance \* – As *Balance*, except can affect one target/level of caster.
17. Global Vision – Target has a 360° field of vision. The flank bonus for attacks against the target is lowered to zero and the rear bonus is lowered to +5.
18. Mass Nightvision – As *Nightvision*, except can affect one target/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/level of caster.
30. Mass Gaslungs – As *Gaslungs*, except can affect 1 target/level of caster.
35. Mass Darkvision – As *Darkvision*, except can affect 1 target/level of caster.
40. Mass Changing Lungs – As *Changing Lungs*, except can affect 1 target/level of caster.
50. Mass Vision – As *Vision*, except can affect 1 target/level of caster.
- Note:** See A&CL Section 14.8 for more on vision in low light and darkness.

## Open Essence

## RUNE MASTERY

| Level | Spell             | Area of Effect | Duration  | Range | Type |
|-------|-------------------|----------------|-----------|-------|------|
| 1)    | Spell Store       | 1 spell        | varies    | self  | U    |
| 2)    | Rune Erasure      | 1 rune         | P         | touch | F    |
| 3)    | Rune I            | 1 spell        | varies    | touch | U    |
| 4)    | Rune Literacy II  | caster         | 1 rnd/lvl | self  | U    |
| 5)    | Runic Lock        | 1 rune         | varies    | touch | U    |
| 6)    | Rune II           | 1 spell        | varies    | touch | U    |
| 7)    | Runic Unlock      | 1 Runic Lock   | P         | touch | F    |
| 8)    | Rune III          | 1 spell        | varies    | touch | U    |
| 9)    | Rune Literacy V   | caster         | 1 rnd/lvl | self  | U    |
| 10)   | Rune V            | 1 spell        | varies    | touch | U    |
| 11)   | Sign of Shock     | 1 target       | varies    | touch | F    |
| 12)   | Rune VI           | 1 spell        | varies    | touch | U    |
| 13)   | Sign of Fear      | 1 target       | varies    | touch | F    |
| 14)   | Rune VII          | 1 spell        | varies    | touch | U    |
| 15)   | Sign of Sleep     | 1 target       | varies    | touch | F    |
| 16)   | Rune VIII         | 1 spell        | varies    | touch | U    |
| 17)   | Sign of Blinding  | 1 target       | varies    | touch | F    |
| 18)   | Rune IX           | 1 spell        | varies    | touch | U    |
| 19)   | Sign of Paralysis | 1 target       | varies    | touch | F    |
| 20)   | Rune X            | 1 spell        | varies    | touch | U    |
| 25)   | Lord Research     | varies         | varies    | self  | U    |
| 30)   | Lord Rune         | 1 spell        | varies    | touch | U    |
| 35)   | Sign of Woe       | 1 target       | varies    | touch | F    |
| 40)   | Rune True         | 1 spell        | varies    | touch | U    |
| 50)   | Mass Sign         | 1 target/lvl   | varies    | touch | F    |

1. Spell Store – Caster may cast this spell with another spell in order to store that second spell. The spell to be stored must be cast within one minute after the *Spell Store* spell 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.

2. Rune Erasure – This spell attempts to remove an existing rune. The rune will resist at its own level, but if the caster knows what the rune is, the rune suffers a -20 penalty to its RR.

3. Rune I – This spell inscribes another spell on a specially prepared piece of paper. The rune can then be used to cast the inscribed spell once (although the paper can be reused). 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. The spell to be inscribed in the rune must be cast with that intent, but the caster of the *Rune* spell need not be the caster of the spell to be inscribed. The caster of the *Rune* spell and the caster of the inscribed spell must both touch the Rune Paper that is to hold the rune.

4. Rune Literacy II – Any Runes maneuver made by the caster has a +10 bonus.
5. Runic Lock – Any attempt to read the affected rune by someone other than the caster will suffer a penalty of -50 to the Runes maneuver.
6. Rune II – As *Rune I*, except caster can inscribe 1st-2nd level spells.
7. Runic Unlock – [RR Mod.: -30] Attempts to remove a *Runic Lock* from a rune. If this spell fails, the caster must gain a level before he can attempt to unlock this rune again.
8. Rune III – As *Rune I*, except caster can inscribe 1st-3rd level spells.
9. Rune Literacy V – Any Runes maneuver made by the caster has a +25 bonus.
10. Rune V – As *Rune I*, except caster can inscribe 1st-5th level spells.
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): a) time period, b) certain movements within 20’, c) certain sounds within 20’, d) touch, or e) reading. The Sign is erased when a being fails an RR against it. *Sign of Shock* puts the target in a state of shock for 1 min/1 failure – treat as if the target is stunned.
12. Rune VI – As *Rune I*, except caster can inscribe 1st-6th level spells.
13. Sign of Fear – [RR Mod: -20] As *Sign of Shock*, except target will flee the sign's location for 1 min/5 failure. Note that the target’s RR is made against Essence, not against Fear.
14. Rune VII – As *Rune I*, except caster can inscribe 1st-7th level spells.
15. Sign of Sleep – [RR Mod: -20] As *Sign of Shock*, except target falls into a sleep from which he cannot be awakened for 10 min/10 failure.
16. Rune VIII – As *Rune I*, except caster can inscribe 1st-8th level spells.
17. Sign of Blinding – [RR Mod: -20] As *Sign of Shock*, except target is blind for 1 hour/10 failure.
18. Rune IX – As *Rune I*, except caster may inscribe 1st-9th level spells.
19. Sign of Paralysis – [RR Mod: -20] As *Sign of Shock*, except target is paralyzed for 1 hour/10 failure.
20. Rune X – As *Rune I*, except caster can inscribe 1st-10th level spells.
25. Lord Research – This spell allows for the random creation of magic items. See *Treasure Law*.
30. Lord Rune – As *Rune I*, except caster can inscribe 1st-20th level spells.
35. Sign of Woe – [RR Mod: -20] As *Sign of Shock*, except target takes one C critical of any type specified by the caster per 10 failure.
40. Rune True – As *Rune I*, except caster can inscribe a spell of any level.
50. Mass Sign – [RR Mod: -20] As any *Sign* spell desired, except that it can affect a number of targets up to the level of the caster before disappearing.

**Note:** Rune Paper is a special prepared paper, designed to hold enchantments. After the rune is read from the paper, it fades from the paper. The paper may then hold another rune.

**Note:** See Section 4.7 for the use of runes.

## Open Essence

## SPELL WALL

| Level | Spell                      | Area of Effect | Duration  | Range | Type |
|-------|----------------------------|----------------|-----------|-------|------|
| 1)    | Protection I               | 1 target       | 1 min/lvl | 10'   | U    |
| 2)    | Cancel Essence             | spells         | C         | self  | F    |
| 3)    | Protection Sphere I        | 10'R           | 1 min/lvl | 10'   | U    |
| 4)    | Cancel Mentalism           | spells         | C         | self  | F    |
| 5)    | Protection II              | 1 target       | 1 min/lvl | 10'   | U    |
| 6)    | Cancel Channeling          | spells         | C         | self  | F    |
| 7)    | Protection Sphere II       | 10'R           | 1 min/lvl | 10'   | U    |
| 8)    | Cancel Essence Sphere I    | 10' R          | C         | self  | F    |
| 9)    | Essence Shield             | caster         | 1 min/lvl | self  | U    |
| 10)   | Mentalism Shield           | caster         | 1 min/lvl | self  | U    |
| 11)   | Protection III             | 1 target       | 1 min/lvl | 10'   | U    |
| 12)   | Cancel Mentalism Sphere I  | 10' R          | C         | self  | F    |
| 13)   | Channeling Shield          | caster         | 1 min/lvl | self  | U    |
| 14)   | Spell Shield II            | caster         | 1 min/lvl | self  | U    |
| 15)   | Protection IV              | 1 target       | 1 min/lvl | 10'   | U    |
| 16)   | Cancel Channeling Sphere I | 10' R          | C         | self  | F    |
| 17)   | Cancel Essence Sphere II   | 20' R          | C         | self  | F    |
| 18)   | Spell Shield True          | caster         | 1 min/lvl | 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    |
| 35)   | Cancel Magic Sphere II     | 20' R          | C         | self  | F    |
| 40)   | Cancel Magic Sphere V      | 50' R          | C         | self  | F    |
| 50)   | Resistance True            | 1 target       | C         | 100'  | U    |

1. Protection I – Target gains a bonus of +5 to RRs against spells and a bonus of +5 to DB against elemental attacks.
2. Cancel Essence – When the caster of this spell is the target of a spell from the realm of Essence, the "incoming" spell must first make an RR before the caster makes an RR. 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. Being a "willing target" does not eliminate this effect, but the caster's own spells do not need to make an RR. Note that the caster is considered to be a target of any spell which includes him in its area of effect or would "detect" him.
3. Protection Sphere I – As *Protection I*, except all beings within 10'R of target (sphere moves with target) get the benefits.
4. Cancel Mentalism – As *Cancel Essence*, except it affects spells from the realm of Mentalism.
5. Protection II – As *Protection I*, except bonuses are +10.
6. Cancel Channeling – As *Cancel Essence*, except it affects spells from the realm of Channeling.
7. Protection Sphere II – As *Protection Sphere I*, except bonuses are +10.

8. Cancel Essence Sphere I – As *Cancel Essence*, except for the area of effect (centered on and moving with the caster). Any spell targeting inside the area of effect may be canceled. If the radius encounters an already existing spell, that spell must make an RR (with a +30 modifier) or be neutralized within the sphere (so long as it is within the sphere).
  9. Essence Shield – Creates a shimmering shield in front of the caster: it provides a bonus to the caster's RR or DB of 10 against all frontal Essence spell attacks on the caster (force and elemental). If the caster takes an instantaneous action to do so, he can "deflect" one spell attack. This results in adding the caster's ranks in this list to his RR or, for spells that use an attack table, to his DB (in addition to the basic bonus of 10 for having the *Shield*). Multiple deflections can be done in a single round, but each is a separate instantaneous action (costing 1 AP for every instantaneous action after the first).
  10. Mentalism Shield – As *Essence Shield*, except it is effective only against Mentalism spells.
  11. Protection III – As *Protection I* except bonuses are +15.
  12. Cancel Mentalism Sphere I – As *Cancel Essence Sphere I*, except it affects spells from the realm of Mentalism.
  13. Channeling Shield – As *Essence Shield*, except it is effective only against Channeling spells.
  14. Spell Shield II – 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. Cancel Channeling Sphere I – As *Cancel Essence Sphere I*, except it affects spells from the realm of Channeling.
  17. Cancel Essence Sphere II – As *Cancel Essence Sphere I*, except for radius.
  18. Spell Shield True – As *Essence Shield*, except it is effective against all three realms.
  19. Protection V – As *Protection I*, except bonuses are +25.
  20. Essence Resistance – Target gets a +50 bonus for all RRs vs. Essence spells.
  25. Mentalism Resistance – Target gets a +50 bonus for all RRs vs. Mentalism spells.
  30. Channeling Resistance – Target gets a +50 bonus for all RRs vs. Channeling spells.
  35. Cancel Magic Sphere II – As *Cancel Essence Sphere I*, except that it affects spells from any realm of magic, and has an enhanced radius.
  40. Cancel Magic Sphere V – As *Cancel Magic Sphere II*, except for radius.
  50. Resistance True – As *Essence Resistance*, except all three realms are affected.
- Note:** A Hybrid spell will be affected by a *Cancel*, *Dispel*, or *Shield* spell that is effective against either of its hybridized realms.

## Open Essence

## UNBARRING WAYS

| Level | Spell              | Area of Effect | Duration  | Range | Type |
|-------|--------------------|----------------|-----------|-------|------|
| 1)    | Lock *             | 1 lock         | —         | 100'  | E    |
| 2)    | Magic Lock         | 1 door         | 1 min/lvl | touch | E    |
| 3)    | Locklore           | 1 lock         | —         | touch | I    |
| 4)    | Opening I          | 1 lock         | —         | touch | E    |
| 5)    | Traplore           | 1 trap         | —         | touch | I    |
| 6)    | Disarm I           | 1 trap         | —         | touch | E    |
| 7)    | Jamming            | 1 door         | P         | 50'   | F    |
| 8)    | Weakening          | 1 door         | P         | 50'   | F    |
| 9)    | Open Prison I      | 5'R/lvl        | —         | self  | E    |
| 10)   | Opening II         | 1 lock         | —         | touch | E    |
| 11)   | Undoor I           | 10'x10'x6"     | P         | 10'   | F    |
| 12)   | Disarm II          | 1 trap         | —         | touch | E    |
| 13)   | Greater Magic Lock | 1 door         | 1 hr/lvl  | touch | E    |
| 14)   | True Lock          | 1 door         | 1 hr/lvl  | touch | E    |
| 15)   | Undoor II          | 20'x20'x2'     | P         | 10'   | F    |
| 16)   | Open Prison II     | 5'R/lvl        | —         | self  | E    |
| 17)   | Undoor III         | 50'x50'x3'     | P         | 10'   | F    |
| 18)   | Magic Lock True    | 1 door         | 1 day/lvl | touch | E    |
| 19)   | Undoor True        | 1 door         | P         | 10'   | F    |
| 20)   | New Gate           | 8'x5'x6"/lvl   | P         | touch | F    |
| 25)   | Lock Mastery       | 1 lock         | —         | touch | E    |
| 30)   | Trap Mastery       | 1 trap         | —         | touch | E    |
| 35)   | Bypass Traps       | 10' R          | 1 min/lvl | self  | E    |
| 40)   | Open Prison True   | 5'R/lvl        | —         | self  | E    |
| 50)   | Gate Cleaver       | caster         | 1 rnd/lvl | self  | U    |

1. Lock \* – Caster can cause any lock visible 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 normally or the spell can be dispelled; otherwise, the door cannot be opened.
3. Locklore – Gives the caster a +20 bonus for picking the lock analyzed. If the caster takes a round to explain the lock to someone else, that person gets a +10 bonus to pick the lock.
4. Opening I – When cast on a lock there is a 20% chance a normal lock will open, and a 45% chance that a *Magic Lock* will open (failure means there is a 10% chance of setting off attached traps). Rolls are open-ended, and the quality of the lock may modify the roll (given percentage assumes a "Medium" quality lock).
5. Traplore – As *Locklore*, except applies to disarming traps.
6. Disarm I – As *Opening I*, except its chances concern disarming traps.

7. Jamming – Causes a door to expand and jam into its frame (roll 1-100: severity ranges from slightly stuck to unopenable).
  8. Weakening – Reduces the inherent strength of a door. All attempts to break down the door get a +50 bonus; Breakage Rolls for the door are made at -50.
  9. Open Prison I – As *Opening I*, except that every lock within the radius of effect has a chance of opening. Roll separately for each lock.
  10. Opening II – As *Opening I*, except chances are 40% for normal locks and 90% for a *Magic Lock*.
  11. Undoor I – 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).
  12. Disarm II – As *Opening II*, except its chances concern disarming traps.
  13. Greater Magic Lock – As *Magic Lock*, except duration is 1 hr/lvl 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 (lasts 1 hour/level).
  15. Undoor II – As *Undoor I*, except door can be up to 20'x20'x2'.
  16. Open Prison II – As *Open Prison I*, except chances are 40% for normal locks and 90% for *Magic Locks*.
  17. Undoor III – As *Undoor I*, except door can be up to 50'x50'x3'.
  18. Magic Lock True – As *Magic Lock*, except duration is 1 day/level and the chance that an *Opening* spell (or *Open Prison*) will work is reduced by 40%.
  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"/level deep.
  25. Lock Mastery – Gives the caster a 90% chance of opening a lock. The roll is open-ended and the quality of the lock may modify the roll.
  30. Trap Mastery – As *Lock Mastery*, except its chances concern disarming traps.
  35. Bypass Traps – All traps in the radius of effect have a 95% chance of failing to operate. Once the spell duration is over or the trap is outside the effect radius, the trap will function normally. This does require that the trap have some mechanism involved. A pit trap with a trap door opening will fail, but a pit simply covered over with some branches will still not support any more weight than normal.
  40. Open Prison True – As *Lock Mastery* and *Trap Mastery*, except applies to every lock and trap within the radius of effect.
  50. Gate Cleaver – Caster can utilize any one of the lower level spells on this list each round.
- Note:** See Section 10.13 regarding the use of spells from this list on varying qualities of locks and traps.

## 7.2.Closed

### Closed Essence

#### DISPELLING WAYS

| Level | Spell                        | Area of Effect | Duration | Range | Type |
|-------|------------------------------|----------------|----------|-------|------|
| 1)    | Cancel Essence               | spells         | C        | self  | F    |
| 2)    | Cancel Mentalism             | spells         | C        | self  | F    |
| 3)    | Cancel Channeling            | spells         | C        | self  | F    |
| 4)    | Dispel Essence               | 1 target       | —        | 10'   | F    |
| 5)    | Dispel Mentalism             | 1 target       | —        | 10'   | F    |
| 6)    | Dispel Channeling            | 1 target       | —        | 10'   | F    |
| 7)    | Dispel Essence Sphere I      | 10'R           | —        | self  | F    |
| 8)    | Dispel Mentalism Sphere I    | 10'R           | —        | self  | F    |
| 9)    | Dispel Channeling Sphere I   | 10'R           | —        | self  | F    |
| 10)   | Dispel Essence Sphere V      | 50'R           | —        | self  | F    |
| 11)   | Dispel Mentalism Sphere V    | 50'R           | —        | self  | F    |
| 12)   | Dispel Channeling Sphere V   | 50'R           | —        | self  | F    |
| 13)   | Cancel True                  | spells         | C        | self  | F    |
| 14)   | Dispel Essence Sphere X      | 100'R          | —        | self  | F    |
| 15)   | Dispel Mentalism Sphere X    | 100'R          | —        | self  | F    |
| 16)   | Dispel Channeling Sphere X   | 100'R          | —        | 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)   | Dispel Essence Sphere XXX    | 300'R          | —        | self  | F    |
| 25)   | Dispel Mentalism Sphere XXX  | 300'R          | —        | self  | F    |
| 30)   | Dispel Channeling Sphere XXX | 300'R          | —        | self  | F    |
| 35)   | Dispel Sphere True V         | 50'R           | —        | self  | F    |
| 40)   | Dispel Sphere True X         | 100'R          | —        | self  | F    |
| 50)   | Dispel Sphere True XX        | 200'R          | —        | self  | F    |

1. Cancel Essence – When the caster (of *Cancel Essence*) is the target of a spell from the Essence realm, the "incoming" spell must first make a successful RR before the caster needs to make an RR. If the "incoming" spell passes the RR, it may target the caster normally; otherwise, the incoming spell has no effect on this target. Being a "willing target" does not eliminate this effect, but the caster's own spells do not need to make an RR. Note that the caster is considered to be a target of any spell which includes him in its area of effect or would "detect" him.
2. Cancel Mentalism – As *Cancel Essence*, except only Mentalism spells are affected.
3. Cancel Channeling – As *Cancel Essence*, except only Channeling spells are affected.
4. Dispel Essence – Any active spell from the realm of Essence that is on the target must make an RR. If the spell fails its RR, it is dispelled.



5. Dispel Mentalism – As *Dispel Essence*, except it affects spells of the realm of Mentalism.
6. Dispel Channeling – As *Dispel Essence*, except it affects spells of the realm of Channeling.
7. Dispel Essence Sphere I – Any active spell from the realm of Essence that is (at least partly) within the radius of effect must make an RR. If the spell fails its RR, it is dispelled.
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'.
13. Cancel True – As *Cancel Essence*, except all 3 realms are affected.
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 Channeling Sphere I*, except radius is 100'.
17. Unessence – Target has no Essence power points and can cast no Essence spells for 24 hours (includes spells cast using power enhancers). This can also be cast against items that could normally cast spells.
18. Unmentalism – As *Unessence*, except Mentalism is affected.
19. Unchanneling – As *Unessence*, except Channeling is affected.
20. Dispel Essence Sphere XXX – As *Dispel Essence Sphere I*, except radius is 300'.
25. Dispel Mentalism Sphere XXX – As *Dispel Mentalism Sphere I*, except radius is 300'.
30. Dispel Channeling Sphere XXX – As *Dispel Channeling Sphere I*, except radius is 300'.
35. Dispel Sphere True V – As *Dispel Essence Sphere V*, except all 3 realms are affected.
40. Dispel Sphere True X – As *Dispel Sphere True V*, except radius is 100'.
50. Dispel Sphere True XX – As *Dispel Sphere True V*, except radius is 200'.

**Note:** A Hybrid spell will be affected by a *Cancel*, *Dispel*, or *Shield* spell that is effective against either of its hybridized realms. *Unessence*, *Unmentalism*, and *Unchanneling* remove half the PPs of a Hybrid using the applicable realm, but do not prevent casting the Hybrid's Base list spells unless the target's other realm is negated.

**Note:** Curses are not affected by regular dispelling. See Section 10.2 for dealing with curses.

## Closed Essence

## FLUID ELEMENTS

| Level | Spell               | Area of Effect | Duration  | Range    | Type |
|-------|---------------------|----------------|-----------|----------|------|
| 1)    | Whispering Wind     | 1 target       | C         | 100'     | E    |
| 2)    | Path of Calm *      | 1 missile      | 1 round   | 10'      | E    |
| 3)    | Fog Making          | 5'R/lvl        | P         | 100'     | E    |
| 4)    | Airwall             | 10'x10'x3'     | C         | 50'      | E    |
| 5)    | Waterwall           | 10'x10'x1'     | C         | 50'      | E    |
| 6)    | Guiding Wind I *    | 1 missile      | 1 round   | 10'      | E    |
| 7)    | Unfog               | 10'R/lvl       | P         | 100'     | F    |
| 8)    | Water Bolt I        | 1 target       | —         | <25'>    | Ed   |
| 9)    | Quench              | 1 target       | 24 hrs    | touch    | U    |
| 10)   | Vacuum I            | 5'R            | —         | 100'     | F    |
| 11)   | Guiding Wind II *   | 1 missile      | 1 round   | 10'      | E    |
| 12)   | Waterwall True      | 10'x10'x1'     | 1 min/lvl | 50'      | E    |
| 13)   | Calm Water          | 100'R          | C         | 100'     | F    |
| 14)   | Purify Fluid        | varies         | C         | 100'     | E    |
| 15)   | Water Bolt III      | 1 target       | —         | <75'>    | Ed   |
| 16)   | Vacuum II           | 10'R           | —         | 100'     | F    |
| 17)   | Guiding Wind III *  | 1 missile      | 1 round   | 10'      | E    |
| 18)   | Wind Control        | 50'/lvl        | 1 min/lvl | self     | E    |
| 19)   | Water Bolt V        | 1 target       | —         | <125'>   | Ed   |
| 20)   | Vacuum III          | 15'R           | —         | 100'     | F    |
| 25)   | Guiding Wind True * | 1 missile      | 1 round   | 10'      | E    |
| 30)   | Command Current     | special        | C         | self     | E    |
| 35)   | Whirlpool           | 50'R (500' R)  | C         | 1000'    | E    |
| 40)   | Vacuum VI           | 30'R           | —         | 100'     | F    |
| 50)   | Storm Call          | 1 mi R/lvl     | varies    | 1 mi/lvl | E    |

1. Whispering Wind – Caster can whisper and the air will carry his words to one person within range.
2. Path of Calm \* – A missile within 10' of the caster is given calm air around it throughout its flight, allowing it to ignore all penalties due to wind, including magical air movement (e.g., an *Airwall*).
3. Fog Making – Creates a dense fog within the area of effect. Treat as a heavy fog as described in *A&CL* Section 14.8.
4. Airwall – Creates a wall of dense churning air up to 10'x10'x3'. This wall requires 1 AP to cross, the pace of anyone moving through it at more than a Walk comes out with his pace reduced by one (e.g, a Run going in would be a Jog coming out), and attacks through the wall suffer a -50 penalty.
5. Waterwall – Creates a wall of water up to 10'x10'x1'. This wall requires 2 AP to cross, the pace of anyone moving through it at more than a Walk comes out with his pace reduced by two (e.g, a Run going in would be a Brisk pace coming out) to a minimum of a Walk, and attacks through the wall suffer a -80 penalty.

6. Guiding Wind I \* – A missile launched from within 10' of the caster is aided by a wind that leads it towards its intended target. This provides a +10 bonus to the missile attack. This cannot be combined with *Path of Calm*.
  7. Unfog – Disperses fog within the area of effect. If not all of a fog is 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, reducing the cleared radius by 10' every 1-5 minutes (varying depending on the heaviness of the fog and ambient humidity).
  8. Water Bolt I – A bolt of water is shot from the caster's palm; results are determined on the Water Bolt Table.
  9. Quench – Target's fluids are immediately replenished, eliminating any dehydration that the target may have been suffering. This spell also meets the target's water needs for the next 24 hours, not including losses directly due to magic (i.e., it will not defend against a *Dehydration* spell, but will cure its effects if cast after).
  10. Vacuum I – Creates a 5' radius of near vacuum; all within the radius take a B Impact critical as the air leaves and rushes back in (if they fail an RR).
  11. Guiding Wind II \* – As *Guiding Wind I*, except bonus is +20.
  12. Waterwall True – As *Waterwall*, except caster need not concentrate and the duration is 1 minute per level.
  13. Calm Water – All water within a 100'R 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.
  14. Purify Fluid – By concentrating, the caster can convert a liquid that is mostly water into pure water or a gas that is mainly breathable air into fresh air. If purifying a liquid, the caster can purify a cubic foot per round of concentration. If purifying a gas, the caster can purify 10' cubed (i.e., 1000 cubic feet) each round. The purification has a permanent effect; the duration of Concentration is purely a matter of continuing purification.
  15. Water Bolt III – As *Water Bolt I*, except range is 300'.
  16. Vacuum II – As *Vacuum I*, except radius is 10'.
  17. Guiding Wind III \* – As *Guiding Wind I*, except bonus is +30.
  18. Wind Control – Caster can control the speed and direction of the wind. Caster can increase or decrease wind speed by 1 mph per caster level (e.g., if the wind speed is normally 20 mph, a 15th level caster could alter the wind speed to between 5 and 35 mph). By directing the wind against missile attacks the caster can cause a -1 modification for each mph of wind speed. Note that caster can also control the direction of the flow of gases and/or clouds.
  19. Water Bolt V – As *Water Bolt I*, except range is 500'.
  20. Vacuum III – As *Vacuum I*, except radius is 15'.
  25. Guiding Wind True \* – As *Guiding Wind I*, except bonus is +50 and any range penalties are halved.
  30. Command Current – The area of effect for this spell is the water immediately surrounding the boat that the caster is on (where "boat" should be interpreted loosely; a log is a "boat" for purposes of this spell if the caster is riding it on water). For as long as the caster concentrates, the speed of the boat will be increased by 25' per round (approximately 3 miles per hour).
  35. Whirlpool – Creates a whirlpool with a 50 foot radius in any liquid body that will draw in any objects in the liquid up to 500' away. Objects capable of moving under their own power may make a Very Hard Swimming maneuver to resist the pull of the whirlpool.
  40. Vacuum VI – As *Vacuum I*, except radius is 30'.
  50. Storm Call – Summons forces of nature in a fierce thunderstorm which includes heavy rain, 25-60 mph winds, lightning (random) and a blizzard (if correct climate). Can be delayed up to 1 hour/level after casting.
- Note:** See Section 10.19 for additional details on *Wall* spells.
- Note:** 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).

**Note:** A *Vacuum* thrown at a creature made of gas will result in a Slaying IV Critical on the creature.

### Closed Essence

## GATE MASTERY

| Level | Spell                       | Area of Effect | Duration  | Range | Type |
|-------|-----------------------------|----------------|-----------|-------|------|
| 1)    | Familiar                    | 1 animal       | P         | touch | U    |
| 2)    | Summons I                   | 1 creature     | varies    | 100'  | E    |
| 3)    | Familiar's Bond             | familiar       | 1 min/lvl | 10'   | U    |
| 4)    | Elemental Control I         | 1 elemental    | C         | 100'  | F    |
| 5)    | Summons II                  | 1-2 creatures  | varies    | 100'  | E    |
| 6)    | Elemental Summons I         | 1 elemental    | varies    | 50'   | E    |
| 7)    | Summons III                 | 1-3 creatures  | varies    | 100'  | E    |
| 8)    | Elemental Control II        | 1 elemental    | C         | 100'  | F    |
| 9)    | Summons V                   | 1-5 creatures  | varies    | 100'  | E    |
| 10)   | Elemental Summons II        | 1 elemental    | varies    | 50'   | E    |
| 11)   | Summons X                   | 1-10 creatures | varies    | 100'  | E    |
| 12)   | Elemental Control III       | 1 elemental    | C         | 100'  | F    |
| 13)   | Familiar True               | 1 animal       | P         | touch | U    |
| 14)   | Elemental Summons III       | 1 elemental    | varies    | 50'   | E    |
| 15)   | Waiting Summons             | 1-10 creatures | varies    | 100'  | E    |
| 16)   | Lord Summons                | 1-20 creatures | varies    | 100'  | E    |
| 17)   | Elemental Control IV        | 1 elemental    | C         | 100'  | F    |
| 18)   | Lesser Elemental Mastery *  | 1 elemental    | P         | 50'   | F    |
| 19)   | Elemental Summons IV        | 1 elemental    | varies    | 50'   | E    |
| 20)   | Mass Summons                | varies         | varies    | 100'  | E    |
| 25)   | Elemental Control V         | 1 elemental    | C         | 100'  | F    |
| 30)   | Elemental Summons V         | 1 elemental    | varies    | 50'   | E    |
| 35)   | Elemental Control VI        | 1 elemental    | C         | 100'  | F    |
| 40)   | Elemental Summons VI        | 1 elemental    | varies    | 50'   | E    |
| 50)   | Greater Elemental Mastery * | 1 elemental    | P         | 50'   | F    |

1. Familiar – The caster can attune himself to a small creature of animal intelligence (i.e., with the Animalistic flaw) to serve as his familiar. The caster must obtain the creature (which can be no more than 10% of caster's own mass) through normal means and cast the spell on the animal daily for 1 week (associating with the animal for 2 hours each day). The caster can then control the familiar and view the world through its senses by concentrating on it (must be within 50' per caster 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 non-intelligent (i.e., possessing the Animalistic or Mindless flaw) living creature, which appears somewhere within the spell's range. The caster can specify the general type of creature, but exactly what the creature is should be determined randomly (e.g., the caster could specify "four-legged, hooved" and could get a zebra, horse, camel, etc.). If the creature can understand the caster's communication, the creature can be controlled by normal communication. Otherwise, control is maintained

through concentration of the caster. If the creature summoned is used for a task that is not dangerous (in its own perception), the duration for this spell is 10 minutes per level. However, if the creature is ever put into a dangerous situation, the duration immediately drops to 1 round per level. At the end of the spell's duration, the summoned creature will disappear back whence it came.

3. Familiar's Bond – While this spell is active, any spell targeting the caster (including "self" spells) for which the caster is a willing target will also affect the familiar. Note that a familiar may not benefit from every possible spell (e.g., even though familiars tend to be smarter than normal for their kind, a familiar would not know what to do with the benefits of *Fire Mastery*).

4. Elemental Control I – [RR Mod.: Special, see text] By concentrating, the caster can control one Grade I elemental. If this spell fails, the elemental will act normally unless it is a spell-caster, in which case it will become hostile (i.e., only a spell-casting elemental will recognize a control attempt as a hostile act). If the caster of this spell knows the Magician Base list corresponding to the elemental's element, then the caster's ranks in that list are subtracted from the RR. If the caster knows the Closed Essence elemental list corresponding to the elemental's element (e.g. Fluid Elements for Water or Air elements), then the subtraction is half the number of the caster's ranks in that list. Once free of control, the elemental will be hostile to the caster if the elemental was placed in danger. A controlled elemental may be commanded to return to its origin; this will take the elemental two rounds. Thus, this spell doubles as a means of banishing elementals.

5. Summons II – As *Summons I*, except the caster chooses one of the following options: a) the level of the summoned creature is increased by one, b) an extra 1st level creature can be summoned, or c) the duration can be doubled. When applying options to the higher level *Summons* spells, option "a" can only be applied to one creature at a time (i.e., two 2nd level creatures takes three options: one for the second creature and one each to raise the creatures to 2nd level).

6. Elemental Summons I – Allows the caster to summon a Grade I elemental. This elemental will appear over the course of two rounds. If uncontrolled after those two rounds are complete, it will act normally according to its nature. Uncontrolled elementals can return to their place of origin at any time, taking two rounds to do so. If the elemental is in a region that is particularly suitable for it (e.g., an Ice elemental summoned to a glacier), it will not return for 1d10 days. If the region is not particularly suitable for it (e.g., an Ice elemental summoned to a temperate forest), it will stay for 1d10 hours. If the region is unsuitable for the elemental (e.g., an Ice elemental summoned to a desert), it will stay for 1d10 minutes. This is normal behavior and if a method of communication exists, or if there is an obvious motive to act otherwise, behavior may vary.

7. Summons III – As *Summons II*, except two options can be chosen.

8. Elemental Control II – As *Elemental Control I*, except that a Grade I or II elemental can be controlled.

9. Summons V – As *Summons III*, except four options can be chosen.

10. Elemental Summons II – As *Elemental Summons I*, except a Grade I or II elemental can be summoned..

11. Summons X – As *Summons III*, except 9 options can be chosen.

12. Elemental Control III – As *Elemental Control I*, except that a Grade I-III elemental can be controlled.

13. Familiar True – As *Familiar*, except that there is no limit on the mass of the familiar, and the caster suffers a -50 penalty for two weeks if the familiar is killed.

14. Elemental Summons III – As *Elemental Summons I*, except an elemental of Grade III or lower can be summoned.

15. Waiting Summons – As *Summons X*, except it can be delayed up to 1 day/level **or** until triggered by one of the following (decided by the caster at the time of casting): specified movements, sounds, touch, or actions. Trigger must be such as the caster would be able to sense it if still at the location of the spell effect.. At the time of casting, the caster may specify a single task for the creature(s) to perform when it/they arrive(s).

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

17. Elemental Control IV – As *Elemental Control I*, except that a Grade I-IV elemental can be controlled.

18. Lesser Elemental Mastery \* – Cast on a Grade I, II, or III elemental that the caster currently controls (through an *Elemental Control* spell), this spell places the elemental under the caster's permanent control. By concentrating, the caster can issue orders to mastered elementals, which will continue to follow an order without the caster's concentration. A mastered elemental receives a +40 to all RRs against attempts to control it by a different caster. However, any elemental will become hostile if this spell is cast on it and the spell does not succeed (and the elemental is no longer under the caster's control and has a +40 bonus to resist new controls). A mastered elemental can be sent away by its master in the same way as a controlled elemental. A caster can never have more Grades of elemental mastered than half his number of ranks in this list, rounded down (e.g., a caster with 20 ranks in Gate Mastery may be Master of 10 Grade I elementals **or** 5 Grade II elementals **or** 2 Grade III elementals and 4 Grade I elementals **or** some other combination whose total Grades does not exceed 10). The range given is only for initial mastery; once mastery is achieved, the caster and the mastered elemental may part without breaking the bond.

19. Elemental Summons IV – As *Elemental Summons I*, except an elemental of Grade IV or lower can be summoned.

20. Mass Summons – As *Summons III*, except one option per caster level is chosen.

25. Elemental Control V – As *Elemental Control I*, except that a Grade I-V elemental can be controlled.

30. Elemental Summons V – As *Elemental Summons I*, except an elemental of Grade V or lower can be summoned.

35. Elemental Control VI – As *Elemental Control I*, except that a Grade I-VI elemental can be controlled.

40. Elemental Summons VI – As *Elemental Summons I*, except an elemental of Grade VI or lower can be summoned.

50. Greater Elemental Mastery \* – As *Lesser Elemental Mastery*, except Grade I through VI elementals can be mastered.

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

**Note:** Because of the extremely strong and intimate bond created between caster and familiar, any attempt to dispel this bond suffers a penalty of 100 (normally a +100 bonus to the bond's RR against the dispelling attempt).

Closed Essence  
INVISIBLE WAYS

| Level | Spell                     | Area of Effect | Duration   | Range | Type |
|-------|---------------------------|----------------|------------|-------|------|
| 1)    | Transparency              | 1 target       | C          | 10'   | E    |
| 2)    | Unseen I                  | 1 target       | 24 hours   | 10'   | E    |
| 3)    | Lingering Transparency    | 1 target       | 1 min/lvl  | 10'   | E    |
| 4)    | Invisibility I            | 1 target       | 24 hours   | 10'   | E    |
| 5)    | Long Unseen I             | 1 target       | 24 hours   | 100'  | E    |
| 6)    | Invisibility II           | 1 target       | 24 hours   | 10'   | E    |
| 7)    | Unseen Blow *             | 1 attack       | 1 round    | 10'   | E    |
| 8)    | Invisibility Sphere I     | 1 target       | 24 hours   | 10'   | E    |
| 9)    | See Invisible I           | caster         | 10 min/lvl | self  | I    |
| 10)   | Unseen III                | 3 targets      | 24 hours   | 10'   | E    |
| 11)   | Invisibility Sphere II    | 1 target       | 24 hours   | 10'   | E    |
| 12)   | Long Invisibility I       | 1 target       | 24 hours   | 100'  | E    |
| 13)   | Unseen V                  | 5 targets      | 24 hours   | 10'   | E    |
| 14)   | Long Unseen III           | 3 targets      | 24 hours   | 100'  | E    |
| 15)   | Split Invisibility        | 2 targets      | 24 hours   | 10'   | E    |
| 16)   | See Invisible II          | 1 target       | 10 min/lvl | 50'   | I    |
| 17)   | Unseen X                  | 10 targets     | 24 hours   | 10'   | E    |
| 18)   | Split Invisibility Sphere | 2 targets      | 24 hours   | 10'   | E    |
| 19)   | Unseen Weapon             | 1 target       | 1 rnd/lvl  | 10'   | E    |
| 20)   | Invisibility Sphere III   | 1 target       | 24 hours   | 10'   | E    |
| 25)   | Mass Unseen               | 1 target/lvl   | 24 hours   | 10'   | E    |
| 30)   | Mass Invisibility I       | 1 target/lvl   | 24 hours   | 10'   | E    |
| 35)   | Mass Invisibility II      | 1 target/lvl   | 24 hours   | 10'   | E    |
| 40)   | Mass See Invisible        | 1 target/lvl   | 10 min/lvl | 50'   | I    |
| 50)   | True Invisibility         | caster         | 24 hours   | self  | E    |

1. Transparency – A single inanimate object is made nearly invisible, allowing it to be seen through. Object cannot be larger than 10'x10'x3'.

2. Unseen I – A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hrs pass or the object is struck by a violent blow (being hit by a weapon, falling, etc.) or the object makes a violent move (i.e., an attack) **or** casts a spell of type E or F.

3. Lingering Transparency – As *Transparency*, except duration is one minute/level.

4. Invisibility I – As *Unseen I*, except everything within 1' of the target is invisible as long as it is within the 1'R and none of the *Unseen I* termination conditions occur.

5. Long Unseen I – As *Unseen I*, except range is 100'.

6. Invisibility II – As *Invisibility I*, except the caster can vary the radius up to 1'. This makes the invisible target harder to see by reducing the “fringe effect”.

7. Unseen Blow \* – One melee attack (armed or unarmed) is covered by a moment of invisibility. Unless the target of that attack has the power to see the invisible, the target's parry is subject to a -100 penalty (down to a minimum of 0 parry DB).
  8. Invisibility Sphere I – As *Invisibility I*, except the constant radius is 10'. Note that anything that exits the radius will become visible again.
  9. See Invisible I – 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).
  10. Unseen III – As *Unseen I*, except 3 objects can be affected.
  11. Invisibility Sphere II – As *Invisibility Sphere I*, except caster can vary the radius up to 10', determined at time of casting.
  12. Long Invisibility I – As *Invisibility I*, except range is 100'.
  13. Unseen V – As *Unseen I*, except 5 objects can be affected.
  14. Long Unseen III – As *Unseen III*, except range is 100'.
  15. Split Invisibility – As *Invisibility I* except two targets can be the center of two separate radii of invisibility.
  16. See Invisible II – As *See Invisible I*, except it allows a target to see invisible things.
  17. Unseen X – As *Unseen I*, except 10 objects can be affected.
  18. Split Invisibility Sphere – As *Split Invisibility*, except the caster can vary the two radii by up to 10'.
  19. Unseen Weapon – As *Unseen Blow*, except affects all melee attacks by the target during the spell's duration.
  20. Invisibility Sphere III – As *Invisibility Sphere II*, except caster can vary the radius by up to 20'.
  25. Mass Unseen – As *Unseen I*, except as many objects as the caster's level may be affected.
  30. Mass Invisibility I – As *Invisibility I*, except as many targets as the caster's level may be the centers of constant 1' radii of invisibility.
  35. Mass Invisibility II – As *Invisibility II*, except as many targets as the caster's level may be the centers of variable radii of invisibility.
  40. Mass See Invisible – As *See Invisible II*, except as many targets as the caster's level may be given the power to see invisible objects.
  50. True Invisibility – As *Invisibility I*, except caster can vary it up to 1' and if the caster attacks he is only visible for the 10 seconds immediately following the attack. Likewise, he may cast a type E or F spell and become visible for the following 10 seconds. Violent blows do not affect this spell.
- Note:** Only objects totally contained in the radius at the time of casting become invisible. Any object in the radius is under the restrictions given in *Unseen I*. See Section 10.10 for more notes on the spells on this list.



## Closed Essence

## LIVING CHANGE

| Level | Spell               | Area of Effect | Duration   | Range | Type |
|-------|---------------------|----------------|------------|-------|------|
| 1)    | Change Lore         | caster         | P          | self  | I    |
| 2)    | Beautify            | 1 target       | 10 min/lvl | touch | U    |
| 3)    | Resize Self         | caster         | 10 min/lvl | self  | U    |
| 4)    | Changing to Kind    | caster         | 10 min/lvl | self  | U    |
| 5)    | Resize Self True    | caster         | 10 min/lvl | self  | U    |
| 6)    | Change to Kind      | 1 target       | 10 min/lvl | 10'   | U    |
| 7)    | Change Self         | caster         | 10 min/lvl | self  | U    |
| 8)    | Resize              | 1 target       | 10 min/lvl | 10'   | U    |
| 9)    | Change Self True    | caster         | 10 min/lvl | self  | U    |
| 10)   | Change Self Exact   | caster         | 10 min/lvl | self  | U    |
| 11)   | Change              | 1 target       | 10 min/lvl | 10'   | U    |
| 12)   | Shrink Self         | caster         | 10 min/lvl | self  | U    |
| 13)   | Exact Change        | 1 target       | 10 min/lvl | 10'   | U    |
| 14)   | Enlarge Self        | caster         | 10 min/lvl | self  | U    |
| 15)   | Changing Self       | caster         | 10 min/lvl | self  | U    |
| 16)   | Shrink              | 1 target       | 10 min/lvl | 10'   | U    |
| 17)   | Merging             | 1 target       | varies     | 10'   | U    |
| 18)   | Changing            | 1 target       | 10 min/lvl | self  | U    |
| 19)   | Enlarge             | 1 target       | 10 min/lvl | 10'   | U    |
| 20)   | Passing             | 1 target       | 1 min/lvl  | 10'   | U    |
| 25)   | Mass Resize         | 1 target/lvl   | 10 min/lvl | 50'   | U    |
| 30)   | Mass Change         | 1 target/lvl   | 10 min/lvl | 50'   | U    |
| 35)   | Greater Size Change | 1 target       | 10 min/lvl | 10'   | U    |
| 40)   | Mass Merging        | 1 target/lvl   | varies     | 50'   | U    |
| 50)   | Mass Passing        | 1 target/lvl   | 1 min/lvl  | 50'   | U    |

1. Change Lore – Allows caster to analyze the form of another being for future use with *Exact Change* or *Change Self Exact*. The caster can only have as many forms analyzed as he has ranks in this list. Caster may choose to forget a form at any time to make room for replacements.

2. Beautify – Caster enhances the target's appearance. The target still looks like himself or herself, but in an idealized way, such as seen in a flattering portrait.

3. Resize Self – Allows caster to grow or shrink within the limits of his Size category.

4. Changing to Kind – Caster can alter his own form to the form of any desired humanoid race. The form cannot be a particular form. For example, the caster could take on the form of a Dwarf, but not that of the Dwarven King. Note that only the physical form is gained (i.e., a target that becomes a Dwarf would not receive a Dwarf's ability to see in the dark).

5. Resize Self True – As *Resize Self*, except that non-magical organic objects held or carried by the caster will change size in the same proportion as does the caster.

6. Change to Kind – As *Changing to Kind*, except target to be changed need not be the caster.
7. Change Self – As *Changing to Kind*, except alteration can be to any organic form within the caster's Size category. No special abilities of the form are gained.
8. Resize – Allows caster to grow or shrink the target within the limits of the target's Size category.
9. Change Self True – As *Change Self*, except that non-magical organic objects held or carried by the caster will refit to the caster's new form or merge into his body for the duration, depend on whether the item can readily be adapted to the new form.
10. Change Self Exact – As *Change Self*, except altered form can be that of a specific being analyzed by *Change Lore*.
11. Change – As *Change to Kind*, except alteration can be to any organic form within the target's Size category. No special abilities of the form are gained.
12. Shrink Self – Caster can shrink down to within the limits of one Size category smaller than his own.
13. Exact Change – As *Change*, except altered form can be that of a specific being analyzed by *Change Lore*.
14. Enlarge Self – Caster can grow to within the limits of one Size category larger than his own.
15. Changing Self – As *Change Self Exact*, except caster may assume a different form anytime during the spell, by concentrating for one round/change.
16. Shrink – Target can shrink down to within the limits of one Size category smaller than his own.
17. Merging – Target can merge into any solid inanimate material (up to 1' in depth); target is inactive but aware of surrounding activity. The caster can exit at any time up to the duration; anyone else must emerge after a set time (up to 1 hour/level).
18. Changing – As *Exact Change*, except target may assume a different form anytime during the spell, by concentrating for one round/change.
19. Enlarge – Target can grow to within the limits of one Size category larger than his own.
20. Passing – Target may pass through any inanimate material up to 1 foot/level. It takes 1 round to pass through 2 feet of material.
25. Mass Resize – As *Resize*, except it simultaneously enlarges or shrinks as many targets (can be beings or objects) as the caster's level. All targets must change size by 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).
35. Greater Size Change – Target can shrink or grow within the limits of two Size categories above or below his own.
40. Mass Merging – As *Merging*, except affects up to the caster's level in targets; all targets exit after a set time or with caster.
50. Mass Passing – As *Passing*, except affects up to the caster's level in targets.

**Note:** Unless otherwise stated, no change is made except to the living target of the spell, excluding items worn or carried, with the sole exception of any prosthetics added by the Lay Healer Base list Prosthetics.

**Note:** A Size changing spell may be combined with a *Change* spell to take on a different form at a different Size.

**Note:** A change in Size category carries with it all the normal advantages and disadvantages of the new Size.

## Closed Essence

## LOFTY BRIDGE

| Level | 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 | 100'  | 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   | —         | 50'   | U    |
| 20)   | Lord Teleport  | 20 targets     | —         | 10'   | U    |
| 25)   | Mass Long Door | 1 target/lvl   | —         | 50'   | U    |
| 30)   | Mass Teleport  | 1 target/lvl   | —         | 50'   | U    |
| 35)   | Mass Fly       | 1 target/lvl   | —         | 50'   | U    |
| 40)   | Mass Fly True  | 1 target/lvl   | —         | 50'   | U    |
| 50)   | Teleport True  | 1 target       | —         | 10'   | U    |

1. Leaping \* – Allows the target to leap 50' laterally or 20' vertically (as a 1 AP action) in the round that the spell was cast.
2. Landing \* – Allows the target to land safely in a fall up to 20' per level of the caster and to take that distance off the severity of any longer fall.
3. Leaving I – Caster teleports target to a point up to 100' away, but there can be no intervening "barriers" in a direct line between the target and the point. A "barrier" is anything the target could not physically go through; a closed door is a barrier, a pit is not.
4. Levitation – Allows target to move up and down vertically 10' per round. This spell does not confer any ability to control horizontal movement, which must be accomplished by other means.
5. Fly I – Allows target to fly at a rate of up to 35'/round (approximately 5 mph). This spell allows free movement in all three dimensions and allows hovering.

6. Portal – Opens a portal 3'x6'x3' in any solid surface, through which anyone can pass. At the end of the duration, the surface is returned to its previous state. Anyone in the area of effect when the spell ends will be forced back out to the point of entry.

7. Fly II – As *Fly I*, except maximum rate is 75'/round (approximately 10 mph).

8. Long Door I – As *Leaving I*, except target can pass through barriers by specifying exact distances. If the arrival point coincides with solid material, the target does not move, instead being stunned 1-10 rounds, and the PPs for this spell are expended.

9. Leaving III – As *Leaving I*, except target can be moved 300'.

10. Teleport I – As *Long Door I*, except movement range is 10 miles per level. Making a precise appearance is difficult, especially if unfamiliar with the destination. The following chances for error exist: Never seen place (only described) = 50%; been briefly (1 hr) = 25%; Studied (24 hr) = 10%; Studied carefully (1 week) = 1%; Lived in (1 yr) = .01 %. In case of failure: first determine direction of error (randomly), then determine amount of error (make an open-ended d100 roll for the number of feet).

11. Fly III – As *Fly I*, except rate is 150'/round (approximately 20 mph).

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'/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 225'/round (approximately 30 mph).

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

19. Mass Leaving – As *Leaving I*, 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 III*, 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.

35. Mass Fly – As *Fly III*, except as many targets as the caster's level may fly at 150' per round.

40. Mass Fly True – As *Fly True*, except as many targets as the caster's level may fly at 225' per round.

50. Teleport True – As *Teleport I*, except with no movement range limit.

**Note:** It should be clear from the spell descriptions, but experience with other game systems may lead to incorrect assumptions, so it should be noted that it is not possible for teleport error to place one inside a solid (or liquid, unless one has intended to teleport into a liquid environment) object. The spell would then fail and the teleporting individual(s) suffer stun as explained in the description of *Long Door I*.

**Note:** Spells that involve teleportation are normally quite noisy and difficult to silence. Air is being pushed about in a manner not unlike a thunderclap. Amount of noise depends on the size of the object teleported.

## Closed Essence

## LUMINOUS ELEMENTS

| Level | Spell               | Area of Effect | Duration   | Range  | Type |
|-------|---------------------|----------------|------------|--------|------|
| 1)    | Light Analysis      | caster         | —          | 10'    | I    |
| 2)    | Projected Light     | 50' beam       | 10 min/lvl | self   | E    |
| 3)    | Woodfires           | 1'R            | —          | 1'     | F    |
| 4)    | Light I             | 10'R           | 10 min/lvl | touch  | E    |
| 5)    | Extinguish Fire     | 5'R            | —          | 100'   | E    |
| 6)    | Shock Bolt I        | 1 target       | —          | <25'>  | Ed   |
| 7)    | Flaming Blade       | 1 weapon       | 1 rnd/lvl  | touch  | U    |
| 8)    | Wall of Fire        | 10'x10'x6"     | 1 rnd/lvl  | 100'   | E    |
| 9)    | Light V             | 50'R           | 10 min/lvl | touch  | E    |
| 10)   | Shocking Blade      | 1 weapon       | 1 rnd/lvl  | touch  | U    |
| 11)   | Shock Bolt III      | 1 target       | —          | <75'>  | Ed   |
| 12)   | Fire Bolt I         | 1 target       | —          | <25'>  | Ed   |
| 13)   | Light X             | 100'R          | 10 min/lvl | touch  | E    |
| 14)   | Great Wall of Fire  | 30'x10'x6"     | 1 rnd/lvl  | 100'   | E    |
| 15)   | Fire Ball           | 10'R           | —          | 100'   | Eb   |
| 16)   | Shock Bolt V        | 1 target       | —          | <125'> | Ed   |
| 17)   | Light XV            | 150'R          | 10 min/lvl | touch  | E    |
| 18)   | Beacon III          | 3 miles        | 1 min/lvl  | self   | E    |
| 19)   | Utterlight          | 100'R          | 1 min/lvl  | 100'   | E    |
| 20)   | Fire Bolt V         | 1 target       | —          | <125'> | Ed   |
| 25)   | Lightning Bolt I    | 1 target       | —          | <25'>  | Ed   |
| 30)   | Mass Flaming Blade  | 1 weapon/lvl   | 1 rnd/lvl  | 100'   | U    |
| 35)   | Mass Shocking Blade | 1 weapon/lvl   | 1 rnd/lvl  | 100'   | U    |
| 40)   | Lightning Bolt III  | 1 target       | —          | <75'>  | Ed   |
| 50)   | Utterlight True     | 10'R/lvl       | 10 min/lvl | touch  | E    |

1. Light Analysis – Gives nature and origin of natural light, and when and how magical light (including visual illusions, if the caster knows it is an illusion) was created (list and specific spell).

2. Projected Light – Beam of light (like a flashlight) springs from the caster's palm; it has a 50' effective range. If the caster's hand is closed into a fist, the light will "turn off". If the caster's fist is reopened before the end of the duration, the light will turn on again.

3. Woodfires – Causes any wood to ignite and burn. All wood ignited must be within 1' of caster's palm.

4. Light I – Lights a 10'R area about the point touched. This spell may be cast onto a target as explained in Section 10.16.

5. Extinguish Fire – Causes all non-magical flames in a 5'R to die down and cools the area to where it will not reignite on its own.

6. Shock Bolt I – A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Lightning Bolt attack table, as a Diminutive attack.

7. Flaming Blade – Target weapon, which must remain in the caster's possession or the spell is cancelled, bursts into magical flame. Neither weapon nor wielder is harmed, but any time the weapon delivers a critical an additional Heat critical with a severity one less than the regular critical (e.g., a 'C' crit produces an additional 'B' Heat crit) is also inflicted.
8. Wall of Fire – Creates an opaque wall of fire (up to 10'x10'x6"). Anyone passing through it takes an A Heat critical (no RR).
9. Light V – As *Light I*, except radius can be up to 50' (can be changed by concentrating 1 round).
10. Shocking Blade – Target weapon, which must remain in the caster's possession or the spell is cancelled, crackles with electrical arcs. Neither weapon nor wielder is harmed, but any time the weapon delivers a critical an additional Electricity critical of equal severity is also inflicted.
11. Shock Bolt III – As *Shock Bolt I*, except range increment is 75'.
12. Fire Bolt I – A bolt of fire is shot from the palm of the caster; results are determined on the Fire Bolt Table.
13. Light X – As *Light I*, except radius can be up to 100' (can be changed by concentrating 1 round).
14. Great Wall of Fire – As *Wall of Fire*, except it is up to 30' long and does a B Heat critical.
15. Fire Ball – A 1' diameter ball of fire is shot from the palm of the caster. Upon reaching the selected target/location, it expands to affect a 10'R area. Resolve attack on the Fire Ball Table.
16. Shock Bolt V – As *Shock Bolt I*, except range increment is 125'.
17. Light XV – As *Light I*, except radius can be up to 150' (can be changed by concentrating 1 round).
18. Beacon III – Ray of light of any color springs from caster's palm; can be up to 3 miles long.
19. Utterlight – Nullifies all magically created darkness in a 100'R, and lights that area as full daylight. This spell may be cast onto a target, as explained in Section 10.16.
20. Fire Bolt V – As *Fire Bolt I*, except range increment is 125'.
25. Lightning Bolt I – A bolt of lightning is shot from the caster's palm; the results are determined on the Lightning Bolt Table as a Medium-sized attack.
30. Mass Flaming Blade – As *Flaming Blade*, except can affect 1 target/level of caster and each weapon functions while held by the person holding it when the spell is cast.
35. Mass Shocking Blade – As *Shocking Blade*, except can affect 1 target/level of caster and each weapon functions while held by the person holding it when the spell is cast.
40. Lightning Bolt III – As *Lightning Bolt I*, except range increment is 75'.
50. Utterlight True – As *Utterlight*, except that duration is 10 minutes per level and the radius illuminated is 10' per level.

**Note:** See Section 10.19 for additional details on *Wall* spells.

**Note:** Consult A&CL Section 14.8 for dealing with light and darkness.

## Closed Essence

## RAPID WAYS

| Level | Spell                | Area of Effect | Duration  | Range | Type |
|-------|----------------------|----------------|-----------|-------|------|
| 1)    | Ready Weapon *       | caster         | —         | self  | U    |
| 2)    | Rapid Steps *        | 1 target       | 1 rnd/lvl | 100'  | U    |
| 3)    | Speed I              | 1 target       | C         | 100'  | U    |
| 4)    | Swiftess I           | 1 target       | 1 rnd/lvl | 10'   | U    |
| 5)    | Instant Spell Prep * | caster         | —         | self  | U    |
| 6)    | Haste I              | 1 target       | 1 rnd/lvl | 10'   | U    |
| 7)    | Swiftess II          | 1 target       | 1 rnd/lvl | 10'   | U    |
| 8)    | Fast Casting I       | caster         | 1 rnd/lvl | self  | U    |
| 9)    | Mass Speed I         | 1 target/lvl   | C         | 100'  | U    |
| 10)   | Swiftess III         | 1 target       | 1 rnd/lvl | 10'   | U    |
| 11)   | Speed II             | 1 target       | C         | 100'  | U    |
| 12)   | Mass Swiftess I      | 1 target/lvl   | 1 rnd/lvl | 100'  | U    |
| 13)   | Swiftess IV          | 1 target       | 1 rnd/lvl | 10'   | U    |
| 14)   | Fast Casting II      | caster         | 1 rnd/lvl | self  | U    |
| 15)   | Haste II             | 1 target       | 1 rnd/lvl | 10'   | U    |
| 16)   | Mass Speed II        | 1 target/lvl   | C         | 100'  | U    |
| 17)   | Speed III            | 1 target       | C         | 100'  | U    |
| 18)   | Mass Haste I         | 1 target/lvl   | 1 rnd/lvl | 100'  | U    |
| 19)   | Mass Swiftess II     | 1 target/lvl   | 1 rnd/lvl | 100'  | U    |
| 20)   | Haste III            | 1 target       | 1 rnd/lvl | 10'   | U    |
| 25)   | Mass Swiftess III    | 1 target/lvl   | 1 rnd/lvl | 100'  | U    |
| 30)   | Speed IV             | 1 target       | C         | 100'  | U    |
| 35)   | Mass Haste II        | 1 target/lvl   | 1 rnd/lvl | 100'  | U    |
| 40)   | Mass Speed IV        | 1 target/lvl   | C         | 100'  | U    |
| 50)   | Haste IV             | 1 target       | 1 rnd/lvl | 10'   | U    |

1. Ready Weapon \* – Caster draws or changes weapon "instantly" (i.e., without expending AP; the action is included as part of this spell). This includes readying ammunition, but not long actions like readying a crossbow.
2. Rapid Step \* – Target gains a +20 bonus to any Movement maneuver done at a Jog (x2) pace or faster. If no Movement maneuver is required, the pace penalty can be reduced by 20 for any simultaneous action.
3. Speed I – Target gains an additional 1 AP to use each round this spell is in effect (i.e., target normally gets 5 AP to use during the round).
4. Swiftess I – Target gains a +5 bonus to initiative rolls.
5. Instant Spell Prep \* – The round in which this spell is cast counts as a round of spell preparation for the caster.
6. Haste I – Target gains an additional 1 AP to use each round this spell is in effect (i.e., target normally gets 5 AP to use during the round).
7. Swiftess II – Target gains a +10 bonus to initiative rolls.

8. Fast Casting I – Caster requires 2-3 AP to cast a spell (i.e., he may cast a spell taking 3 AP at no penalty or taking 2 AP at a -25 penalty).
9. Mass Speed I – As *Speed I*, except affects a number of targets up to the caster's level.
10. Swifttness III – Target gains a +15 bonus to initiative rolls.
11. Speed II – As *Speed I*, except target gains an additional 2 AP.
12. Mass Swifttness I – As *Swifttness I*, except affects a number of targets up to the caster's level.
13. Swifttness IV – Target gains a +20 bonus to initiative rolls.
14. Fast Casting II – Caster requires 2 AP to cast a spell (i.e., he casts taking 2 AP at no penalty).
15. Haste II – As *Haste I*, except target gains an additional 2 AP.
16. Mass Speed II – As *Speed II*, except affects a number of targets up to the caster's level.
17. Speed III – As *Speed I*, except target gains an additional 3 AP.
18. Mass Haste I – As *Haste I*, except affects a number of targets up to the caster's level.
19. Mass Swifttness II – As *Swifttness II*, except affects a number of targets up to the caster's level.
20. Haste III – As *Haste I*, except target gains an additional 3 AP.
25. Mass Swifttness III – As *Swifttness III*, except affects a number of targets up to the caster's level.
30. Speed IV – As *Speed I*, except target gains an additional 4 AP.
35. Mass Haste II – As *Haste II*, except affects a number of targets up to the caster's level.
40. Mass Speed IV – As *Speed IV*, except affects a number of targets up to the caster's level.
50. Haste IV – As *Haste I*, except target gains an additional 4 AP.



## Closed Essence

## SHIELD MASTERY

| Level | Spell                 | Area of Effect | Duration   | Range | Type |
|-------|-----------------------|----------------|------------|-------|------|
| 1)    | Enchanted Shield      | 1 shield       | 1 min/lvl  | 10'   | U    |
| 2)    | Shield *              | caster         | 1 min/lvl  | self  | E    |
| 3)    | Blur*                 | 1 target       | 1 min/lvl  | 10'   | U    |
| 4)    | Enchanted Clothes     | 1 garment      | 1 min/lvl  | 10'   | U    |
| 5)    | Deflections I *       | 1 missile      | —          | 100'  | E    |
| 6)    | Enchanted Organic     | 1 armor        | 1 min/lvl  | 10'   | U    |
| 7)    | Bladeturn I *         | 1 attack       | —          | 100'  | E    |
| 8)    | Mass Enchanted Shield | 1 shield/lvl   | 1 min/lvl  | 50'   | U    |
| 9)    | Deflections II *      | 2 missiles     | —          | 100'  | E    |
| 10)   | Aim Untrue I *        | 1 missile      | —          | 100'  | E    |
| 11)   | Bladeturn II *        | 2 attacks      | —          | 100'  | E    |
| 12)   | Enchanted Inorganic   | 1 armor        | 1 min/lvl  | 10'   | U    |
| 13)   | Deflections III *     | 3 missiles     | —          | 100'  | E    |
| 14)   | Greater Shield *      | caster         | 10 min/lvl | self  | E    |
| 15)   | Aim Untrue II *       | 2 missiles     | —          | 100'  | E    |
| 16)   | Mass Blur*            | 1 target/lvl   | 1 min/lvl  | 100'  | U    |
| 17)   | Bladeturn III *       | 3 attacks      | —          | 100'  | E    |
| 18)   | Re-aiming *           | 1 missile      | —          | 100'  | E    |
| 19)   | Aim Untrue III *      | 3 missiles     | —          | 100'  | E    |
| 20)   | Mass Deflections *    | varies         | —          | 100'  | E    |
| 25)   | Mass Bladeturn *      | varies         | —          | 100'  | E    |
| 30)   | Mass Aim Untrue *     | varies         | —          | 100'  | E    |
| 35)   | Mass Defenses *       | varies         | —          | 100'  | U    |
| 40)   | Mass Armoring         | 1 target/lvl   | 1 min/lvl  | 100'  | U    |
| 50)   | Re-aiming True *      | 100'R          | —          | 100'  | E    |

1. Enchanted Shield – Gives a +10 magical DB bonus to a non-magical shield.

2. Shield \* – Creates an invisible force shield in front of the caster; it subtracts 25 from melee and missile attacks from the caster's front. This does not occupy a hand, but is not usable with a physical shield (nor does it benefit from the Shield skill).

3. Blur \* – Causes target to appear blurred to attackers, granting a +10 to the target's DB.

4. Enchanted Clothes – Caster temporarily enchants one non-magical set of clothes (not armor) to confer a +10 DB. Wearer must be at his natural AT to gain the bonus.

5. Deflections I \* – Caster can deflect any one missile that the caster can see and which passes within the 100' range of this spell; this causes 100 to be subtracted from the missile's attack.

6. Enchanted Organic – Caster temporarily enchants one non-magical organic armor to confer a +10 DB. Wearer's AT must come from this armor to gain the bonus.

7. Bladeturn I \* – As *Deflections I*, except its effect is against 1 melee attack.

8. Mass Enchanted Shield – As Enchanted Shield, accept range is 50' and one shield per caster's level can be enchanted.
  9. Deflections II \* – As *Deflections I*, except 2 missiles may be affected.
  10. Aim Untrue I \* – As *Deflections I*, except missile automatically misses.
  11. Bladeturn II \* – As *Bladeturn I*, except 2 melee attacks may be affected.
  12. Enchanted Inorganic – Caster temporarily enchants one non-magical inorganic (usually metal) armor to confer a +10 DB. Wearer's AT must come from this armor to gain the bonus.
  13. Deflections III \* – As *Deflections I*, except 3 missiles may be affected.
  14. Greater Shield \* – As *Shield*, except bonus is 40 and duration is 10 minutes per level.
  15. Aim Untrue II \* – As *Aim Untrue I*, except 2 missiles may be affected.
  16. Mass Blur \* – As *Blur*, except as many targets as the caster's level 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 makes an attack on its source (use caster's ranks in this list as OB, no DB except from magic or armor material bonus).
  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.
  35. Mass Defenses \* – As *Mass Deflections* or *Mass Bladeturn*, except caster may mix defending against melee or missile attacks, to a combined total up to the caster's level.
  40. Mass Armoring – As *Enchanted Shield*, *Enchanted Clothes*, *Enchanted Organic*, and/or *Enchanted Inorganic* except as many targets as the caster's level may be affected. An individual may have both clothing/armor and shield enchanted for double protection, although this counts as two targets.
  50. Re-aiming True \* – As *Re-aiming*, except all missiles passing within 100' of caster are reversed.
- Note:** When casting the *Bladeturn/Deflections/Aim Untrue* spells, the caster can concentrate in order to hold the spell until it can be applied to the allowed number of targets (See "Delaying a Spell" in Section 4.8).

## Closed Essence

## SOLID ELEMENTS

| Level | Spell            | Area of Effect | Duration    | Range  | Type |
|-------|------------------|----------------|-------------|--------|------|
| 1)    | Bake Clay        | 1 cu'/lvl      | P           | 20'    | F    |
| 2)    | Block of Ice     | 1'x1'x1'       | P           | 10'    | F    |
| 3)    | Sculpting I      | caster         | 24 hrs      | self   | U    |
| 4)    | Freeze Liquid    | 1 cu'/lvl      | P           | 2'     | F    |
| 5)    | Strengthen Solid | 1 object       | 1 hr/lvl    | touch  | U    |
| 6)    | Earthwall        | 10'x10'x(1-3)' | 1 min/lvl   | 50'    | E    |
| 7)    | Cracks Call      | 10'x10'x10'    | —           | 100'   | F    |
| 8)    | Sculpting II     | caster         | 24 hrs      | self   | U    |
| 9)    | Stonewall        | 10'x10'x1'     | 1 min/lvl   | 50'    | E    |
| 10)   | Ice Bolt I       | 1 target       | —           | <25'>  | Ed   |
| 11)   | Frosty Blade     | 1 weapon       | 1 rnd/lvl   | touch  | U    |
| 12)   | Icwall I         | 10'x10'x(1-2)' | P           | 50'    | E    |
| 13)   | Earthwall True   | 10'x10'x(1-3)' | P           | 50'    | E    |
| 14)   | Sculpting III    | caster         | 24 hrs      | self   | U    |
| 15)   | Icwall II        | 20'x20'x(2-4)' | P           | 50'    | E    |
| 16)   | Ice Bolt III     | 1 target       | —           | <75'>  | Ed   |
| 17)   | Stonewall True   | 20'x20'x1'     | P           | 50'    | E    |
| 18)   | Cold Metal       | 1 cu'/lvl      | 1 min/lvl   | 10'    | F    |
| 19)   | Sculpting IV     | caster         | 24 hrs      | self   | U    |
| 20)   | Ice Bolt V       | 1 target       | —           | <125'> | Ed   |
| 25)   | Sculpting True   | caster         | 24 hrs      | self   | U    |
| 30)   | Unstone          | 100 cu'        | P           | 100'   | F    |
| 35)   | Unmetal          | 1 cu'          | P           | 100'   | F    |
| 40)   | Bronzewall True  | 20'x10'x(2-4)' | P           | 50'    | E    |
| 50)   | Ice Bolt Barrage | 1 target/rnd   | 1 rnd/5 lvl | <125'> | Ed   |

1. Bake Clay – Caster transforms up to one cubic foot per level of clay into baked pottery. Firing clay in this manner will always be successful. This can also cook glazes onto earthenware. Quality of product depends on the skill of whomever shapes the clay.

2. Block of Ice – Creates a cube of ice, 1' along each edge. It can be formed around an inanimate object, so long as that object cannot resist or fails its RR.

3. Sculpting I – Caster may add +15 to all maneuvers to work ice or stone.

4. Freeze Liquid – The caster may decrease the temperature of any inanimate body of liquid of up to 1 cubic foot per level by 50°F [28°C] per round of concentration. Once the liquid freezes, it will not continue to grow colder, but will begin to warm naturally if the caster stops concentrating. Caster is immune to the cold thus generated.

5. Strengthen Solid – A single inanimate solid object of no more than 1 pound/level weight is made stronger. It will take only half as many hits if damaged and if checked for breakage, it receives a +50 bonus to its roll.

6. Earthwall – Creates a wall of packed earth up to 10'x10'x (3' at base, 1' at top); it can be dug through only (20 man-rounds at top).
7. Cracks Call – Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.
8. Sculpting II – Caster may add +30 to all maneuvers to work ice or stone.
9. Stonewall – Creates a wall of non-precious stone up to 10'x10'x1'; it can be chipped through or toppled if not against a wall.
10. Ice Bolt I – A bolt of ice is shot from the palm of the caster. Results are resolved on the Ice Bolt Table.
11. Frosty Blade – Target weapon, which must remain in the caster's possession or the spell is cancelled, glitters with frost. Neither weapon nor wielder is harmed, but any time the weapon delivers a critical an additional Cold critical of equal severity is also inflicted.
12. Icewall I – Creates 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 wall.
13. Earthwall True – As *Earthwall*, except duration is permanent.
14. Sculpting III – Caster may add +45 to all maneuvers to work ice or stone.
15. Icewall II – As *Icewall I*, except size is up to 20'x20'x (4' at base, 2' at top).
16. Ice Bolt III – As *Ice Bolt I*, except range increment is 75'.
17. Stonewall True – As *Stonewall*, except duration is permanent and dimensions may be up to 20'x20'x1'.
18. Cold Metal – Chills metal to the point that it becomes extremely brittle (1 object only), giving it a -50 penalty to its strength and the object will be subject to a breakage check if it strikes another object or is struck. Anyone in direct skin-to-metal contact with the chilled metal will take a B Cold Critical each round contact is maintained.
19. Sculpting IV – Caster may add +60 to all maneuvers to work ice or stone.
20. Ice Bolt V – As *Ice Bolt I*, except range increment is 125'.
25. Sculpting True – Caster may add +75 to all maneuvers to work ice or stone.
30. Unstone – Disintegrates 100 cubic feet of stone.
35. Unmetal – Disintegrates 1 cubic foot of metal.
40. Bronzewall True – Creates a wall of bronze up to 20'x10'x (4' at base, 2' at top).
50. Ice Bolt Barrage – Caster can hurl an Ice Bolt (as *Ice Bolt V*) each round (as an instantaneous action) for up to one round for every five levels of the caster.

**Note:** See Section 10.19 for additional details on *Wall* spells.

## Closed Essence

## SPELL ENHANCEMENT

| Level | Spell                   | Area of Effect | Duration | Range | Type |
|-------|-------------------------|----------------|----------|-------|------|
| 1)    | Spell Control*          | 1 spell        | varies   | self  | U    |
| 2)    | Extension II            | 1 spell        | varies   | self  | U    |
| 3)    | Enhance Skill *         | 1 spell        | varies   | self  | U    |
| 4)    | Lesser Ranging          | 1 spell        | varies   | self  | U    |
| 5)    | Extension III           | 1 spell        | varies   | self  | U    |
| 6)    | Instant Lesser Ranging* | 1 spell        | varies   | self  | U    |
| 7)    | Increased Radius I      | 1 spell        | varies   | self  | U    |
| 8)    | Ranging I               | 1 spell        | varies   | self  | U    |
| 9)    | Extension IV            | 1 spell        | varies   | self  | U    |
| 10)   | Instant Ranging I*      | 1 spell        | varies   | self  | U    |
| 11)   | Increased Radius II     | 1 spell        | varies   | self  | U    |
| 12)   | Ranging II              | 1 spell        | varies   | self  | U    |
| 13)   | Extension V             | 1 spell        | varies   | self  | U    |
| 14)   | Instant Ranging II*     | 1 spell        | varies   | self  | U    |
| 15)   | Increased Radius III    | 1 spell        | varies   | self  | U    |
| 16)   | Increased Size I        | 1 spell        | varies   | self  | U    |
| 17)   | Ranging III             | 1 spell        | varies   | self  | U    |
| 18)   | Extension X             | 1 spell        | varies   | self  | U    |
| 19)   | Instant Ranging III*    | 1 spell        | varies   | self  | U    |
| 20)   | Increased Radius IV     | 1 spell        | varies   | self  | U    |
| 25)   | Ranging V               | 1 spell        | varies   | self  | U    |
| 30)   | Greater Extension       | 1 spell        | varies   | self  | U    |
| 35)   | Extension True          | 1 spell        | varies   | self  | U    |
| 40)   | Multienhancement        | 1 spell        | varies   | self  | U    |
| 50)   | Permanent               | 1 spell        | P        | self  | U    |

1. Spell Control \* – Caster adds +25 to his next Spell Mastery maneuver within 1 minute of casting this spell.
2. Extension II – Causes the caster's next spell cast within 1 minute to have double the normal duration. This is not cumulative with any other *Extension* spell. 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 (C) or —.
3. Enhance Skill \* – The caster's next spell (cast within 1 minute of this spell) gains a +25 bonus to the spell-casting roll and to any associated Spell Mastery maneuver.
4. Lesser Ranging – Causes the caster's next spell cast within 1 minute to have its range increased by 50'. This is not cumulative with any other *Ranging* spell. Only spells with a range greater than touch/self can have their range extended with a *Ranging* spell. For spells with a range increment (directed spells), divide the increase by 5 to get the change to the increment (e.g., for *Lesser Ranging*, the increase to a range increment would be 10').
5. Extension III – As *Extension II*, except duration is three times normal.
6. Instant Lesser Ranging \* – As *Lesser Ranging*, except casting time is instantaneous.

7. Increased Radius I – Causes the caster's next spell cast within 1 minute to have area of effect increase by 5'R. Obviously, this applies only to spells with a radius effect. This is not cumulative with any other *Increased Radius* spell.
8. Ranging I – As *Lesser Ranging*, except range increase is 100'.
9. Extension IV – As *Extension II*, except duration is four times normal.
10. Instant Ranging I \* – As *Instant Lesser Ranging*, except range is increased by 100'.
11. Increased Radius II – As *Increased Radius I*, except radius is increased by 10'.
12. Ranging II – As *Ranging I*, except range is increased by 200'.
13. Extension V – As *Extension II*, except duration is five times normal.
14. Instant Ranging II \* – As *Instant Ranging I*, except range is increased by 200'.
15. Increased Radius III – As *Increased Radius I*, except radius is increased by 15'.
16. Increased Size I – Causes the caster's next applicable spell (directed spells and those that do a critical) cast within 1 minute of casting this spell to have its Size increased by one size category (typically Medium to Big).
17. Ranging III – As *Ranging I*, except range is increased by 300'.
18. Extension X – As *Extension II*, except duration is ten times normal.
19. Instant Ranging III \* – As *Instant Ranging I*, except range is increased by 300'.
20. Increased Radius IV – As *Increased Radius I*, except radius is increased by 20'.
25. Ranging V – As *Ranging I*, except range is increased by 500'.
30. Greater Extension – As *Extension II*, except duration is increased by 12 hrs.
35. Extension True – As *Extension II*, except duration is increased by 24 hrs.
40. Multienhancement – As *Extension X*, *Ranging III*, and *Increased Radius II* combined.
50. Permanent – As *Extension II*, except duration is permanent. This spell may only be cast once per month. The caster has a random temporary stat decreased by one. This loss may only be recovered by normal stat gain upon gaining a level.

## Closed Essence

## SPELL REINS

| Level | Spell                  | Area of Effect   | Duration  | Range | Type |
|-------|------------------------|------------------|-----------|-------|------|
| 1)    | Spell Store            | 1 spell          | varies    | self  | U    |
| 2)    | Identify Casting *     | 1 target         | —         | 100'  | I    |
| 3)    | Spell Hold I *         | 1 spell          | 1 rnd     | 100'  | F    |
| 4)    | Allied Spell Store     | 1 spell          | varies    | self  | U    |
| 5)    | Spell Bending I *      | 1 spell          | —         | 100'  | F    |
| 6)    | Spell Hold II *        | 1 spell          | 2 rnds    | 100'  | F    |
| 7)    | Bypassable Spell Store | 1 spell          | varies    | self  | U    |
| 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           | special   | 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)   | Spell Transfer *       | 1 spell/1 target | —         | touch | U    |
| 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    |
| 35)   | Complex Spell Store    | varies           | varies    | self  | U    |
| 40)   | Spell Store True       | varies           | varies    | self  | U    |
| 50)   | Reversal True *        | 100'R            | 1 rnd     | self  | F    |

1. Spell Store – Caster may cast this spell along with the spell to be stored, which must be cast within one minute after the *Spell Store* spell 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.

2. 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.

3. Spell Hold I \* – The attack spell that is targeted with this spell must make an RR. If the RR succeeds, it will attack its original target as intended; otherwise the effects of the spell are delayed for the duration of this spell. At the end of the duration, 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 a spell is not cast on the original target, the new target gets a +15 RR bonus. Elemental attack spells suffer a -30 modification if not cast upon the original target. An attack spell for purposes of this spell is any spell having a target.

4. Allied Spell Store – As *Spell Store*, except the spell to be stored may be cast by someone (or something if the spell is cast by an item) other than the caster storing the spell. The PP cost of this spell is three more than that of the spell to be stored (with a minimum cost of 4 PP).
5. Spell Bending I \* – Caster can deflect one Bolt, Ball, or Cone of magical origin. The incoming spell must make an RR. If the RR succeeds, it will attack its target normally; otherwise, the attack roll is modified by a penalty equal to the amount by which the RR was failed.
6. Spell Hold II \* – As *Spell Hold I*, except attack spells can be held up to 2 rounds.
7. Bypassable Spell Store – As *Spell Store*, except other spells may be cast while the stored spell remains in storage. However, such casting requires an additional PP and the spell-casting roll suffers a -10 penalty. The PP cost of this spell is five more than that of the spell to be stored (with a minimum cost of 7 PPs).
8. Spell Bending II \* – As *Spell Bending I*, except attack roll is modified by twice the amount of RR failure.
9. Spell Hold III \* – As *Spell Hold I*, except attack spells can be held 3 rounds.
10. Reverse Spell I \* – The target elemental attack spell must make an RR with a modification of +20 (in favor of the elemental attack spell). If the RR succeeds, the attack is made as normal; otherwise, the elemental attack spell is reversed back on its caster with a +0 OB.
11. Spell Bending III \* – As *Spell Bending I*, except attack roll is modified by three times the amount of RR failure.
12. Spell Hold IV \* – As *Spell Hold I*, except attack spells can be held 4 rounds.
13. Power Loan – The caster may "borrow" power points from the days to come. When this spell is cast, the caster regains all power points to the caster's normal maximum. Every time the caster casts this spell, he loses all PPs for the next two days (the normal duration of the spell). The caster also suffers concussion hit damage equal to 10% of the caster's 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 effects are cumulative. For example, if cast twice, the caster will lose all PPs for the next four days, take 20% of maximum hits in damage, and cast spells at two levels lower than normal. All penalties will remain in effect until the duration of the spell lapses. The next time the caster sleeps, that rest period will be extended by six hours for each casting of this spell and if this sleep is interrupted, the days of no PPs will not begin to count down until after the caster has slept for the full required period of normal sleep requirement plus six hours per casting of *Power Loan*.
14. Spell Bending IV \* – As *Spell Bending I*, except attack roll is modified by four times the amount of RR failure.
15. Spell Hold V \* – As *Spell Hold I*, except attack spells can be held 5 rounds.
16. Reverse Spell II \* – As *Reverse Spell I*, except a successfully reversed spell rebounds with an OB equal to half of the original OB.
17. Spell Bending V \* – As *Spell Bending I*, except attack roll is modified by five times the amount of RR failure.
18. Spell Hold X \* – As *Spell Hold I*, except attack spell is held 10 rounds.
19. Spell Transfer \* – By using this spell, the caster can transfer the maintenance and control of one spell with a duration of Concentration (C) to a target. The target must then concentrate to maintain the spell (while the original caster is now free of this requirement) and controls any aspects of the spell effects subject to change. Target must be intelligent (no animals).
20. Lord Spell Hold \* – As *Spell Hold I*, except attack spell is held for 20 rounds.
25. Spell Bending True \* – As *Spell Bending I*, except spell can be totally deflected up to 90° in any direction. Caster of this spell may chose to designate another target for the "bent" spell – use half of the original OB.
30. Spell Hold True \* – As *Spell Hold I*, except attack spell is held up to 1 round/level.
35. Complex Spell Store – As *Spell Store*, except any number of spells may be stored up to a total number of spell levels equal to the caster's level. When the stored spell complex is released, all the spells are cast as one



instantaneous spell. Each of the component spells may be individually targeted, although only one may have a Directed Spell bonus added to the attack. Spell failure is rolled on the Force spell column, with triple the number of spells added to the spell failure roll (i.e., spell failure when casting five spells in a complex would result in a +15 to the spell failure roll). The PP cost of this spell is equal to the total PP cost of the spells stored plus ten (with a minimum cost of 35).

40. Spell Store True – As *Complex Spell Store*, except any or all of the stored spells may be cast by someone (or something) other than the caster storing the spell complex. The PP cost of this spell is equal to the total PP cost of the spells stored plus ten plus the number of stored spells cast by someone else (with a minimum cost of 40).

50. Reversal True \* – As *Reverse Spell I*, except all spells within a 100'R of the caster are reversed.

## Closed Essence

## SPIRIT MASTERY

| Levell | 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 fail  | 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       | 1 rnd/10 fail | 50'   | Fm   |
| 13)    | Word of Pain *     | 1 target       | —             | 50'   | Fm   |
| 14)    | Hold True          | 1 target       | C             | 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   |
| 35)    | Master of All      | 1 target       | 10 min/lvl    | 50'   | Fm   |
| 40)    | Waiting Phrase*    | 1 target       | 1 day/lvl     | 50'   | Fm   |
| 50)    | Spirit Mastery     | varies         | 1 rnd/lvl     | 100'  | Fm   |

1. Sleep V – Causes target(s) to fall into a natural sleep; the total number of levels that can be affected is 5 (e.g., 5 of level 1; 1 of level 4 and 1 of level 1; 2 of level 2 and 1 of level 1, etc.). All targets must be in caster's field of vision. Caster should assign target priority, i.e., which is the 1st potential target, the 2nd, etc. The first round of sleep is magical (the target cannot be awakened through normal means). Falling asleep is rapid, but not so instantaneous that the victim cannot slump gently to the ground (no injuries under normal circumstances from falling to the ground).

2. Charm Kind – Humanoid target believes the caster is a good friend.

3. Sleep VII – As *Sleep V*, except a total of seven levels can be affected.

4. Confusion – Target is incapable of making decisions or initiating action, but may continue to fight current foes or in self-defense. The target may also follow orders from the target's leader (if any), but will only be able to follow them so long as no ambiguities arise.

5. Suggestion – Target will perform a single suggested act that is not self-destructive or diametrically opposed to the target's personality (e.g., no suicide suggestions, no blinding himself suggestions, no suggestions that a priest pray to an enemy god, etc.).
6. Sleep X – As *Sleep V*, except a total of 10 levels may be affected.
7. Hold Kind – Humanoid target has its Activity Points per round reduced by 3 (i.e., normally, the target will have 1 AP each round).
8. Master of Kind – Humanoid target must obey caster as in *Suggestion*.
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, this incurs the same effects as for failure.
12. Word of Stunning \* – [RR Mod.: -10] Target is stunned for 1 round/10 failure.
13. Word of Pain \* – [RR Mod.: -10] Target takes 50% of remaining concussion hits upon failure.
14. Hold True – As *Hold Kind*, except any sentient being can be affected.
15. Word of Sleep \* – [RR Mod.: -10] Target falls into a natural sleep as *Sleep V*, but there is no level limit.
16. Word of Discord \* – [RR Mod.: -10] Target will not cooperate or agree with anyone for 1 day/10 failure.
17. Word of Calling \* – [RR Mod.: -10] Target is forced to come and face the caster (fighting if necessary) and then remain immobile for 1 rnd/10 failure. Caster must remain immobile, or control lapses.
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. Listed duration is maximum wait time. Duration of effect on eventual target is normal for the selected “Word”.
19. Word of Death \* – [RR Mod.: -10] Target suffers the results of an E critical strike on the table of the caster's choice.
20. True Quest – As *Quest*, except the target is punished for failure (or refusal) by suffering 5 randomly selected E criticals.
25. Phrase \* – [RR Mod.: -10] Any three different “Words” are cast on one target in the same round (a separate RR roll must be made for each one).
30. Mass Word \* – [RR Mod.: -10] Any “Word” may be used and it will affect a number of levels equal to the level of the caster (assign target priority as described in *Sleep V*).
35. Master of All – As *Master of Kind*, except any sentient being can be affected.
40. Waiting Phrase \* – [RR Mod.: -10] As *Waiting Word*, except instead of a “Word” spell, the effect is as the *Phrase* spell.
50. Spirit Mastery – Caster can use one spell/round on this list (10th level or lower) with range improved to 100' where the original range is less.

## 7.3.Bard

### Bard Base

#### CONTROLLING SONGS

| Level | Spell                 | Area of Effect | Duration | Range | Type |
|-------|-----------------------|----------------|----------|-------|------|
| 1)    | Safety Song           | 20' R          | varies   | self  | Fm   |
| 2)    | Calming Song          | 20' R          | varies   | self  | Fm   |
| 3)    | Dancing Song          | 20' R          | varies   | self  | Fm   |
| 4)    | Stunning Song         | 20' R          | varies   | self  | Fm   |
| 5)    | Luring Song           | 40' R          | varies   | self  | Fm   |
| 6)    | Lullaby               | 20' R          | varies   | self  | Fm   |
| 7)    | Charming Song         | 20' R          | varies   | self  | Fm   |
| 8)    | Fear's Song           | 20' R          | varies   | self  | Fm   |
| 9)    | Seduction's Song      | 20' R          | varies   | self  | Fm   |
| 10)   | Greater Calming Song  | 50' R          | varies   | self  | Fm   |
| 11)   | Dancing Song True     | 50' R          | varies   | self  | Fm   |
| 12)   | Haunting Lullaby      | 20' R          | varies   | self  | Fm   |
| 13)   | Panic's Song          | 20' R          | varies   | self  | Fm   |
| 14)   | Stunning Song True    | 50' R          | varies   | self  | Fm   |
| 15)   | Luring Song True      | 100' R         | varies   | self  | Fm   |
| 16)   | Fight Song            | 20' R          | varies   | self  | Fm   |
| 17)   | Lullaby True          | 50' R          | varies   | self  | Fm   |
| 18)   | Charming Song True    | 50' R          | varies   | self  | Fm   |
| 19)   | Terror's Song         | 50' R          | varies   | self  | Fm   |
| 20)   | Song of Command       | 20' R          | varies   | self  | Fm   |
| 25)   | Panic's Song True     | 50' R          | varies   | self  | Fm   |
| 30)   | Calming Song True     | 10'/lvl R      | varies   | self  | Fm   |
| 35)   | Seduction's Song True | 50' R          | varies   | self  | Fm   |
| 40)   | Song of Command True  | 50' R          | varies   | self  | Fm   |
| 50)   | Fight Song True       | 50' R          | varies   | self  | Fm   |

1. Safety Song – Targets will not take aggressive (offensive) action towards the caster.
2. Calming Song – Targets are calmed and cannot take aggressive (offensive) action during the performance. This spell also soothes pain and can offset up to -10 in penalties due to injury (until the spell ends).
3. Dancing Song – Targets must dance (to the best of their ability). This requires Concentration and the dancers cannot choose to leave the area of effect unless a second RR is made. All dance-related maneuvers by the targets have a +25 bonus.
4. Stunning Song – Targets are stunned while song lasts.
5. Luring Song – As *Calming Song*, except targets are only non-aggressive with respect to the caster and targets will be drawn to the caster. They will approach the caster as close as possible without touching the caster or having to fight for position, and they will follow the caster if he is moving.

6. Lullaby – Targets fall into a light sleep. Targets get another RR if someone attempts to wake them while this spell is still active. When the duration is up, the target can be awakened normally.
  7. Charming Song – Targets regard the caster as a good friend.
  8. Fear's Song – Targets must make an RR versus Essence magic, but the results are treated as an RR versus Fear (see A&CL Section 13.3). Normal modifications against Fear do not apply.
  9. Seduction's Song – Targets become emotionally open and regard the caster favorably. This adds +10 to any maneuver made to seduce a target of this spell by someone other than the caster and adds +10 to any Influence skill maneuver or +30 to any seduction attempt made by the caster to affect a target of this spell.
  10. Greater Calming Song – As *Calming Song*, except for area of effect, and it can offset up to -20 in injury-related penalties.
  11. Dancing Song True – As *Dancing Song*, except for area of effect.
  12. Haunting Lullaby – As *Lullaby*, except targets experience a sleep troubled by nightmares. For 24 hours after awakening, they will have a -40 penalty to any RR against fear or fear-inducing magic.
  13. Panic's Song – [RR Mod.: -25] As *Fear's Song*, except targets suffer a -25 modification to their RRs.
  14. Stunning Song True – As *Stunning Song*, except for area of effect.
  15. Luring Song True – As *Luring Song*, except for area of effect.
  16. Fight Song – Targets will attack nearest individual other than the caster. If two or more individuals are equidistant, the target will attack the one he would normally be most inclined to fight. If a target injures (inflicts a critical on) a loved one, a close friend, or a longtime comrade in arms, he may make a new RR.
  17. Lullaby True – As *Lullaby*, except for area of effect.
  18. Charming Song True – As *Charming Song*, except for area of effect.
  19. Terror's Song – [RR Mod.: -25] As *Panic's Song*, except for area of effect.
  20. Song of Command – Targets will obey the caster's commands, unless the action commanded is totally alien to the target's nature (e.g., no suicidal or self-mutilating commands unless the target is already self-destructive). If a target cannot understand the command, it will simply take no action.
  25. Panic's Song True – [RR Mod: -50] As *Panic's Song*, except for area of effect and RR modifier.
  30. Calming Song True – [RR Mod: -10] As *Calming Song*, except for area of effect, RR modifier, and a maximum of -30 in offset penalties.
  35. Seduction's Song True – [RR Mod: -10] As *Seduction's Song*, except for area of effect, RR modifier, and the caster's bonuses are +50 to seduction attempts and +25 to other Influence maneuvers, while those other than the caster gain a +25 to seduction attempts where the object of the seduction is under the influence of this spell.
  40. Song of Command True – [RR Mod: -10] As *Song of Command*, except for area of effect and RR modifier.
  50. Fight Song True – [RR Mod: -10] As *Fight Song*, except for area of effect and RR modifier.
- Note:** Area of Effect and Duration are treated unusually and there are other special rules for this list. See Section 10.1.

## Bard Base

## ENTERTAINING WAYS

| Level | Spell                       | Area of Effect | Duration   | Range | Type |
|-------|-----------------------------|----------------|------------|-------|------|
| 1)    | Spotlight *                 | caster         | 10 min/lvl | self  | E    |
| 2)    | Dim Lights *                | 10' R/lvl      | 10 min/lvl | self  | E    |
| 3)    | Lightshow *                 | 5' R           | 1 rnd/lvl  | touch | E    |
| 4)    | Showman I                   | caster         | 10 min/lvl | self  | U    |
| 5)    | Legerdemain                 | 1 target       | 1 min/lvl  | touch | U    |
| 6)    | Enthrall I                  | 1 target       | 1 min/lvl  | 10'   | Fm   |
| 7)    | Hidden Pocket               | 1 object       | 1 min/lvl  | touch | U    |
| 8)    | Pratfall *                  | caster         | —          | self  | U    |
| 9)    | Showman II                  | caster         | 10 min/lvl | self  | U    |
| 10)   | Quick Study                 | caster         | C          | self  | U    |
| 11)   | Enthrall V                  | 5 targets      | 1 min/lvl  | 10'   | Fm   |
| 12)   | Volunteer from the Audience | 1 target       | 1 min/lvl  | 10'   | Fm   |
| 13)   | Lovely Assistant            | 1 target       | 10 min/lvl | touch | U    |
| 14)   | Showman III                 | caster         | 10 min/lvl | self  | U    |
| 15)   | Enthrall X                  | 10 targets     | 1 min/lvl  | 10'   | Fm   |
| 16)   | Disappear                   | 1 target       | 1 min/lvl  | 10'   | U    |
| 17)   | Master of Ceremonies I      | 1 target/lvl   | 10 min/lvl | 100'  | U    |
| 18)   | Showman IV                  | caster         | 10 min/lvl | self  | U    |
| 19)   | Quick Study True            | caster         | C          | self  | U    |
| 20)   | Mass Enthrall               | 1 target/lvl   | 1 min/lvl  | 100'  | Fm   |
| 25)   | Showman V                   | caster         | 10 min/lvl | self  | U    |
| 30)   | Disappear True              | varies         | 1 min/lvl  | 10'   | U    |
| 35)   | Master of Ceremonies II     | 1 target/lvl   | 10 min/lvl | 100'  | U    |
| 40)   | Showman VI                  | caster         | 10 min/lvl | self  | U    |
| 50)   | Master of Ceremonies IV     | 1 target/lvl   | 10 min/lvl | 100'  | U    |

1. Spotlight \* – Caster is lit by a bright circle of light (between 5' and 10' diameter as desired). At the time of casting, the caster designates his "front" and the light will shine from that direction. The caster can change his "front" by concentrating (the light will blink off and another will blink on). The diameter and color of the light can also be changed and the light dimmed down to a soft mood light. All adjustable features can be changed at once.
2. Dim Lights \* – All non-magical light sources in the area of effect are dimmed to the luminosity of soft candle light.
3. Lightshow \* – Caster can create colored lights that will shine in the area of effect. The caster can change the colors and forms of the light by concentrating. The light can take any form the caster desires, but the light will not illuminate more than the area of effect. For example, several small spheres of various colors can float around the caster's feet, or five red beams can flash back and forth across the caster's body.
4. Showman I – Caster receives a +5 bonus to all Performing Arts maneuvers for the duration of this spell.

5. Legerdemain – Caster can make any one target (up to 1 pound per level of the caster) vanish. The caster must designate a location for the target to "reappear" in (the location must be within the caster's line of sight and within 100' per level of the caster). The object is teleported to the designated location at the time of casting, where it may remain invisibly until the duration expires or the caster chooses for it to appear. When the item is teleported, it makes a sound only where it disappears.
6. Enthrall I – The target of this spell is enthralled with the caster (for as long as the caster is performing or for the duration of this spell, whichever is shorter). While enthralled, the target is considered to be Concentrating on the performance and has a -75 to Perception regarding anything else. Enthrallment is broken if the target is attacked.
7. Hidden Pocket – The caster can place any one inanimate object (up to 1 pound per level of the caster) into any available container. The container opening must be large enough to fit at least one dimension of the object. When the container is examined, it will appear empty to all normal perception (including feeling). The caster may pluck the item from the container at any time (up to the duration of the spell). If the object is not taken from the container before duration is up, the object appears in the container as if it were there all along.
8. Pratfall \* – When the caster has experienced a fumble/failure result with an attack or physical maneuver, this spell allows the caster to turn tragedy into comedy. The caster suffers no negative effects beyond losing the opportunity to act as desired; the caster's antics also bolster allied morale and the next friendly morale/fear RR made in the current situation receives a +20 bonus.
9. Showman II – As *Showman I*, except bonus is +10.
10. Quick Study – Caster can read at three times the normal rate; this material is retained unusually well, granting a +10 bonus to any attempt to recall the information later.
11. Enthrall V – As *Enthrall I*, except affects five targets.
12. Volunteer from the Audience – Target will perform any actions that the caster dictates for the duration of this spell. If the target of this spell has previously been a "volunteer" for the caster, he suffers an RR modification of -1 for each previous time he was a successful target. If an action is commanded which is completely alien to the target, the target receives a new RR with a +50 bonus.
13. Lovely Assistant – Target of this spell (which may be the caster) gains an enhanced appearance. This spell enhances facial appearance, body appearance, and clothing appearance (roughly equivalent to a modern make-over, including fashion). Target gains a +10 to all rolls where personal appearance is a factor or +20 if appearance is a major factor.
14. Showman III – As *Showman I*, except bonus is +15.
15. Enthrall X – As *Enthrall I*, except affects ten targets.
16. Disappear – As *Legerdemain*, except affects any target up to the caster's own mass.
17. Master of Ceremonies I – As *Showman I*, except bonus applies to a number of target up the caster's level.
18. Showman IV – As *Showman I*, except bonus is +20.
19. Quick Study True – As *Quick Study*, except caster can read a page at a glance (i.e., caster can read as fast as he can turn through the pages).
20. Mass Enthrall – As *Enthrall I*, except affects a number of targets up to the caster's level.
25. Showman V – As *Showman I*, except bonus is +25.
30. Disappear True – As *Disappear*, except may affect any one living creature or inanimate object up to 100 pounds per level of the caster.
35. Master of Ceremonies II – As *Master of Ceremonies I*, except bonus is +10.
40. Showman VI – As *Showman I*, except bonus is +30.
50. Master of Ceremonies IV – As *Master of Ceremonies I*, except bonus is +20.

**Note:** Spells that involve teleportation are normally quite noisy and difficult to silence. Air is being pushed about in a manner not unlike a thunderclap. Amount of noise depends on the size of the object teleported. The spells on this list will muffle the sound and give it a "theatrical" tone. but it will be clearly audible.

### Bard Base

## INSPIRING SONGS

| Level | Spell                  | Area of Effect | Duration | Range | Type |
|-------|------------------------|----------------|----------|-------|------|
| 1)    | Harmonize              | 1 target       | P        | 5'    | U    |
| 2)    | Song of Vigor          | 40' R          | varies   | self  | U    |
| 3)    | Song of Coordination   | 50' R          | varies   | self  | U    |
| 4)    | Battle Hymn I          | 20' R          | varies   | self  | U    |
| 5)    | Song of Sharing I *    | 5' R           | varies   | self  | U    |
| 6)    | Countersong I          | 10' R          | varies   | self  | U    |
| 7)    | Song of Remembrance    | 20' R          | varies   | self  | U    |
| 8)    | Song of Unity          | 50' R          | varies   | self  | U    |
| 9)    | Battle Hymn II         | 30' R          | varies   | self  | U    |
| 10)   | Song of Sharing II *   | 10' R          | varies   | self  | U    |
| 11)   | Song of Magic          | 10' R          | varies   | self  | U    |
| 12)   | Countersong II         | 20' R          | varies   | self  | U    |
| 13)   | Battle Hymn III        | 40' R          | varies   | self  | U    |
| 14)   | Song of Clarity        | 20' R          | varies   | self  | U    |
| 15)   | Song of Sharing III *  | 15' R          | varies   | self  | U    |
| 16)   | Song of Renewal        | 40' R          | varies   | self  | U    |
| 17)   | Countersong III        | 30' R          | varies   | self  | U    |
| 18)   | Battle Hymn IV         | 50' R          | varies   | self  | U    |
| 19)   | Song of Wrath          | 30' R          | varies   | self  | U    |
| 20)   | Song of Sharing IV *   | 20' R          | varies   | self  | U    |
| 25)   | Battle Hymn True       | 2'/lvl R       | varies   | self  | U    |
| 30)   | Song of Sharing V *    | 25' R          | varies   | self  | U    |
| 35)   | Countersong V          | 50' R          | varies   | self  | U    |
| 40)   | Song of Sharing True * | 1'/lvl R       | varies   | self  | U    |
| 50)   | Countersong X          | 100' R         | varies   | self  | U    |

1. Harmonize – Target becomes an "Ally" for purposes of this list. The caster is always considered an Ally for purposes of this list. The caster is limited to a number of Allies (other than the caster) equal to his ranks in this list, but may remove any one individual from the status of Ally with a round of concentration at any time.

2. Song of Vigor – All Allies make Endurance rolls with a +50 bonus.

3. Song of Coordination – When Allies are working together on some shared task, this spell provides a bonus to that task equal to +3 per number of Allies involved (includes the caster, although the caster obviously cannot be providing "hands on" help).

4. Battle Hymn I – Allies gain a +10 bonus to all RRs against fear or magic that produces fear or calm. They also gain +4 OB.



5. Song of Sharing I \* – This spell casts another spell known to the caster, but changes the nature of that spell. The spell to be shared must have "1 target" or a larger number of targets as its normal area of effect. The *Song of Sharing I* will cause the shared spell to affect all Allies within a 5' R as if the shared spell had been directly cast on each of them. The PP cost of casting is the cost of this spell (5 PPs) plus the cost of the spell to be shared. For example, if a Bard knew the spell *Leaping* from the Lofty Bridge list, every Ally within 5' could be given the ability to *Leap* by casting *Song of Sharing I* and expending 6 PPs (5 for the base cost of *Song of Sharing I* and 1 PP for the *Leaping* spell effect). If the spell to be shared is of higher level than the *Song of Sharing*, the shared spell's level is used for determining the difficulty of spell-casting. Spell effects end when either the duration of the *Song of Sharing* ends or when the normal duration of the spell shared ends (i.e., the *Leaping* effect would only last one round).
6. Countersong I – Caster creates a defensive song that will protect anyone (not just Allies) from sound-based attacks (including the spells on Controlling Songs). Any such attack must make a successful RR against the caster's level or fail within the bounds of the Countersong.
7. Song of Remembrance – All Allies gain a +20 bonus to all Lore skill maneuvers and any other memory-based tasks.
8. Song of Unity – All Allies within area of effect are telepathically linked. They may communicate mentally with each other freely. Essentially this is silent, largely secure communication.
9. Battle Hymn II – As *Battle Hymn I*, except the RR bonus is +20 and the OB bonus is +8.
10. Song of Sharing II \* – As *Song of Sharing I*, except for radius of effect.
11. Song of Magic – Allies may add the caster's level to their spell-casting maneuver rolls.
12. Countersong II – As *Countersong I*, except radius is 20'.
13. Battle Hymn III – As *Battle Hymn I*, except the RR bonus is +30 and the OB bonus is +12.
14. Song of Clarity – Allies reduce all stun rounds taken by 1 and gain a +30 bonus to RRs against spells which cause confusion.
15. Song of Sharing III \* – As *Song of Sharing I*, except for radius of effect.
16. Song of Renewal – Allies recover 2 concussion hits per round.
17. Countersong III – As *Countersong I*, except radius is 30'.
18. Battle Hymn IV – As *Battle Hymn I*, except the RR bonus is +40 and the OB bonus is +16.
19. Song of Wrath – Allies gain +10 OB and do double hits and an additional Impact critical (one severity level less than the primary critical) in melee combat.
20. Song of Sharing IV \* – As *Song of Sharing I*, except for radius of effect.
25. Battle Hymn True – As *Battle Hymn I*, except the RR bonus is twice the caster's level and the OB bonus is +20.
30. Song of Sharing V \* – As *Song of Sharing I*, except for radius of effect.
35. Countersong V – As *Countersong I*, except radius is 50'.
40. Song of Sharing True \* – As *Song of Sharing I*, except for radius is equal to the caster's level in feet.
50. Countersong X – As *Countersong I*, except radius is 100'.

**Note:** Area of Effect and Duration are treated unusually. See Section 10.1.

## Bard Base

## ITEM LORE

| Level | Spell                 | Area of Effect | Duration      | Range | Type |
|-------|-----------------------|----------------|---------------|-------|------|
| 1)    | Instrumental Analysis | 1 object       | —             | touch | I    |
| 2)    | Assessing Eye         | 1 object       | —             | 10'   | I    |
| 3)    | Detect Power          | 1 object       | 1 rnd/lvl (C) | touch | I    |
| 4)    | Emblem Recognition    | 1 emblem       | —             | touch | I    |
| 5)    | Rune Literacy III     | caster         | 1 rnd/lvl     | self  | U    |
| 6)    | Item Origins          | 1 object       | —             | touch | I    |
| 7)    | Attuning III          | caster         | 1 rnd/lvl     | self  | U    |
| 8)    | Power's Tale          | 1 object       | —             | touch | I    |
| 9)    | Item's Tale           | 1 object       | —             | touch | I    |
| 10)   | The Crafter's Tale    | 1 object       | —             | touch | I    |
| 11)   | Detect Curse          | 1 object       | —             | touch | I    |
| 12)   | Rune Literacy VII     | caster         | 1 rnd/lvl     | self  | U    |
| 13)   | Find Significance     | 1 object       | —             | touch | I    |
| 14)   | Attuning VII          | caster         | 1 rnd/lvl     | self  | U    |
| 15)   | Item Analysis         | 1 object       | —             | touch | I    |
| 16)   | The Reaper's Tale     | 1 object       | —             | touch | I    |
| 17)   | Item's Epic           | 1 object       | —             | touch | I    |
| 18)   | Rune Literacy X       | caster         | 1 rnd/lvl     | self  | U    |
| 19)   | Distance Learning*    | caster         | 1 rnd/lvl     | self  | U    |
| 20)   | Attuning X            | caster         | 1 rnd/lvl     | self  | U    |
| 25)   | Item's Saga           | 1 object       | —             | touch | I    |
| 30)   | The Alchemist's Tale  | 1 object/lvl   | 1 rnd/lvl     | touch | I    |
| 35)   | Rune Literacy XV      | caster         | 1 rnd/lvl     | self  | U    |
| 40)   | Looter's Eye *        | 100' R         | —             | self  | I    |
| 50)   | Attuning XV           | caster         | 1 rnd/lvl     | self  | U    |

1. Instrumental Analysis – Caster can assess the value of a musical instrument to within 10% of its actual value. This spell allows the caster to calculate different values for the different cultures he is familiar with based on the general value of the instrument, the raw materials used to make it, and the quality of craftsmanship and sound. Additional value (e.g., from being made by a famous maker) is not revealed. The caster also gains a general knowledge of the instrument's origins (the culture of origin and the instrument's age within 10% of its actual age). Finally, he understands how the instrument is to be played, although actually playing competently requires the development of skill with the instrument through practice.

2. Assessing Eye – The caster has a +50 bonus to any attempt to appraise the market value of the target item. Item may be appraised for any culture/location of which the caster has knowledge.

3. Detect Power – Detects power in an item, but not the realm or how much. A different item can be examined each round by concentrating.

4. Emblem Recognition – The caster can examine any visual symbol of an individual or group, be it a company logo, shield design, tattoo, flag, or other device. The caster learns the name of the individual or group so represented, a rough idea of the nature and (usual) location of that which is represented (e.g., "a knight of Glakony" or "a criminal gang in the southern islands"), and the purpose of the emblem (e.g., "to mark his works", "to identify church grounds, property, or servants", or "battlefield identification").
5. Rune Literacy III – Any Runes maneuver made by the caster has a +15 bonus.
6. Item Origins – The caster learns the area of origin of the item, the race of the being who made it, and when it was made (within 100 years). If the creator gave the item a name, that is also revealed.
7. Attuning III – Any Attunement maneuver made by the caster has a +15 bonus.
8. Power's Tale – The caster learns the primary power of a magical item. This knowledge comes in the form a short narrative illustrating this power or an explanatory bit of verse.
9. Item's Tale – The caster learns a narrative account of the most significant event in the item's recent past. The event cannot have occurred more than one hour per level of the caster in the past.
10. The Crafter's Tale – The caster learns who made the item and when. He also learns of any craftsmanship bonus the item possesses. He learns whom the item was made for, if it was crafted for a specific person or group, and he learns for what purpose the item was made.
11. Detect Curse – The caster learns if there is a curse on the item.
12. Rune Literacy VII – As *Rune Literacy III*, but bonus is +35.
13. Find Significance – The caster learns the cultural and historical significance of one item. He also learns its personal significance, if any, to its current owner. This knowledge comes in the form of an illustrative narrative.
14. Attuning VII – As *Attuning III*, but bonus is +35.
15. Item Analysis – The caster gains complete information on the item's magical abilities and any non-magical bonuses.
16. The Reaper's Tale – The caster receives a narrative account of how someone died. Since this is not a vision, the caster has only a description of the killer (and perhaps the name, if it is revealed in dialog), but vision-centric defenses against retrosurveillance will not stymie this spell. When this spell is cast, the caster must be touching an object that had significance in the death (i.e., the murder weapon, the body, etc.) The narrative will be "from the point of view" of the object in question, so casting on multiple objects may provide a more complete account of events.
17. Item's Epic – As *Item's Tale*, except without a time limit.
18. Rune Literacy X – As *Rune Literacy II*, but bonus is +50.
19. Distance Learning \* – The next touch-ranged spell on this list cast by the caster of this spell will have its range improved to 20'.
20. Attuning X – As *Attuning III*, but bonus is +50.
25. Item's Saga – As *Item's Tale*, except caster learns the whole history of the item. This does not include every detail, but does include all significant events.
30. The Alchemist's Tale – As *Item Analysis* and *Item Origins* combined, except that the Bard may study one item each round during the duration of the spell.
35. Rune Literacy XV – As *Rune Literacy III*, but bonus is +75.
40. Looter's Eye \* – Caster immediately knows the location of the most valuable (financially) object within the area of effect.
50. Attuning XV – As *Attuning III*, but bonus is +75.

**Note:** See Section 10.4 for more about detection spells.

## Bard Base

## SOUND CONTROL

| Level | Spell                  | Area of Effect   | Duration      | Range | Type |
|-------|------------------------|------------------|---------------|-------|------|
| 1)    | Quiet I                | 1'R              | 1 min/lvl     | self  | E    |
| 2)    | Sonic Law I            | 1'R              | C             | self  | E    |
| 3)    | Hush                   | 10' R/lvl        | 10 min/lvl    | self  | E    |
| 4)    | Fanfare                | 10' R            | 1 rnd/lvl     | self  | E    |
| 5)    | Sphere of Silence I    | 10'R             | 1 min/lvl     | self  | E    |
| 6)    | Sonic Law II           | 10'R             | C             | self  | E    |
| 7)    | Sudden Sound           | 1 target         | 1 rnd/5 fail  | 100'  | F    |
| 8)    | Deafen                 | 1 target         | 1 rnd/5 fail  | 100'  | F    |
| 9)    | Cracks                 | 1,000 cu'        | —             | 100'  | F    |
| 10)   | Music                  | 5' R             | 1 min/lvl     | touch | E    |
| 11)   | Sphere of Silence V    | 50'R             | 1 min/lvl     | self  | E    |
| 12)   | Sonic Law III          | 100'R            | C             | self  | E    |
| 13)   | Shatter Blast          | 1 object (1 cu') | —             | 10'   | F    |
| 14)   | Waiting Sound          | varies           | 1 min/lvl     | touch | E    |
| 15)   | Orchestra              | 10' R            | 10 min/lvl    | touch | E    |
| 16)   | Sonic Law IV           | 10'R/lvl         | C             | self  | E    |
| 17)   | Long Sudden Sound      | 1 target         | 1 rnd/5 fail  | 300'  | F    |
| 18)   | Minor Ultrasonics      | 50' R            | 1 rnd/lvl (C) | self  | F    |
| 19)   | Sonic Splendor         | 1 instrument     | 10 min/lvl    | touch | U    |
| 20)   | Crumble                | 1,000 cu'        | —             | 100'  | F    |
| 25)   | Sphere of Silence X    | 100'R            | 1 min/lvl     | self  | E    |
| 30)   | Minor Ultrasonics True | 100'R            | 1 rnd/lvl (C) | self  | F    |
| 35)   | Killing Sound          | 1 target         | —             | 100'  | F    |
| 40)   | Mass Sudden Sound      | 1 target/lvl     | 1 rnd/5 fail  | 100'  | F    |
| 50)   | Sonic Law True         | 10'/lvl          | 1 min/lvl     | self  | E    |

1. Quiet I – Any sounds originating within 1' of the caster's body cannot be heard outside the radius; +25 to Stalking.
2. Sonic Law I – Caster may manipulate sound within the area of effect, creating any single sound desired. This sound may be heard outside the area of effect, if the caster wishes. Sound cannot be damaging.
3. Hush – For the duration of this spell, all sounds in the area of effect are no louder than a whisper. The caster is immune to the effects of this spell. In addition, the caster can designate up to one extra target per level to be immune to the effects of the spell. By concentrating for one round, the caster may make one target immune to the effect or remove one target's immunity.
4. Fanfare – A fanfare of music plays. The caster may designate one instrument (that will make the sounds of the fanfare) for every five levels of experience (or portion thereof). The volume of the fanfare cannot exceed that which would be normally made by the designated instrument(s).

5. Sphere of Silence I – As *Quiet I*, except radius is 10’.
6. Sonic Law II – As *Sonic Law I*, except radius is 10’.
7. Sudden Sound – Causes a very loud, sudden sound next to the target's ears. The target is stunned for the duration.
8. Deafen – Target cannot hear sounds occurring more than 6" from the target's ears.
9. Cracks – Certain sound waves cause any cracks or flaws in solid, inanimate material (up to 1,000 cu’) to expand to their limit.
10. Music – Caster may designate any music to be played as if the caster were playing it (and the caster must actually have played the music at least once). The music will play continuously for the duration of the spell. If the musical score finishes before the duration is over, the music will repeat as many times as needed. The caster can designate singing instead of an instrument.
11. Sphere of Silence V – As *Sphere of Silence I*, except radius is 50’.
12. Sonic Law III – As *Sonic Law I*, except radius is 100’.
13. Shatter Blast – Causes a nonmetal, rigid, inanimate object to shatter (up to 1 cubic foot in size). All within a 5’R take an A Impact critical, anyone holding the object takes a C critical.
14. Waiting Sound – A set series of sounds can be concentrated upon and then delayed up to 24 hours or until triggered by a specified sound.
15. Orchestra – As *Music*, except caster may designate one instrument per five levels of experience (or portion thereof) that will play simultaneously. All instruments (including vocals) will play as if the caster were playing them.
16. Sonic Law IV – As *Sonic Law I*, except radius is 10’ per level of the caster.
17. Long Sudden Sound – As *Sudden Sound*, except for range.
18. Minor Ultrasonics – All beings (except the caster) within range capable of hearing ultrasonic sounds are stunned 1 rnd/10 failure; an RR must be made once per round while in the radius. Even if they are not stunned, animals capable of hearing ultrasonics will have to make a second, non-magical RR against Fear (level of Fear is half the caster's level).
19. Sonic Splendor – First, this spell will clean and tune an instrument instantly; this effect is "permanent". This spell cannot repair actually broken or missing parts; if new strings are supplied, it can use them to replace broken ones, for example. Second, the sound quality of the instrument is improved to the equivalent of a +10 quality instrument if it was below that value. Third, if the caster spends a round in concentration, the instrument can be made to sound like any other instrument with which the caster is familiar.
20. Crumble – As *Cracks*, except material with cracks will crumble to dust.
25. Sphere of Silence X – As *Sphere of Silence I*, except radius is 100’.
30. Minor Ultrasonics True – As *Minor Ultrasonics*, except for radius.
35. Killing Sound – Caster launches a concentrated burst of sound at the target, doing a D Impact critical.
40. Mass Sudden Sound – As *Sudden Sound*, except affects up to one target per caster level.
50. Sonic Law True – As *Sonic Law I*, except parameters are as listed and sounds can be programmed, the sounds may be delayed (up to 24 hr), there can be more than one sound at a time, and sounds are instantly changeable.

## Bard Base

## SOUND PROJECTION

| Level | Spell                  | Area of Effect | Duration | Range    | Type |
|-------|------------------------|----------------|----------|----------|------|
| 1)    | Long Whisper I         | 1 point        | C        | 100'     | E    |
| 2)    | Sounding II            | caster         | C        | self     | E    |
| 3)    | Sweet Music III *      | 1 spell        | varies   | self     | U    |
| 4)    | Distant Drums V *      | 1 spell        | varies   | self     | U    |
| 5)    | Long Whisper III       | 1 point        | C        | 300'     | E    |
| 6)    | Sounding V             | caster         | C        | self     | E    |
| 7)    | Distant Drums X *      | 1 spell        | varies   | self     | U    |
| 8)    | Echoes *               | 1 spell        | varies   | self     | U    |
| 9)    | Long Whisper V         | 1 point        | C        | 500'     | E    |
| 10)   | Song Mastery *         | 1 spell        | varies   | self     | U    |
| 11)   | Sweet Music VI *       | 1 spell        | varies   | self     | U    |
| 12)   | Distant Drums XX *     | 1 spell        | varies   | self     | U    |
| 13)   | Long Whisper X         | 1 point        | C        | 1000'    | E    |
| 14)   | Sounding True          | caster         | C        | self     | E    |
| 15)   | Distant Drums XXX *    | 1 spell        | varies   | self     | U    |
| 16)   | Rebounding Echoes *    | 1 spell        | varies   | self     | U    |
| 17)   | Long Whisper True      | 1 point        | C        | 100'/lvl | E    |
| 18)   | Sweet Music X *        | 1 spell        | varies   | self     | U    |
| 19)   | Distant Drums L*       | 1 spell        | varies   | self     | U    |
| 20)   | Marching Tune *        | 1 spell        | varies   | self     | U    |
| 25)   | Distant Drums True *   | 1 spell        | varies   | self     | U    |
| 30)   | Reverberating Echoes * | 1 spell        | varies   | self     | U    |
| 35)   | Universal Language *   | 1 spell        | varies   | self     | U    |
| 40)   | Sweet Music True *     | 1 spell        | varies   | self     | U    |
| 50)   | Repeat Performance *   | 1 spell        | varies   | self     | U    |

1. Long Whisper I – Caster can whisper and the whisper can be heard at any point he chooses within the range.
2. Sounding II – Both the caster's voice and the sound of any musical instrument(s) he is playing carry twice as far as normal. This allows for speaking to or performing for larger crowds.
3. Sweet Music III \* – The caster has a +15 bonus to Performing Arts maneuver rolls made when casting a spell on the Controlling Songs or Inspiring Songs spell lists. The "Song" must be cast within 1 minute after completing this spell. This bonus applies both to the initial roll and to any continuation rolls.
4. Distant Drums V \* – The center of the radius of a spell on the Controlling Songs or Inspiring Songs spell lists may be placed at a distance of up to 50' from the caster. The "Song" must be cast within one minute after completing this spell. Silent performance techniques (e.g. juggling) cannot be used with *Distant Drums*.
5. Long Whisper III – As *Long Whisper I*, except range is 300'.
6. Sounding V – As *Sounding II*, except increase is five times.
7. Distant Drums X \* – As *Distant Drums V*, but maximum distance is 100'.

8. Echoes \* – A spell on the Controlling Songs or Inspiring Songs spell lists will continue to stay in effect after the caster is done performing. The "Song" must be cast within one minute after completing this spell. This extended effect is as long as the initial performance (including any extension by making continuation rolls). For example, if the caster plays a *Stunning Song* for four rounds, then runs away, the victims will suffer a total of eight rounds of stun.

9. Long Whisper V – As *Long Whisper I*, except range is 500'.

10. Song Mastery \* – A spell on the Controlling Songs spell list can affect only those individuals the caster chooses. He may either select them individually or by choosing one or more categories of being to affect (e.g., "rats", "children"). The "Song" must be cast within one minute after completing this spell. This spell allows the caster to make himself one of the targets of his own Controlling Song.

11. Sweet Music VI \* – As *Sweet Music III*, but bonus is +30.

12. Distant Drums XX \* – As *Distant Drums V*, but maximum distance is 200'.

13. Long Whisper X – As *Long Whisper I*, except range is 1000'.

14. Sounding True – As *Sounding II*, except sound carries out to a chosen distance up to one mile radius without diminution of sound.

15. Distant Drums XXX \* – As *Distant Drums V*, but maximum distance is 300'.

16. Rebounding Echoes \* – As *Echoes*, but the extended effect lasts twice as long as the performance.

17. Long Whisper True – As *Long Whisper I*, except range is 100' per level of the caster.

18. Sweet Music X \* – As *Sweet Music III*, but bonus is +50.

19. Distant Drums L \* – As *Distant Drums V*, but maximum distance is 500'.

20. Marching Tune \* – A spell on the Controlling Songs or Inspiring Songs spell list will not interfere with the caster's normal movement. The "Song" must be cast within one minute after completing this spell. The caster may continue his performance while doing full movement at up to a jogging pace with no pace penalties.

25. Distant Drums True \* – As *Distant Drums V*, but maximum distance is one mile, and the caster must be able to see the place where he wants to center his Controlling Song.

30. Reverberating Echoes \* – As *Echoes*, but the extended effect lasts three times as long as the performance.

35. Universal Language \* – A spell on the Controlling Songs spell list will influence even beings normally immune to mental spells, be they mindless undead, strange demons, or animated stone. The "Song" must be cast within one minute after completing this spell.

40. Sweet Music True \* – As *Sweet Music III*, but bonus is +75.

50. Repeat Performance \* – A spell on the Controlling Songs spell list can be made to repeat itself at a later time in the same place. The "Song" must be cast within one minute after completing this spell. The repetition can be triggered any time in the next 48 hours after completion of the initial performance. The caster can choose one of the following triggers: a) a set time, b) specified movement/action, c) specified sound, d) specified species, or e) specified realm of magic actively cast. For options b through e, they trigger the *Repeat Performance* if they occur/exist in the area affected by the Controlling Song. For those options, the response to the trigger may occur instantly or there may be a set delay in order, e.g., to let more orcs enter the area of effect before the spell goes off.

## 7.4.Dabbler

### Dabbler Base

#### CONCEALMENT MASTERY

| Level | 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)   | Hide Thoughts      | caster         | C          | self    | U    |
| 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)   | Hide Thoughts True | caster         | 1 min/lvl  | self    | U    |
| 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    |
| 35)   | Displacement IV    | caster         | 1 min/lvl  | 10'     | E    |
| 40)   | Lord Secret        | 20 objects     | 4 hrs/lvl  | touch   | U    |
| 50)   | Conceal True       | 1 object/lvl   | 4 hrs/lvl  | touch   | E    |

1. Shadow – Caster and objects on the caster's person appear to be in shadow and thus are almost invisible in dark areas (in many situations this could be handled with a Stalking bonus of between +25 and +75).

2. Unseen III – Up to three objects (e.g., 1 garment, 1 naked body, and 1 weapon) are made invisible. Each object 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) **or** casts a spell of type E or F.

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).

4. Locate Object – This spell allows the caster to find any inanimate object. The caster must be able to uniquely describe the object. When using the *Locate Object* spell, the caster must provide an unambiguous description of



the object being sought. This includes a minimum of: the item's dimensions (within 10% of actual size) and at least two other identifying attributes (e.g., color weight, shape, texture, etc.). Often, it will take more than two other attributes to make the description "unique" (i.e., no other item within range can possibly match the description).

5. Darkness – Creates an area of darkness up to 2'R/lvl about the point touched. The darkness is equal to the darkest night. (See A&CL Section 14.8) If the point is on a mobile object or being, it will move with the object/being (see Section 10.16).

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).

7. Unseen V – As *Unseen III*, except affects up to five objects.

8. Displacement I – Caster's apparent location is offset from the actual location; all attacks have no effect 10% of the time. Each time a foe misses due to this effect, the chance of that foe missing again goes down 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 15 objects.

14. Hide Thoughts – Caster becomes almost impossible to read as to honesty or emotions (-100 to all attempts to use Social Awareness skill on the caster) and spells to read the caster's mind or emotional state must make an RR roll against this spell or simply fail.

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%.

19. Hide Thoughts True – As *Hide Thoughts*, except for duration.

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 each level of the caster.

30. Secret X – As *Secret I*, except affects up to ten objects.

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

40. Lord Secret – As *Secret I*, except affects up to twenty objects.

50. Conceal True – As *Conceal I*, except affects up to one object for each level of the caster.

**Note:** Illusions are one of the more complex and subtle types of magic and they are explained at length in Section 10.9.

**Note:** For more information on invisibility, see Section 10.10.

## Dabbler Base

## INFLUENCES

| Level | Spell                     | Area of Effect    | Duration      | Range   | Type |
|-------|---------------------------|-------------------|---------------|---------|------|
| 1)    | Deepen Sleep *            | 1 target          | 1 hour        | 100'    | Fm   |
| 2)    | Charm Animals             | 1 animal/lvl      | 1 hour        | 100'    | Fm   |
| 3)    | Caginess I *              | caster            | 10 min/lvl    | self    | U    |
| 4)    | Voice of Sincerity        | varies            | 10 min/lvl    | self    | Fm   |
| 5)    | Silver Tongue I           | caster            | 10 min/lvl    | self    | U    |
| 6)    | Mind Reading I            | 1 target          | 1 rnd/lvl (C) | 2'/lvl  | Fm   |
| 7)    | Caginess II *             | caster            | 10 min/lvl    | self    | U    |
| 8)    | Voice of Eloquence        | caster            | 10 min/lvl    | self    | U    |
| 9)    | Charm Group               | 1 target/5 lvls   | 1 hr/lvl      | 100'    | Fm   |
| 10)   | Caginess III *            | caster            | 10 min/lvl    | self    | U    |
| 11)   | Group Suggestion          | 1 target/5 lvls   | varies        | 100'    | Fm   |
| 12)   | Silver Tongue II          | caster            | 10 min/lvl    | self    | U    |
| 13)   | Hold Group                | 1 target/5 lvls   | C             | 100'    | Fm   |
| 14)   | Voice of Magnificence     | caster            | 10 min/lvl    | self    | U    |
| 15)   | Mind Reading II           | 1 target          | 1 rnd/lvl (C) | 5'/lvl  | Fm   |
| 16)   | Caginess IV *             | caster            | 10 min/lvl    | self    | U    |
| 17)   | Silver Tongue III         | caster            | 10 min/lvl    | self    | U    |
| 18)   | Master Group              | 1 target/5 lvls   | 10 min/lvl    | 50'     | Fm   |
| 19)   | Calligraphy of Suggestion | 1 text            | varies        | touch   | Fm   |
| 20)   | Caginess V *              | caster            | 10 min/lvl    | self    | U    |
| 25)   | Mind Reading True         | 1 target          | 1 rnd/lvl (C) | 10'/lvl | Fm   |
| 30)   | Mystic Papers             | unlimited targets | 10 min/lvl    | touch   | Fm   |
| 35)   | Silver Tongue V           | caster            | 10 min/lvl    | self    | U    |
| 40)   | Mass Suggestion           | 1 target/lvl      | varies        | 100'    | Fm   |
| 50)   | Group Quest               | 1 target/5 lvls   | varies        | 50'     | Fm   |

1. Deepen Sleep \* – [RR Mod.: -30] Target that is already at least napping falls into a very deep sleep, taking a -50 penalty to Perception rolls to wake up.

2. Charm Animals – Target animal(s) will believe the caster is a good friend.

3. Caginess I \* – Caster gains a +10 bonus to all Social Awareness skill maneuvers.

4. Voice of Sincerity – Anyone making a Social Awareness maneuver with respect to the caster becomes a target of this spell. If affected, the target will suffer a -25 penalty to all such Social Awareness maneuvers while the spell lasts.

5. Silver Tongue I – Caster gains a +10 bonus to all Influence skill maneuvers.

6. Mind Reading I – Caster can read the surface thoughts of the target.

7. Caginess II \* – Caster gains a +20 bonus to all Social Awareness skill maneuvers.

8. Voice of Eloquence – Caster becomes fluent (equivalent of rank 10) in any spoken or signed language in which he has at least one rank.

9. Charm Group – One humanoid target for every five levels (or fraction thereof) of the caster will believe the caster is a very good friend.
10. Caginess III \* – Caster gains a +30 bonus to all Social Awareness skill maneuvers.
11. Group Suggestion – Humanoid targets (up to one for every five levels, or fraction thereof, of the caster) will perform a single suggested act that is not self-destructive or diametrically opposed to a target's personality (e.g., no suicide suggestions, no self-mutilation suggestions, no suggestions that a priest pray to an enemy god, etc.). Suggestion must be the same for all targets.
12. Silver Tongue II – Caster gains a +20 bonus to all Influence skill maneuvers.
13. Hold Group – Humanoid targets have their Activity Points per round reduced by 3 (i.e., normally, the targets will have 1 AP each round). Up to one target for every five levels (or fraction thereof) of the caster may be affected.
14. Voice of Magnificence – Caster has a +25 bonus to any Performance Art skill maneuver using his voice.
15. Mind Reading II – As *Mind Reading I*, except for range.
16. Caginess IV \* – Caster gains a +40 bonus to all Social Awareness skill maneuvers.
17. Silver Tongue III – Caster gains a +30 bonus to all Influence skill maneuvers.
18. Master Group – As *Group Suggestion*, except group will obey throughout duration and different commands can be issued to different members of the group.
19. Calligraphy of Suggestion – The caster must record in writing a single suggested act that is not self-destructive or diametrically opposed to the ultimate target's personality (e.g., no suicide suggestions, no blinding himself suggestions, no suggestions that a priest pray to an enemy god, etc.). This creates a minor magic item, and at this time no RR is made. When the text is read by the intended recipient (caster may specify an individual, a specific type, or simply aim for the first reader), the spell is triggered and if the triggering reader fails his RR, he will act as suggested. Once triggered, the text loses its enchantment.
20. Caginess V \* – Caster gains a +50 bonus to all Social Awareness skill maneuvers.
25. Mind Reading True – As *Mind Reading I*, except for range.
30. Mystic Papers – [RR: -25] The caster presents any paper or badgelike item or whatever item is roughly similar in type to the proper identification, credential, pass, or other document granting permission and/or authority that is being claimed by the caster. If the spell succeeds, the targets perceive the object presented as the genuine article. Caster must initially touch the item, but then the item may be taken for inspection and even handed from one individual to another out of sight of the caster without interruption of the effect.
35. Silver Tongue V – Caster gains a +50 bonus to all Influence skill maneuvers.
40. Mass Suggestion – [RR Mod.: -10] Humanoid targets (up to one per level of the caster) will perform a single suggested act that is not self-destructive or diametrically opposed to a target's personality (e.g., no suicide suggestions, no self-mutilation suggestions, no suggestions that a priest pray to an enemy god, etc.). Suggestion must be the same for all targets.
50. Group Quest – Targets are given one task; failure results in a penalty determined by the Gamemaster (task must be within capabilities of the targets). If a target ignores the quest, or fails to cooperate with the other targets towards the success of the quest, this incurs the same effects as for failure.

## Dabbler Base

## MECHANISMS

| Level | Spell               | Area of Effect | Duration      | Range | Type |
|-------|---------------------|----------------|---------------|-------|------|
| 1)    | Machine Lore        | 1 object       | —             | touch | I    |
| 2)    | Tune                | 1 object       | —             | touch | U    |
| 3)    | Phantom Tools I     | varies         | 1 maneuver    | self  | U    |
| 4)    | Jam I               | 1 mechanism    | —             | touch | U    |
| 5)    | Machinist's Eye I   | caster         | 1 min/lvl     | self  | U    |
| 6)    | Operate I           | 1 machine      | C             | touch | F    |
| 7)    | Detect Active Power | 5' R/lvl       | 1 min/lvl (C) | self  | I    |
| 8)    | Jam II              | 1 mechanism    | —             | touch | U    |
| 9)    | Phantom Tools III   | varies         | 1 maneuver    | self  | U    |
| 10)   | Machinist's Eye II  | caster         | 1 min/lvl     | self  | U    |
| 11)   | Operate II          | 1 machine      | 1 rnd/lvl     | touch | F    |
| 12)   | Jam III             | 1 mechanism    | —             | touch | U    |
| 13)   | Phantom Tools V     | varies         | 1 maneuver    | self  | U    |
| 14)   | Machinist's Eye III | caster         | 1 min/lvl     | self  | U    |
| 15)   | Operate III         | 1 machine      | 1 min/lvl     | touch | F    |
| 16)   | Jam IV              | 1 mechanism    | —             | touch | U    |
| 17)   | Phantom Tools VII   | varies         | 1 maneuver    | self  | U    |
| 18)   | Machinist's Eye IV  | caster         | 1 min/lvl     | self  | U    |
| 19)   | Operate IV          | 1 machine      | 10 min/lvl    | touch | F    |
| 20)   | Area Jamming        | 5' R/lvl       | —             | self  | U    |
| 25)   | Phantom Tools X     | varies         | 1 maneuver    | self  | U    |
| 30)   | Mental Operation    | 1 machine      | C             | touch | U    |
| 35)   | Phantom Tools XX    | varies         | 1 maneuver    | self  | U    |
| 40)   | Mass Operate        | 5'R/lvl        | 1 min/lvl     | self  | F    |
| 50)   | Operate True        | 1 machine      | 1 hr/lvl      | touch | F    |

1. Machine Lore – This spell analyzes one "machine", giving the caster an idea of its purpose and operating procedures. This gives the caster a +20 when operating this particular machine. Anyone to whom he describes the analysis can get a +10 when operating 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 would return to its original non-rusty operational level.
3. Phantom Tools I – This spell allows the caster to perform one maneuver using a Technical skill as if the caster had a complete set of the appropriate tools with a quality bonus of +5.
4. Jam I – This spell has a 50% chance of jamming the target mechanism (trap, lock, machine, etc.). If the target mechanism is jammed, there is only a 5% chance that the target mechanism operates normally when used/triggered normally (check separately each time the mechanism is used). For example, if this spell is cast upon a pressure plate in the floor (that will drop a portcullis when someone steps upon it), there is a 5% chance the mechanism will trigger each time someone walks over it. The sophistication and condition of the mechanism may

modify the chance of successful jamming (a redundant design with built-in fail-safes would make it harder to jam; age and rust would make jamming easier).

5. Machinist's Eye I – For the duration of this spell, the caster gains a +25 bonus to all Perception rolls related to mechanisms (e.g., finding mechanical traps, locating the hidden catch on the secret door, or spotting the loose wire).

6. Operate I – This spell will operate 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 spin to a stop. This merely provides basic motive power; any additional controls (directional controls, frequency settings, etc.) must be handled separately.

7. Detect Active Power – Caster will be aware of any machine activity or stored power for a machine (as capacitors or a battery) within the radius of effect. The caster will not know what the machine is or exactly where, though successful Perception may give an idea of the number of machines, vague location, and overall energy involved. A Very Hard Perception maneuver while moving at a walking pace or slower with this spell active will give the caster enough warning that he is starting to trigger a mechanism for the caster to pull back, avoiding a tripwire or pressure plate activation.

8. Jam II – As *Jam I*, except base chance of jamming mechanism is 70% (and only a 4% chance of activation if jammed).

9. Phantom Tools III – As *Phantom Tools I*, except bonus for tools is +15.

10. Machinist's Eye II – As *Machinist's Eye I*, except bonus is +50.

11. Operate II – As *Operate I*, except for duration.

12. Jam III – As *Jam I*, except base chance of jamming mechanism is 90% (and only a 3% chance of activation if jammed).

13. Phantom Tools V – As *Phantom Tools I*, except bonus for tools is +25.

14. Machinist's Eye III – As *Machinist's Eye I*, except bonus is +75.

15. Operate III – As *Operate I*, except for duration

16. Jam IV – As *Jam I*, except base chance of jamming mechanism is 100% (and only a 2% chance of activation if jammed).

17. Phantom Tools VII – As *Phantom Tools I*, except bonus for tools is +35.

18. Machinist's Eye IV – As *Machinist's Eye I*, except bonus is +100.

19. Operate IV – As *Operate I*, except for duration

20. Area Jamming – As *Jam III*, except affects all mechanisms in the area of effect.

25. Phantom Tools X – As *Phantom Tools I*, except bonus for tools is +50.

30. Mental Operation – Allows caster to operate and control one machine. This not only provides basic motive power (as an *Operate* spell), but allows full control of an entire machine by the caster alone. For example, the caster could handle a large sailing ship on his own as if it were fully crewed. Treat as if as many individuals as needed for normal operations (up to a maximum equal to the caster's level) were working under the perfect command of the caster. Treat the skill of this crew as either +0 or the caster's own bonus in the appropriate skill (e.g. Piloting: Sailing Ship or Trade: Sailor in the case of the example ship).

35. Phantom Tools XX – As *Phantom Tools I*, except bonus for tools is +100.

40. Mass Operate – As *Operate I*, except affects all machines in the area of effect.

50. Operate True – As *Operate I*, except for duration

**Note:** For the purposes of this list, a machine is any deliberately constructed device with at least one moving part built to perform a specific function.

## Dabbler Base

## MOVEMENT MASTERY

| Level | Spell               | Area of Effect | Duration   | Range | Type |
|-------|---------------------|----------------|------------|-------|------|
| 1)    | Jog *               | caster         | 10 min/lvl | self  | U    |
| 2)    | Longjump *          | caster         | —          | self  | U    |
| 3)    | Soft Landing *      | caster         | —          | self  | U    |
| 4)    | Shadow Steps        | caster         | 1 min/lvl  | self  | U    |
| 5)    | Underwater Movement | caster         | 10 min/lvl | self  | U    |
| 6)    | Balance *           | 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)   | Run *               | caster         | 10 min/lvl | self  | U    |
| 14)   | Shadow Landing *    | caster         | —          | self  | U    |
| 15)   | Glide I             | caster         | 1 min/lvl  | self  | U    |
| 16)   | Airwalking          | caster         | 1 min/lvl  | self  | U    |
| 17)   | Secret Speed *      | caster         | 10 min/lvl | self  | U    |
| 18)   | Sprint *            | caster         | 10 min/lvl | self  | U    |
| 19)   | Glide II            | caster         | 1 min/lvl  | self  | U    |
| 20)   | Spider's Walk True  | caster         | 1 min/lvl  | self  | U    |
| 25)   | Glide III           | caster         | 1 min/lvl  | self  | U    |
| 30)   | Superior Balance *  | caster         | 1 rnd/lvl  | self  | U    |
| 35)   | Dash *              | caster         | 10 min/lvl | self  | U    |
| 40)   | Glide True          | caster         | 1 min/lvl  | self  | U    |
| 50)   | Movement Mastery *  | caster         | 1 min/lvl  | self  | U    |

1. Jog \* – Caster may move at two times normal walking pace (i.e., Jog pace) as easily as walking. Fatigue and difficulty of maneuvers are as if at Walk pace; spells requiring a "walking pace" may be used (e.g. *Shadow Steps*), but not those requiring slower than walking pace (e.g., *Spider's Step*). Once the caster stops moving, the spell is canceled.

2. Longjump \* – 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. The jump itself is a 1 AP action or it may be incorporated into movement at no cost if the caster is moving at a Jog (x2) or greater pace.

3. Soft Landing \* – Allows the target to land safely in a fall up to 20' per level of the caster and to take that distance off the severity of any longer fall. This landing will also be noiseless.

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. This provides a +25 bonus to Stalking maneuvers and negates any penalties for especially noise surfaces.
  5. Underwater Movement – Caster can take action underwater as if on land.
  6. Balance \* – Adds +50 to any rolls for any moving maneuvers performed at a walking pace or less (e.g., walking a 3" beam).
  7. Spider's Step – Caster can move (at Creep pace) along any solid surface angled up to 90° so long as at least three point contact (e.g., two feet and a hand) is maintained with the surface.
  8. Long Dive \* – Caster can safely dive through the air up to 50' per level so long as there is deep enough water present at the end of the dive (at least 2' of water per 50' of 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 \* – Caster can 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. Run \* – As *Jog*, except pace is three times walking pace.
  14. Shadow Landing \* – As *Soft Landing*, except caster can land safely from any fall 99% of the time, and still takes the normal 20'/level off any fall for the 1% of the time that safety is not complete. While falling, the caster gets his full Stalking bonus and adds +25 to that if not in direct sunlight.
  15. Glide I – Caster can glide through the air. The product of caster's altitude and horizontal speed cannot exceed 100 (with altitude in feet and speed in feet per round). For example, a caster can glide along at a rate of 5' per round if he were 20' off the ground, or he could glide at the rate of 50' per round if he were 2' off the ground. Note that the product must equal 100 (i.e., the caster cannot choose to have a result less than or more than 100). Elevation may be increased up to 5' or decreased up to 10' each round, with the highest elevation being used to calculate the horizontal speed. There is a minimum elevation of 2'.
  16. Airwalking – Caster can walk on calm air. This spell only allows for horizontal movement. Vertical movement must be achieved by other means.
  17. Secret Speed \* – Caster can move at any pace or using any means (e.g., swimming, which would normally be less stealthy due to splashing water) without penalty to any Stalking rolls.
  18. Sprint \* – As *Jog*, except pace is four times walking pace.
  19. Glide II – As *Glide I*, except product is 200.
  20. Spider's Walk True – As *Spider's Walk*, except caster can move along any surface (including ceilings).
  25. Glide III – As *Glide I*, except product is 300.
  30. Superior Balance \* – As *Balance*, except bonus is +100.
  35. Dash \* – As *Jog*, except pace is five times walking pace.
  40. Glide True – As *Glide I*, except product is 500.
  50. Movement Mastery \* – Caster may use any lower level spell from this list once per round.
- Note:** See Section 10.14 for restrictions on encumbrance relating to movement spells.

## Dabbler Base

## SENSES

| Level | 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            | caster         | C             | self     | U    |
| 12)   | Lightvision          | caster         | 10 min/lvl    | self     | U    |
| 13)   | Fabricsight          | caster         | C             | self     | U    |
| 14)   | Greater Far Sense I  | caster         | 1 min/lvl (C) | 50'/lvl  | U    |
| 15)   | Long Far Sense I     | caster         | 1 min/lvl (C) | 500'/lvl | U    |
| 16)   | Stonesight           | caster         | C             | self     | U    |
| 17)   | Locate Marker        | caster         | —             | self     | U    |
| 18)   | Greater Far Sense II | caster         | 1 min/lvl (C) | 50'/lvl  | U    |
| 19)   | Metalsight           | 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         | 10 min/lvl    | self     | U    |
| 35)   | Danger Sense         | caster         | 10 min/lvl    | self     | U    |
| 40)   | Far Sense True       | caster         | 1 min/lvl (C) | 500'/lvl | U    |
| 50)   | Sense Mastery        | caster         | 10 min/lvl    | self     | U    |

1. Sly Ears – Caster gains an extremely acute sense of hearing. This results in +50 to Perception rolls involving only hearing, +25 to Perception involving hearing and other senses.

2. Nightvision – Caster can see up to 100' as if it were daylight, so long as there is some light.

3. Scent – Caster gains an extremely acute sense of smell. This results in +50 to Perception rolls involving only smell, +25 to Perception involving smell and other senses.

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; a *Sensory Marker* spell can be cancelled even if the caster is no longer within range of the marker.

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 perception ability 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 (and does not have that sense available at his own location).

6. Sidevision – Caster 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.

7. Touch – Caster gains extreme tactile sensitivity. This provides a bonus to any action requiring a sense of touch. For example, caster might receive +25 to picking locks, disarming traps, opening secret doors, etc. and +50 to Perception involving only touch, +25 to Perception involving touch and other senses).

8. Watervision – Caster can see 100' in any water (including murky water) as if through air in daylight.

9. Darkvision – As *Nightvision*, except any darkness can be seen through. 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.

13. Fabricsight – Caster can see through any woven organic substance (up to 1" per level).

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 – Caster can see through stone (up to 1" per level).

17. Locate Marker – Caster knows the location (distance and direction) of one chosen Sensory Marker relative to the caster's current location.

18. Greater Far Sense II – As *Far Sense II*, except caster can move (though he must continue to concentrate).

19. Metalsight – Caster can see through metal (up to 1" per level).

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.

35. Danger Sense – Caster has a warning of any impending danger. This will give the caster a second chance to notice any trap he has missed before actually triggering it, prevent any attacker from gaining the bonus for Surprise or succeeding in using Ambush skill against the caster, and should provide similar protection against other sudden danger (GM's discretion).

40. Far Sense True – As *Greater Far Sense I*, except caster can use all senses and the range is improved.

50. Sense Mastery – Caster may use any lower level spell on this list once per round.

**Note:** See A&CL Section 14.8 for more on vision in low light and darkness.

## Dabbler Base

## TRADE MASTERY

| Level | Spell                  | Area of Effect | Duration | Range | Type |
|-------|------------------------|----------------|----------|-------|------|
| 1)    | Gauge Wealth           | 1 target       | —        | 10'   | I    |
| 2)    | Weigh Pockets          | 1 target       | —        | 10'   | I    |
| 3)    | Mark Target            | 1 target       | 1 hr/lvl | touch | I    |
| 4)    | Find Buyer I           | 500'R/lvl      | —        | self  | I    |
| 5)    | Locate Target          | 50'R/lvl       | —        | self  | I    |
| 6)    | Jewel/Metal Assessment | 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)   | Lesser Item Analysis   | 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)   | Haggle                 | caster         | 24 hrs   | self  | I    |
| 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    |
| 35)   | Haggle True            | caster         | 24 hrs   | self  | I    |
| 40)   | Find Buyer True        | 1 mile/lvl     | —        | self  | I    |
| 50)   | Find Owner True        | unlimited      | —        | self  | I    |

1. Gauge Wealth – Caster gets a feeling of how much the target of this spell believes the target's net worth to be. Note that this is likely drastically different than how much money the target has (as wealth could include land, livestock, jewelry, etc.).

2. Weigh Pockets – Caster knows approximately how much "wealth" is on the target's person (includes not only money, but jewelry, magic items, or other valuables).

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; a *Mark Target* spell may be cancelled at any time, regardless of the distance between the caster and the marked target.

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 – Caster knows the exact location (direction and distance) of the "marked" target.

6. Jewel/Metal Assessment – Caster can assess the value of jewels and metals within 10% of actual value. This spell allows the caster to calculate different values for all of the cultures with which the caster is familiar. This spell evaluates materials only, not craftsmanship or magical properties.

7. Item Assessment – As *Jewel/Metal Assessment*, except this spell will take into account the craftsmanship of the item.

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. The caster must be touching the object at the time this spell is cast.

9. Detect Power – Detects magical power in an object, but not what realm or how much power. (See Section 10.4 for more about detection spells.)

10. Lesser Item Analysis – Caster gains a general idea of an item's abilities (e.g., it provides a bonus to Stealth [but not the amount], it allows casting a spell twice daily [but not which spell], or it does an additional critical in combat [but now what kind or information on the severity of the critical]).

11. Find Owner I – 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 the setting.

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 that 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.

17. Haggle – Caster's bargaining skills are enhanced, providing a +25 bonus to any maneuver with regards to establishing a price or other business arrangement.

18. Origins – The caster learns the area of origin of the item, the race of the being who made 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. Caster must be touching the item when this spell is cast.

25. Item Vision – Caster gets 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.

35. Haggle True – As *Haggle*, but bonus is +50.

40. Find Buyer True – As *Find Buyer IV*, except area searched for the ideal buyer is much larger and the caster also learns the buyer's name.

50. Find Owner True – As *Find Owner I*, except for area of effect. If there is nobody with a valid claim of ownership, this spell will reveal that fact.

**Note:** The GM must decide what constitutes ownership in his world (perhaps with different standards for different cultures).

## 7.5.Illusionist

### Illusionist Base

#### GUISES

| Level | 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)    | Façade 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)    | Façade II                 | 1 target       | 1 hr/lvl   | 10'   | E    |
| 7)    | Impersonation Façade I    | 1 target       | 1 hr/lvl   | 10'   | E    |
| 8)    | Façade III                | 1 target       | 1 hr/lvl   | 10'   | E    |
| 9)    | Impersonation Façade 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  | 10'   | E    |
| 12)   | Impersonation Façade III  | 1 target       | 1 hr/lvl   | 10'   | E    |
| 13)   | Mass Blur                 | 1 target/lvl   | 1 min/lvl  | 100'  | U    |
| 14)   | Façade V                  | 1 target       | 1 hr/lvl   | 10'   | E    |
| 15)   | Displacement III          | 1 target       | 1 min/lvl  | 10'   | E    |
| 16)   | Impersonation Façade IV   | 1 target       | 1 hr/lvl   | 10'   | E    |
| 17)   | Impersonation Study *     | 1 target       | —          | 100'  | I    |
| 18)   | Mass Shadow               | 1 target/lvl   | 10 min/lvl | 100'  | U    |
| 19)   | Impersonation Façade True | 1 target       | 1 hr/lvl   | 10'   | E    |
| 20)   | Displacement IV           | 1 target       | 1 min/lvl  | 10'   | E    |
| 25)   | Mass Façade II            | 1 target/lvl   | 1 hr/lvl   | 100'  | E    |
| 30)   | Displacement V            | 1 target       | 1 min/lvl  | 10'   | E    |
| 35)   | Mass Displacement II      | 1 target/lvl   | 1 min/lvl  | 50'   | E    |
| 40)   | Displacement VI           | 1 target       | 1 min/lvl  | 10'   | E    |
| 50)   | Changing Façade           | 1 target       | 1 hr/lvl   | 10'   | E    |

1. Blur – Causes target to appear blurred to attackers, granting a +10 to the target's DB.
2. Shadow – Target and objects on the target's person appear to be in shadow and thus are almost invisible in dark areas (in many situations this could be handled with a Stalking bonus of between +25 and +75).
3. Façade 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 using the gestures appropriate to the target's culture.
5. Displacement I – Target's apparent location is offset from the actual location; all attacks have no effect 10% of the time. Each time a foe misses due to this effect, the chance of that foe missing again goes down 5%.

6. Façade II – As *Façade I*, except one of the other senses can be added.
  7. Impersonation Façade I – As *Façade 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. Façade III – As *Façade I*, except two of the other senses can be added.
  9. Impersonation Façade II – As *Impersonation Façade I*, except that one other aspect (or trait) of the person is impersonated. Additionally, the caster must study the target for at least two minutes of concentration. For example, the target's voice can be impersonated.
  10. Displacement II – As *Displacement I*, except chance of missing is 20%.
  11. False Image – Creates a duplicate of the caster, which the caster may concentrate to control and otherwise does exactly what the caster does. The image includes visual and audio components, but no other senses.
  12. Impersonation Façade III – As *Impersonation Façade I*, except that two other aspects (or traits) of the person are impersonated. Additionally, the caster must study the target for at least three minutes of concentration. For example, the target's voice and scent can be impersonated.
  13. Mass Blur – As *Blur*, except as many targets as the caster's level can be affected.
  14. Façade V – As *Façade I*, except all of the other senses (except *Presence*) may be added.
  15. Displacement III – As *Displacement I*, except chance of missing is 30%.
  16. Impersonation Façade IV – As *Impersonation Façade I*, except that three other aspects (or traits) of the person are impersonated. Additionally, the caster must study the target for at least four minutes of concentration. For example, the target's voice, scent, and subtle mannerisms can be impersonated.
  17. Impersonation Study \* – The caster may cast this spell and instantly know everything necessary for *Impersonation* spells (i.e., this spell replaces time spent studying the subject to be impersonated).
  18. Mass Shadow – As *Shadow*, except as many targets as the caster's level can be affected.
  19. Impersonation Façade True – As *Impersonation Façade I*, except that all aspects of the person are impersonated. Additionally, the caster must study the target for at least five minutes of concentration. With this spell, even the closest friends and relatives of the individual impersonated will have difficulty noticing the façade.
  20. Displacement IV – As *Displacement III*, except chance of missing is 40%.
  25. Mass Façade II – As *Façade II*, except as many targets as the caster's level can be affected.
  30. Displacement V – As *Displacement I*, except chance of missing is 50%.
  35. Mass Displacement II – As *Displacement II*, except caster can protect one target per level.
  40. Displacement VI – As *Displacement I*, except chance of missing is 60%.
  50. Changing Façade – As *Façade V*, except the caster can change the façade to a different façade each round.
- Note:** Illusions are one of the more complex and subtle types of magic and they are explained at length in Section 10.9.

## Illusionist Base

## ILLUSION MASTERY

| Level | 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 II  | 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     | 1000'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    |
| 35)   | Illusion XX          | 10'R           | 1 min/lvl     | 100'  | E    |
| 40)   | Phantasm XX          | 10'R           | 1 min/lvl (C) | 100'  | E    |
| 50)   | Phantasm True        | 10'R           | P (C)         | 100'  | E    |

1. Illusion II – Creates a simple, immobile image or scene within the area of effect. 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 range can be doubled, d) the radius of the area of effect can be doubled, or e) the illusion can cast light. All parts of the area of effect must be in the caster's field of vision at the time of casting.

2. 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 within the area of effect.

3. Illusion III – As *Illusion II*, except any two of the options may be chosen. See notes below for guidelines on how to combine the options.

4. Waiting Illusion II – As *Illusion II*, except it can be delayed by up to 24 hours. At the time of casting, the caster chooses 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, f) specified touch, or g) a specified *Presence* spell cast in the area of effect. If a sense is used to trigger the spell, that sense must be included in the illusion.

5. 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 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 area of effect of the spell); e) the phantasm can cast light; 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 within the illusion). See notes below for guidelines on how to combine the options.

6. Illusion V – As *Illusion II*, except any four of the options may be chosen.

7. 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.

8. Waiting Illusion III – As *Waiting Illusion II*, except any two of the options may be chosen.

9. Phantasm III – As *Phantasm II*, except any two of the options may be chosen.

10. Illusion VII – As *Illusion II*, except any six of the options may be chosen.

11. Waiting Phantasm III – As *Waiting Phantasm II*, except any two of the options may be chosen.

12. Phantasm IV – As *Phantasm II*, except any three of the options may be chosen.

13. Waiting Illusion V – As *Waiting Illusion II*, except any four of the options may be chosen.

14. Phantasm V – As *Phantasm II*, except any four of the options may be chosen.

15. Illusion X – As *Illusion II*, except any nine of the options may be chosen.

16. Waiting Phantasm V – As *Waiting Phantasm II*, except any four of the options may be chosen.

17. Phantasm VII – As *Phantasm II*, except any six of the options may be chosen.

18. Waiting Illusion VII – As *Waiting Illusion II*, except any six of the options may be chosen.

19. Illusory Terrain – All of the terrain in the area of effect will appear differently than it actually is (the corresponding *Terrain* spell for each sense incorporated must be known). The caster may designate in what way the terrain is different. For example, a clearing in the woods could be disguised as a heavily wooded area of the woods.

20. Phantasm X – As *Phantasm II*, except any nine of the options may be chosen.

25. Waiting Illusion X – As *Waiting Illusion*, except any nine of the options may be chosen.

30. Illusion True – As *Illusion X*, except its duration is permanent (until dispelled).

35. Illusion XX – As *Illusion II*, except any nineteen of the options may be chosen.

40. Phantasm XX – As *Phantasm II*, except any nineteen of the options may be chosen.

50. Phantasm True – As *Phantasm X*, except its duration is permanent (until dispelled); Phantasm can move only if caster concentrates, except for simple programmed repetitions, if that option is chosen.

**Note:** If more than one option can be added to the *Illusion* or *Phantasm* spell, the same option can 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'.

**Note:** Illusions are one of the more complex and subtle types of magic and they are explained at length in Section 10.9.

## Illusionist Base

## LIGHT MOLDING

| Level | 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       | —            | <25'>    | Ed   |
| 6)    | Light Glamour         | 1 object       | 1 day/lvl    | 50'      | E    |
| 7)    | Light V               | 50'R           | 10 min/lvl   | touch    | E    |
| 8)    | Darkness V            | 50'R           | 10 min/lvl   | touch    | E    |
| 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 V          | 1 target       | —            | <125'>   | Ed   |
| 17)   | Mass Light Glamour    | 1 object/lvl   | 1 hour/lvl   | 100'     | E    |
| 18)   | Beacon V              | 5 miles        | 1 min/lvl    | self     | E    |
| 19)   | Light Control XX      | 200'R          | C            | 200'     | E    |
| 20)   | Lightning Bolt I      | 1 target       | —            | <25'>    | Ed   |
| 25)   | Greater Light Control | 500'R          | C            | 500'     | E    |
| 30)   | Lightning Bolt III    | 1 target       | —            | <75'>    | Ed   |
| 35)   | Lightning Bolt V      | 1 target       | —            | <125'>   | Ed   |
| 40)   | Shocking Bolts        | 1 target/round | 1 rnd/lvl    | <125'>   | Ed   |
| 50)   | Light Control True    | 100'R/lvl      | C            | 100'/lvl | E    |

1. Light Mirage – Creates any simple immobile image or scene up to an area of 10'R. The visual aspects of the scene are really created (no RR) and detecting that it is an illusion can normally be accomplished only through spells or the use of a sense other than sight.

2. Projected Light – Beam of light (like a flashlight) springs from the caster's palm; it has a 50' effective range. If the caster's hand is closed into a fist, the light will "turn off". If the caster's fist is reopened before the end of the duration, the light will turn on again.

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' R burst of intense light, all within are stunned for 1 round per 5 failure.

5. Shock Bolt I – A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Lightning Bolt attack table, as a Diminutive attack.



6. Light Glamour – One object (up to 10 pounds per level) has its visual appearance altered for the duration of the spell. Note that no other aspect of the object changes. This spell cannot make an object cast light (although it may alter the appearance of light given off, whether naturally or from another spell).
7. Light V – Lights a 50'R area about the point touched.
8. Darkness V – As *Light V*, except the radius is as a dark night.
9. Blind – Creates an area of darkness about the target's head that blinds him unless dispelled or canceled by *Utterlight*.
10. Light Control V – As *Light Control I*, except area affected is 50'R.
11. Utterlight – Nullifies all magically created darkness in a 100'R and lights that area as full daylight.
12. Light Terrain – All of the terrain in the area of effect will look differently than it actually is. The caster may designate in what way the terrain appears different. For example, a group of small trees could be made into a group of tall trees. Note that only the visual aspect of the terrain changes.
13. Beacon I – A ray of light (any color) springs from caster's palm; it can be up to 1 mile long.
14. Utterdark – Darkens a 100'R area, no light (except *Utterlight*) can exist within this radius.
15. Light Control X – As *Light Control I*, except area affected is 100'R.
16. Shock Bolt V – As *Shock Bolt I*, except range increment is 125'.
17. Mass Light Glamour – As *Light Glamour*, except that it affects up to one item per caster level, with the duration and range listed.
18. Beacon V – As *Beacon I*, except the ray of light can be up to 5 miles long.
19. Light Control XX – As *Light Control I*, except area affected is 200'R.
20. Lightning Bolt I – A bolt of lightning is shot from the caster's palm; resolve attack on the Lightning Bolt Attack Table as a Medium-sized attack.
25. Greater Light Control – As *Light Control I*, except area affected is 500'R.
30. Lightning Bolt III – As *Lightning Bolt I*, except range increment is 75'.
35. Lightning Bolt V – As *Lightning Bolt I*, except range increment is 125'..
40. Shocking Bolts – As *Shock Bolt V*, except the caster can make one Shock Bolt attack each round the spell remains in effect.
50. Light Control True – As *Light Control I*, except area affected is 100'R/level.

**Note:** Illusions are one of the more complex and subtle types of magic and they are explained at length in Section 10.9.

**Note:** Certain spells on this list have a radius effect that can be cast upon mobile targets (e.g, *Light Control*, *Light*, *Utterlight*, *Utterdark*). See Section 10.16 for more.

**Note:** Consult A&CL Section 14.8 for dealing with light and darkness.

## Illusionist Base

## MIND SENSE MOLDING

| Level | Spell                   | Area of Effect  | Duration      | Range | Type |
|-------|-------------------------|-----------------|---------------|-------|------|
| 1)    | Detect Illusion         | 5'R or 1 object | —             | 100'  | I    |
| 2)    | Detect Invisible        | 5'R             | 1 min/lvl (C) | 100'  | I    |
| 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)    | Unpresence Self         | caster          | C             | self  | E    |
| 9)    | Reduce Power Emanations | 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     | 100'  | U    |
| 12)   | Detect Illusion True    | 5'R or 1 object | 1 min/lvl (C) | 100'  | I    |
| 13)   | Misfeel Power X         | 1 target        | 10 min/lvl    | 10'   | E    |
| 14)   | Disillusion III         | 100'R           | 1 min/lvl     | 100'  | 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     | 100'  | U    |
| 18)   | Unpresence III          | 3 targets       | 10 min/lvl    | 10'   | E    |
| 19)   | Disillusion True        | 100'R           | 1 min/lvl     | 100'  | 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 targets      | 10 min/lvl    | 10'   | E    |
| 35)   | Misfeel Power True      | 1 target        | 10 min/lvl    | 10'   | E    |
| 40)   | Presence Mirage True    | 10'R/lvl        | 10 min/lvl    | 100'  | E    |
| 50)   | Mass Misfeel            | 1 target/lvl    | 10 min/lvl    | 100'  | E    |

1. Detect Illusion – Caster can check one object or place (up to a 5'R) and tell if it is an illusion or has an illusion on it.

2. Detect Invisible – Detects any invisible objects or beings; one 5'R area can be checked each round. All attacks against detected targets are modified by -50.

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" of a being for the purposes of magical detection.

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.

8. Unpresence Self – Caster becomes undetectable by *Presence* spells or related abilities.

9. Reduce Power Emanations – Conceals an item's magical power. Any attempt to detect its magical power (an appropriate *Detect* spell while it is active, an Attunement attempt, or other means) is hindered. If the item has a single power, then if the detection attempt fails an RR against this spell, it does not register the item's magic. In the case of multiple powers, a magical detection attempt gains a +5 to its RR for each power beyond the first, while someone attempting Attunement (and failing the RR) will be unable to discover one ability (chosen at the time this spell is cast), but may discover and use the remaining powers normally.
10. Misfeel Power V – As *Misfeel Power I*, except target's level may be misrepresented by up to 5 levels.
11. Disillusion I – One illusion (caster's choice) 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.
14. Disillusion III – As *Disillusion I*, except up to three illusions within the area of effect cease to exist for the caster.
15. Misfeel – Applies all the lower level *Misfeels* to a target at once (only one *Misfeel Power* can be applied).
16. Unpresence I – Target becomes undetectable by *Presence* spells or related abilities.
17. Disillusion V – As *Disillusion I*, except up to five illusions within the area of effect cease to exist for the caster.
18. Unpresence III – As *Unpresence I*, except affects up to three targets.
19. Disillusion True – As *Disillusion I*, except all illusions within the area of effect cease to exist for the caster.
20. Unpresence V – As *Unpresence I*, except affects up to five targets.
25. Misfeel True – As *Misfeel*, except duration is 1 hour/level.
30. Lord Unpresence – As *Unpresence*, except 20 targets may be affected.
35. Misfeel Power True – As *Misfeel Power I*, except target's level may be misrepresented by any number of levels.
40. Presence Mirage True – Creates one false "presence" of a being for the purposes of magical detection for each level of the caster and these will be located as the caster desires within the area of effect. Caster may move these presence mirages by concentrating at a rate of 10'/round each.
50. Mass Misfeel – As *Misfeel*, except as many targets as the caster's level can be affected.

**Note:** See Section 10.4 for more about detection spells.

## Illusionist Base

## SENSE MOLDING

| Level | Spell                    | Area of Effect | Duration      | Range   | Type |
|-------|--------------------------|----------------|---------------|---------|------|
| 1)    | Smell Mirage             | 10'R           | 10 min/lvl    | 100'    | E    |
| 2)    | Strike I                 | 1 target       | —             | <25'>   | Ed   |
| 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)    | Feel/Taste/Smell Glamour | 1 object       | 1 day/lvl     | 50'     | E    |
| 7)    | Strike III               | 1 target       | —             | <75'>   | Ed   |
| 8)    | Numb                     | 1 target       | 1 min/5 fail  | 100'    | F    |
| 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       | —             | <125'>  | Ed   |
| 12)   | Feel Terrain             | 1000' R        | 1 day/lvl     | 100'    | E    |
| 13)   | Mass Smell/Taste         | 1 object/lvl   | 1 rnd/lvl     | 100'    | E    |
| 14)   | Tear Cloud V             | 50'R           | 1 rnd/lvl     | 100'    | F    |
| 15)   | Feel Mirage V            | 10'R           | 10 min/lvl    | 100'    | E    |
| 16)   | Mass Feel                | 1 object/lvl   | 1 rnd/lvl     | 100'    | E    |
| 17)   | Striking I               | 1 target       | 1 rnd/lvl (C) | <25'>   | Ed   |
| 18)   | Feel Mirage VIII         | 10' R          | 10 min/lvl    | 100'    | E    |
| 19)   | Tear Cloud X             | 100'R          | 1 rnd/lvl     | 100'    | F    |
| 20)   | Feel Mirage X            | 10'R           | 10 min/lvl    | 100'    | E    |
| 25)   | Smell Glamour True       | 1 object       | P             | 100'    | E    |
| 30)   | Taste Glamour True       | 1 object       | P             | 100'    | E    |
| 35)   | Tear Cloud True          | 5'R/lvl        | 1 rnd/lvl     | 10'/lvl | F    |
| 40)   | Feel Glamour True        | 1 object       | P             | 100'    | E    |
| 50)   | Mirage True              | 10'R           | P             | 100'    | E    |

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 smell.

2. Strike I – Target is struck with the equivalent of a (Medium-sized) bare fist (Martial Arts Striking attack table). The attack is invisible unless combined with the visual sense in an *Illusion* or *Phantasm*. Directed Spells: Illusions skill may be developed for this attack.

3. Taste Mirage – As *Smell Mirage*, except a set of tastes can be created in a 10'R.

4. Tear Cloud I – Creates a 10'R cloud of noxious gas that will stun anyone failing to resist (all targets must make RRs each round they are in the cloud). Cloud drifts with the wind. Targets are stunned 1 round per 10 failure.

5. Feel Mirage I – As *Smell Mirage*, except all the objects and surfaces in a 10'R 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.

7. Strike III – As *Strike I*, except range increment is 75'.
8. Numb – Creates a dulling of tactile sensations in the target, especially the hands. Fumble ranges of weapons are increased by 2, and all tasks requiring tactile feedback (e.g., picking a lock, dancing with a partner, playing the piano) are at -25, while Perception rolls for the sense of touch are at -50.
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 increment is 125'.
12. Feel Terrain – All of the terrain in the area of effect will feel differently than it normally would. 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 with a feel mirage on them must be struck five times before the feeling is cancelled.
16. Mass Feel – As many objects as the caster's level can be given individual feelings to the touch. Striking an object or surface will cancel the spell for that object only.
17. Striking I – As *Strike I*, except one attack can be made each round. Target may be changed from one round to another.
18. Feel Mirage VIII – As *Feel Mirage I*, except objects with a feel mirage on them must be struck eight times before the feeling is cancelled.
19. Tear Cloud X – As *Tear Cloud I*, except radius is 100'.
20. Feel Mirage X – As *Feel Mirage I*, except objects with a feel mirage on them must be struck ten times before the feeling is cancelled.
25. Smell Glamour True – Caster can give one object (up to 10 pounds per level) a permanently scent.
30. Taste Glamour True – Caster can give one object (up to 10 pounds per level) a permanently taste.
35. Tear Cloud True – As *Tear Cloud I*, except radius and range are as listed.
40. Feel Glamour True – Caster can give one object (up to 10 pounds per level) a permanently feel to its surface.
50. Mirage True – As *Smell Mirage*, *Taste Mirage*, and *Feel Mirage I*, except all changes are permanent until the object leaves the area of effect.

**Note:** Illusions are one of the more complex and subtle types of magic and they are explained at length in Section 10.9.

## Illusionist Base

## SOUND MOLDING

| Level | Spell                    | Area of Effect | Duration      | Range   | Type |
|-------|--------------------------|----------------|---------------|---------|------|
| 1)    | Sound Mirage             | 10'R           | 10 min/lvl    | 100'    | E    |
| 2)    | Sphere of 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)    | Hush                     | 1 target       | 1 hour/5 fail | 100'    | F    |
| 8)    | Sphere of 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 II   | 20'R           | —             | 100'    | F    |
| 12)   | Sound Terrain            | 1000'R         | 1 day/lvl     | 100'    | E    |
| 13)   | Sphere of Silence X      | 100'R          | 1 min/lvl     | 100'    | E    |
| 14)   | Hush Sphere              | 10'R           | 1 hour/5 fail | 100'    | F    |
| 15)   | Greater Sound Control    | 10'R/lvl       | C             | 100'    | E    |
| 16)   | Long Silence Sphere      | 10'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 Hush                | 10'R           | 1 hour/5 fail | 10'/lvl | F    |
| 20)   | Mass Hushing             | 1 tgt/lvl      | 1 hour/5 fail | 100'    | F    |
| 25)   | Mass Quiet               | 1 tgt/lvl      | 1 min/lvl     | 100'    | E    |
| 30)   | Sound Control True       | 20'R/lvl       | 10 min/lvl    | 100'    | E    |
| 35)   | Sudden Sound Sphere V    | 50'R           | —             | 100'    | F    |
| 40)   | Sudden Sound Sphere True | 100'R          | —             | 500'    | F    |
| 50)   | Major Ultrasonics        | 100'R          | 1 rnd/lvl (C) | self    | F    |

1. Sound Mirage – Creates a set of immobile sounds in an area of up to 10'R. The sounds 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 hearing.

2. Sphere of Silence I – Creates a 10'R area into and out of which sound cannot travel. As noted below, this spell can be cast on an individual target, which the spell will then follow; this target gains +25 to Stalking attempts, but likewise automatically fails any Perception attempts based on hearing alone and suffers a -50 to Perception rolls where hearing is a factor (e.g., to detect someone Stalking the target). Note that this does not interfere with spell-casting (the target can still speak, even yell, the sound is simply unable to leave the radius of the *Sphere of Silence* - certain spells like *Ultrasonics* may have their range limited to the interior of the *Sphere of Silence* radius, however).

3. Sound Control I – Caster can control the intensity of sounds within the range; the intensity can vary from none to a very loud shout, and it can be different in different parts of the radius.

4. Sudden Sound – Causes a very loud, sudden sound next to the target's ears; target is stunned 1 rnd/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 no other aspect of the object changes.
7. Hush – Target cannot hear sounds occurring more than 6" from the target's ears (or other organs of hearing), and the target's own voice cannot be heard from more than 6" away from the target's mouth (or other organ of speech).
8. Sphere of Silence V – As *Sphere of Silence I*, except radius is 50'.
9. Minor Ultrasonics – All beings (except the caster) within range capable of hearing ultrasonic sounds are stunned 1 rnd/10 failure; an RR must be made once per round while in the radius. Even if they are not stunned, animals capable of hearing ultrasonics will have to make a second, non-magical RR against Fear (level of Fear is half the caster's level).
10. Sound Control X – As *Sound Control I*, except radius is 100'.
11. Sudden Sound Sphere II – As *Sudden Sound*, except everyone in a 20'R is affected.
12. Sound Terrain – All of the terrain in the area of effect will have sounds that are different than the terrain's normal sounds. The caster may designate in what way the terrain sounds different. For example, an open plain could be made to sound like a rustling forest. Note that only the audio aspect of the terrain changes. This can provide between a -30 to a +30 modification to all Stalking attempts within the terrain, depending on how "noisy" the illusionary environment is.
13. Sphere of Silence X – As *Sphere of Silence I*, except radius is 100'.
14. Hush Sphere – As *Hush*, except everyone in a 10'R is affected.
15. Greater Sound Control – As *Sound Control I*, except radius is 10'R/lvl.
16. Long Silence Sphere – As *Sphere of Silence I*, except range is 10' per level.
17. Long Sound Control – As *Sound Control I*, except range is 10' per level.
18. Long Sudden Sound – As *Sudden Sound*, except range is 10' per level.
19. Long Hush – As *Hush*, except range is 10' per level.
20. Mass Hushing – As *Hush*, except as many targets as the caster's level can be affected.
25. Mass Quiet – As many targets as the caster's level can have a 1'R silence on them. Except for the radius hugging closer to the body of the target, this functions as described in *Sphere of Silence I*.
30. Sound Control True – As *Sound Control I*, except radius is 20'/lvl and the caster does not have to concentrate except to make changes.
35. Sudden Sound Sphere V – As *Sudden Sound Sphere II*, except everyone in a 50'R is affected.
40. Sudden Sound Sphere True – As *Sudden Sound Sphere II*, except everyone in a 100'R is affected and the range is 500'.
50. Major Ultrasonics – All beings (except the caster) within range capable of hearing ultrasonic sounds are stunned 1 rnd/10 failure; an RR must be made once per round while in the radius. Anyone failing to resist by 40-75 falls unconscious, while anyone failing the RR by more than 75 dies. Even if they are not stunned, animals capable of hearing ultrasonics will have to make a second, non-magical RR against Fear (level of Fear is equal to the caster's level).

**Note:** Certain spells on this list have a radius effect that can be cast upon mobile targets (e.g, *Sphere of Silence*). See Section 10.16 for more.

**Note:** Illusions are one of the more complex and subtle types of magic and they are explained at length in Section 10.9.

## 7.6. Magician

### Magician Base

#### EARTH LAW

| Level | Spell               | Area of Effect | Duration   | Range    | Type |
|-------|---------------------|----------------|------------|----------|------|
| 1)    | Bake Clay           | 1 cu'/lvl      | P          | 20'      | F    |
| 2)    | Loosen Earth        | 100 cu'        | P          | 100'     | F    |
| 3)    | Stoneworking        | caster         | 10 min/lvl | self     | U    |
| 4)    | Earthwall           | 10'x10'x(1-3)' | 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'x(1-3)' | P          | 100'     | E    |
| 11)   | Earth/Mud           | 100 cu'        | P          | 100'     | F    |
| 12)   | Earth/Stone         | 100 cu'        | P          | 100'     | F    |
| 13)   | Stonewall True      | 20'x20'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 Stonewall    | 20'x20'x1'     | P          | touch    | E    |
| 19)   | Unflaw              | 1 target       | P          | touch    | E    |
| 20)   | Unstone             | 100 cu'        | P          | 100'     | F    |
| 25)   | Unmetal             | 1 cu'          | P          | 100'     | F    |
| 30)   | Tremors             | varies         | 1 rnd      | 100'/lvl | F    |
| 35)   | Great Wall of Stone | 10'/lvlx20'x2' | P          | touch    | E    |
| 40)   | Animate Stone       | 1 stone        | 1 min/lvl  | touch    | F    |
| 50)   | Earth Mastery       | caster         | 1 rnd/lvl  | self     | U    |

1. Bake Clay – Caster transforms up to one cubic foot per level of clay into baked pottery. Firing clay in this manner will always be successful. This can also cook glazes onto earthenware. Quality of product depends on the skill of whomever shapes the clay.

2. Loosen Earth – Loosens 100 cubic feet of earth to the consistency of plowed ground.

3. Stoneworking – Caster receives a +30 bonus on any maneuvers involving the working of stone.

4. Earthwall – Creates a wall of earth up to 10'x10'x (3' at base, 1' at top) of packed earth; it can be dug through only (20 man-rounds at top).

5. Cracks Call – Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.

6. Repair – 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.



7. Stonewall – Creates a wall of non-precious stone up to 10'x10'x1'; it can be chipped through or toppled if not against a wall.
  8. Earthen Spikes – This spell causes the area of effect to bristle with hundreds of 6" to 12" sharp spikes and points. 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 to complete.
  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 and dimensions may be up to 20'x20'x1'.
  14. Mud/Earth – As *Stone/Earth*, except changes mud to packed earth.
  15. Unearth – Disintegrates 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 Stonewall – As *Stonewall True*, except wall may be curved to a semicircle.
  19. Unflaw – Removes a flaw from a single gem, mineral, or stone. This can greatly enhance the value of some jewels.
  20. Unstone – Disintegrates 100 cubic feet of stone.
  25. Unmetal – Disintegrates 1 cubic foot of metal..
  30. 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.
  35. Great Wall of Stone – As *Stonewall True*, except wall may be curved as desired so long as total length does not exceed 10' per level **and** wall is two feet thick.
  40. Animate Stone – Transforms one stone into a stone golem (sophistication of shape depending on caster's artistic skills) for the duration of the spell, during which it will obey the caster faithfully unless control is wrested by another (in which case the caster can always cancel the spell and return the golem to boulder form before duration runs out). Size of the golem is based on the stone's weight (which may be modified up to 50% in order to achieve desired Size) and may be up to Large.
  50. Earth Mastery – Caster can use one lower level spell (on this list) each round.
- Note:** See Section 10.19 for additional details on *Wall* spells.

## Magician Base

## FIRE LAW

| Level | Spell                | Area of Effect | Duration      | Range  | Type |
|-------|----------------------|----------------|---------------|--------|------|
| 1)    | Boiling Heat         | 1 cu'/lvl      | C             | 10'    | F    |
| 2)    | Warm Solid           | 1 cu'/lvl      | 24 hrs        | 10'    | F    |
| 3)    | Woodfires            | 1'R            | —             | 1'     | 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       | —             | <25'>  | Ed   |
| 7)    | Call Flame I         | 10'x10'x10'    | 1 rnd/lvl     | 10'    | E    |
| 8)    | Fire Ball            | 10'R           | —             | 100'   | Eb   |
| 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       | —             | <75'>  | Ed   |
| 12)   | Call Flame II        | 20'x20'x20'    | 1 rnd/lvl     | 20'    | E    |
| 13)   | Waiting Flame        | 10'x10'x10'    | varies        | 10'    | 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       | 1-3 targets    | —             | <25'>  | Ed   |
| 17)   | Fire Bolt V          | 1 target       | —             | <125'> | Ed   |
| 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       | —             | <75'>  | Ed   |
| 25)   | Following Fires      | 1 target       | —             | <75'>  | Ed   |
| 30)   | Stone Fires          | 300 sq'        | 1 rnd/lvl     | 100'   | F    |
| 35)   | Following Fires True | 1 target       | —             | <75'>  | Ed   |
| 40)   | Dragon's Fire        | (1'-20')Dx100' | —             | self   | Eb   |
| 50)   | Fire Mastery         | caster         | 1 rnd/lvl     | self   | U    |

1. Boiling Heat – For each level of the caster, one cubic foot of liquid can be heated to boiling at a rate of 1 cubic foot per round. Once the caster ceases concentration, the liquid (if any remains) will cool normally.

2. Warm Solid – Any solid, inanimate, non-metal material (up to 1 cubic foot per level) can be warmed to 100°F (38°C) at a rate of 1 cubic foot per round.

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'x10'x6"). 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 (260°C) at a rate of one cubic foot heated by 100°F (56°C) per round. The caster must concentrate to increase the temperature (without concentration, the material will retain 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; results are determined on the Fire Bolt Table.

7. Call Flame I – Creates a cube of flame (up to 10'x10'x10'); it takes 1 complete round for the cube to form and be effective. Anyone passing through (or caught within) the cube takes an A Heat critical each round spent in the cube.
8. Fire Ball – A 1' diameter ball of fire is shot from the palm of the caster. Upon reaching the selected target/location, it expands to affect a 10'R area. Resolve attack on the Fire Ball Table.
9. Ignite – The caster may designate a type of light source to ignite or extinguish (e.g., candles, torches, fireplaces, or lanterns). 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'R circle (6" thick) with the caster at the center (it is non-mobile).
11. Fire Bolt III – As *Fire Bolt I*, except range increment is 75'.
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 the caster at time of casting): time period, certain movements, certain sounds, touch, violent actions in the area, or any other trigger so long as the caster would be able to sense it if the caster remained at the area of effect.
14. Firestorm – As *Call Flame I*, except small balls of flame rain down in a 10' cube causing a B Heat critical to all within or passing through the area of effect.
15. Metal Fires – Causes a metal object to burst into flames, the object can be up to 1 lb/level in mass. If the object is on a being, it gets an RR, and if it 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; any being within a 1'R 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 are within the caster's field of vision. Caster may apply his Directed Spell skill by dividing it as he chooses among the three bolts (e.g., a +120 OB could be split evenly into three +40 bolts or one +120 bolt and two +0 bolts or one +60, one +40, and one +20 bolt).
17. Fire Bolt V – As *Fire Bolt I*, except range increment is 125'.
18. Waiting Firestorm – As *Waiting Flame*, except a *Firestorm* can be delayed.
19. Call Flame V – As *Call Flame I*, except the 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 by up to 90° before striking the target (the caster must know the target's location). The caster's OB is modified by -25 when using this spell. However, this spell can be used to bypass a positional modifier – any DB bonus gained through the use of cover (partial/half/full soft cover; partial/half/full hard cover) is reduced to zero if the turn circumvents the cover; a target that otherwise would be unable to be hit can be attacked using this spell.
25. Following Fires – As *Corner Fires*, except bolt can make as many turns as necessary, with an OB penalty of -25 per turn, and go through openings (must be larger than 6" radius) to strike the target.
30. Stone Fires – A stone surface of up to 300 sq. ft. bursts into flames, and a C Heat critical is given each round to anything passing through (or spending the round in) the 3' flames.
35. Following Fires True - As *Following Fires*, except there is no penalty to OB.
40. Dragon's Fire – A cone of fire resembling the breath weapon of a fire-breathing dragon shoots from the caster's hand or face, with a diameter of 1' at its origin point at the caster increasing to a diameter of 20' at the termination of the cone 100' away. Results of this attack are determined using the Fire Ball table.
50. Fire Mastery – Caster can use any one lower level spell (on this list) each round.

**Note:** See Section 10.19 for additional details on *Wall* spells.

## Magician Base

## ICE LAW

| Level | Spell             | Area of Effect | Duration      | Range  | Type |
|-------|-------------------|----------------|---------------|--------|------|
| 1)    | Freezing Cold     | 1 cu'/lvl      | C             | 10'    | F    |
| 2)    | Cool Solid        | 1 cu'/lvl      | 24 hrs        | 10'    | F    |
| 3)    | Wall of Cold      | 10'x10'x1'     | 1 rnd/lvl     | 100'   | E    |
| 4)    | Ice Passage       | caster         | 1 min/lvl     | self   | U    |
| 5)    | Chill Solid       | 1 cu'/lvl      | 1 min/lvl (C) | 10'    | F    |
| 6)    | Ice Bolt I        | 1 target       | —             | <25'>  | Ed   |
| 7)    | Cold Ball II      | 20'R           | —             | 100'   | Eb   |
| 8)    | Icwall I          | 10'x10'x(1-2)' | 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       | —             | <75'>  | Ed   |
| 12)   | Water/Ice         | 10 cu'/lvl     | P             | 100'   | F    |
| 13)   | Cold Metal        | 1 cu'/lvl      | 1 min/lvl     | 10'    | F    |
| 14)   | Call Cold II      | 20'x20'x20'    | 1 rnd/lvl     | 20'    | E    |
| 15)   | Ice Bolt V        | 1 target       | —             | <125'> | Ed   |
| 16)   | Triad of Ice      | 1-3 targets    | —             | <25'>  | Ed   |
| 17)   | Wall of Frigidity | 10'x10'x1'     | 1 min/lvl     | 100'   | E    |
| 18)   | Call Cold V       | 50'x50'x50'    | 1 rnd/lvl     | 50'    | E    |
| 19)   | Ice Bolt X        | 1 target       | —             | <250'> | Ed   |
| 20)   | Cold Ball IV      | 40'R           | —             | 300'   | Eb   |
| 25)   | Rain/Snow         | 1 mi R         | varies        | self   | E    |
| 30)   | Cold True         | 1,000' R/lvl   | 24 hours      | self   | E    |
| 35)   | Call Cold X       | 100'x100'x100' | 1 rnd/lvl     | 100'   | E    |
| 40)   | Cold Ball VI      | 60'R           | —             | 500'   | Eb   |
| 50)   | Cold Mastery      | caster         | 1 rnd/lvl     | self   | U    |

1. Freezing Cold – The caster may decrease the temperature of any inanimate body of liquid of up to 1 cubic foot per level by up to 100°F (56°C) per round. Once the liquid begins to freeze it will not continue to cool, and will begin to warm naturally if the caster stops concentrating. (Temp. cannot be lower than -20°F[-29°C]).

2. Cool Solid – Any solid, inanimate, non-metal material can be cooled to -20°F (-29°C), at a rate of 1 cubic foot per round (cooling spreads evenly from initial point of cooling unless caster concentrates to direct spread).

3. Wall of Cold – Creates a wall of intense cold (up to 10'x10'x1'), normally visible as mist condenses out of the air. Anyone passing through takes an A Cold critical (no RR).

4. Ice Passage – While this spell lasts, the caster can walk through ice as if it were air. The caster will not drop through ice if he enters it in the middle of a tall ice formation, as under his feet, the ice will still be solid for him and provide good footing.

5. Chill Solid – As *Cool Solid*, except material can be cooled to -200°F (-129°C), at a rate of cooling one cubic foot of material by 100°F (56°C) each round. The caster must concentrate to decrease the temperature (without concentration, the material will retain 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. Results are resolved on the Ice Bolt Table.
7. Cold Ball I – A 1' ball of cold is shot from the palm of the caster. Upon reaching the selected target/location, it expands to affect a 20'R area. Resolve attacks on the Cold Ball Table.
8. Icewall I – Creates 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 wall.
9. Call Cold I – Creates a cube of cold (up to 10'x10'x10') similar to a *Wall of Cold*; it takes 1 complete round for the cube to form and be effective. Anyone passing through (or caught within) the cube takes an A Cold critical each round spent in the cube.
10. Circle of Cold – As *Wall of Cold*, except the “wall” is 10' high and forms a 20'R 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 increment is 75'.
12. Water/Ice – Changes 10 cubic feet per level of water to ice, instantly.
13. Cold Metal – Chills metal to the point that it becomes extremely brittle (1 object only), giving it a -50 penalty to its strength and the object will be subject to a breakage check if it strikes another object or is struck. Anyone in direct skin-to-metal contact with the chilled metal will take a B Cold Critical each round contact is maintained.
14. Call Cold II – As *Call Cold I*, except the size is up to a 20' cube and the range is 20'.
15. Ice Bolt V – As *Ice Bolt I*, except range increment is 125'.
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 are within the caster's field of vision. Caster may apply his Directed Spell skill by dividing it as he chooses among the three bolts (e.g., a +120 OB could be split evenly into three +40 bolts or one +120 bolt and two +0 bolts or one +60, one +40, and one +20 bolt).
17. Wall of Frigidity – As *Wall of Cold*, except it lasts for 1 minute per level and does a D Cold Critical to anyone who passes through it.
18. Call Cold V – As *Call Cold I*, except size is up to a 50' cube and the range is 50'.
19. Ice Bolt X – As *Ice Bolt I*, except range increment is 250'.
20. Cold Ball IV – As *Cold Ball II*, except area of effect is 40'R and the range is 300'.
25. Rain/Snow – For as long as it continues to rain, this spell changes all rain within 1 mile of the caster to snow; radius decreases 500' for every 10°F (5.5°C) the ambient air temperature is above freezing (32°F) (0°C).
30. Cold True – Causes the ambient temperature in the area of effect to drop 1°F (0.6°C) every ten minutes up to a number of degrees equal to the caster's level (within a 1000'/lvl R).
35. Call Cold X – As *Call Cold I*, except size is up to a 100' cube and the range is 100'.
40. Cold Ball VI – As *Cold Ball II*, except area of effect is 60'R and the range is 500'.
50. Cold Mastery – Caster can use any one lower level spell (on this list) each round.

**Note:** See Section 10.19 for additional details on *Wall* spells.

## Magician Base

## LIGHT LAW

| Level | Spell                    | Area of Effect | Duration   | Range  | Type |
|-------|--------------------------|----------------|------------|--------|------|
| 1)    | Projected Light          | 50' beam       | 10 min/lvl | self   | E    |
| 2)    | Shock Bolt I             | 1 target       | —          | <25'>  | Ed   |
| 3)    | Light I                  | 10'R           | 10 min/lvl | touch  | E    |
| 4)    | Shade                    | 100'R          | 10 min/lvl | self   | E    |
| 5)    | Sudden Light             | 10'R           | —          | 100'   | F    |
| 6)    | Darkness I               | 10'R           | 10 min/lvl | touch  | E    |
| 7)    | Light V                  | 50'R           | 10 min/lvl | touch  | E    |
| 8)    | Shock Bolt III           | 1 target       | —          | <75'>  | Ed   |
| 9)    | Darkness V               | 50'R           | 10 min/lvl | touch  | E    |
| 10)   | Lightning Bolt I         | 1 target       | —          | <25'>  | Ed   |
| 11)   | Waiting Lighting         | varies         | varies     | 100'   | E    |
| 12)   | Shock Bolt V             | 1 target       | —          | <125'> | Ed   |
| 13)   | Beacon V                 | 5 miles        | 1 min/lvl  | self   | E    |
| 14)   | Magic Lantern            | 30' R/1 target | 1 hr/lvl   | touch  | E    |
| 15)   | Lightning Bolt III       | 1 target       | —          | <75'>  | Ed   |
| 16)   | Shock Bolt X             | 1 target       | —          | <250'> | Ed   |
| 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       | —          | <125'> | Ed   |
| 25)   | Corner Lightning Bolt    | 1 target       | —          | <75'>  | Ed   |
| 30)   | Following Lightning Bolt | 1 target       | —          | <75'>  | Ed   |
| 35)   | Corona                   | caster         | 1 rnd/lvl  | self   | E    |
| 40)   | Utterlight True          | 10'R/lvl       | 10 min/lvl | touch  | E    |
| 50)   | Light Mastery            | caster         | 1 rnd/lvl  | self   | U    |

1. Projected Light – Beam of light (like a flashlight) springs from the caster's palm; it has a 50' effective range. If the caster's hand is closed into a fist, the light will "turn off". If the caster's fist is reopened before the end of the duration, the light will turn on again.

2. Shock Bolt I – A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Lightning Bolt attack table, as a Diminutive attack.

3. Light I – Lights a 10'R area about the point touched.

4. Shade – All shadows and darkness within the area of effect deepen, giving all Perception maneuvers involving seeing anything hidden/hiding in the area a penalty of -20. Area is not mobile.

5. Sudden Light – Causes a 10' R burst of intense light, all within are stunned for 1 round per 5 failure.

6. Darkness I – Reduces illumination to a dark night in a 10'R area about the point touched.

7. Light V – As *Light I*, except radius can be up to 50' (can be changed by concentrating 1 round).

8. Shock Bolt III – As *Shock Bolt I*, except range increment is 75'.

9. *Darkness V* – As *Darkness I*, except radius is 50’.
10. *Lightning Bolt I* – A bolt of lightning is shot from the caster's palm; resolve attack on the *Lightning Bolt Attack Table* as a Medium-sized attack.
11. *Waiting Lighting* – In conjunction with any *Light* or *Darkness* spell (i.e., this spell is cast and then the *Light/Darkness* spell is cast) it can delay the action of that spell up to 24 hours; it can be triggered by one selected trigger (decided by the caster): time period, certain movements, certain sounds, touch, violent actions in the area, or any other trigger so long as the caster would be able to sense it if the caster remained at the area of effect.
12. *Shock Bolt V* – As *Shock Bolt I*, except range increment is 125’.
13. *Beacon V* – Ray of light of any color springs from caster's palm; it can be up to 5 miles long.
14. *Magic Lantern* – As *Light I*, except radius is 30', duration is 1 hour per level, and spell must be cast upon a non-living organic object, like a wooden staff or leather cap.
15. *Lightning Bolt III* – As *Lightning Bolt I*, except range increment is 75’.
16. *Shock Bolt X* – As *Shock Bolt I*, except range increment is 250’.
17. *Utterlight* – Nullifies all magically created darkness in a 100’R, and lights that area as full daylight.
18. *Utterdark* – Darkens a 100’R area, no light (except *Utterlight*) can exist within this radius.
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 increment is 125’.
25. *Corner Lightning Bolt* – As *Lightning Bolt III*, except caster can make the bolt turn once by up to 90° before striking the target (the caster must know the target's location). The caster's OB is modified by -25 when using this spell. However, this spell can be used to bypass a positional modifier – any DB bonus gained through the use of cover (partial/half/full soft cover; partial/half/full hard cover) is reduced to zero; a target that otherwise would be unable to be hit can be attacked this spell.
30. *Following Lightning Bolt* – As *Corner Lightning Bolt*, except bolt can make as many turns as necessary, with an OB penalty of -25 per turn, and go through openings (must be larger than 6” radius) to strike the target.
35. *Corona* – Caster is surrounded by a blazing electrical aura. This illuminates a 30' radius, but more importantly, it also provides a defensive (or rather, counter-offensive) effect. Anyone attacking the caster in melee receives an electrical critical of the same severity as that suffered by the caster. This is **not** scaled by target size. If a massive troll does an E+A critical to a Magician surrounded by a *Corona*, the troll takes an E+A Electricity critical in return.
40. *Utterlight True* – As *Utterlight*, except that duration is 10 minutes per level and the radius illuminated is 10' per level.
50. *Light Mastery* – Caster can use one lower level spell (on this list) each round.
- Note:** Certain spells on this list have a radius effect that can be cast upon mobile targets (e.g, *Light*, *Darkness*, *Utterlight*, *Utterdark*). See Section 10.16 for more.
- Note:** Consult A&CL Section 14.8 for dealing with light and darkness.

## Magician Base

## WATER LAW

| Level | 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          | —          | <25'>    | Ed   |
| 5)    | Unfog           | 10'R/lvl          | P          | 100'     | F    |
| 6)    | Quench          | 1 target          | 24 hrs     | touch    | U    |
| 7)    | Steam Bolt I    | 1 target          | —          | <25'>    | Ed   |
| 8)    | Calm Water      | 100'R             | C          | 100'     | F    |
| 9)    | Drowning Trap   | 10'R              | 1 hr/lvl   | 50'      | E    |
| 10)   | Waterwall True  | 10'x10'x1'        | 1 min/lvl  | 100'     | E    |
| 11)   | Water Bolt III  | 1 target          | —          | <75'>    | Ed   |
| 12)   | Buoyancy        | 100' R            | 1 min/lvl  | 100'     | E    |
| 13)   | Call Rain       | 100'R/lvl         | 10 min/lvl | 100'/lvl | E    |
| 14)   | Steam Bolt III  | 1 target          | —          | <75'>    | Ed   |
| 15)   | Water Bolt V    | 1 target          | —          | <125'>   | Ed   |
| 16)   | Triad of Water  | 3 targets         | —          | <25'>    | Ed   |
| 17)   | Command Current | special           | C          | self     | E    |
| 18)   | Calm Water True | 100'R/lvl         | 10 min/lvl | 100'/lvl | F    |
| 19)   | Mass Quench     | 1 target/lvl      | 24 hrs     | 100'     | U    |
| 20)   | Whirlpool       | 50'R (500' 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    |
| 35)   | Current Mastery | special           | C          | self     | E    |
| 40)   | Maelstrom       | 50'R (500' R)     | 10 min/lvl | 1000'    | E    |
| 50)   | Water Mastery   | caster            | 1 rnd/lvl  | self     | U    |

1. Condensation – Condenses 1 cubic foot of water from the surrounding air. Condensation can be channeled into any suitable receptacle, including caster's cupped hands.

2. Fog – Creates dense fog within the area of effect. Treat as a heavy fog as described in A&CL Section 14.8. Fog disperses naturally after creation (this can mean lingering for days in suitable environments).

3. Waterwall – Creates a wall of water up to 10'x10'x1'. This wall requires 2 AP to cross, the pace of anyone moving through it at more than a Walk comes out with his pace reduced by two (e.g, a Run going in would be a Brisk pace coming out) to a minimum of a Walk, and attacks through the wall suffer a -80 penalty.

4. Water Bolt I – A bolt of water is shot from the caster's palm; results are determined on the Water Bolt Table.

5. Unfog – Disperses fog within the area of effect. If not all of a fog is 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, reducing the cleared radius by 10' every 1-5 minutes (varying depending on the heaviness of the fog and ambient humidity).



6. Quench – Target's fluids are immediately replenished, eliminating any dehydration that the target may have been suffering. This spell also meets the target's water needs for the next 24 hours, not including losses directly due to magic (i.e., it will not defend against a *Dehydration* spell).
7. Steam Bolt I – As *Water Bolt I*, except that if the caster knows the Fire Law list to 7th level, this bolt becomes scalding hot, trailing thick tendrils of steam behind it. It uses the Water Bolt Table, but in addition to the normal results, it does an additional Steam critical one level of severity less than the usual critical.
8. Calm Water – All water within a 100'R 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. Drowning Trap – An area of water is made hostile to any air-breather who intrudes upon it. Powerful undertows will appear out of nowhere and sudden currents seem to grab at the victim. Swimming maneuvers are made at -100 within the area of effect.
10. Waterwall True – As *Waterwall*, except the caster need not concentrate and the duration is 1 min/level.
11. Water Bolt III – As *Water Bolt I*, except range increment is 75'.
12. Buoyancy – A region of water becomes slightly denser, making it easier to float. All Swimming maneuvers to avoid drowning or to move at or near the surface of the water gain a +30 bonus.
13. Call Rain – If there are clouds in the sky, it rains outdoors for the duration of the spell.
14. Steam Bolt III – As *Steam Bolt I*, except range increment is 75' and Fire Law must be known to 14th level in order to transform the Water Bolt into a Steam Bolt.
15. Water Bolt V – As *Water Bolt I*, except the range increment is 125'.
16. 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 are within the caster's field of vision. Caster may apply his Directed Spell skill by dividing it as he chooses among the three bolts (e.g., a +120 OB could be split evenly into three +40 bolts or one +120 bolt and two +0 bolts or one +60, one +40, and one +20 bolt).
17. 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 25' per round (approximately 3 miles per hour).
18. Calm Water True – As *Calm Water*, except radius is 100'/lvl and waves are cut by 50' and caster need not concentrate.
19. Mass Quench – As *Quench*, except affects up to one target/level and can target anyone within 100'.
20. Whirlpool – Creates a whirlpool with a 50 foot radius in any liquid body that will draw in any objects in the liquid up to 500' away. Objects capable of moving under their own power may make a Very Hard maneuver to resist the pull of the whirlpool.
25. Part Water – Caster can part water up to 100' deep and 100'/lvl long and 10' wide at bottom (50' at top).
30. 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/level after casting the spell. After the storm has been summoned, it will dissipate normally.
35. Current Mastery – As *Command Current*, except speed is increased by 50' per round.
40. Maelstrom – As *Whirlpool*, except caster need not concentrate as the *Maelstrom* lasts 10 minutes per level on its own **and** the maneuver to resist the pull is Extremely Hard.
50. Water Mastery – Caster can use one lower level spell (on this list) each round.

**Note:** See Section 10.19 for additional details on *Wall* spells.

## Magician Base

## WIND LAW

| Level | 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   | 20'      | 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)   | Crosswinds      | 50' R          | 1 rnd/lvl | 100'     | E    |
| 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'x(5'-25')R | 1 rnd/lvl | 300'     | E    |
| 30)   | Vacuum VIII     | 40' R          | —         | 100'     | F    |
| 35)   | Storm Call      | 1 mi R/lvl     | varies    | 1 mi/lvl | E    |
| 40)   | Death Cloud V   | 25' R          | 10 rnds   | 100'     | E    |
| 50)   | Wind Mastery    | caster         | 1 rnd/lvl | self     | U    |

1. Breezes – Causes a light breeze as long as the caster concentrates. The breeze moves any gasses in the area as the caster directs, up to 20' per round.

2. Airwall – Creates a wall of dense churning air up to 10'x10'x3'. This wall requires 1 AP to cross, the pace of anyone moving through it at more than a Walk comes out with his pace reduced by one (e.g, a Run going in would be a Jog coming out), and 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'R cloud of charged gas particles. 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; however, after that anyone within the radius at anytime in the round takes the critical indicated (a maximum of one per round).

Following the initial formation round, the cloud delivers a C Electricity critical to all within the area of effect on the first and second rounds, a B critical on the third and fourth rounds, and an A critical on the fifth and sixth rounds, after which it dissipates. It drifts with the wind.

5. Air Stop I – Stops all generalized air movement up to winds of 30 mph and cuts higher winds by 30 mph in a 10' radius.

6. Stun Cloud II – As *Stun Cloud I*, except radius is 10'.

7. Vacuum I – Creates a 5' radius of near vacuum; all within the radius take a B Impact critical as the air leaves and rushes back in (if they fail an RR).

8. Air Stop II – As *Air Stop I*, except radius is 20'.

9. Slumber Cloud – As *Slumber Mist*, except for the duration and that it drifts with the wind.

10. Stun Cloud IV – As *Stun Cloud I*, except radius is 20'.

11. Death Cloud I – As *Stun Cloud I*, except delivers an E critical on rounds 1 and 2, a D on rounds 3 and 4, a C on rounds 5 and 6, a B on rounds 7 and 8, and an A on rounds 9 and 10, after which it dissipates.

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'R whirlwind is created. It delivers an A Impact critical to all inside (every round). It requires 2 AP to enter or exit the whirlwind, and pace is limited to a walk within it and all Movement maneuvers are Very Hard at a minimum. The caster can move the whirlwind 10' per round (does not require concentration, but caster must be able to see the whirlwind).

15. Death Cloud II – As *Death Cloud I*, except radius is 10' and range is 40'.

16. Crosswinds – Creates an area of constantly shifting winds. Any missile passing through this region suffers a -100 penalty to its OB and elemental bolt attacks suffer this penalty as well, except for Shock and Lightning Bolts. Any sailing vessel caught in these crosswinds will be unable to make any significant progress.

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 the caster can move it 10'/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 then a hard wind comes forth from them, fanning out till it has a 25'R at 300'. All within the cone receive a B Unbalancing critical.

30. Vacuum VIII – As *Vacuum I*, except radius is 40'.

35. Storm Call – Summons forces of nature in a fierce thunderstorm which includes heavy rain, 25-60 mph winds, lightning (random) and a blizzard (if correct climate). Can be delayed up to 1 hour/level after casting.

40. Death Cloud V – As *Death Cloud I*, except radius is 25' and range is 100'.

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

**Note:** See Section 10.19 for additional details on *Wall* spells.

**Note:** 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).

**Note:** An elemental creature made of gas will be reduced to 1 AP per round if successfully attacked with an *Air Stop* spell (the creature must fit into the area of effect). A *Vacuum* thrown at a creature made of gas will result in a Slaying IV Critical on the creature.

## 7.7.Evil

### Evil Essence

#### DARKNESS

| Level | 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)    | Darkness V              | 50'R           | 10 min/lvl | touch    | E    |
| 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 shadow/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)   | Darkvision 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 | 100'     | U    |
| 17)   | Greater Utterdark       | 200'R          | 1 min/lvl  | 100'     | E    |
| 18)   | Mass Darkvision         | 1 target/lvl   | 10 min/lvl | 100'     | 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    |
| 35)   | Mass Darkvision True    | 1 target/lvl   | 10 min/lvl | 100'     | U    |
| 40)   | Everlasting Darkness    | 50'R           | P          | touch    | E    |
| 50)   | Clouds of Darkness True | 1 mi R/lvl     | 2 hrs/lvl  | 100'     | E    |

1. Darkness II – Creates an area of darkness up to 20'R about the point touched. The darkness is equal to the darkest night.

2. Nightvision – Target can see up to 100' as if it were daylight, so long as there is some light.

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

4. Darkness V – As *Darkness II*, except radius is 50'.

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

6. Darkvision – As *Nightvision*, except any darkness can be seen through. No light at all is needed for this spell to work.

7. Dark Control V – As *Dark Contol II*, except range and radius are 50'.
8. Shadow Forms – Caster can create the visual illusion of either shadowy figures or actual shadows (as many as the caster's level); they will move when he concentrates.
9. Lesser Darkness – As *Darkness II*, except radius is 300'.
10. Lesser Utterdark – Darkens a 20'R area, no light (except *Utterlight*) can exist within this radius.
11. Dark Control X – As *Dark Contol II*, except range and radius are 100'.
12. Darkvision True – As *Darkvision*, except the target can see as far as he would in normal 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'R 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 the caster's level.
17. Greater Utterdark – As *Lesser Utterdark*, except radius is 200'.
18. Mass Darkvision – As *Darkvision*, except affects a number of targets equal to the 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.
35. Mass Darkvision True – As *Darkvision True*, except affects a number of targets equal to the caster's level.
40. Everlasting Darkness – As *Darkness V*, except duration is permanent.
50. Clouds of Darkness True – As *Clouds of Darkness I*, except radius is 1 mile per level of the caster.

**Note:** Certain spells on this list have a radius effect that can be cast upon mobile targets (e.g, *Darkness*, *Utterdark*). See Section 10.16 for more.

**Note:** Consult A&CL Section 14.8 for dealing with light and darkness.

## Evil Essence

**DARK SUMMONS**

| Level | Spell             | Area of Effect | Duration  | Range | Type |
|-------|-------------------|----------------|-----------|-------|------|
| 1)    | Familiar          | 1 animal       | P         | touch | U    |
| 2)    | Summons I         | 1 creature     | varies    | 100'  | E    |
| 3)    | Investiture I     | 1 familiar     | P         | 10'   | U    |
| 4)    | Summons II        | varies         | varies    | 100'  | E    |
| 5)    | Binding II        | 1 creature     | varies    | 10'   | F    |
| 6)    | Summons III       | varies         | varies    | 100'  | E    |
| 7)    | Order Bound II    | 1 creature     | 2 hrs     | 10'   | U    |
| 8)    | Summons V         | varies         | varies    | 100'  | E    |
| 9)    | Binding V         | 1 creature     | varies    | 10'   | F    |
| 10)   | Summons VII       | varies         | varies    | 100'  | E    |
| 11)   | Investiture II    | 1 familiar     | P         | 10'   | U    |
| 12)   | Summons X         | varies         | varies    | 100'  | E    |
| 13)   | Binding X         | 1 creature     | varies    | 10'   | F    |
| 14)   | Summons XII       | varies         | varies    | 100'  | E    |
| 15)   | Order Bound X     | 1 creature     | 10 hrs    | 10'   | U    |
| 16)   | Summons XV        | varies         | varies    | 100'  | E    |
| 17)   | Binding XV        | 1 creature     | varies    | 10'   | F    |
| 18)   | Summons XVII      | varies         | varies    | 100'  | E    |
| 19)   | Investiture III   | 1 familiar     | P         | 10'   | U    |
| 20)   | Lord Summons      | varies         | varies    | 100'  | E    |
| 25)   | Binding True      | 1 creature     | varies    | 10'   | F    |
| 30)   | Order Bound True  | 1 creature     | 1 hr/lvl  | 10'   | U    |
| 35)   | True Summons      | varies         | varies    | 100'  | E    |
| 40)   | Investiture IV    | 1 familiar     | P         | 10'   | U    |
| 50)   | Summoning Mastery | caster         | 1 rnd/lvl | self  | U    |

1. Familiar – The caster can attune himself to a small creature of animal intelligence (i.e., with the Animalistic flaw) to serve as his familiar. The caster must obtain the creature (can be no more than 10% of caster's own mass) through normal means and cast the spell on the animal once each day for 1 week (associating with the animal for 2 hours each day). The caster can then control the familiar and view the world through its senses by concentrating on it (must be within 50' per caster 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 non-intelligent (i.e., possessing the Animalistic or Mindless flaw) living creature, which appears somewhere with the spell's range. The caster can specify the general type of creature, but exactly what the creature is should be determined randomly (e.g., the caster could specify "four-legged, hooved" and could get a zebra, horse, camel, etc.). If the creature can understand the caster's communication, the creature can be controlled by normal communication. Otherwise, control is maintained through concentration of the caster. If the creature summoned is used for a task that is not dangerous (in its own

perception), the duration for this spell is 10 minutes per level. However, if the creature is ever put into a dangerous situation, the duration immediately drops to 1 round per level. At the end of the spell's duration, the summoned creature will disappear back to whence it came.

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 in the caster's culture. 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 (associating with the animal 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 3 (if not already higher), and it gains a +10 to its DB and OB. The caster can cast spells through the familiar as if the caster were actually where the familiar is (this includes casting "self" spells on the familiar): 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, although it will be limited in its ability to interpret ambiguous instructions or adapt to unexpected events. It can always find its way back to the caster through their bond unless the caster is magically hidden. If the familiar dies, the caster will lose one quarter of his Power Points and Concussion Hits for 1-5 weeks (and these cannot be restored by any means until the time has passed).

4. *Summons II* – As *Summons I*, except the caster chooses one of the following options: a) the level of the summoned creature is increased by one, b) an extra 1st level creature can be summoned, or c) the duration can be doubled. When applying options to the higher level *Summons* spells, option "a" can only be applied to one creature at a time (i.e., two 2nd level creatures takes three options: one for the second creature and one each to raise the creatures to 2nd level).

5. *Binding II* – Caster can bind one creature (up to second level) with animal intelligence (i.e., with the Animalistic flaw). 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 two options are chosen.

7. *Order Bound II* – The target of this spell is any creature (up to second level) with animal intelligence (i.e., with the Animalistic flaw) 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 normal "unbound" state. Once this spell is cast, the creature can leave the range of the spell without ending its duration.

8. *Summons V* – As *Summons II*, except four options are chosen.

9. *Binding V* – As *Binding II*, except binds up to a 5th level creature.

10. *Summons VII* – As *Summons II*, except six options are chosen.

11. *Investiture II* – The target of this spell is a familiar that has had *Investiture I* successfully cast on it. This spell puts more of the caster into his familiar. The caster must cast this spell once per day for six months (spending two hours each day). The caster can use the familiar's senses up to 1,000 feet per level away and can cast spells through the familiar up to 200' per level away. The creature's AT improves to 5, the DB bonus improves to +20 and the OB bonus improves to +30, and it makes RRs at the higher of its own level or three fourths of the caster's level. It also gains a venomous attack that is used in conjunction with its normal attack (poison type of the caster's choice, equal level to the familiar). The appearance of the familiar becomes even more grotesque, beginning to assume aspects of the caster's appearance. The change may be extreme enough to make it unrecognizable as the animal it was. If the familiar dies, the caster loses half his Power Points and Concussion Hits for 1-5 weeks.

12. *Summons X* – As *Summons II*, except nine options are chosen.

13. Binding X – As *Binding II*, except binds up to a 10th level creature.
14. Summons XII – As *Summons II*, except eleven options are chosen.
15. Order Bound X – As *Order Bound II*, except affects up to a 10th level creature and maximum duration is 10 hours.
16. Summons XV – As *Summons II*, except fourteen options are chosen.
17. Binding XV – As *Binding II*, except binds up to a 15th level creature.
18. Summons XVII – As *Summons II*, except sixteen options are chosen.
19. Investiture III – The target of this spell is a familiar that has had *Investiture II* successfully cast on it. This spell puts even more of the caster into his familiar. The caster must cast this spell once per day for one year (spending two hours each day). The caster can use the familiar's senses up to 1 mile per level away and can cast spells through the familiar up to 1000' per level away. The creature's AT improves to 7, the DB bonus improves to +30 and the OB bonus improves to +50, and it makes RRs at the higher of its own level or the caster's level. It retains its venom from *Investiture II*. Its form becomes completely grotesque and could not be associated with the animal it once was. If the familiar dies, the caster loses three quarters of his Power Points and Concussion Hits for 1-5 weeks.
20. Lord Summons – As *Summons II*, except nineteen options are chosen.
25. Binding True – As *Binding II*, except binds a creature of any level.
30. Order Bound True – As *Order Bound II*, except affects a creature of any level and maximum duration is 1 hour per caster's level.
35. True Summons – As *Summons II*, except a number of options equal to the caster's level are chosen.
40. Investiture IV – The target of this spell is a familiar that has had *Investiture III* successfully cast on it. This spell puts even more of the caster into his familiar. The caster must cast this spell once per day for two years (spending two hours each day). The caster can use the familiar's senses up to 10 miles per level away and can cast spells through the familiar up to 1 mile per level away. The creature's AT improves to 9, the DB bonus improves to +50 and the OB bonus improves to +75, and it continues to make RRs at the higher of its own level or the caster's level. It retains its venom from *Investiture II*, but potency is the higher of the familiar's level or the caster's level. It cannot really become more grotesque. If the familiar dies, the caster loses all of his Power Points and Concussion Hits for 1-5 weeks, spending that period in a coma.
50. Summon Mastery – Caster can use any lower level spell on this list, once per round.

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

**Note:** Because of the extremely strong and intimate bond created between caster and familiar, any attempt to dispel this bond suffers a penalty of 100 (normally a +100 bonus to the bond's RR against the dispelling attempt). *Investitures* have only a bias of 50 in their favor, but must be undone one by one, starting from the highest level Investiture down to the last. Only once all *Investiture* spells are dispelled may the *Familiar* bond be subject to dispelling.



## Evil Essence

## ESSENCE TWISTING

| Level | Spell                    | Area of Effect | Duration   | Range | Type |
|-------|--------------------------|----------------|------------|-------|------|
| 1)    | Baneful Essence          | 50'R           | 1 day/lvl  | touch | E    |
| 2)    | Baneful Mentalism        | 50'R           | 1 day/lvl  | touch | E    |
| 3)    | Baneful Channeling       | 50'R           | 1 day/lvl  | touch | E    |
| 4)    | Weaken Essence           | 50'R           | 1 day/lvl  | touch | E    |
| 5)    | Baneful Essence True     | 50'R           | 1 day/lvl  | touch | E    |
| 6)    | Weaken Mentalism         | 50'R           | 1 day/lvl  | touch | E    |
| 7)    | Weaken Channeling        | 50'R           | 1 day/lvl  | touch | E    |
| 8)    | Woeful Essence           | 50'R           | 1 day/lvl  | touch | E    |
| 9)    | Woeful Mentalism         | 50'R           | 1 day/lvl  | touch | E    |
| 10)   | Weaken Essence True      | 50'R           | 1 day/lvl  | touch | E    |
| 11)   | Woeful Channeling        | 50'R           | 1 day/lvl  | touch | E    |
| 12)   | Treacherous Essence      | 50'R           | 1 day/lvl  | touch | E    |
| 13)   | Treacherous Mentalism    | 50'R           | 1 day/lvl  | touch | E    |
| 14)   | Woeful Essence True      | 50'R           | 1 day/lvl  | touch | E    |
| 15)   | Treacherous Channeling   | 50'R           | 1 day/lvl  | touch | E    |
| 16)   | Chaotic Essence          | 50'R           | 1 day/lvl  | touch | E    |
| 17)   | Chaotic Mentalism        | 50'R           | 1 day/lvl  | touch | E    |
| 18)   | Chaotic Channeling       | 50'R           | 1 day/lvl  | touch | E    |
| 19)   | Treacherous Essence True | 50'R           | 1 day/lvl  | touch | E    |
| 20)   | Chaotic Essence True     | 50'R           | 1 day/lvl  | touch | E    |
| 25)   | Essence Twisting         | 100'R          | 1 week/lvl | touch | E    |
| 30)   | Mentalism Twisting       | 100'R          | 1 week/lvl | touch | E    |
| 35)   | Channeling Twisting      | 100'R          | 1 week/lvl | touch | E    |
| 40)   | Darken Essence           | 100'R          | 1 week/lvl | touch | E    |
| 50)   | Essence Twisting True    | 300'R          | 1 mo/lvl   | touch | E    |

1. Baneful Essence – The local Essence field is distorted, causing all RRs against spells from the Realm of Essence to be made at -10.
2. Baneful Mentalism – As *Baneful Essence*, except affects spells from the Realm of Mentalism.
3. Baneful Channeling – As *Baneful Essence*, except affects spells from the Realm of Channeling.
4. Weaken Essence – The local Essence field is distorted, causing all RRs against spells from the Realm of Essence to be made at +10.
5. Baneful Essence True – As *Baneful Essence*, except affects all spells.
6. Weaken Mentalism – As *Weaken Essence*, except affects spells from the Realm of Mentalism.
7. Weaken Channeling – As *Weaken Essence*, except affects spells from the Realm of Channeling.
8. Woeful Essence – As *Baneful Essence*, except penalty is -20.
9. Woeful Mentalism – As *Woeful Essence*, except affects spells from the Realm of Mentalism.
10. Weaken Essence True – As *Weaken Essence*, except affects all spells.

11. Woeful Channeling – As *Woeful Essence*, except affects spells from the Realm of Channeling.
12. Treacherous Essence – Any time an attempt to cast a spell from the Realm of Essence within the area of effect results in spell failure, +30 is added to the spell failure roll.
13. Treacherous Mentalism – As *Treacherous Essence*, except affects spells from the Realm of Mentalism.
14. Woeful Essence True – As *Woeful Essence*, except affects all spells.
15. Treacherous Channeling – As *Treacherous Essence*, except affects spells from the Realm of Channeling.
16. Chaotic Essence – Any attempt to cast a spell of the Realm of Essence will be made with a -20 penalty to the Spell Casting roll.
17. Chaotic Mentalism – Any attempt to cast a spell of the Realm of Mentalism will be made with a -20 penalty to the Spell Casting roll.
18. Chaotic Channeling – Any attempt to cast a spell of the Realm of Channeling will be made with a -20 penalty to the Spell Casting roll.
19. Treacherous Essence True – As *Treacherous Essence*, except affects all spells.
20. Chaotic Essence True – Any attempt to cast any spell will be made with a -20 penalty to the Spell Casting roll.
25. Essence Twisting – As any of the above spells relating to the Realm of Essence, except for area of effect and duration.
30. Mentalism Twisting – As any of the above spells relating to the Realm of Mentalism, except for area of effect and duration.
35. Channeling Twisting – As any of the above spells relating to the Realm of Channeling, except for area of effect and duration.
40. Darken Essence – All spells cast that are from an Evil spell list are resisted at -10, while those from other lists suffer a -25 to their Spell Casting rolls and are resisted with a +10 bonus.
50. Essence Twisting True – As any of the above spells of less than 40th level, except for area of effect and duration.

## Evil Essence

### FOUL TRANSFORMATIONS

| Level | Spell            | Area of Effect | Duration    | Range | Type |
|-------|------------------|----------------|-------------|-------|------|
| 1)    | Bulging Eyes     | caster         | 10 min/lvl  | self  | U    |
| 2)    | Armoring I       | caster         | 1 min/lvl   | self  | U    |
| 3)    | Prehensile Tail  | caster         | 10 min/lvl  | self  | U    |
| 4)    | Tentacles        | caster         | 1 min/lvl   | self  | U    |
| 5)    | Armoring II      | caster         | 1 min/lvl   | self  | U    |
| 6)    | Wings I          | caster         | 10 min/lvl  | self  | U    |
| 7)    | Horns            | caster         | 1 min/lvl   | self  | U    |
| 8)    | Armoring III     | caster         | 1 min/lvl   | self  | U    |
| 9)    | Claws            | caster         | 1 min/lvl   | self  | U    |
| 10)   | Wings II         | caster         | 10 min/lvl  | self  | U    |
| 11)   | Armoring IV      | caster         | 1 min/lvl   | self  | U    |
| 12)   | Bite             | caster         | 1 min/lvl   | self  | U    |
| 13)   | Spines           | caster         | 1 min/lvl   | self  | U    |
| 14)   | Wings III        | caster         | 10 min/lvl  | self  | U    |
| 15)   | Armoring V       | caster         | 1 min/lvl   | self  | U    |
| 16)   | Killer Instincts | caster         | 1 min/lvl   | self  | U    |
| 17)   | Envenom          | caster         | varies      | self  | U    |
| 18)   | Armoring VI      | caster         | 1 min/lvl   | self  | U    |
| 19)   | Spinnerets       | caster         | 1 min/lvl   | self  | U    |
| 20)   | Armoring VII     | caster         | 1 min/lvl   | self  | U    |
| 25)   | Foul Breath      | caster         | 1 min/lvl   | self  | U    |
| 30)   | Armoring VIII    | caster         | 1 min/lvl   | self  | U    |
| 35)   | Adapted Form     | caster         | 10 min /lvl | self  | U    |
| 40)   | Armoring IX      | caster         | 1 min/lvl   | self  | U    |
| 50)   | Corrupted Form   | caster         | 1 rnd/lvl   | self  | U    |

1. Bulging Eyes – Caster's eyes enlarge. Caster gains a +20 to Perception rolls involving vision exclusively and a +10 to Perception rolls involving vision along with other senses. Any vision enhancement spells cast on the caster while this spell is active will last until this spell expires or their normal duration, whichever is longer.
2. Armoring I – Caster's skin and subcutaneous fat are changed into a more protective form, granting the caster a natural AT of 2.
3. Prehensile Tail – Caster grows a prehensile tail strong enough to support his own weight.
4. Tentacles – Caster grows several tentacles, which can be used to make an attack on the Grapple Attack Table without occupying the caster's hands. The size of the attack is the same as the size of the caster. The OB of the attack is the caster's skill in this list.
5. Armoring II – Caster's skin and subcutaneous fat are changed into a more protective form, granting the caster a natural AT of 3.

6. Wings I – Caster grows wings. Caster can now fly at a rate equal to his normal walking speed. He can fly at faster paces, but must make Endurance rolls as if moving one pace faster than actual, with movement at Dash pace requiring an Endurance roll every round at a -20 penalty.
7. Horns – Caster grows horns, which can be used to make an attack on the Horn Attack Table. The size of the attack is the same as the size of the caster. The OB of the attack is the caster's skill in this list.
8. Armoring III – Caster's skin and subcutaneous fat are changed into a more protective form, granting the caster a natural AT of 4.
9. Claws – Caster grows clawed hands, which can be used to make an attack on the Claw Attack Table. The size of the attack is the same as the size of the caster. The OB of the attack is the caster's skill in this list.
10. Wings II – As *Wings I*, except Fatigue checks are as normal for the pace of movement and any maneuver rolls related to flight are made with a +20 bonus.
11. Armoring IV – Caster's skin and subcutaneous fat are changed into a more protective form, granting the caster a natural AT of 5.
12. Bite – Caster grows fangs or teeth suitable for attacks, which can be used to make an attack on the Bite Attack Table. The size of the attack is the same as the size of the caster. The OB of the attack is the caster's skill in this list.
13. Spines – Caster grows spiny projections. Any time the caster is attacked unarmed or with a weapon less than one-half the caster's height in length, the attacker will suffer an attack resolved on the Stinger Attack Table. The size of the attack is the same as the size of the caster. The OB of the attack is half the caster's skill in this list. This attack is automatic and does not require an action by the caster.
14. Wings III – As *Wings II*, except base speed is twice the caster's normal walking pace.
15. Armoring V – Caster's skin and subcutaneous fat are changed into a more protective form, granting the caster a natural AT of 6.
16. Killer Instincts – When using the attacks provided by spells on this list, the caster can substitute his skill in this list for any one of the following Combat Expertise skills: Disarm, Multiple Attacks, Restricted Quarters, or Reverse Strike. The skill to which this applies may be different each round.
17. Envenom – The attack provided by *Horns*, *Claws*, *Bite*, or *Spines* will deliver a poison upon doing a critical. The level of the poison is the caster's level. Only one attack becomes poisonous, but this spell can be cast multiple times if the caster has cast more than one of listed spells. Caster determines the type of poison. This spell lasts as long as the spell whose attack it is enhancing.
18. Armoring VI – Caster's skin and subcutaneous fat are changed into a more protective form, granting the caster a natural AT of 7.
19. Spinnerets – Caster grows a group of spinnerets somewhere on his body, which can be used to make webs. This can be used to create up to 100' of silk rope per round, capable of withstanding a thousand pounds of weight. Webs can be sticky in some parts and not in others, allowing the creation of anchored bridges made of webbing. The webs can also be launched with the ranges of a javelin, with the attack resolved on the Grapple Attack Table. The size of the attack is the same as the size of the caster. The OB of the attack is the caster's skill in this list.
20. Armoring VII – Caster's skin and subcutaneous fat are changed into a more protective form, granting the caster a natural AT of 8.
25. Foul Breath – Caster begins to exhale a toxic gas (caster is immune to the effects). Any living thing coming within 10' of the caster must make an RR versus poison each round or suffer a cumulative -5 penalty and take 1d10 damage from the effects of the gas. Treat the penalty as organ damage (lungs) for treatment/healing purposes and the final penalty as a single injury. Level of the poison is the level of the caster. Caster can also exhale a 50' long cone with a 20' base of the gas, but this requires such effort that an Endurance roll is called for.

30. Armoring VIII – Caster's skin and subcutaneous fat are changed into a more protective form, granting the caster a natural AT of 9.

35. Adapted Form – Caster's body adapts to survive in environmental conditions. This can involve submersion in freezing water at depths with crushing pressure, traversing molten lava, enduring exposure to a raging sandstorm, or withstanding the bizarre conditions of an alien dimension. This does not cover any form of deliberate attack (even while comfortable naked in a blizzard, the caster will still suffer normal damage from a *Cold Ball*).

40. Armoring IX – Caster's skin and subcutaneous fat are changed into a more protective form, granting the caster a natural AT of 10.

50. Corrupted Form – Caster may use any lower level spell for this list once per round.

**Note:** The exact form of these transformations will vary from caster to caster, but they will always be more or less horrific.

### Evil Essence

## NECROMANCY MASTERY

| Level | Spell                 | Area of Effect | Duration   | Range | Type |
|-------|-----------------------|----------------|------------|-------|------|
| 1)    | Undead Language       | caster         | 1 min/lvl  | self  | U    |
| 2)    | Tolerate Undead       | caster         | 10 min/lvl | self  | U    |
| 3)    | Sense Undead          | 100'R          | —          | self  | I    |
| 4)    | Control Undead I      | 1 undead       | C          | 100'  | F    |
| 5)    | Undead Defenses I     | caster         | 1 min/lvl  | self  | U    |
| 6)    | Create Undead I       | 1 target       | P          | 10'   | U    |
| 7)    | Command Undead I      | 1 undead       | 1 day      | 100'  | F    |
| 8)    | Control Undead II     | 1 undead       | C          | 100'  | F    |
| 9)    | Summon Lesser Spirit  | 1 spirit       | 1 min/lvl  | 100'  | E    |
| 10)   | Create Undead II      | 1 target       | P          | 10'   | U    |
| 11)   | Undead Defenses II    | caster         | 1 min/lvl  | self  | U    |
| 12)   | Control Undead III    | 1 undead       | C          | 100'  | F    |
| 13)   | Command Undead II     | 1 undead       | 1 month    | 100'  | F    |
| 14)   | Create Undead III     | 1 target       | P          | 10'   | U    |
| 15)   | Summon Greater Spirit | 1 spirit       | 1 min/lvl  | 100'  | E    |
| 16)   | Control Undead IV     | 1 undead       | C          | 100'  | F    |
| 17)   | Undead Defenses III   | caster         | 1 min/lvl  | self  | U    |
| 18)   | Command Undead III    | 1 undead       | 1 year     | 100'  | F    |
| 19)   | Create Undead IV      | 1 target       | P          | 10'   | U    |
| 20)   | Control Undead V      | 1 undead       | C          | 100'  | F    |
| 25)   | Control Undead VI     | 1 undead       | C          | 100'  | F    |
| 30)   | Create Undead V       | 1 target       | P          | 10'   | U    |
| 35)   | Control Undead True   | varies         | C          | 100'  | F    |
| 40)   | Create Undead VI      | 1 target       | P          | 10'   | U    |
| 50)   | Undead Mastery        | 1 undead       | P          | 50'   | F    |

1. Undead Language – Allows the caster to understand and speak the language(s) of any undead beings.
2. Tolerate Undead – Caster is not subject to automatic harmful effects caused by the proximity of the undead. This provides no protection against deliberate attack.
3. Sense Undead – Caster becomes aware of all undead within the area of effect. He knows their general locations (within 10'), number, and general nature (whether corporeal or incorporeal, mindless or intelligent, controlled or uncontrolled, and what Class of undead).
4. Control Undead I – Caster can control one Class I undead. If this spell is resisted, the target will immediately attack the caster, preferring him over any other available targets.
5. Undead Defenses I – Caster has a +10 bonus to RRs and DB against attacks by the undead.
6. Create Undead I – Using a suitable corpse or spirit, the caster creates a Class I undead. Corpses must be a condition suitable for the type of undead to be created and in any case, the being to be converted into one of the undead may not have been dead any longer than one day per level of the caster. If the caster succeeds in a Hard Spell Mastery maneuver with an additional -10 penalty times the Class number of the undead created, then the caster may select what type of undead is created by this spell. If this maneuver fails, the GM selects an appropriate undead creature. Upon creation, the undead must make an RR against its creator. If it fails, it will be non-hostile to its creator until some circumstance (such as a failed attempt to *Control* it) should change things. If it succeeds, it is free to attack its maker if uncontrolled.
7. Command Undead I – Target undead will obey a command by the caster for a period of one day. At the end of that time, the undead returns to its normal behavior. If this spell is resisted, the target will immediately attack the caster, preferring him over any other available targets.
8. Control Undead II – As *Control Undead I*, except caster can control a Class II undead **or** control a Class I undead with a -10 to its RR.
9. Summon Lesser Spirit – This spell must be cast within 100' of the place of death of the being whose spirit is to be turned into an incorporeal form of undead. This spell will fail if the body is protected against being turned into one of the undead (e.g., under the protection of a *Restful Spirit* spell). The spirit summoned by this spell is suitable for creating an undead being of up to Class III. A *Create Undead* spell must be successful before the end of this spell's duration, or the spirit will depart once more. Spirit may not have been dead for more than 1 day/level of caster.
10. Create Undead II – As *Create Undead I*, except creates a Class II or lesser undead.
11. Undead Defenses II – Caster has a +20 bonus to RRs and DB against attacks by the undead.
12. Control Undead III – As *Control Undead I*, except caster can control a Class III undead **or** control a Class II undead with a -10 to its RR **or** control a Class I undead with a -20 to its RR.
13. Command Undead II – As *Command Undead I*, except duration is 1 month.
14. Create Undead III – As *Create Undead I*, except creates a Class III or lesser undead.
15. Summon Greater Spirit – As *Summon Lesser Spirit*, except the spirit summoned is suitable for the creation of undead of up to Class VI and may have been dead up to 1 week/level of caster.
16. Control Undead IV – As *Control Undead I*, except caster can control a Class IV undead **or** control a Class III undead with a -10 to its RR **or** control a Class II undead with a -20 to its RR **or** control a Class I undead with a -30 to its RR.
17. Undead Defenses III – Caster has a +30 bonus to RRs and DB against attacks by the undead.
18. Command Undead III – As *Command Undead I*, except duration is 1 year.
19. Create Undead IV – As *Create Undead I*, except creates a Class IV or lesser undead.
20. Control Undead V – As *Control Undead I*, except caster can control a Class V undead **or** control a Class IV undead with a -10 to its RR **or** control a Class III undead with a -20 to its RR **or** control a Class II undead with a -30 to its RR **or** control a Class I undead with a -40 to its RR.

25. Control Undead VI – As *Control Undead I*, except caster can control a Class VI undead **or** control a Class V undead with a -10 to its RR **or** control a Class IV undead with a -20 to its RR **or** control a Class III undead with a -30 to its RR **or** control a Class II undead with a -40 to its RR **or** control a Class I undead with a -50 to its RR.

30. Create Undead V – As *Create Undead I*, except creates a Class V or lesser undead.

35. Control Undead True – Caster can control undead up to his level in total of the undeads' Class numbers. The RR of an undead may be reduced by -10 by assigning extra levels to its control up to a maximum penalty of -50. For example, a 38th level caster really wants to get control of the Class VI Greater Vampire leading the undead marauders, so he assigns an extra five levels on top of the six minimally required in order to create a -50 RR penalty. This leaves the caster with 27 levels left to assign to the control of other undead.

40. Create Undead VI – As *Create Undead I*, except creates a Class VI or lesser undead.

50. Undead Mastery – Places target undead under the caster's lasting control. The caster need but command the mastered undead, and it will obey to the best of its ability. Undead created by the caster get a -25 to their RRs. The caster can never have more levels of undead mastered than he has levels, although the undead mastered by means of the Necromantic Ways list do not count against the limit mastered by this list and vice versa (i.e., a 60th level caster could have 60 levels of mindless undead mastered by means of *Master Mindless Undead* and another 60 levels of undead mastered by means of *Undead Mastery*).

**Note:** Casting a *Control Undead* or *Command Undead* spell successfully (i.e., it is not resisted) will not turn the target hostile after the period of control is over.

**Note:** The *Control* spells (but not *Command* spells) on this list will also work on the mindless undead.

**Note:** Liches of all types must be created by passing directly to undeath from life, without going through the process of dying and cannot be created by means of this list. Individual GMs may choose to exclude certain other kinds of undead from this form of origin.

**Note:** See *Creature Law* for more information on undead.

## Evil Essence

## NECROMANTIC WAYS

| Level | Spell                          | Area of Effect | Duration       | Range | Type |
|-------|--------------------------------|----------------|----------------|-------|------|
| 1)    | Animate Dead I                 | 1 corpse       | 1 min/lvl (C)  | 100'  | E    |
| 2)    | Control Mindless Undead I *    | 1 undead       | 10 min/lvl (C) | 100'  | E    |
| 3)    | Master Mindless Undead         | 1 undead       | P              | 50'   | F    |
| 4)    | Animate Dead II                | varies         | 1 min/lvl (C)  | 100'  | E    |
| 5)    | Create Mindless Undead I       | 1 corpse       | P              | 10'   | U    |
| 6)    | Control Mindless Undead II *   | 1 undead       | 10 min/lvl (C) | 100'  | E    |
| 7)    | Animate Dead III               | varies         | 1 min/lvl (C)  | 100'  | E    |
| 8)    | Create Mindless Undead II      | varies         | P              | 10'   | U    |
| 9)    | Control Mindless Undead III *  | 1 undead       | 10 min/lvl (C) | 100'  | E    |
| 10)   | Animate Dead IV                | varies         | 1 min/lvl (C)  | 100'  | E    |
| 11)   | Create Mindless Undead III     | varies         | P              | 10'   | U    |
| 12)   | Animate Dead V                 | varies         | 1 min/lvl (C)  | 100'  | E    |
| 13)   | Control Mindless Undead IV *   | 1 undead       | 10 min/lvl (C) | 100'  | E    |
| 14)   | Animate Dead VI                | varies         | 1 min/lvl (C)  | 100'  | E    |
| 15)   | Create Mindless Undead IV      | varies         | P              | 10'   | U    |
| 16)   | Control Mindless Undead V *    | 1 undead       | 10 min/lvl (C) | 100'  | E    |
| 17)   | Energize Corpse                | 1 corpse       | 1 min/lvl      | touch | E    |
| 18)   | Create Mindless Undead V       | varies         | P              | 10'   | U    |
| 19)   | Control Mindless Undead VI *   | 1 undead       | 10 min/lvl (C) | 100'  | E    |
| 20)   | Create Mindless Undead VI      | varies         | P              | 10'   | U    |
| 25)   | Mass Mindless Undead Control * | 1 undead       | 10 min/lvl (C) | 100'  | E    |
| 30)   | Cheat Death                    | caster         | P              | self  | U    |
| 35)   | Army of the Dead               | varies         | 1 day (C)      | 1000' | E    |
| 40)   | Army of the Dead True          | varies         | P              | 1000' | U    |
| 50)   | Cheat Death True               | caster         | P              | self  | U    |

1. Animate Dead I – Caster can cause any dead body (within 50% of his own mass), to rise up and move. The caster must concentrate for the body to perform an action; if he stops concentrating, the body will stand motionless. The body can be maneuvered with a -25 modifier and can melee with a -20 OB. The body cannot have been dead more than 1 day. Use the stats from *Creature Law* for Class I Standard Created Undead except that the OB is -20 and it cannot move faster than a walk.

2. Control Mindless Undead I \* – Caster can control one Class I mindless undead. When the caster does not concentrate, the undead will stay in place and attack only if a living target is within 10'.

3. Master Mindless Undead – [RR Mod.: -25] Caster may master 1 "Class" worth of mindless undead per level of the caster. This spell must be cast separately on each undead. The target undead must already be controlled by the caster and if the target resists this spell, it will attack the caster immediately and may not be subject to the caster's control again until the caster gains another level. A mastered undead allows the caster to control this specific undead without concentration (it will continue to follow the last order it was given).



4. Animate Dead II – As *Animate Dead I*, except caster can control 2 bodies at once **or** one body with a -15 modifier to maneuvers and an OB of -10. Additionally, bodies may have been dead for up to 2 days.
5. Create Mindless Undead I – Given a body that has been dead less than 1 week, the caster can turn the body into a Class I undead. The newly-created undead will attempt to attack the closest living being (if uncontrolled), but can take no other activity than moving to that being and attacking. If controlled, the undead will do as commanded by the controller.
6. Control Mindless Undead II \* – As *Control Mindless Undead I*, except 1 Class II mindless undead **or** 2 Class I undead can be controlled.
7. Animate Dead III – As *Animate Dead I*, except caster can control 3 bodies at once **or** one body with a -5 modifier to maneuvers and an OB of +0. Additionally, bodies may have been dead for up to 3 days.
8. Create Mindless Undead II – As *Create Mindless Undead I*, except 1 Class II undead **or** 2 Class I undead can be created.
9. Control Mindless Undead III \* – As *Control Mindless Undead I*, except 1 Class III mindless undead **or** 1 Class II and 1 Class I undead **or** 3 Class I undead can be controlled.
10. Animate Dead IV – As *Animate Dead I*, except caster can control 4 bodies at once **or** one body with a +5 modifier to maneuvers and an OB of +10. Additionally, bodies may have been dead for up to 4 days.
11. Create Mindless Undead III – As *Create Mindless Undead I*, except 1 Class III undead **or** 1 Class II and 1 Class I **or** 3 Class I undead can be created.
12. Animate Dead V – As *Animate Dead I*, except caster can control 5 bodies at once **or** one body with a +10 modifier to maneuvers and an OB of +20. Additionally, bodies may have been dead for up to 5 days.
13. Control Mindless Undead IV \* – As *Control Mindless Undead I*, except 1 Class IV mindless undead **or** 1 Class III and 1 Class I undead **or** 2 Class II undead **or** 1 Class II and 2 Class I undead **or** 4 Class I undead can be controlled.
14. Animate Dead VI – As *Animate Dead I*, except caster can control 6 bodies at once **or** one body with a +15 modifier to maneuvers and an OB of +30. Additionally, bodies may have been dead for up to 6 days.
15. Create Mindless Undead IV – As *Create Mindless Undead I*, except 1 Class IV undead **or** 1 Class III and 1 Class I **or** 2 Class II **or** 1 Class II and 2 Class I **or** 4 Class I undead can be created.
16. Control Mindless Undead V \* – As *Control Mindless Undead I*, except 1 Class V mindless undead **or** 5 Class I undead **or** any other combination where the total Class numbers of the undead is five can be controlled.
17. Energize Corpse – Caster fills a corpse with extra Essence. If the corpse becomes an undead creature within the duration of the spell, its level is determined using the Level Spread Table in *Creature Law* normally, but with a bonus to the roll equal to the caster's ranks in this list. A caster may also cast this spell on himself prior to using *Cheat Death* -- normally the conversion into a Lich results in a reduction in level, so every bit helps.
18. Create Mindless Undead V – As *Create Mindless Undead I*, except 1 Class V mindless undead **or** 5 Class I undead **or** any other combination where the total Class numbers of the undead is five can be created.
19. Control Mindless Undead VI \* – As *Control Mindless Undead I*, except 1 Class VI mindless undead **or** 6 Class I undead **or** any other combination where the total Class numbers of the undead is six can be controlled.
20. Create Mindless Undead VI – As *Create Mindless Undead I*, except 1 Class VI mindless undead **or** 6 Class I undead **or** any other combination where the total Class numbers of the undead is six can be created.
25. Mass Mindless Undead Control \* – As *Control Mindless Undead I*, except caster can control any group of undead whose Class numbers total no more than the caster's level.
30. Cheat Death – This spell is used only once, if ever. Using it, the caster transforms himself into a Lich, one of the most feared of the undead. If the caster fails when attempting this spell, he will simply die. With success, the caster becomes one of the undead without ever actually dying. At this point, the caster is sustained by magic and dwells in a place between life and death.

35. Army of the Dead – As *Animate Dead VI*, except the caster can raise as many bodies as he has levels or improve individual corpses as in the *Animate Dead* spells by assigning one level per number of the spell above one (e.g. a 37th level caster decides that the first corpse in his army will have +5 to maneuvers and an OB of +10 as in *Animate Dead IV*; to do this he must assign one level for the corpse, plus three more for the improvement to *Animate Dead IV* quality, and has 33 levels left to assign to animating further dead). These corpses will remain animated for a full day, during which the caster can control the entire army whenever he concentrates. Additionally, corpses may be as old as one day dead per level of caster.

40. Army of the Dead True – As *Create Mindless Undead VI*, except any combination where the total Class numbers of the undead is no more than the caster's level can be created. At the time the army is raised, the caster can give it an order that it will relentlessly follow for 1 day. At the end of that time, the undead will become uncontrolled and begin attacking the nearest living targets. Additionally, corpses may be as old as one day dead per level of caster.

50. Cheat Death True – As *Cheat Death*, except caster's organs are transferred into a ready container (jar, box, chest, etc.). The caster then becomes a somewhat more powerful Classic Lich and can only be truly destroyed if the container with his organs is destroyed.

**Note:** Mindless undead are any undead that have the Mindless flaw.

**Note:** Normally undead created by this list are Standard Created Undead, but other forms of mindless undead may be created with a suitable corpse (or spirit) and a successful Spell Mastery maneuver of Medium difficulty at a penalty of -10 per Class of the undead to be created. If this maneuver fails, the corpse turns to dust or the spirit vanishes beyond recall.

**Note:** See *Creature Law* for more information on undead.

## 8. Mentalism Spell Lists

### 8.1.Open

#### Open Mentalism ANTICIPATIONS

| Level | Spell                     | Area of Effect | Duration     | Range   | Type |
|-------|---------------------------|----------------|--------------|---------|------|
| 1)    | Anticipate Attack*        | caster         | —            | self    | U    |
| 2)    | Anticipate Defense*       | caster         | —            | self    | U    |
| 3)    | Guess *                   | caster         | —            | self    | I    |
| 4)    | Anticipate Spell          | caster         | varies       | self    | U    |
| 5)    | Intuitions I              | caster         | —            | self    | I    |
| 6)    | Anticipate Hostility      | 10' R          | —            | 10'     | I    |
| 7)    | Anticipate Move           | caster         | varies       | self    | U    |
| 8)    | Dream I                   | caster         | sleep        | self    | I    |
| 9)    | Room Feel I               | 1 location     | varies       | 100'    | I    |
| 10)   | Anticipations *           | caster         | —            | self    | I    |
| 11)   | Intuitions II             | caster         | —            | self    | I    |
| 12)   | Room Feel II              | 1 location     | varies       | 100'    | I    |
| 13)   | Anticipate Hostility True | 10'R/lvl       | 1 min/lvl(C) | 10'/lvl | I    |
| 14)   | Dream II                  | caster         | sleep        | self    | I    |
| 15)   | Spell Anticipation *      | caster         | —            | self    | I    |
| 16)   | Room Feel III             | 1 location     | varies       | 100'    | I    |
| 17)   | Dream III                 | caster         | sleep        | self    | I    |
| 18)   | Anticipate Weather        | caster         | —            | self    | I    |
| 19)   | Room Feel IV              | 1 location     | varies       | 100'    | I    |
| 20)   | Intuitions True           | caster         | —            | self    | I    |
| 25)   | Anticipations True *      | caster         | —            | self    | I    |
| 30)   | Dream V                   | caster         | sleep        | self    | I    |
| 35)   | Dream True                | caster         | sleep        | self    | I    |
| 40)   | Room Feel True            | 1 location     | varies       | 100'    | I    |
| 50)   | Spell Anticipation True * | caster         | —            | 100'    | I    |

1. Anticipate Attack \* – Caster becomes aware of his primary foe's likely attack. If the caster parries, the DB gained from the parry is doubled.

2. Anticipate Defense \* – Caster becomes aware of his primary foe's likely defense. If the foe parries, the DB gained from the parry is halved.

3. Guess \* – When faced with a choice about which he has little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Gamemaster will determine which way he goes, biasing the choice favorably by 25% (e.g., roll 1-100: correct on 26-100, incorrect on 01-25).
4. Anticipate Spell – Once this spell is cast, the next time that the caster needs to cast a spell, he will have already subconsciously readied himself to do so. Treat the caster as having prepared that next spell for two more rounds than he actually has (i.e., if he casts it without spell preparation, treat the situation as if he had taken two rounds to prepare the spell).
5. Intuitions I – Caster gains a vision of what will happen in the next minute if he takes a specified action.
6. Anticipate Hostility – Caster is aware of any being within the range of the spell that has hostile intentions towards him. The hostility must be directed specifically at the caster or the spell reveals nothing. The being's hostility must be active (i.e., driving the being to perform aggressive actions), not passive (i.e., hate exists, but no action is planned).
7. Anticipate Move – Caster has a second sense for the coming actions of his competitor(s) in any game involving skill (possibly with some significant element of chance, but the game must allow meaningful tactical choices, so games such as chess, go, poker, qualify; simply dicing for the highest number would not), providing a +30 bonus to all maneuvers related to that game. Duration is one game or playing session. Does not apply to essentially solitaire games or gambling, regardless of degree of skill involved.
8. Dream I – Caster has a dream relating to a topic decided upon just before retiring; limited to once per night. The caster must sleep a minimum of one sleep cycle per *Dream* spell.
9. Room Feel I – Caster has a vision of what has occurred in a room or place; limited to up to 1 min/level into the past. The room must fit within a cube with edges equal to twice the caster's level in feet (i.e., if the caster is 9th level, then the room must fit inside an 18' x 18' x 18' cube).
10. Anticipations \* – Predicts most probable action of a being in the next round; specifics are not learned (e.g., attack in melee, cast a spell; but no detail on attack target or what spell). This results in the caster being able to declare his statement of intent for the round after hearing what the target has decided to do. Note that the target is free to change its declared action with the requisite penalties.
11. Intuitions II – As *Intuitions I*, except caster gets to gaze 2 minutes into the future.
12. Room Feel II – As *Room Feel I*, except limit is 1 hour/level.
13. Anticipate Hostility True – As *Anticipate Hostility*, except for area of effect, duration, and range.
14. Dream II – As *Dream I*, except limit is 2 dreams/night on different topics.
15. Spell Anticipation \* – As *Anticipations*, except if action is to cast a spell, the spell to be cast and target(s) are learned.
16. Room Feel III – As *Room Feel I*, except limit is 1 day/level.
17. Dream III – As *Dream I*, except limit is 3 dreams/night on different topics.
18. Anticipate Weather – Caster can predict with 95% accuracy the time, type, and severity of the weather to come over the next seven days.
19. Room Feel IV – As *Room Feel I*, except limit is 1 week/level.
20. Intuitions True – As *Intuitions I*, except time limit extends 1 min/level into the future.
25. Anticipations True \* – As *Anticipations*, except caster can predict actions of all beings within 100' of himself.
30. Dream V – As *Dream I*, except limit is 5 dreams/night on any combination of topics the caster chooses.
35. Dream True – As *Dream V*, except limit is one dream/night per every five levels of the caster (i.e., a 35th level caster may have seven dreams).
40. Room Feel True – As *Room Feel I*, except there is no time limit.
50. Spell Anticipation True \* – As *Anticipations True*, except spell types and targets are learned.

## Open Mentalism

## ATTACK AVOIDANCE

| Level | Spell                | Area of Effect      | Duration   | Range | Type |
|-------|----------------------|---------------------|------------|-------|------|
| 1)    | Turn Missile*        | 1 missile           | —          | self  | E    |
| 2)    | Turn Blade*          | 1 attack            | —          | self  | E    |
| 3)    | Shield *             | caster              | 1 min/lvl  | self  | E    |
| 4)    | Turn Spell*          | 1 directed spell    | —          | self  | E    |
| 5)    | Deflect I *          | 1 missile           | —          | self  | E    |
| 6)    | Bladeturn I *        | 1 attack            | —          | self  | E    |
| 7)    | Armor *              | caster              | 1 min/lvl  | self  | E    |
| 8)    | Aim Untrue I *       | 1 missile           | —          | self  | E    |
| 9)    | Mighty Shield *      | caster              | 1 min/lvl  | self  | E    |
| 10)   | Still Air *          | caster              | 1 min/lvl  | self  | E    |
| 11)   | Deflect II *         | 2 missiles          | —          | self  | E    |
| 12)   | Subconscious Reflex  | caster              | 10 min/lvl | self  | U    |
| 13)   | Spell Deflect I *    | 1 directed spell    | —          | self  | E    |
| 14)   | Defensive Vibrations | varies              | 1 rnd/lvl  | self  | E    |
| 15)   | Bladeturn II *       | 2 attacks           | —          | self  | E    |
| 16)   | Enhanced Parry *     | 1 parry/rnd         | 1 rnd/lvl  | self  | U    |
| 17)   | Spell Evasion*       | 1 area effect spell | —          | self  | U    |
| 18)   | Deflect III *        | 3 missiles          | —          | self  | E    |
| 19)   | Aim Untrue II *      | 2 missiles          | —          | self  | E    |
| 20)   | Spell Deflect II *   | 2 directed spells   | —          | self  | E    |
| 25)   | Bladeturn III *      | 3 attacks           | —          | self  | E    |
| 30)   | Spell Deflect III *  | 3 directed spells   | —          | self  | E    |
| 35)   | Spell Deflect True * | 1 directed spell    | —          | self  | E    |
| 40)   | Enhanced Parry True* | 1 parry/rnd         | 1 rnd/lvl  | self  | U    |
| 50)   | Deflect True *       | 3 attacks           | —          | self  | E    |

1. Turn Missile \* – Caster adds +20 to his DB versus one missile fired at the caster. The caster must be able to see the attack.

2. Turn Blade \* – Caster adds +20 to his DB versus one melee attack on the caster. The caster must be able to see the attack.

3. Shield \* – Creates an invisible force shield in front of the caster; it subtracts 25 from melee and missile attacks coming from the front of the caster. This does not occupy a hand, but is not usable with a physical shield (nor does it benefit from the Shield skill).

4. Turn Spell \* – Caster adds +20 to his DB versus one directed spell attack on the caster. The caster must be able to see the attack.

5. Deflect I \* – Deflects one missile fired at the caster; that missile has 100 subtracted from its attack (missile must be in caster's field of vision).

6. *Bladeturn I \** – As *Deflect I*, except its effect is against one melee attack.
  7. *Armor \** – As *Shield*, except force shield encircles caster, protecting against attacks from all directions. It can be combined with actual armor, and with either a physical shield or the *Shield* spell.
  8. *Aim Untrue I \** – As *Deflect I*, except missile automatically misses.
  9. *Mighty Shield \** – As *Shield*, but the defensive bonus is 40.
  10. *Still Air \** – Creates a pocket of still air 1"/level on all sides of the caster, that no outside gas can come into (duration is the time for the oxygen to be exhausted by one person).
  11. *Deflect II \** – As *Deflect I*, except affects 2 missiles.
  12. *Subconscious Reflex* – Allows caster to get full Quickness-based DB against all attacks, including those of which the caster is unaware.
  13. *Spell Deflect I \** – Deflects one directed elemental spell against caster; attack roll has -50 added to it (must be in field of vision).
  14. *Defensive Vibrations* – Sets up vibrations in any weapon used to attack the caster in melee. This causes the fumble number of such weapons to be increased by 5.
  15. *Bladeturn II \** – As *Bladeturn I*, except affects 2 melee attacks.
  16. *Enhanced Parry \** – Caster's parry is doubled in value (i.e., if the caster used 15 OB to parry with, the caster would gain 30 DB).
  17. *Spell Evasion \** – The caster moves to avoid the area of effect of an elemental area effect spell or innate power (typically a ball attack or breath weapon). This results in a -50 to the attack roll as applied to the caster (and caster cannot be subjected to the attack bonus for being at the center of the attack).
  18. *Deflect III \** – As *Deflect I*, except affects 3 missiles.
  19. *Aim Untrue II \** – As *Aim Untrue I*, except affects 2 missiles.
  20. *Spell Deflect II \** – As *Spell Deflect I*, except affects 2 directed elemental attack spells.
  25. *Bladeturn III \** – As *Bladeturn I*, except affects 3 melee attacks.
  30. *Spell Deflect III \** – As *Spell Deflect I*, except affects 3 directed elemental attack spells.
  35. *Spell Deflect True \** – As *Spell Deflect I*, except penalty to attacking spell is -100.
  40. *Enhanced Parry True \** – As *Enhanced Parry*, except defensive value is tripled.
  50. *Deflect True \** – As *Deflect I*, *Bladeturn I*, and *Spell Deflect I*; except any 3 attacks can be deflected.
- Note:** When casting the *Bladeturn/Deflections/Aim Untrue* spells, the caster can concentrate in order to hold the spell until it can be applied to the allowed number of targets (See "Delaying a Spell" in Section 4.8).

## Open Mentalism

## BRILLIANCE

| Level | Spell              | Area of Effect | Duration   | Range  | Type |
|-------|--------------------|----------------|------------|--------|------|
| 1)    | Projected Light    | 50' beam       | 10 min/lvl | self   | E    |
| 2)    | Glow               | caster         | 1 min/lvl  | self   | E    |
| 3)    | Light I            | 10'R           | 10 min/lvl | touch  | E    |
| 4)    | Aura               | caster         | 10 min/lvl | self   | U    |
| 5)    | Light Eruption     | 10'R           | —          | 100'   | F    |
| 6)    | Shock Bolt I       | 1 target       | —          | <25'>  | Ed   |
| 7)    | Darkness I         | 10'R           | 10 min/lvl | self   | E    |
| 8)    | True Aura          | caster         | 10 min/lvl | self   | U    |
| 9)    | Long Glow          | caster         | 15 min/lvl | self   | E    |
| 10)   | Light V            | 50'R           | 10 min/lvl | touch  | E    |
| 11)   | Darkness V         | 50'R           | 10 min/lvl | touch  | E    |
| 12)   | Shock Bolt III     | 1 target       | —          | <75'>  | Ed   |
| 13)   | Hue                | 1,000 cu'      | 10 min/lvl | touch  | E    |
| 14)   | Mass Glow          | 5'             | 5 min/lvl  | self   | E    |
| 15)   | Beacon             | 5 miles        | C          | self   | E    |
| 16)   | Greater Darkness   | 100'R/lvl      | 10 min/lvl | touch  | E    |
| 17)   | Shock Bolt V       | 1 target       | —          | <125'> | Ed   |
| 18)   | Utterlight         | 100'R          | 1 min/lvl  | touch  | E    |
| 19)   | Utterdark          | 100'R          | 1 min/lvl  | touch  | E    |
| 20)   | Sunfires           | 1 point        | C          | 500'   | E    |
| 25)   | Sunfire True       | 1 point        | C          | 500'   | E    |
| 30)   | Hand of Fire       | 1 point        | 1 rnd/lvl  | <125'> | Ed   |
| 35)   | Rotating Beacon    | 5 miles        | 1 hour/lvl | touch  | E    |
| 40)   | Lightning Bolt III | 1 target       | —          | <75'>  | E    |
| 50)   | Hand of Fire True  | 1 point        | C          | <125'> | Ed   |

1. Projected Light – Beam of light (like a flashlight) springs from the caster's palm; it has a 50' effective range. If the caster's hand is closed into a fist, the light will "turn off". If the caster's fist is reopened before the end of the duration, the light will turn on again.

2. Glow – Causes a small, 1" diameter point of light that will glow softly. This spell provides enough light for Nightvision to work properly, but not enough light to allow much mobility in the dark.

3. Light – Lights a 10'R area about the point touched.

4. Aura – Causes a bright aura about the caster, providing a more powerful appearance and subtracting 10 from all attacks on the caster.

5. Light Eruption – [RR Mod: -10] Causes a 10'R sphere of intense light, all within are stunned for 1 round/5 failure.

6. Shock Bolt I – A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Lightning Bolt attack table, as a Diminutive attack.

7. Darkness I – Reduces illumination to a dark night in a 10'R area about the point touched.

8. True Aura – As *Self Aura*, except it produces an extremely powerful appearance and subtracts 15 from all attacks.
  9. Long Glow – As *Glow*, except for duration.
  10. Light V – As *Light I*, except radius is 50'.
  11. Darkness V – As *Darkness I*, except radius is 50'.
  12. Shock Bolt III – As *Shock Bolt I*, but with a range increment of 75'.
  13. Hue – Causes any object up to 1,000 cubic feet to glow with any desired color.
  14. Mass Glow – As *Glow*, except produces one light per caster level and these can be directed by concentration anywhere within 5' of the caster. Illumination will still be quite soft, but ten of them provide enough light to read by even without Nightvision.
  15. Beacon – Ray of light of any color springs from caster's hand, can be up to 5 miles long.
  16. Greater Darkness – As *Darkness*, except radius is 100'R/level.
  17. Shock Bolt V – As *Shock Bolt I*, but with a range increment of 125'.
  18. Utterlight – Nullifies all magically created darkness in a 100'R, and lights that area as full daylight.
  19. Utterdark – Darkens a 100'R area, no light (except *Utterlight*) can exist within this radius.
  20. Sunfires – Focuses sunlight as a lens, must be focused initially on a fixed point. The lens can be moved at a rate of 1'/round, after the first round. It will burn through a 1' diameter at a rate of: 1' wood/round, 4" stone/round, or 1" metal/round. This spell cannot be used effectively in combat (as foes can easily move out of the way). However, if used on an immobile foe, see *Hand of Fire* for damage resolution.
  25. Sunfire True – As *Sunfires*, except does not require sunlight.
  30. Hand of Fire – As *Sunfires*, except the initial focus is 6" from open palm of caster (caster's arm is immune) and it can be moved 10'/round. If used in melee, it strikes on the Fire Bolt table (with concussion hits doubled) using the caster's Directed Spells: Elemental Bolt skill; concentration is not required when focus is fixed 6" from palm. If the attack is fumbled (01-02 UM), the caster takes an automatic C Heat Critical.
  35. Rotating Beacon – As *Beacon*, except that the beam will rotate through a full circle, repeatedly, and it has the listed duration and stays centered at the initial location, rather than requiring the caster to stay and concentrate.
  40. Lightning Bolt III – A bolt of lightning is shot from the caster's palm; resolve attack on the Lightning Bolt Attack Table as a Medium-sized attack.
  50. Hand of Fire True – As *Hand of Fire*, except does not require sunlight.
- Note:** None of the "Aura" spells (*Aura*, *True Aura*, *Mass Aura*, and *Alkar*) are cumulative with each other or *Blur*. The Gamemaster may wish to allow the bonus from these spells to apply to Leadership as well as defense.
- Note:** Certain spells on this list have a radius effect that can be cast upon mobile targets (e.g, *Light*, *Darkness*, *Utterlight*, *Utterdark*). See Section 10.16 for more.
- Note:** Consult A&CL Section 14.8 for dealing with light and darkness.



## Open Mentalism

## CLOAKING

| Level | Spell               | Area of Effect | Duration        | Range   | Type |
|-------|---------------------|----------------|-----------------|---------|------|
| 1)    | Blur*               | caster         | 1 min/lvl       | self    | U    |
| 2)    | Shadow              | caster         | 10 min/lvl      | self    | U    |
| 3)    | Audio Cloak*        | 1 spell        | varies          | self    | U    |
| 4)    | Cloaking I          | 1 target       | 1 min/lvl or C  | 10'/lvl | Fm   |
| 5)    | Façades I           | caster         | 1 hr/lvl        | self    | E    |
| 6)    | Cloaking III        | 3 targets      | 1 min/lvl or C  | 10'/lvl | Fm   |
| 7)    | Cloaking Sphere I   | 10'R           | C               | self    | Fm   |
| 8)    | Cloaking V          | 5 targets      | 1 min/lvl or C  | 10'/lvl | Fm   |
| 9)    | Cloaking Sphere II  | 20'R           | C               | self    | Fm   |
| 10)   | Shadow Mentalist I  | varies         | 1 min/lvl or C  | 100'    | E    |
| 11)   | Façades II          | caster         | 1 hr/lvl        | self    | E    |
| 12)   | Cloaking X          | 10 targets     | 1 min/lvl or C  | 10'/lvl | Fm   |
| 13)   | Cloaking Sphere III | 30'R           | C               | self    | Fm   |
| 14)   | Displacement I      | caster         | 1 min/lvl       | self    | E    |
| 15)   | Camouflage          | caster         | 10 min/lvl      | self    | E    |
| 16)   | Cloaking XX         | 20 targets     | 1 min/lvl or C  | 10'/lvl | Fm   |
| 17)   | Extended Cloak III  | 3 targets      | 10 min/lvl      | 10'/lvl | Fm   |
| 18)   | Displacement II     | caster         | 1 min/lvl       | self    | E    |
| 19)   | Cloaking Sphere V   | 50'R           | C               | self    | Fm   |
| 20)   | Shadow Mentalist II | varies         | 1 min/lvl or C  | 100'    | E    |
| 25)   | Displacement III    | caster         | 1 min/lvl       | self    | E    |
| 30)   | Camouflage True     | caster         | 10 min/lvl      | self    | E    |
| 35)   | Extended Cloak VIII | 8 targets      | 10 min/lvl      | 10'/lvl | Fm   |
| 40)   | Widespread Cloak    | 1 target       | 10 min/lvl or C | 10'/lvl | Fm   |
| 50)   | True Cloaking       | 1 target/lvl   | 1 min/lvl or C  | varies  | Fm   |

1. Blur \* – Causes caster to appear blurred to attackers, granting a +10 to the caster's DB.

2. Shadow – Caster and objects on the caster's person appear to be in shadow and thus are almost invisible in dark areas (in many situations this could be handled with a Stalking bonus of between +25 and +75).

3. Audio Cloak \* – The next Cloaking spell cast by the caster of this spell, within a minute of completing this spell, will make any noises produced by the caster inaudible to the target(s). This means that the caster can then speak or otherwise make a sound without allowing additional RRs.

4. Cloaking I – [RR Mod = -50] Target makes an RR. Failure results in the caster being invisible to the target; others see the caster normally. If the caster makes an obvious action (e.g., talking, moving an object, etc.), the target may make another RR (the GM may deem it appropriate to apply modifiers to this RR based upon the action the caster takes). If the caster attacks the target, the target may make another RR with a +50 modifier. If the caster begins to concentrate, he can extend the duration of this spell indefinitely (as long as he can concentrate).

5. *Façades I* – This limited illusion allows the caster to look like any humanoid figure within 20% of the caster's own size.
6. *Cloaking III* – [RR Mod = -50] As *Cloaking I*, except the caster can affect 3 targets.
7. *Cloaking Sphere I* – [RR Mod = -50] As *Cloaking I*, except every target in the area of effect must make an RR. New targets entering the sphere while the spell is still in effect will need to make an RR or be affected as well. Once a target makes a successful RR, he need not make another RR against the spell, however once affected, leaving the sphere does not cancel the effect.
8. *Cloaking V* – [RR Mod = -50] As *Cloaking I*, except the caster can affect 5 targets.
9. *Cloaking Sphere II* – [RR Mod = -50] As *Cloaking Sphere I*, except for the area of effect.
10. *Shadow Mentalist I* – Creates a duplicate of the caster; if the caster concentrates, it will move as willed; otherwise, it does exactly as the caster does. The duplicate must be created within line of sight of the caster and the caster can only control it within line of sight. If the caster concentrates, he can "merge" the duplicate with himself and then split back apart again (making it difficult to discern which one is the "real" caster).
11. *Façades II* – As *Façades I*, except illusion may include altering the caster's voice and any other sounds generated.
12. *Cloaking X* – [RR Mod = -50] As *Cloaking I*, except the caster can affect 10 targets.
13. *Cloaking Sphere III* – [RR Mod = -50] As *Cloaking Sphere I*, except for the area of effect.
14. *Displacement I* – Caster's apparent location is offset from the actual location; all attacks have no effect 10% of the time. Each time a foe misses due to this effect, the chance of that foe missing again goes down 5%.
15. *Camouflage* – Caster and objects on his person take on the visual texture, color, and form of the surrounding area. Caster is nearly invisible when motionless (+200 to Stalking maneuvers) and gives a +50 bonus to Stalking attempts even when moving (requires concentration). This spell is not cumulative with *Shadow*.
16. *Cloaking XX* – [RR Mod = -50] As *Cloaking I*, except the caster can affect 20 targets.
17. *Extended Cloak III* – [RR Mod = -50] As *Cloaking III*, except for duration.
18. *Displacement II* – As *Displacement I*, except chance of missing is 20%.
19. *Cloaking Sphere V* – [RR Mod = -50] As *Cloaking Sphere I*, except for the area of effect.
20. *Shadow Mentalist II* – As *Shadow Mentalist I*, except there are two duplicates.
25. *Displacement III* – As *Displacement I*, except chance of missing is 30%.
30. *Camouflage True* – As *Camouflage*, except does not require concentration while moving and the Stalking bonus when moving is +75.
35. *Extended Cloak VIII* – [RR Mod = -50] As *Extended Cloak III*, except the caster can affect 8 targets.
40. *Widespread Cloak* – [RR Mod = -50] As *Cloaking I*, except for duration and that the caster can make any number of associates (up to a maximum of the caster's level) invisible to the target. Additional RRs due to actions of one of these "invisible" persons are resolved as for *Cloaking* spells, but if one of them is revealed to the target, this does not expose the others. (Only one RR is made initially to determine if the target resists having the entire group be invisible to him.)
50. *True Cloaking* – [RR Mod = -50] As *Cloaking I*, except the caster can affect as many targets as he has levels and the range is only limited to the caster's field of vision.

**Note:** Cloaking spells are not Invisibility spells and none of the normal rules for invisibility apply (e.g., the caster does not become "visible" when he attacks or is hit, etc.).

**Note:** Illusions (such as *Façades*, *Camouflage*, and *Shadow Mentalist*) are one of the more complex and subtle types of magic and they are explained at length in Section 10.9. Cloaking is a form of "mind trick" and is discussed in that same section.

## Open Mentalism

## DAMAGE RESISTANCE

| Level | Spell                      | Area of Effect | Duration   | Range | Type |
|-------|----------------------------|----------------|------------|-------|------|
| 1)    | Heat Resistance *          | caster         | 1 min/lvl  | self  | U    |
| 2)    | Cold Resistance *          | caster         | 1 min/lvl  | self  | U    |
| 3)    | Light Resistance *         | caster         | 1 min/lvl  | self  | U    |
| 4)    | Impact Resistance *        | caster         | 1 min/lvl  | self  | U    |
| 5)    | Unpain I *                 | caster         | 1 min/lvl  | self  | Us   |
| 6)    | Stun Relief I *            | caster         | —          | self  | Us   |
| 7)    | Resist Poison *            | caster         | C          | self  | Us   |
| 8)    | Heat Endurance             | caster         | 30 min/lvl | self  | U    |
| 9)    | Cold Endurance             | caster         | 30 min/lvl | self  | U    |
| 10)   | Unpain II *                | caster         | 1 min/lvl  | self  | Us   |
| 11)   | Stun Relief III *          | caster         | —          | self  | Us   |
| 12)   | Neutralize Poison *        | caster         | C          | self  | Us   |
| 13)   | Resist Blows *             | caster         | 1 rd/lvl   | self  | U    |
| 14)   | Awake *                    | caster         | —          | self  | Us   |
| 15)   | Unpain III*                | caster         | 1 min/lvl  | self  | Us   |
| 16)   | Stun Relief V *            | caster         | —          | self  | Us   |
| 17)   | Heat Resistance True *     | caster         | 1 min/lvl  | self  | U    |
| 18)   | Cold Resistance True *     | caster         | 1 min/lvl  | self  | U    |
| 19)   | Light Resistance True *    | caster         | 1 min/lvl  | self  | U    |
| 20)   | Unpain IV *                | caster         | 1 min/lvl  | self  | Us   |
| 25)   | Neutralize Poison True *   | caster         | C          | self  | Us   |
| 30)   | Awake True *               | caster         | —          | self  | Us   |
| 35)   | Elemental Resistance True* | caster         | 1 min/lvl  | self  | U    |
| 40)   | Stun Relief True *         | caster         | —          | self  | U    |
| 50)   | Unpain True *              | caster         | 1 min/lvl  | self  | Us   |

1. Heat Resistance \* – Caster is protected from natural heat up to 170°F [77°C](treat as if target were in 70°F [21°C] temperature). For temperatures above 170°F, subtract 100°F [56°C] to determine the effective temperature for the caster. Caster also receives +20 to all RRs vs. heat/fire spells and +20 DB vs elemental fire/heat attacks.

2. Cold Resistance \* – Caster is protected from natural cold down to -30°F [-34°C] (treat as if target were in 70°F [21°C] temperature). For temperatures below -30°F, add 100°F [55°C] to determine the effective temperature for the caster. Caster also receives a +20 to all RRs versus cold spells and +20 DB vs elemental cold/ice attacks.

3. Light Resistance \* – Caster is protected from natural light and minor electrical discharges (anything short of actual lightning). Caster can see normally regardless of bright lights. Caster also receives a +20 to all RRs versus light/electricity spells and +20 DB vs elemental light/electricity attacks.

4. Impact Resistance \* – Caster is protected from falls of up to 50'. For falls longer than 50', subtract 50' to determine the effective length of the fall. Caster also receives +20 to all RRs vs. spells that do Impact criticals and +20 DB vs elemental attacks doing Impact criticals.
5. Unpain I \* – Caster is able to sustain an additional 25% of his total concussion hits (round off) before passing out; hits are still taken and remain when the spell lapses.
6. Stun Relief I \* – Relieves 1 round's worth of accumulated stun.
7. Resist Poison \* – Delays the effect of a poison as long as the caster concentrates.
8. Heat Endurance – As *Heat Resistance*, except for duration, spell is not instantaneous, and bonus against magical attacks is only +10.
9. Cold Endurance – As *Cold Resistance*, except for duration, spell is not instantaneous, and bonus against magical attacks is only +10.
10. Unpain II \* – As *Unpain I*, except 50% additional hits may be sustained.
11. Stun Relief III \* – As *Stun Relief I*, except 3 rounds are relieved.
12. Neutralize Poison \* – Has a 50% chance of neutralizing a poison (modified by the potency) if caster concentrates for 1 hour. In any case, it delays the poison for as long as caster can concentrate.
13. Resist Blows \* – Caster takes half hits damage from all physical (non-magical) attacks.
14. Awake \* – Will awaken the caster from sleep the round after casting.
15. Unpain III \* – As *Unpain I*, except 75% additional hits may be sustained.
16. Stun Relief V \* – As *Stun Relief I*, except 5 rounds are relieved.
17. Heat Resistance True \* – As *Heat Resistance*, except caster is immune to natural heat and takes half normal concussion hit damage from heat spells.
18. Cold Resistance True \* – As *Cold Resistance*, except caster is immune to natural cold and takes half normal concussion hit damage from cold spells.
19. Light Resistance True \* – As *Light Resistance*, except caster is immune to natural light/electricity and takes half normal concussion hit damage from electrical spells.
20. Unpain IV \* – As *Unpain I*, except 100% additional hits may be sustained.
25. Neutralize Poison True \* – As *Neutralize Poison*, except chance of neutralization is 100% (modified).
30. Awake True \* – As *Awake*, except there is no delay and it can be triggered by any normally perceivable previously declared condition within 50' (e.g., anyone entering the area, a stranger entering the area, or a drawn weapon in the area).
35. Elemental Resistance True \* – As *Heat Resistance True*, *Cold Resistance True*, and *Light Resistance True*.
40. Stun Relief True \* – As *Stun Relief I*, except all rounds of stun are relieved.
50. Unpain True \* – Caster ignores all pain; he ignores the penalties for lost hits and will never become unconscious due to hits taken.

**Note:** When under the effects of an *Unpain* spell, there are no penalties for hits lost beyond 25%. Full effects of the lost hits occur when the spell duration ends. However, if the hits are healed before the duration ends, there is no effect. So, a character could be reduced to -38 hits while sustained by *Unpain*, but restored to 2 hits before the duration of the spell ended. He would never pass out. Likewise, if *Unpain* allows fighting beyond lethal hit loss, this has no effect until the spell expires.

## Open Mentalism

## DELVING

| Level | Spell               | Area of Effect | Duration  | Range     | Type |
|-------|---------------------|----------------|-----------|-----------|------|
| 1)    | Item Feel           | 1 object       | —         | touch     | I    |
| 2)    | Detect Power        | 1 object/rnd   | 1 min/lvl | (C) touch | I    |
| 3)    | Origins             | 1 object       | —         | touch     | I    |
| 4)    | Determine Realm     | 1 object       | —         | touch     | I    |
| 5)    | Detect Curse        | 1 object       | —         | touch     | I    |
| 6)    | Power Lore          | 1 object       | —         | touch     | I    |
| 7)    | Worked Stone Lore   | 1 stone        | —         | touch     | I    |
| 8)    | Item Vision         | 1 object       | varies    | touch     | I    |
| 9)    | Person Vision       | 1 person       | varies    | touch     | I    |
| 10)   | Delving             | 1 object       | —         | touch     | I    |
| 11)   | Past Vision I       | varies         | varies    | touch     | I    |
| 12)   | Text Lore           | 1 text         | —         | touch     | I    |
| 13)   | Item Lore           | 1 object       | —         | touch     | I    |
| 14)   | Spell's Memory      | 1 spell        | —         | touch     | I    |
| 15)   | Death's Memory      | varies         | varies    | self      | I    |
| 16)   | Item Inspection     | 1 object       | —         | 6"        | I    |
| 17)   | Past Hold           | 1 spell        | varies    | touch     | U    |
| 18)   | Death's Remembrance | varies         | varies    | self      | I    |
| 19)   | Item Analysis       | 1 object       | —         | 6"        | I    |
| 20)   | Past Vision II      | varies         | varies    | touch     | I    |
| 25)   | Past Vision III     | varies         | varies    | touch     | I    |
| 30)   | Past Vision IV      | varies         | varies    | touch     | I    |
| 35)   | Memory Walk         | caster         | varies    | self      | I    |
| 40)   | Mass Item Analysis  | 1 object/rnd   | 1 rnd/lvl | 10'       | I    |
| 50)   | Past Vision True    | varies         | varies    | touch     | I    |

1. Item Feel – Caster receives basic idea of item's purpose, if any.
2. Detect Power – Detects magical power in an object, but not which realm or how much; caster may concentrate on a different object each round.
3. Origins – Gives a general idea of the place of origin of an item.
4. Determine Realm – Once the caster has detected magical power in an object, this spell will reveal what realm of magic is involved.
5. Detect Curse – Detects if a curse is on an item.
6. Power Lore – Gives the origins of an item's power.
7. Worked Stone Lore – Gives details of where, when, and how the examined stone was worked.
8. Item Vision – Gives a vision of a significant event in the item's past.
9. Person Vision – Gives a vision of a significant event in the person's past.
10. Delving – Gives significant details about an item's construction and purpose (not specific powers).

11. Past Vision I – Caster gets a vision up to 1 hour/level into the past; desired time can be set within  $\pm 30$  min. Vision must be associated with an item or place. Vision can last up to 1 min/level, if the caster concentrates and remains inactive. Once the caster breaks concentration, the spell ends.
  12. Text Lore – Gives details of where, when, how, and by whom the examined text was written. This does not provide the ability to read the text, but if the caster can read the text, this spell assists in comprehending it (+50 to any relevant maneuvers).
  13. Item Lore – Gives major abilities and powers of an item.
  14. Spell's Memory – Gives a vision of the caster and circumstances of the casting of an active spell. Caster must touch a physical manifestation of the spell or a person or object under the influence of the spell.
  15. Death's Memory – Gives a vision of how someone died and an image of the killer, if any. This spell must be cast within 24 hours of the death and must be cast at the place of death or in the presence of the body. Vision occurs in real time and covers the dying process.
  16. Item Inspection – Gives a complete rundown on an item's non-magical construction, powers, and purpose. This spell will not reveal anything relating to magical powers the item may possess.
  17. Past Hold – When cast just before a *Past Vision* spell, it allows caster to lock onto a specific event in an item's past, and then examine that event with the *Past Vision*.
  18. Death's Remembrance – As *Death's Memory*, except that it may be cast within one week of the death.
  19. Item Analysis – Gives a complete rundown on an item's construction, powers, and purpose (may be modified if an item is extremely powerful).
  20. Past Vision II – As *Past Vision I*, except time range is 1 day/level (error:  $\pm 1$  hour) and vision can last up to 10 min/level.
  25. Past Vision III – As *Past Vision I*, except time range is 1 month/level (error:  $\pm 1$  day) and vision can last up to 1 hour/level.
  30. Past Vision IV – As *Past Vision I*, except time range is 1 year/level (error:  $\pm 1$  week) and vision can last up to 5 hours/level.
  35. Memory Walk – Caster may revisit any past experience. The memory is accurately enhanced, allowing the caster to note details that were missed at the time and recall vividly details that had been forgotten or misremembered.
  40. Mass Item Analysis – As *Item Analysis*, except allows analysis of 1 item per round.
  50. Past Vision True – As *Past Vision I*, except time range is 10 year/level (error:  $\pm 1$  month) and vision can last up to 10 hour/level (each hour only takes 10 minutes of real time).
- Note:** See Section 10.4 for more about detection spells.

## Open Mentalism

## DETECTIONS

| Level | Spell                | Area of Effect | Duration      | Range | Type |
|-------|----------------------|----------------|---------------|-------|------|
| 1)    | Detect Mentalism     | 5'R            | 1 min/lvl (C) | 50'   | I    |
| 2)    | Detect Essence       | 5'R            | 1 min/lvl (C) | 50'   | I    |
| 3)    | Detect Channeling    | 5'R            | 1 min/lvl (C) | 50'   | I    |
| 4)    | Determine Emotion    | 1 target       | 1 min/lvl (C) | 50'   | I    |
| 5)    | Detect Invisible     | 5'R            | 1 min/lvl (C) | 50'   | I    |
| 6)    | Detect Evil          | 5'R            | 1 min/lvl (C) | 50'   | I    |
| 7)    | Detect Traps         | 5'R            | 1 min/lvl (C) | 50'   | I    |
| 8)    | Determine Power I    | 5'R            | 1 min/lvl (C) | 50'   | I    |
| 9)    | Detect Substance     | 5' R           | 1 min/lvl (C) | 50'   | I    |
| 10)   | Power Typing         | 1 target/rnd   | 1 min/lvl (C) | 50'   | I    |
| 11)   | Determine Power II   | 10'R           | 1 min/lvl (C) | 100'  | I    |
| 12)   | Detect Concealment   | 5'R            | 1 min/lvl (C) | 50'   | I    |
| 13)   | See Invisible        | caster         | 1 min/lvl (C) | self  | I    |
| 14)   | Detect Intrusion     | caster         | 1 min/lvl (C) | self  | I    |
| 15)   | Spell Probe          | 5'R            | 1 min/lvl (C) | 50'   | I    |
| 16)   | Determine Power X    | 50'R           | 1 min/lvl (C) | 500'  | I    |
| 17)   | Sense Problems       | 1 target       | 1 min/lvl (C) | 50'   | I    |
| 18)   | Spell Typing         | 5'R            | 1 min/lvl (C) | 50'   | I    |
| 19)   | See Invisible True   | caster         | 1 min/lvl     | self  | I    |
| 20)   | Determine Power True | 300'R          | 1 min/lvl (C) | 1 mi  | I    |
| 25)   | Location             | caster         | —             | 500'  | I    |
| 30)   | Detect True          | 5'R            | 1 min/lvl (C) | 50'   | U    |
| 35)   | Far Location         | caster         | —             | 1 mi  | I    |
| 40)   | Spell Probe True     | 5'R            | 1 min/lvl (C) | 50'   | I    |
| 50)   | Awareness            | caster         | 1 min/lvl (C) | self  | U    |

1. Detect Mentalism – Detects any active spell or active magical item from the Mentalism realm; caster can concentrate on a 5'R area each round.

2. Detect Essence – As *Detect Mentalism*, except realm is Essence.

3. Detect Channeling – As *Detect Mentalism*, except realm is Channeling.

4. Determine Emotion – Caster can detect any extreme emotion (e.g., hatred, love, sadness, fear, etc.). In addition, the caster learns which emotion(s) the target is feeling. If there are no extremes of emotion (i.e., only normal feelings), nothing is detected. Caster may change the spell's target each round.

5. Detect Invisible – As *Detect Mentalism*, except detects all invisible things; all attacks against something so detected are at -50.

6. Detect Evil – As *Detect Mentalism*, except detects if an evil being or an item created by evil or long used by a very evil person is present.

7. Detect Traps – As *Detect Mentalism*, except it gives a 75% chance of detecting a trap (modified by half the bonus or penalty difficulty of finding the trap through a Perception maneuver). See Section 10.13.
  8. Determine Power I – Caster learns the power (level) of every person or item or spell within the area examined. Caster can focus on a different 5'R area each round.
  9. Detect Substance – As *Detect Mentalism*, except it detects any one substance (e.g., gold, silver, black pepper, goat's milk, human blood, water) chosen by the caster at the time of casting.
  10. Power Typing – Detects any active magic on a target person or item. It also analyzes general spell type (in item or cast) and what profession cast or created it; in case of a person, it gives an exact profession.
  11. Determine Power II – As *Determine Power I*, except range is 100' and area is a circle with a 10' radius.
  12. Detect Concealment – As *Detect Mentalism*, except detects anything deliberately concealed by non-magical means, including secret doors and compartments, as well as hiding individuals. To be detected, a thing must have either been hidden within 1 day/level of the caster, or there must be someone currently within range who is aware of the concealment.
  13. See Invisible – As *Detect Invisible*, except caster can see invisible things anywhere the caster can normally see; the caster's attacks on invisible targets get no penalty (as they are not invisible to him).
  14. Detect Intrusion – Caster learns if any external influences or probes are in the caster's own mind. The involved spell or effect is learned, but this spell does not reveal the identity of the "intruder".
  15. Spell Probe – Detects any spell that has been cast in the area examined any time as far back as 1 day per caster level. For each spell, the caster learns the spell type and the list it was cast from. A different area may be probed each round.
  16. Determine Power X – As *Determine Power I*, except range is 500' and area is a circle with a 50' radius.
  17. Sense Problems – Each round, the caster can detect any poison, venom, disease, curse, parasitic infection, or mental illness afflicting one living target, gaining a general knowledge of the type(s) of each present (e.g., a Channeling curse and two mild nerve poisons).
  18. Spell Typing – Detects and exactly identifies every spell cast or active in the target area. It will also identify any magic item or spellcaster within the radius as if it were a target of *Power Typing*.
  19. See Invisible True – As *See Invisible*, except caster need not concentrate in order to see invisible things.
  20. Determine Power True – As *Determine Power I*, except range is 1 mile and area is a circle with a 300' radius.
  25. Location – Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail. The caster must have the dimensions of the object exact within 10% of actual size **and** know at least two other attributes that make the item unique (e.g., color, texture, weight, etc.) within range of the spell. Note that sometimes the caster must know more than two other attributes to make the item unique.
  30. Detect True – As *Detect Mentalism*, except that each round, the caster may detect as described in any of the lower level *Detect* spells on this list.
  35. Far Location – As *Location*, except for range.
  40. Spell Probe True – As *Spell Probe*, except detects spells as far back as one year per caster level.
  50. Awareness – Caster may use any of the lower level spells on this list up to level 30 each round. Also, the caster may combine "detections", allowing the detection of multiple things in the same targeted area during a single round (once the appropriate spells are active).
- Note:** See Section 10.4 for more about detection spells.



## Open Mentalism

## SEEMINGS

| Level | Spell                | Area of Effect | Duration      | Range | Type |
|-------|----------------------|----------------|---------------|-------|------|
| 1)    | Overlay I            | 1 target       | 1 min/lvl (C) | 100'  | Fm   |
| 2)    | Seeming I            | 1 target       | 1 min/lvl (C) | 100'  | Fm   |
| 3)    | Overlay II           | 1 target       | 1 min/lvl (C) | 100'  | Fm   |
| 4)    | Seeming II           | 1 target       | 1 min/lvl (C) | 100'  | Fm   |
| 5)    | Overlay III          | 1 target       | 1 min/lvl (C) | 100'  | Fm   |
| 6)    | Seeming III          | 1 target       | 1 min/lvl (C) | 100'  | Fm   |
| 7)    | Animal Seeming       | 1 spell        | varies        | self  | U    |
| 8)    | Waiting Overlay II   | 1 target       | varies        | 100'  | Fm   |
| 9)    | Waiting Seeming II   | 1 target       | varies        | 100'  | Fm   |
| 10)   | Overlay V            | 1 target       | 1 min/lvl (C) | 100'  | Fm   |
| 11)   | Seeming V            | 1 target       | 1 min/lvl (C) | 100'  | Fm   |
| 12)   | Waiting Overlay III  | 1 target       | varies        | 100'  | Fm   |
| 13)   | Waiting Seeming III  | 1 target       | varies        | 100'  | Fm   |
| 14)   | Overlay X            | 1 target       | 1 min/lvl (C) | 100'  | Fm   |
| 15)   | Seeming X            | 1 target       | 1 min/lvl (C) | 100'  | Fm   |
| 16)   | Waiting Overlay V    | 1 target       | varies        | 100'  | Fm   |
| 17)   | Waiting Seeming V    | 1 target       | varies        | 100'  | Fm   |
| 18)   | Overlay XV           | 1 target       | 1 min/lvl (C) | 100'  | Fm   |
| 19)   | Seeming XV           | 1 target       | 1 min/lvl (C) | 100'  | Fm   |
| 20)   | Waiting Overlay X    | 1 target       | varies        | 100'  | Fm   |
| 25)   | Waiting Seeming X    | 1 target       | varies        | 100'  | Fm   |
| 30)   | Lord Overlay         | 1 target       | 1 min/lvl (C) | 100'  | Fm   |
| 35)   | Lord Seeming         | 1 target       | 1 min/lvl (C) | 100'  | Fm   |
| 40)   | Lord Waiting Overlay | 1 target       | varies        | 100'  | Fm   |
| 50)   | Lord Waiting Seeming | 1 target       | varies        | 100'  | Fm   |

1. Overlay I – The caster can alter the visual appearance of an item, being, or place as perceived in the mind of one target for the duration of this spell. The other characteristics of the item, being, or place do not change. The nature of the item, place, or being does not change (e.g., a book will remain a book, a bridge will remain a bridge, etc.). The caster can set up to one conditional action per level of the caster in the *Overlay* spell (this action requires no concentration from the caster). The action is triggered on a given action by the target with the item, being, or place that has been overlaid. By concentrating, the caster can exercise dynamic control over what is perceived in the target's mind with regard to the affected item, being, or place (though the target must still be within range of the caster).

2. Seeming I – The caster can create a visual (static or dynamic) image (e.g., of an item, being, or place) which is perceived in the mind of one target for the duration of this spell. The caster can set up to one conditional action per level of the caster in the *Seeming* spell (this action requires no concentration from the caster). This action is triggered on a given action by the target. By concentrating, the caster can exercise dynamic control over what is

perceived in the target's mind with regard to the affected item, being, or place (though the target must still be within range of the caster).

3. *Overlay II* – As *Overlay I*, but the caster may choose one of the following options: a) an extra sense can be added to the *Overlay*, b) an additional target may be affected, c) the duration can be doubled, d) the range can be doubled, or e) an additional item, being, or place may be altered.

4. *Seeming II* – As *Seeming I*, but the caster may choose one of the following options: a) an extra sense can be added to the *Seeming*, b) an additional target may be affected, c) the duration can be doubled, d) the range can be doubled, or e) an additional image (of an item, being, or place) can be created.

5. *Overlay III* – As *Overlay II*, except the caster may choose two of the options.

6. *Seeming III* – As *Seeming II*, except the caster may choose two of the options.

7. *Animal Seeming* – This spell will allow the next *Overlay* or *Seeming* spell the caster casts to be able to affect animal targets (though the spell must be cast within one minute of completing this spell).

8. *Waiting Overlay II* – As *Overlay 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 as a trigger for the spell: a) time period, b) specified movement, c) specified sound, d) specified touch, e) specified smell, f) specified taste, or g) other specified sensation perceived by the target.

9. *Waiting Seeming II* – As *Seeming 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 as a trigger for the spell: a) time period, b) specified movement, c) specified sound, d) specified touch, e) specified smell, f) specified taste, or g) other specified sensation perceived by the target.

10. *Overlay V* – As *Overlay II*, except the caster may choose four of the options.

11. *Seeming V* – As *Seeming II*, except the caster may choose four of the options.

12. *Waiting Overlay III* – As *Waiting Overlay II*, except two options may be chosen.

13. *Waiting Seeming III* – As *Waiting Seeming II*, except two options may be chosen.

14. *Overlay X* – As *Overlay II*, except the caster may choose nine of the options.

15. *Seeming X* – As *Seeming II*, except the caster may choose nine of the options.

16. *Waiting Overlay V* – As *Waiting Overlay II*, except four options may be chosen.

17. *Waiting Seeming V* – As *Waiting Seeming II*, except four options may be chosen.

18. *Overlay XV* – As *Overlay II*, except the caster may choose fourteen of the options.

19. *Seeming XV* – As *Seeming II*, except the caster may choose fourteen of the options.

20. *Waiting Overlay X* – As *Waiting Overlay II*, except nine options may be chosen.

25. *Waiting Seeming X* – As *Waiting Seeming II*, except nine options may be chosen.

30. *Lord Overlay* – As *Overlay II*, except the caster may choose nineteen of the options.

35. *Lord Seeming* – As *Seeming II*, except the caster may choose nineteen of the options.

40. *Lord Waiting Overlay* – As *Waiting Overlay II*, except the caster may choose nineteen of the options.

50. *Lord Waiting Seeming* – As *Waiting Seeming II*, except the caster may choose nineteen of the options.

**Note:** For a full explanation of the operations of overlays and seemings, see Section 10.9.

## Open Mentalism

### SPELL RESISTANCE

| Level | Spell                     | Area of Effect | Duration  | Range | Type |
|-------|---------------------------|----------------|-----------|-------|------|
| 1)    | Protection I              | caster         | 1 min/lvl | self  | U    |
| 2)    | Cancel Mentalism          | spells         | C         | self  | F    |
| 3)    | Mindwall                  | caster         | 1 min/lvl | self  | U    |
| 4)    | Cancel Essence            | spells         | C         | self  | F    |
| 5)    | Protection II             | caster         | 1 min/lvl | self  | U    |
| 6)    | Cancel Channeling         | spells         | C         | self  | F    |
| 7)    | Cancel Two Realms         | spells         | C         | self  | F    |
| 8)    | Mentalism Shield          | caster         | 1 min/lvl | self  | U    |
| 9)    | Cancel True               | spells         | C         | self  | F    |
| 10)   | Essence Shield            | caster         | 1 min/lvl | self  | U    |
| 11)   | Protection III            | caster         | 1 min/lvl | self  | U    |
| 12)   | Waiting Mentalism Cancel  | 1 spell        | varies    | self  | F    |
| 13)   | Channeling Shield         | caster         | 1 min/lvl | self  | U    |
| 14)   | Waiting Essence Cancel    | 1 spell        | varies    | self  | F    |
| 15)   | Spell Shield II           | caster         | 1 min/lvl | self  | U    |
| 16)   | Waiting Channeling Cancel | 1 spell        | varies    | self  | F    |
| 17)   | Protection V              | caster         | 1 min/lvl | self  | U    |
| 18)   | Waiting Cancel True       | 1 spell        | varies    | self  | F    |
| 19)   | Spell Shield True         | caster         | 1 min/lvl | self  | U    |
| 20)   | Mind Resistance           | caster         | C         | self  | U    |
| 25)   | Essence Resistance        | caster         | C         | self  | U    |
| 30)   | Channeling Resistance     | caster         | C         | self  | U    |
| 35)   | Layered Defense           | caster         | 1 rnd/lvl | self  | U    |
| 40)   | Mirrored Spell Shield     | caster         | C         | self  | U    |
| 50)   | Resistance True           | caster         | C         | self  | U    |

1. Protection I – Target gains a bonus of +5 to RRs against spells and a bonus of +5 to DB against elemental attacks.
2. Cancel Mentalism – When the caster is a target of a spell from the Realm of Mentalism, the "incoming" spell must first make an RR before the caster makes an RR. 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. Being a "willing target" does not eliminate this effect, but the caster's own spells do not need to make an RR. Note that the caster is considered to be a target of any spell which includes him in its area of effect or would "detect" him.
3. Mindwall – Gives the caster a +10 RR bonus against spells with the "mental" subtype.
4. Cancel Essence – As *Cancel Mentalism*, except affects spells from the realm of Essence.
5. Protection II – As *Protection I*, except bonuses are +10.
6. Cancel Channeling – As *Cancel Mentalism*, except affects spells from the realm of Channeling.
7. Cancel Two Realms – As *Cancel Mentalism*, except affects spells from two realms of the caster's choice.

8. **Mentalism Shield** – Creates a shimmering shield in front of the caster: it provides a bonus to the caster's RR or DB of 10 against all frontal Mentalism spell attacks on the caster (force and elemental). If the caster takes an instantaneous action to do so, he can "deflect" one spell attack. This results in adding the caster's ranks in this list to his RR or, for spells that use an attack table, to his DB (in addition to the basic bonus of 10 for having the *Shield*). Multiple deflections can be done in a single round, but each is a separate instantaneous action (costing 1 AP for every instantaneous action after the first).

9. **Cancel True** – As *Cancel Mentalism*, except affects spells from any realm.

10. **Essence Shield** – As *Mentalism Shield*, except is effective only against Essence spells.

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

12. **Waiting Mentalism Cancel** – As *Cancel Mentalism*, except this spell only attempts to cancel the next Mentalism spell (not cast by the caster) to target the caster. Only one *Waiting Cancel* can be in place at a time, but it will last indefinitely until triggered.

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

14. **Waiting Essence Cancel** – As *Waiting Mentalism Cancel*, except affects spells from the realm of Essence.

15. **Spell Shield II** – As *Mentalism Shield*, except it is effective against any two of the three realms.

16. **Waiting Channeling Cancel** – As *Waiting Mentalism Cancel*, except affects spells from the realm of Channeling.

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

18. **Waiting Cancel True** – As *Waiting Mentalism Cancel*, except affects spells from any realm.

19. **Spell Shield True** – As *Mentalism Shield*, except it is effective against all spells.

20. **Mind Resistance** – Gives a +50 to all RRs against Mentalism spells.

25. **Essence Resistance** – Gives a +50 to all RRs against Essence spells.

30. **Channeling Resistance** – Gives a +50 to all RRs against Channeling spells.

35. **Layered Defense** – Caster may make a second RR against any spell, if the first RR fails.

40. **Mirrored Spell Shield** – As *Spell Shield True*, except if the caster makes a successful RR against the incoming spell while "deflecting", he can send the spell back at the caster.

50. **Resistance True** – As *Mind Resistance*, except is effective against two of the three realms.

**Note:** A Hybrid spell will be affected by a *Cancel* or *Shield* spell that is effective against either of its hybridized realms.

## Open Mentalism

## TELEKINESIS

| Level | Spell                   | Area of Effect | Duration       | Range         | Type |
|-------|-------------------------|----------------|----------------|---------------|------|
| 1)    | Telekinesis I           | 1 lb           | 1 min/lvl (C)  | 100'          | F    |
| 2)    | Staying II *            | 5 lbs          | 1 min/lvl      | 100'          | F    |
| 3)    | Telekinesis II          | 5 lbs          | 1 min/lvl (C)  | 100'          | F    |
| 4)    | Staying III *           | 25 lbs         | 1 min/lvl      | 100'          | F    |
| 5)    | Greater Staying II *    | varies         | 1 min/lvl      | varies        | F    |
| 6)    | Greater Telekinesis II  | varies         | 1 min/lvl (C)  | varies        | F    |
| 7)    | Telekinesis III         | 25 lbs         | 1 min/lvl (C)  | 100'          | F    |
| 8)    | Staying IV *            | 50 lbs         | 1 min/lvl      | 100'          | F    |
| 9)    | Telekinesis IV          | 50 lbs         | 1 min/lvl (C)  | 100'          | F    |
| 10)   | Hurling I               | 1 lb           | —              | 10' (<60'>)   | Fd   |
| 11)   | Staying V *             | 100 lbs        | 1 min/lvl      | 100'          | F    |
| 12)   | Telekinesis V           | 100 lbs        | 1 min/lvl (C)  | 100'          | F    |
| 13)   | Hurling II              | 5 lbs          | —              | 10' (<60'>)   | Fd   |
| 14)   | Staying VI *            | 200 lbs        | 1 min/lvl      | 100'          | F    |
| 15)   | Greater Staying III *   | varies         | 1 min/lvl      | varies        | F    |
| 16)   | Greater Telekinesis III | varies         | 1 min/lvl (C)  | varies        | F    |
| 17)   | Telekinesis VI          | 200 lbs        | 1 min/lvl (C)  | 100'          | F    |
| 18)   | Hurling III             | 25 lbs         | —              | 10' (<60'>)   | Fd   |
| 19)   | Staying True *          | 20 lbs/lvl     | 1 min/lvl      | 300'          | F    |
| 20)   | Telekinesis True        | 20 lbs/lvl     | 1 min/lvl (C)  | 300'          | F    |
| 25)   | Greater Hurling I       | varies         | —              | varies        | F    |
| 30)   | Hurling IV              | 50 lbs         | —              | 10' (<60'>)   | Fd   |
| 35)   | Greater Hurling III     | varies         | —              | varies(<60'>) | Fd   |
| 40)   | Psychokinetics          | caster         | 1 min/lvl      | self          | U    |
| 50)   | Telekinesis Mastery     | 20 lbs/lvl     | 10 min/lvl (C) | 300'          | F    |

1. Telekinesis I – Can move one object, weighing up to 1 pound, up to 1'/second with no acceleration. If the caster stops concentration before the duration is up, the object remains stationary as if it had *Staying I* (with a 1 lb limit) thrown on it.

2. Staying II \* – Exerts 5 pounds of counterforce on a person or object. Object cannot be moved by *Staying* alone, which can only be used to counter another force, such as gravity, and it can only exert force in one direction.

3. Telekinesis II – As *Telekinesis I*, except weight limit is 5 lbs.

4. Staying III \* – As *Staying II*, except force limit is 25 lbs.

5. Greater Staying II \* – As *Staying II*, except 2 objects may be affected with 5 lbs. total force or *Staying II* can be used to 200'.

6. Greater Telekinesis II – As *Telekinesis I*, except 2 objects of 5 lbs. total weight may be moved or *Telekinesis I* can be used at 200'.

7. Telekinesis III – As *Telekinesis I*, except weight limit is 25 lbs.

8. Staying IV \* – As *Staying II*, except force limit is 50 lbs.
9. Telekinesis IV – As *Telekinesis I*, except weight limit is 50 lbs.
10. Hurling I – Caster may “hurl” one object (that starts within 10’ of the caster) of 1 lb. or less with sufficient force to deliver an attack on the Sling Attack Table with the ranges of a Short Bow. Base the caster’s OB on his directed spell skill with this spell. If a weapon is “hurled”, a medium Spell Mastery maneuver will allow use of the weapon's normal attack table, retaining the Short Bow range penalties. If this is done, the weapon gets any normal OB bonuses (e.g., from superior materials).
11. Staying V \* – As *Staying II*, except force limit is 100 lbs.
12. Telekinesis V – As *Telekinesis I*, except weight limit is 100 lbs.
13. Hurling II – As *Hurling I*, except weight limit is 5 lbs and it delivers 3x normal hits. Hit multiplication does not apply if hurling a weapon using its own attack table.
14. Staying VI \* – As *Staying II*, except force limit is 200 lbs.
15. Greater Staying III \* – As *Staying II*, except 3 objects may be affected with 25 lbs total force or *Staying II* can be used to 300’.
16. Greater Telekinesis III – As *Telekinesis I*, except 3 objects of 25 lbs total weight may be moved or *Telekinesis I* can be used to 300’.
17. Telekinesis VI – As *Telekinesis I*, except weight limit is 200 lbs.
18. Hurling III – As *Hurling II*, except limit is 25 lbs. and hits are 5x normal.
19. Staying True \* – As *Staying II*, except force limit is 20 pounds per level.
20. Telekinesis True – As *Telekinesis I*, except weight limit is 20 pounds per level.
25. Greater Hurling I – As *Hurling I*, except the object to hurl may start up to 300’ away or the caster may hurl 3 objects that start up to 100’ away (at the same target).
30. Hurling IV – As *Hurling II*, except limit is 50 lbs. and hits are x5 normal and the OB has an additional +50 bonus.
35. Greater Hurling III – As *Hurling III*, except the object to hurl may start up to 300’ away or the caster may hurl 3 objects that start up to 100’ away (at the same target). Directed Spells skill must be divided between multiple objects. Range penalties are based on distance from object starting point to the target.
40. Psychokinetics – Caster channels telekinetic force in conjunction with the caster's armed or unarmed melee attacks, resulting in all such attacks doing an additional Impact critical of the same severity as the normal critical.
50. Telekinesis Mastery – As *Telekinesis True*, except for duration and caster can manipulate a new object (up to a combined total of 100 pounds per level) each round and a Staying applies to each object while it is not being concentrated on.

## 8.2.Closed

### Closed Mentalism

#### GAS MANIPULATION

| Level | Spell          | Area of Effect | Duration  | Range | Type |
|-------|----------------|----------------|-----------|-------|------|
| 1)    | Condensation   | 1 cu'          | P         | touch | E    |
| 2)    | Warm Air       | 1 cu'/lvl      | 24 hr     | touch | F    |
| 3)    | Thick Fog I    | 10'R           | 1 min/lvl | 100'  | E    |
| 4)    | Airwall        | 10'x10'x3'     | C         | 10'   | E    |
| 5)    | Air Stop I     | 10'R           | C         | self  | F    |
| 6)    | Soft Vacuum I  | 5'R            | —         | 100'  | F    |
| 7)    | Thick Fog V    | 50'R           | 1 min/lvl | 100'  | E    |
| 8)    | Unfog V        | 50'R           | P         | 100'  | F    |
| 9)    | Curved Airwall | 10'x20'x3'     | C         | 10'   | E    |
| 10)   | Airwall True   | 10'x10'x3'     | 1 min/lvl | 10'   | E    |
| 11)   | Thick Fog X    | 100'R          | 1 min/lvl | 100'  | E    |
| 12)   | Air Stop V     | 50'R           | C         | self  | F    |
| 13)   | Unfog X        | 100'R          | P         | 100'  | F    |
| 14)   | Soft Vacuum II | 10'R           | —         | 100'  | F    |
| 15)   | Gas/Air        | 10'R           | C         | self  | F    |
| 16)   | Hard Vacuum I  | 5' R           | —         | 100'  | F    |
| 17)   | Whirling Winds | 10' R          | C         | self  | E    |
| 18)   | Soft Vacuum IV | 20'R           | —         | 100'  | F    |
| 19)   | Constant Wind  | 100' R         | C         | self  | E    |
| 20)   | Oxygenation    | 50' R          | C         | 100'  | E    |
| 25)   | Thick Fog True | 10'/lvl        | 1 hr/lvl  | 100'  | E    |
| 30)   | Unfog True     | 100'/lvl       | P         | 100'  | F    |
| 35)   | Soft Vacuum VI | 30' R          | —         | 100'  | F    |
| 40)   | Hard Vacuum IV | 20' R          | —         | 100'  | F    |
| 50)   | Cloud Mastery  | 1,000'R/lvl    | C         | self  | F    |

1. Condensation – Condenses 1 cubic foot of water from the surrounding air. Condensation can be channeled into any suitable receptacle, including caster's cupped hands.

2. Warm Air – Warms 1 cubic foot per level of air (any inanimate gas) up to 100°F (56°C) above ambient temperature.

3. Thick Fog I – Creates very dense fog in a 10' radius; normal visibility is 1'.

4. Airwall – Creates a wall of dense churning air up to 10'x10'x3'. This wall requires 1 AP to cross, the pace of anyone moving through it at more than a Walk comes out with his pace reduced by one (e.g, a Run going in would be a Jog coming out), and attacks through the wall suffer a -50 penalty. See Section 10.19 for additional details on *Wall* spells.

5. Air Stop I – Stops all generalized air movement up to winds of 30 mph and cuts higher winds by 30 mph in a 10' radius.
6. Soft Vacuum I – Creates a near vacuum with a five foot radius; all within this radius take an A Impact critical, as air leaves and rushes back in.
7. Thick Fog V – Creates very dense fog in a 50' radius; normal visibility is 1'.
8. Unfog V – All fog is dissipated in a 50' radius.
9. Curved Airwall – As *Airwall*, except wall is 10'x20'x3' and can be curved up to a semicircle.
10. Airwall True – As *Airwall*, except has a set duration of 1 min/level and does not require concentration.
11. Thick Fog X – Creates very dense fog in a 100' radius; normal visibility is 1'.
12. Air Stop V – As *Air Stop I*, except radius is 50'.
13. Unfog X – As *Unfog I*, except radius is 100'.
14. Soft Vacuum II – As *Vacuum I*, except radius is 10'.
15. Gas/Air – All gas within 10' of caster is converted to breathable air.
16. Hard Vacuum I – As *Vacuum I*, except it does a C Impact critical.
17. Whirling Winds – Creates a whirlwind about caster; it moves with the caster and has a 10'R. No missile attacks can penetrate it and any movement (except for caster's) into the whirlwind costs 2 AP and slows movement to a Walk pace, melee or elemental attacks on the caster through the whirlwind suffer a -50 penalty to OB.
18. Soft Vacuum IV – As *Vacuum I*, except radius is 20'.
19. Constant Wind – Controls the wind within the radius of effect, from completely still air to up to 1 mph/level of wind in a constant direction.
20. Oxygenation – Enriches a 50' radius of air with extra oxygen; within this radius all animal life receives a +20 bonus to their OBs **and** fire attacks deliver double the normal number of hits.
25. Thick Fog True – As *Thick Fog I*, except duration is 1 hour/level and radius is 10'/level.
30. Unfog True – As *Unfog I*, except radius is 100'/level.
35. Soft Vacuum VI – As *Vacuum I*, except radius is 30'.
40. Hard Vacuum IV – As *Hard Vacuum I*, except radius is 20'.
50. Cloud Mastery – Caster has complete control of clouds within area of effect (includes fog); storm clouds can be gathered and made to rain (or snow or hail in suitable conditions), but they cannot be created.

**Note:** 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).

**Note:** An elemental creature made of gas will be reduced to 1 AP per round if successfully attacked with an *Air Stop* spell (the creature must fit into the area of effect). A *Vacuum* thrown at a creature made of gas will result in a Slaying IV Critical on the creature. A *Whirling Winds* has no effect on an elemental creature made of gas, though creatures shape-changed into gas are affected normally.



## Closed Mentalism

## LIQUID MANIPULATION

| Level | Spell                 | Area of Effect     | Duration      | Range | Type |
|-------|-----------------------|--------------------|---------------|-------|------|
| 1)    | Boil Liquid           | 1 cu'/lvl          | P             | 2'    | F    |
| 2)    | Freeze Liquid         | 1 cu'/lvl          | P             | 2'    | F    |
| 3)    | Clear Liquid          | 1 cu'/lvl          | P             | 2'    | F    |
| 4)    | Liquid Analysis       | caster             | —             | 10'   | I    |
| 5)    | Desalination          | 1 cu'/lvl          | P             | 2'    | F    |
| 6)    | Waterwall             | 10'x10'x1'         | C             | 10'   | E    |
| 7)    | Evaporation           | 1 cu'/lvl          | P             | 2'    | F    |
| 8)    | Liquid Corridor I     | 100'x3'x10'        | C             | 10'   | F    |
| 9)    | Water Bolt I          | 1 target           | —             | <25'> | Ed   |
| 10)   | Curved Waterwall      | 10'x20'x1'         | C             | 10'   | E    |
| 11)   | Calm Water            | 100'R              | C             | 100'  | F    |
| 12)   | Neutralize Acid       | 1 cu'/lvl          | P             | 10'   | F    |
| 13)   | Waterwall True        | 10'x10'x1'         | 1 min/lvl     | 10'   | E    |
| 14)   | Dry Swimming          | caster             | 1 min/lvl     | self  | U    |
| 15)   | Liquid Corridor III   | 300'x4'x50'        | C             | 10'   | F    |
| 16)   | Water Bolt III        | 1 target           | —             | <75'> | Ed   |
| 17)   | Lesser Whirlpool      | 20'R (200'R)       | C             | 300'  | F    |
| 18)   | Wave                  | (1'x10')/lvl       | —             | 100'  | F    |
| 19)   | Water Bubble          | 10'R               | 1 min/lvl (C) | self  | U    |
| 20)   | Calm Water True       | 100'R/lvl          | C             | 10'   | F    |
| 25)   | Liquid Corridor True  | (100'/lvl)x6'x100' | C             | 10'   | F    |
| 30)   | Superior Water Bubble | 20'R               | 1 min/lvl (C) | self  | F    |
| 35)   | Waterspout            | 10' R x 100'       | C             | 100'  | E    |
| 40)   | Friendly Current      | special            | 10 min/lvl    | self  | E    |
| 50)   | Liquid Mastery        | caster             | 1 rnd/lvl     | self  | U    |

1. Boil Liquid – The caster may increase the temperature of any inanimate body of liquid of up to 1 cubic foot per level by 50°F (28°C) per round of concentration. Once the liquid begins to boil, it will not continue to heat up, but will begin to cool naturally if the caster stops concentrating. Caster is immune to the heat thus generated.

2. Freeze Liquid – As *Boil Liquid*, except that liquid can be cooled until frozen.

3. Clear Liquid – Clears target liquid of all sediment.

4. Liquid Analysis – Gives nature and origin of natural liquid, and when and how a worked liquid was obtained and worked.

5. Desalination – Removes all dissolved substances from the target liquid.

6. Waterwall – Creates a wall of water up to 10'x10'x1'. This wall requires 2 AP to cross, the pace of anyone moving through it at more than a Walk comes out with his pace reduced by two (e.g, a Run going in would be a Brisk pace coming out) to a minimum of a Walk, and attacks through the wall suffer a -80 penalty. See Section 10.19 for additional details on *Wall* spells.

7. Evaporation – As *Boil Liquid*, except all the liquid is evaporated (i.e., boiled away and turned into heated gas) at a rate of one cubic foot of liquid per round of concentration.
8. Liquid Corridor I – Creates a corridor through liquid up to 100' long, 3' wide, and 10' deep (must be open at the top).
9. Water Bolt I – A bolt of water is shot from the palm of the caster (a water source must be within 10'); results are determined on the Water Bolt Table.
10. Curved Waterwall – As *Waterwall*, except wall is 10'x20'x1' and can be curved up to a semicircle.
11. Calm Water – All water within a 100'R 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.
12. Neutralize Acid – Transforms up to one cubic foot of acid per level to plain water.
13. Waterwall True – As *Waterwall*, but has a set duration of 1 minute/level and does not require concentration.
14. Dry Swimming – Caster can be exposed to liquid, even complete submersion, and come out completely dry, protecting his person and (probably more importantly) his possessions. While this does not prevent drowning, any penalties for heavy clothing should be significantly reduced, as they will not become water-logged and thus retain air and a certain degree of bouyancy.
15. Liquid Corridor III – As *Liquid Corridor I*, except limit is 300'x4'x50' deep.
16. Water Bolt III – As *Water Bolt I*, but range increment is 75'.
17. Lesser Whirlpool – Creates a whirlpool with a 20 foot radius in any liquid body that will draw in any objects in the liquid up to 200' away. Objects capable of moving under their own power may make a Very Hard maneuver to resist the pull of the whirlpool.
18. Wave – Creates a wave moving away from the caster; wave is 1' high/level in the center and 10'/level wide.
19. Water Bubble – Creates a bubble of air (10'R) around the caster and others, which will carry them in up to 100' depth of water (air is replenished). Caster can direct the motion of the bubble at a rate of 30'/round (may be adjusted by the presence of (un)favorable water currents). If/when the caster stops concentrating, the bubble will rise to the surface at the same rate (30'/round). If the caster resumes concentrating before the bubble surfaces, the bubble may be controlled again. All objects inside the bubble will rise with it. After reaching the surface, the bubble will burst.
20. Calm Water True – As *Calm Water*, except radius is 100'/lvl and waves are cut by 50'.
25. Liquid Corridor True – As *Liquid Corridor*, except limit is 100'/lvl x 6'x100' deep.
30. Superior Water Bubble – As *Water Bubble*, except radius is 20' and there is no depth limit.
35. Waterspout – Caster creates a waterspout over a body of water (minimally 1' water depth), causing it to arise anywhere within range. The waterspout moves as the caster wills within the range of the spell (only a 10' radius may be effectively attacked each round, and a Spell Mastery roll may be required to attack an actively evasive target). Anything caught within the waterspout is subjected to a battering vortex of water (use the Water Bolt table with a +50 OB, but treat the attack size as Large). Waterspout takes one round to form.
40. Friendly Current – The area of effect for this spell is the water immediately surrounding the boat that the caster is on (where "boat" should be interpreted loosely; a log is a "boat" for purposes of this spell if the caster is riding it on water). For the duration of this spell, the speed of the boat will be modified by 25' per round (approximately 3 miles per hour) in a given direction (which may be "upstream" or "downstream" if following a river). One round of concentration will allow the caster to change the direction of this magical current.
50. Liquid Mastery – Caster can use one of the lower spells on this list each round, but with lesser ranges extended to 100'.

## Closed Mentalism

## MIND'S DOOR

| Level | Spell                    | Area of Effect | Duration | Range | Type |
|-------|--------------------------|----------------|----------|-------|------|
| 1)    | Opening *                | 1 door         | —        | 50'   | F    |
| 2)    | Leave Item I             | 1 object       | —        | 50'   | U    |
| 3)    | Minor Leaving            | caster         | —        | self  | U    |
| 4)    | Long Door Item I         | 1 object       | —        | 50'   | U    |
| 5)    | Leaving I                | caster         | —        | self  | U    |
| 6)    | Leave Item III           | 1 object       | —        | 50'   | U    |
| 7)    | Long Door Item II        | 1 object       | —        | 50'   | U    |
| 8)    | Leaving III              | caster         | —        | self  | U    |
| 9)    | Leave Item V             | 1 object       | —        | 50'   | U    |
| 10)   | Minor Long Door          | caster         | —        | self  | U    |
| 11)   | Leaving V                | caster         | —        | self  | U    |
| 12)   | Long Door I              | caster         | —        | self  | U    |
| 13)   | Long Door Item V         | 1 object       | —        | 50'   | U    |
| 14)   | Heavy Leave Item III     | 1 object       | —        | 50'   | U    |
| 15)   | Lord Leaving             | caster         | —        | self  | U    |
| 16)   | Long Door III            | caster         | —        | self  | U    |
| 17)   | Heavy Long Door Item III | 1 object       | —        | 50'   | U    |
| 18)   | Long Door V              | caster         | —        | self  | U    |
| 19)   | Heavy Leave Item V       | 1 object       | —        | 50'   | U    |
| 20)   | Mind's Door I            | caster         | —        | self  | U    |
| 25)   | Leaving True             | caster         | —        | self  | U    |
| 30)   | Mind's Door II           | caster         | —        | self  | U    |
| 35)   | Lord Long Door           | caster         | —        | self  | U    |
| 40)   | Mind's Courier           | 1 object       | —        | self  | U    |
| 50)   | Mind's Door True         | caster         | —        | self  | U    |

1. Opening \* – Opens a door. Any bars/bolts that the caster can see will be displaced to allow opening, while locks (magical or mundane) have but a 10% chance of being unlocked. See Section 10.13 for guidelines on handling locks.

2. Leave Item I – Caster "teleports" a single inanimate object to a point up to 100' away from its current location. There can be no intervening barriers in a direct line between the target and the point (for these purposes, a barrier is anything the object could not physically go through). The object has a maximum weight limit of 1 pound per level of the caster.

3. Minor Leaving – Caster "teleports" to a point up to 50' away, but there can be no intervening barriers in a direct line between the target and the point (for these purposes a barrier is anything the caster could not physically go through; a closed door is a barrier, a pit is not).

4. Long Door Item I – As *Leave Item I*, except the object can pass through barriers by specifying exact direction and distance. If the arrival point coincides with solid or liquid material, the object does not move (though the caster still loses the PPs).
5. Leaving I – As *Minor Leaving*, except caster can move 100'.
6. Leave Item III – As *Leave Item I*, except object can be moved up to 300'.
7. Long Door Item II – As *Long Door Item I*, except object can be moved up to 200'.
8. Leaving III – As *Leaving I*, except caster can move 300'.
9. Leave Item V – As *Leave Item I*, except object can be moved up to 500'.
10. Minor Long Door – As *Minor Leaving*, except caster can only move 50', but can pass through barriers by specifying exact direction and distance. If the arrival point coincides with solid material, the caster does not move, instead being stunned 1-10 rounds, and the PPs for this spell are still expended.
11. Leaving V – As *Leaving I*, except caster can move 500'.
12. Long Door I – As *Minor Long Door*, except caster can move 100'.
13. Long Door Item V – As *Long Door Item I*, except object can be moved up to 500'.
14. Heavy Leave Item III – As *Leave Item III*, except weight limit is 10 pounds/level.
15. Lord Leaving – As *Leaving I*, except caster can move 100'/level up to 2000'.
16. Long Door III – As *Long Door I*, except caster can move 300'.
17. Heavy Long Door Item III – As *Long Door Item I*, except object may weigh up to 10 pounds/level and may be moved up to 300'.
18. Long Door V – As *Long Door I*, except caster can move 500'.
19. Heavy Leave Item V – As *Heavy Leave Item III*, except object can be moved up to 500'.
20. Mind's Door I – If caster has established mental contact with a target (an intelligent being) that will cooperate, the caster can teleport to the target's location or the target can teleport to the caster's location. There is no chance of error and the movement limit is 1 mile.
25. Leaving True – As *Leaving I*, except movement is limited only by the barrier restriction (on a flat plain this would be the horizon).
30. Mind's Door II – As *Mind's Door I*, except limit is 10 miles/level.
35. Lord Long Door – As *Long Door I*, except caster can move 2000'.
40. Mind's Courier – As *Mind's Door I*, except that there is no distance limit and instead of being able to change their own locations, the caster may hand an item up to 1 pound/level to the target, or the target may hand such an item to the caster.
50. Mind's Door True – As *Mind's Door I*, except that there is no distance limit.

**Note:** It should be clear from the spell descriptions, but experience with other game systems may lead to incorrect assumptions, so it should be noted that it is not possible for teleport error to place one inside a solid (or liquid, unless one has intended to teleport into a liquid environment) object. The spell would then fail and the teleporting individual(s) suffer stun as explained in the description of *Minor Long Door*.

**Note:** Spells that involve teleportation are normally quite noisy and difficult to silence. Air is being pushed about in a manner not unlike a thunderclap. Amount of noise depends on the size of the object teleported.

## Closed Mentalism

## MIND MASTERY

| Level | Spell                 | Area of Effect | Duration   | Range  | Type |
|-------|-----------------------|----------------|------------|--------|------|
| 1)    | Spell Store           | 1 spell        | varies     | self   | U    |
| 2)    | Presence • *          | 20'R           | C          | self   | Im   |
| 3)    | Inner Wall I          | caster         | 1 min/lvl  | self   | U    |
| 4)    | Efficient Sleep       | caster         | varies     | self   | U    |
| 5)    | Recall                | caster         | varies     | self   | U    |
| 6)    | Misfeel Kind •        | caster         | C          | self   | E    |
| 7)    | Observation           | caster         | varies     | self   | U    |
| 8)    | Inner Wall II         | caster         | 1 min/lvl  | self   | U    |
| 9)    | Misfeel Calling •     | caster         | C          | self   | E    |
| 10)   | Correlation           | caster         | varies     | self   | U    |
| 11)   | Misfeel Power •       | caster         | C          | self   | E    |
| 12)   | Resolve               | caster         | varies     | self   | U    |
| 13)   | Inner Wall III        | caster         | 1 min/lvl  | self   | U    |
| 14)   | Pseudoconcentration * | caster         | 1 min/lvl  | self   | U    |
| 15)   | Unpresence Self •     | caster         | C          | self   | E    |
| 16)   | Inner Wall V          | caster         | 1 min/lvl  | self   | U    |
| 17)   | Total Recall          | caster         | varies     | self   | U    |
| 18)   | Misfeel •             | caster         | C          | self   | E    |
| 19)   | Inner Wall True       | caster         | 1 min/lvl  | self   | U    |
| 20)   | Observation True      | caster         | varies     | self   | U    |
| 25)   | Correlation True      | caster         | varies     | self   | U    |
| 30)   | Resolve True          | caster         | varies     | self   | U    |
| 35)   | Outer Wall            | varies         | 1 min/lvl  | varies | U    |
| 40)   | Misfeel True          | caster         | 10 min/lvl | self   | E    |
| 50)   | Mirrormind            | caster         | C          | self   | U    |

1. Spell Store – Caster may cast this spell with another spell in order to store that second spell. The spell to be stored must be cast within one minute after the *Spell Store* spell 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.

2. Presence • \* – Caster is aware of the presence of all sentient/thinking beings within 20'.

3. Inner Wall I – Caster gets +5 bonus to RRs versus mind attacks.

4. Efficient Sleep – Caster's next sleep period will require 25% less time to complete, with the caster awaking as fully refreshed as if the complete normal time had been spent (e.g., if the caster normally required eight hours of sleep in a night, this spell would allow the caster to sleep only six hours instead).

5. Recall – Caster gets a 25% chance of recalling some key fact or occurrence from prior experience; this information relates in some way to the current situation; the effect of this spell in terms of game mechanics is to

increase the caster's Memory stat bonus by +25 for the duration of one maneuver involving Memory (e.g., the use of a "lore" skill, baking a cake, one "star-gazing" attempt, etc.).

6. *Misfeel Kind* • – For the purposes of mental or magical detections, caster appears to be of any race with which the caster is familiar.

7. *Observation* – Caster gains insight or facts by observing a person or thing with intense concentration (e.g., room, item); increases caster's Perception skill bonus by +50 for one "observation".

8. *Inner Wall II* – Caster gets +10 bonus to RRs versus mind attacks.

9. *Misfeel Calling* • – As *Misfeel Kind*, except caster's profession may be misrepresented.

10. *Correlation* – Caster is able to correlate known facts to obtain conclusions; increases the caster's Reasoning stat bonus by +25 for the duration of one maneuver involving Reasoning (e.g., the use of a "lore" skill, picking a lock, one "navigation" attempt, etc.).

11. *Misfeel Power* • – As *Misfeel Kind*, except caster's level may be misrepresented (to an upper limit of twice the caster's actual level).

12. *Resolve* – This spell enables the caster to have unusually intense focus and self-control for one situation or maneuver; increasing the caster's Self Discipline stat bonus by +25 for the duration of one maneuver involving Self Discipline (e.g., stalking a foe, a Perception maneuver, one "silent kill" attempt, etc.).

13. *Inner Wall III* – Caster gets +15 bonus to RRs versus mind attacks.

14. *Pseudoconcentration* \* – This spell assigns a compartmentalized portion of the caster's mind to maintain a spell with a duration of "C". Effectively, it allows that part of the caster's mind to concentrate on the spell, freeing the rest of the caster's mind to do other things (i.e., the caster does not take the normal penalty for Concentration). The caster can have only one *Pseudoconcentration* active at one time.

15. *Unpresence Self* • – Target becomes undetectable by *Presence* spells or related abilities.

16. *Inner Wall V* – Caster gets +25 bonus to RRs versus mind attacks.

17. *Total Recall* – As *Recall*, except recall is nearly automatic and in effect gives the caster an eidetic memory; Memory bonus is +50.

18. *Misfeel* • – Allows caster to use all of the *Misfeel* spells at once.

19. *Inner Wall True* – Caster gets +50 bonus to RRs versus mind attacks.

20. *Observation True* – As *Observation*, except virtually every detail in even a large situation is noticed; Perception bonus is +100.

25. *Correlation True* – As *Correlation*, except obtaining conclusions is nearly automatic; the Reasoning bonus is +50.

30. *Resolve True* – As *Resolve*, except focus/control is nearly total; the Self Discipline bonus is +50.

35. *Outer Wall* – As *Inner Wall True*, except protects not only the caster, but anyone with whom the caster is in telepathic contact.

40. *Misfeel True* – As *Misfeel*, except it has a ten minute/level duration and does not require concentration.

50. *Mirrormind* – Caster reflects all mind attacks back on the attacker who must then make an RR against his own spell.

**Note:** The "Presence" ability detects minds of better than animal intelligence (i.e., creatures with the "Animalistic" or "Mindless" flaws are not detected). The caster will be aware of proximity to within 10' distance, and a 1 AP action will provide general direction (above, below, left, right, before, or behind) to one mind. If a detected mind belongs to a seen and recognized (as intelligent) being, then the caster will be able to identify the detected mind as belonging to that being.

## Closed Mentalism

### MOVEMENT

| Level | Spell                | Area of Effect | Duration   | Range | Type |
|-------|----------------------|----------------|------------|-------|------|
| 1)    | Leaping *            | caster         | 1 rnd      | self  | U    |
| 2)    | Landing *            | caster         | varies     | self  | U    |
| 3)    | Levitation I         | caster         | 1 min/lvl  | self  | U    |
| 4)    | Wind Drift           | caster         | 1 min/lvl  | self  | U    |
| 5)    | Underwater Movement  | caster         | 10 min/lvl | self  | U    |
| 6)    | Slow Fly             | caster         | 1 min/lvl  | self  | U    |
| 7)    | Levitation V         | caster         | 1 min/lvl  | self  | U    |
| 8)    | Long Dive *          | caster         | varies     | self  | U    |
| 9)    | Bouncing             | caster         | 1 min/lvl  | self  | U    |
| 10)   | Merging              | caster         | 10 min/lvl | self  | U    |
| 11)   | Fly I                | caster         | 1 min/lvl  | self  | U    |
| 12)   | Landing True *       | caster         | varies     | self  | U    |
| 13)   | Levitation XX        | caster         | 1 min/lvl  | self  | U    |
| 14)   | Passing              | caster         | 1 min/lvl  | self  | U    |
| 15)   | Fly II               | caster         | 1 min/lvl  | self  | U    |
| 16)   | Extended Flight I    | caster         | 10 min/lvl | self  | U    |
| 17)   | Great Merge          | caster         | 10 min/lvl | self  | U    |
| 18)   | Levitation True      | caster         | 1 day      | self  | U    |
| 19)   | Manage Baggage *     | 1 spell        | varies     | self  | U    |
| 20)   | Merge True           | caster         | 10 min/lvl | self  | U    |
| 25)   | Fly III              | caster         | 1 min/lvl  | self  | U    |
| 30)   | Passing True         | caster         | 1 min/lvl  | self  | U    |
| 35)   | Fly True             | caster         | 1 min/lvl  | self  | U    |
| 40)   | Extended Flight True | caster         | 10 min/lvl | self  | U    |
| 50)   | Master of Movement   | caster         | 1 min/lvl  | self  | U    |

1. Leaping \* – Allows caster to leap 50' laterally or 20' vertically (as a 1 AP action) in the round that the spell was cast.

2. Landing \* – Allows caster to land safely in a fall up to 20'/level, and to take that distance off the severity of any longer fall.

3. Levitation I – Allows caster to move up and down vertically 10'/round; horizontal movement is possible only through normal means.

4. Wind Drift – Caster becomes nearly weightless (lighter than air), but has no magical movement control; weight gradually returns at the end of the duration.

5. Underwater Movement – Caster can take action underwater as if on land.

6. Slow Fly – Caster can fly at a rate of 8'/round (approximately 1 mph).

7. Levitation V – As *Levitation I*, except rate is 50'/round.

8. Long Dive \* – Caster can safely dive up to 50'/level if water deep enough is present (minimum of 1' water for every 25' of dive).
  9. Bouncing – As both *Leaping* and *Landing*, once each round.
  10. Merging – Caster can merge into any solid, inanimate material. While merged caster cannot move, perceive, or cast spells. When the caster emerges from the material, it is possible to emerge from any side or face of the material, although this is limited to moving "through" no more than the caster's own body size plus two feet worth of material. The caster can exit at any time up to the end of spell duration (at which time the caster automatically emerges at the entrance point).
  11. Fly I – As *Slow Fly*, except rate is 35'/round.
  12. Landing True \* – As *Landing*, except caster can land safely from any fall 99% of the time, and still takes the normal 20'/level off any fall for the 1% of the time that safety is not complete.
  13. Levitation XX – As *Levitation I*, except rate is 200'/round.
  14. Passing – Caster can pass through any inanimate material up to 1'/level at a rate of 2' per round.
  15. Fly II – As *Fly I*, except rate is 75'/round.
  16. Extended Flight I – As *Fly I*, except duration is 10 minutes/level.
  17. Great Merge – As *Merging*, except caster can turn within the material and can perceive the outside world if within 6" of the surface.
  18. Levitation True – As *Levitation I*, except rate is 100'/round and caster may remain levitated for an entire day.
  19. Manage Baggage \* – When the caster casts another spell from this list (within one minute of completing this spell), the caster will be able to move three times the normal weight with that spell.
  20. Merge True – As *Great Merge*, except caster can cast spells on himself while merged.
  25. Fly III – As *Fly I*, except rate is 150'/round.
  30. Passing True – As *Passing*, except caster can pass through as much material as the duration allows at a rate of 10'/rnd.
  35. Fly True – As *Fly I*, except rate is 225'/round.
  40. Extended Flight True – As *Fly True*, except duration is 10 minutes/level.
  50. Master of Movement – Caster may cast any of the spells up to 30th level on this list each round.
- Note:** See Section 10.14 on weight limits for spells.



## Closed Mentalism

## SELF HEALING

| Level | Spell                | Area of Effect | Duration  | Range | Type |
|-------|----------------------|----------------|-----------|-------|------|
| 1)    | Self Healing I       | caster         | P         | self  | Us   |
| 2)    | Clotting I *         | caster         | P         | self  | Us   |
| 3)    | Fatigue Relief       | caster         | P         | self  | Us   |
| 4)    | Clotting III *       | caster         | P         | self  | Us   |
| 5)    | Stun Relief I *      | caster         | P         | self  | Us   |
| 6)    | Light Wound Relief   | caster         | P         | self  | Us   |
| 7)    | Cut Repair I *       | caster         | P         | self  | Us   |
| 8)    | Regeneration I *     | caster         | P (C)     | self  | Us   |
| 9)    | Medium Wound Relief  | caster         | P         | self  | Us   |
| 10)   | Stun Relief III *    | caster         | P         | self  | Us   |
| 11)   | Awakening *          | caster         | P         | self  | Us   |
| 12)   | Severe Wound Relief  | caster         | P         | self  | Us   |
| 13)   | End Coma             | caster         | P         | self  | Us   |
| 14)   | Mass Clotting *      | caster         | P         | self  | Us   |
| 15)   | Self Keeping *       | caster         | varies    | self  | Us   |
| 16)   | Cleanse Blood        | caster         | 10 min(C) | self  | Us   |
| 17)   | Joining *            | caster         | varies    | self  | Us   |
| 18)   | Regeneration III *   | caster         | P (C)     | self  | Us   |
| 19)   | Restart Heart        | caster         | P         | self  | Us   |
| 20)   | Stun Relief V *      | caster         | P         | self  | Us   |
| 25)   | Light Wound Healing  | caster         | P         | self  | Us   |
| 30)   | Medium Wound Healing | caster         | P         | self  | Us   |
| 35)   | Severe Wound Healing | caster         | P         | self  | Us   |
| 40)   | Revitalization *     | caster         | P         | self  | Us   |
| 50)   | Regeneration True *  | caster         | P (C)     | self  | Us   |

1. Self Healing I – Caster is healed of 5 concussion hits damage.
2. Clotting I \* – Allows caster to stop bleeding on a wound that is bleeding at rate of 1 hit/round. For one hour, the caster can engage in no activity more vigorous than walking or bleeding will resume at the prior rate.
3. Fatigue Relief – Removes up to -30 in penalties from fatigue.
4. Clotting III \* – As *Clotting I*, except caster can heal a wound bleeding up to 3 hits/round.
5. Stun Relief I \* – Caster is relieved of 1 round's worth of accumulated stun effects.
6. Light Wound Relief – Caster is healed of one Light wound.
7. Cut Repair I \* – Allows caster to instantly stop bleeding from 1 wound that bleeds at rate of 1 hit/round.
8. Regeneration I \* – Reduces damage by 2 hits every round as long as caster concentrates; if caster is unconscious, this spell will operate without concentration.
9. Medium Wound Relief – Caster is healed of one Light or Medium wound.
10. Stun Relief III \* – Caster is relieved of 3 rounds of accumulated stun effects.

11. Awakening \* – Caster is instantly awake.
12. Severe Wound Relief – Target is healed of one wound (of any severity).
13. End Coma – Caster comes out of a coma or unconsciousness caused by injury, disease, poison, spell, or spell failure.
14. Mass Clotting \* – As *Clotting I*, except caster can heal bleeding in multiple wounds up to a total hits/round of bleeding equal to his level.
15. Self Keeping \* – Upon receiving a death blow, the caster goes into a state of suspended animation, until cured or killed by brain destruction.
16. Cleanse Blood – This spell allows the caster to spend ten minutes in renewing his body's blood. This allows him to gain a new RR with a +10 bonus to any blood-borne disease or poison which might be in his system. It will also stop any form of conversion process that entered through a wound (e.g., lycanthropy, vampirism). Caster remains automatically Concentrating throughout this process.
17. Joining \* – Caster can reattach 1 severed limb. The recovery time is 1-10 days.
18. Regeneration III \* – As *Regeneration I*, except 6 hits are healed every round.
19. Restart Heart – Caster's heart will start beating after having stopped. This does not repair any heart disease or damage that caused the initial stoppage.
20. Stun Relief V \* – Caster is relieved of 5 rounds' worth of accumulated stun effects.
25. Light Wound Healing – Caster is healed of one Light wound.
30. Medium Wound Healing – Caster is healed of one Light or Medium wound.
35. Severe Wound Healing – Caster is healed of one wound (of any severity).
40. Revitalization \* – The caster instantly heals all concussion hit damage, hits/round damage, accumulated stun effects, and fatigue.
50. Regeneration True \* – Caster can cast one lower level spell on this list each round, so long as he concentrates. He can also entirely regenerate body parts: a muscle, tendon, or bone takes two rounds of concentration, while an organ other than the brain requires ten rounds of concentration, and a limb would take 1-10 hours, depending on how much is missing (10 hours for a full arm or leg). This does not allow regeneration of brain damage or nerve damage, except to grow new nerves in a regenerated limb. Concentration on this healing is not tiring and is maintained automatically.

**Note:** The wound healing spell on this list will treat all types of wounds *except* nerve and brain damage. Cut wounds can only be healed once the bleeding is permanently stopped.

**Note:** For all spells that heal wounds, the recovery time is determined as described in A&CL Section 12.1, but while *Relief* spells produce recovery in the normal time, for *Healing* spells treat the result as hours rather than days, and for *Healing True* spells treat the result as rounds rather than days. For *Mass* spells, use the most severe injury cured and roll once for a single recovery time for all.

## Closed Mentalism

## SENSE MASTERY

| Level | 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)    | Detect Illusion       | varies          | —             | 100'      | I    |
| 5)    | Watervision           | caster          | 10 min/lvl    | self      | U    |
| 6)    | Scent                 | caster          | 10 min/lvl    | self      | U    |
| 7)    | Fogvision             | caster          | 10 min/lvl    | self      | U    |
| 8)    | Touch                 | caster          | 10 min/lvl    | self      | U    |
| 9)    | Darkvision            | caster          | 10 min/lvl    | self      | U    |
| 10)   | Mentalist Ear         | caster          | 1 min/lvl (C) | 100'/lvl  | I    |
| 11)   | Mentalist Eye         | caster          | 1 min/lvl (C) | 100'/lvl  | I    |
| 12)   | Disillusion           | 1 illusion      | 1 min/lvl     | 100'      | U    |
| 13)   | Detect Illusion True  | 5'R or 1 object | 1 min/lvl (C) | 100'      | I    |
| 14)   | Vision                | caster          | 10 min/lvl    | self      | U    |
| 15)   | Nightvision True      | caster          | 10 min/lvl    | self      | U    |
| 16)   | Mentalist Senses      | caster          | 1 min/lvl (C) | 100'/lvl  | I    |
| 17)   | Disillusion True      | 100'R           | 1 min/lvl     | self      | U    |
| 18)   | Watervision True      | caster          | 10 min/lvl    | self      | U    |
| 19)   | Fogvision True        | caster          | 10 min/lvl    | self      | U    |
| 20)   | Vision True           | caster          | 10 min/lvl    | self      | U    |
| 25)   | Mentalist Ear True    | caster          | 1 min/lvl (C) | 1 mi/lvl  | I    |
| 30)   | Mentalist Eye True    | caster          | 1 min/lvl (C) | 1 mi/lvl  | I    |
| 35)   | Mentalist Senses True | caster          | 1 min/lvl (C) | 1 mi/lvl  | I    |
| 40)   | Microvision           | caster          | 10 min/lvl    | self      | U    |
| 50)   | Sensory Merge         | caster          | 1 min/lvl (C) | unlimited | Um   |

1. Sly Ears – Caster gains an extremely acute sense of hearing. This results in +50 to Perception rolls involving only hearing, +25 to Perception involving hearing and other senses.

2. Nightvision – Caster can see up to 100' as if it were daylight, so long as there is some light.

3. Sidevision – Caster 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.

4. Detect Illusion – Caster can check one object or place (up to a 5'R) and tell if it is an illusion or has an illusion on it.

5. Watervision – Caster can see 100' in any water (including murky water) as if through air in daylight.

6. Scent – Caster gains an extremely acute sense of smell (e.g., +50 to Perception involving only smell, +25 to Perception involving smell and other senses).

7. Fogvision – As *Nightvision*, plus caster sees 100' in any precipitation (including thick fog) as if the air were clear.

8. Touch – Caster gains extreme tactile sensitivity. This provides a bonus to any action requiring a sense of touch. For example, caster might receive +25 to picking locks, disarming traps, opening secret doors, etc. and +50 to Perception involving only touch, +25 to Perception involving touch and other senses).
9. Darkvision – As *Nightvision*, except any darkness can be seen through. No light at all is needed for this spell to work.
10. Mentalist Ear – Caster can pick a point up to 100' / level away and hear as if at that point (there can be intervening objects such as walls); the caster must have visited the point before or have the location in sight. Note that this means that someone could sneak up on the caster undetected.
11. Mentalist Eye – As *Mentalist Ear*, except caster can see instead of listening.
12. Disillusion – While this spell is in effect, one illusion within the caster's range ceases to exist for the caster only. The caster must specify the illusion to be negated (unless caster knows something is an illusion, this spell would be gambling PPs).
13. Detect Illusion True – As *Detect Illusion*, except caster can check one object or place per round.
14. Vision – As all lower level *Vision* spells functioning at the same time.
15. Nightvision True – As *Nightvision*, except range is the normal daylight vision range.
16. Mentalist Senses – As *Mentalist Ear*, except caster can use all senses at the remote point.
17. Disillusion True – As *Disillusion*, except all illusions within range cease to exist for the caster.
18. Watervision True – As *Watervision*, except range is the normal daylight vision range.
19. Fogvision True – As *Fogvision*, except range is the normal daylight vision range.
20. Vision True – As all lower level *Vision* spells functioning at the same time.
25. Mentalist Ear True – As *Mentalist Ear*, except range is 1 mile/level.
30. Mentalist Eye True – As *Mentalist Eye*, except range is 1 mile/level.
35. Mentalist Senses True – As *Mentalist Senses*, except range is 1 mile/level.
40. Microvision – Caster can view objects within 2' at up to 40x magnification.
50. Sensory Merge – Caster can “merge” senses with those of a subject whose location is known by spells or by prior arrangement. Both caster and target will have a full awareness of both locations; the spell provides for this not being terribly confusing. If target is not at the specified location, the PPs for this spell are wasted.

**Note:** See Section 10.4 for more about detection spells.

**Note:** See *A&CL* Section 14.8 for more on vision in low light and darkness.

## Closed Mentalism

### SHIFTING

| Level | Spell                 | Area of Effect | Duration   | Range | Type |
|-------|-----------------------|----------------|------------|-------|------|
| 1)    | Balance *             | caster         | varies     | self  | U    |
| 2)    | Contraction           | caster         | C          | self  | U    |
| 3)    | Face Shifting         | caster         | 1 hr       | self  | U    |
| 4)    | Change Lore           | caster         | —          | self  | I    |
| 5)    | Waterlungs            | caster         | 1 min/lvl  | self  | U    |
| 6)    | Rubberform            | caster         | 1 min/lvl  | self  | U    |
| 7)    | Change To Kind        | caster         | 10 min/lvl | self  | U    |
| 8)    | Gaslungs              | caster         | 1 min/lvl  | self  | U    |
| 9)    | Depth Mastery         | caster         | 1 min/lvl  | self  | U    |
| 10)   | Greater Face Shifting | caster         | 1 hr/lvl   | self  | U    |
| 11)   | Changing Lungs        | caster         | 1 min/lvl  | self  | U    |
| 12)   | Size Change           | caster         | 10 min/lvl | self  | U    |
| 13)   | Change                | caster         | 10 min/lvl | self  | U    |
| 14)   | Water Breather        | caster         | 1 hr/lvl   | self  | U    |
| 15)   | Solid Form            | caster         | 1 min/lvl  | self  | U    |
| 16)   | No Lungs              | caster         | 1 min/lvl  | self  | U    |
| 17)   | True Change           | caster         | 10 min/lvl | self  | U    |
| 18)   | Changing              | caster         | 10 min/lvl | self  | U    |
| 19)   | Sea Dweller           | caster         | 1 hr/lvl   | self  | U    |
| 20)   | Waterform             | caster         | 1 min/lvl  | self  | U    |
| 25)   | Mistform              | caster         | 1 min/lvl  | self  | U    |
| 30)   | Form Master           | caster         | 1 min/lvl  | self  | U    |
| 35)   | Waterform True        | caster         | 1 min/lvl  | self  | U    |
| 40)   | Mistform True         | caster         | 1 min/lvl  | self  | U    |
| 50)   | Change Master         | caster         | 1 min/lvl  | self  | U    |

1. Balance \* – Adds +50 to any rolls for any moving maneuvers performed at a walking pace or less (e.g., walking a 3" beam).
2. Contraction – Allows caster to disjoint limbs, contract muscles, etc.; in order to escape manacles and ropes and slip through small places (+50 to +100 to escape maneuvers).
3. Face Shifting – Alters the caster's face to resemble someone else, but not so closely as to be confused on a close inspection.
4. Change Lore – Allows caster to analyze the form of another being for future use with *True Change*. The caster can only have as many forms analyzed as he has ranks in this list. Caster may choose to forget a form at any time to make room for replacements.
5. Waterlungs – Caster can breathe water but not air.
6. Rubberform – Alters the caster's flesh and bones to a more elastic form, reducing by one the severity of all "Krush" and "Impact" criticals taken.

7. Change To Kind – Alters the caster's entire body to the form of another humanoid race. The form cannot be that of a particular individual form. For example, a human caster could take the form of a Dwarf, but not the Dwarven High Chancellor. Only the physical form is gained (e.g., a target who becomes a Dwarf would not receive the Dwarves' ability to see in the dark). This spell does not allow the caster to change his Size category, but size may be changed as desired within that limit. This does not change anything the caster carries or wears, only his own body, except that prosthetics added by the Lay Healer Base list Prosthetics will change with the caster.
8. Gaslungs – Caster can breathe any gas as normal air.
9. Depth Mastery – Caster's body is able to adapt to extremely high or low pressure or sudden changes in pressure, without suffering any harm. This does not apply to crushing by solids, only pressures from environmental gasses or liquids.
10. Greater Face Shifting – As *Face Shifting*, except duration is 1 hour/level.
11. Changing Lungs – Caster can breathe any air, water, and/or gas.
12. Size Change – Alters the caster's Size by one category. This does not change anything the caster carries or wears, only his own body, except that prosthetics added by the Lay Healer Base list Prosthetics will change with the caster.
13. Change – As *Change to Kind*, except alteration can be to any organic form within the caster's own Size category; caster does not obtain any special abilities.
14. Water Breather – As *Waterlungs*, except duration is one hour/level.
15. Solid Form – Caster becomes as if made of very dense stone (cannot move or cast spells).
16. No Lungs – Caster does not need to breath at all.
17. True Change – As *Change*, except altered form can be that of a specific being analyzed by *Change Lore*.
18. Changing – As *Change*, except caster may assume a different form anytime during the spell; each change of shape takes one round of concentration.
19. Sea Dweller – As *Waterlungs* plus *Depth Mastery*, except duration is one hour/level.
20. Waterform – Caster takes the form of a liquid mass, able to seep through cracks as well as water. In this form, the caster can move through water at 10 mph, but is unable to cast spells.
25. Mistform – Caster takes the form of a mist, able to fly 20 mph (modified by ambient winds, of course), seep through cracks, extend self to become virtually invisible, etc. (may not cast spells in this form).
30. Form Master – As *Waterform* and *Mistform*, except the two forms are interchangeable at will (concentrate for 1 round to change).
35. Waterform True – As *Waterform*, but caster can cast spells with a -10 penalty.
40. Mistform True – As *Mistform*, but caster can cast spells with a -10 penalty.
50. Change Master – As *Changing* and *Form Master*, except all forms are interchangeable at will (concentrate for 1 round to change). The caster's Size may be changed by one category.

## Closed Mentalism

## SOLID MANIPULATION

| Level | Spell               | Area of Effect      | Duration      | Range | Type |
|-------|---------------------|---------------------|---------------|-------|------|
| 1)    | Warm Stone          | 1 cu'/lvl           | 24 hrs        | touch | F    |
| 2)    | Warm Metal          | 6 cu"/lvl           | 24 hrs        | touch | F    |
| 3)    | Warm Other Solid    | 1 cu'/lvl           | 24 hrs        | touch | F    |
| 4)    | Heat Stone          | 1 cu'/lvl           | 1 min/lvl (C) | touch | F    |
| 5)    | Heat Metal          | 6 cu"/lvl           | 1 min/lvl (C) | touch | F    |
| 6)    | Heat Other Solid    | 1 cu'/lvl           | 1 min/lvl (C) | touch | F    |
| 7)    | Cool Solid          | 1 cu'/lvl           | 24 hrs        | touch | F    |
| 8)    | Cool Metal          | 1 cu'/lvl           | 24 hrs        | touch | F    |
| 9)    | Chill Other Solid   | 1 cu'/lvl           | 1 min/lvl (C) | touch | F    |
| 10)   | Cracks Call         | 10'x10'x10'         | —             | 100'  | F    |
| 11)   | Melt Solid          | 1 cu'/lvl           | 1 min/lvl (C) | touch | F    |
| 12)   | Chill Metal         | 6 cu"/lvl           | 1 min/lvl (C) | touch | F    |
| 13)   | Crumble             | 10'x10'x10'         | —             | 100'  | F    |
| 14)   | Bowbreak            | 1' dia wood         | —             | 100'  | F    |
| 15)   | Stone Door          | 3'x6'x1'            | P             | touch | F    |
| 16)   | Metal Door          | 3'x6'x1'            | P             | touch | F    |
| 17)   | Bladebreak          | 3" dia metal        | —             | 100'  | F    |
| 18)   | Lockbreak           | 1 lock              | P             | touch | F    |
| 19)   | Solid Door          | varies              | P             | touch | F    |
| 20)   | Mold Stone          | 1 cu'               | P             | touch | F    |
| 25)   | Mold Metal          | 1 cu'               | P             | touch | F    |
| 30)   | Mold Solid          | 1 cu'               | P             | touch | F    |
| 35)   | Repair Stone        | 1 stone (1 cu'/lvl) | P             | touch | F    |
| 40)   | Mold Solid True     | 1 cu'/lvl           | P             | touch | F    |
| 50)   | Solid Transmutation | 1 oz                | P             | touch | F    |

1. Warm Stone – Warms 1 cubic foot of stone per level up to 100°F (38°C) at a rate of 1 cubic foot per round of concentration (without concentration, the material will remain at its current temperature for the remainder of the duration).

2. Warm Metal – As *Warm Stone*, except 6 cubic inches of metal/level can be warmed at a rate of 6 cubic inches per round of concentration.

3. Warm Other Solid – As *Warm Stone*, except can affect any solid, inanimate, non-metal material.

4. Heat Stone – As *Warm Stone* except temperature limit is 500°F (260°C) and it takes 1 round per 100°F (56°C). Caster need only touch the target when the spell is cast. The caster is immune to this heat. The caster must concentrate to increase the temperature (without concentration, the material will retain its current temperature for the duration of the spell).

5. Heat Metal – As *Heat Stone*, except 6 cubic inches of metal/level can be heated.

6. Heat Other Solid – As *Heat Stone*, except affects any solid, inanimate, non-metal material.

7. Cool Solid – Any solid, inanimate, non-metal material can be cooled to -20°F (-29°C), at a rate of 1 cubic foot per round (cooling spreads evenly from initial point of cooling unless caster concentrates to direct spread).
8. Cool Metal – As *Cool Solid*, except 6 cubic inches of metal/level can be cooled.
9. Chill Other Solid – Any solid, inanimate, non-metal material can be cooled to -200°F (-129°C), at a rate of (1 cu' and -100°F[-56°C])/round. The caster must concentrate to decrease the temperature (without concentration, the material will retain its current temperature for the duration of the spell).
10. Cracks Call – Any previous cracks or flaws in material up to a 10'x10'x10' section will extend to their limit.
11. Melt Solid – As *Heat Other Solid*, except the only limit to the temperature is the melting point of the solid (i.e., until the solid melts) or sublimation point if the solid converts directly to a gas when heated. Will affect 6 cu''/level of metal or 1 cu'/level of any other material.
12. Chill Metal – As *Chill Solid*, except affects metal to a limit of six cubic inches per level and a like rate of chilling.
13. Crumble – As *Cracks Call*, except material with cracks will crumble to dust.
14. Bowbreak – Will break a piece of wood up to one foot in diameter (6" radius).
15. Stone Door – Creates 3'x6'x1' doorway through stone.
16. Metal Door – As *Stone Door*, except doorway can be through metal.
17. Bladebreak – As *Bowbreak*, except a piece of metal can be broken, up to 3" in diameter.
18. Lockbreak – Causes a lock to break; it can be broken in a locked or unlocked state.
19. Solid Door – As *Stone Door*, except doorway can be in any inanimate, solid material and it can be 3'x6' with a depth of 1'/level for stone and 3''/level for all other materials.
20. Mold Stone – Caster's hands can mold up to one cubic foot of stone as if it were putty or clay. Stone hardens to normal consistency when the caster is finished. Quality of results depends on caster's skill.
25. Mold Metal – As *Mold Stone*, except caster may mold metal.
30. Mold Solid – As *Mold Stone*, except caster may mold any inanimate, solid material.
35. Repair Stone – Caster can repair any flaws in a piece of stone, whether cracks, blemishes, or other imperfections, including the flaws that reduce the value of precious stones. The stone affected cannot be larger than one cubic foot per level.
40. Mold Solid True – As *Mold Solid*, except one cubic foot per level of material may be worked.
50. Solid Transmutation – May transmute one ounce of a solid material into another non-magical material that the caster has a sample of. This spell requires eight hours of uninterrupted work.



## Closed Mentalism

## SPEED

| Level | Spell                | Area of Effect | Duration  | Range | Type |
|-------|----------------------|----------------|-----------|-------|------|
| 1)    | Instant Stance *     | caster         | 1 rnd/lvl | self  | U    |
| 2)    | Instant (Dis)Mount * | caster         | —         | self  | U    |
| 3)    | Instant Awareness *  | caster         | —         | self  | U    |
| 4)    | Swiftess I           | caster         | 1 rnd/lvl | self  | U    |
| 5)    | Rush I               | caster         | varies    | self  | U    |
| 6)    | Long Stride I        | caster         | 1 rnd/lvl | self  | U    |
| 7)    | Haste I              | caster         | 1 rnd/lvl | self  | U    |
| 8)    | Swiftess II          | caster         | 1 rnd/lvl | self  | U    |
| 9)    | Lightning Reflexes * | caster         | —         | self  | Us   |
| 10)   | Swiftess III         | caster         | 1 rnd/lvl | self  | U    |
| 11)   | Rush II              | caster         | varies    | self  | U    |
| 12)   | Long Stride III      | caster         | 1 rnd/lvl | self  | U    |
| 13)   | Swiftess IV          | caster         | 1 rnd/lvl | self  | U    |
| 14)   | Lightning Thought *  | caster         | —         | self  | U    |
| 15)   | Haste II             | caster         | 1 rnd/lvl | self  | U    |
| 16)   | Flash Magic          | caster         | 1 rnd/lvl | self  | U    |
| 17)   | Rush III             | caster         | varies    | self  | U    |
| 18)   | Quickness            | caster         | 1 rnd/lvl | self  | U    |
| 19)   | Power Nap            | caster         | 1 hour    | self  | U    |
| 20)   | Long Stride V        | caster         | 1 rnd/lvl | self  | U    |
| 25)   | Haste III            | caster         | 1 rnd/lvl | self  | U    |
| 30)   | Rush IV              | caster         | varies    | self  | U    |
| 35)   | Rush V               | caster         | varies    | self  | U    |
| 40)   | Quickness True       | caster         | 1 rnd/lvl | self  | U    |
| 50)   | Haste IV             | caster         | 1 rnd/lvl | self  | U    |

1. Instant Stance – Caster can change stance instantaneously at any time during the spell duration. Stance is standing, sitting, crouching, prone, etc.

2. Instant (Dis)Mount \* – Caster mounts or dismounts a riding beast "instantly" (i.e., the action is considered part of this instantaneous spell action for 0 or 1 AP).

3. Instant Awareness \* – Caster makes a Perception maneuver at no penalty to assess the current situation instantly (i.e., the Perception maneuver is considered part of this instantaneous spell action for 0 or 1 AP).

4. Swiftess I – Caster gains a +5 bonus to initiative rolls.

5. Rush I – Caster gains an additional 1 AP to use each round this spell is in effect (i.e., caster gets 5 AP to use during the round), and he may maintain the spell so long as he wishes. However, for each round that the spell is in effect, a -2 fatigue penalty accumulates at the end of the round. (It is not possible to rest while this spell remains in effect.)

6. Long Stride I – Caster has a 10% increase in his base movement rate (BMR), rounding up to the nearest foot/round. For a BMR of 20'/round, this results in a 2'/round increase.
7. Haste I – Caster gains an additional 1 AP to use each round this spell is in effect (i.e., caster gets 5 AP to use during the round).
8. Swiftess II – Caster gains a +10 bonus to initiative rolls.
9. Lightning Reflexes \* – When he would otherwise be surprised, the caster's subconscious casts this spell and this negates surprise effects.
10. Swiftess III – Caster gains a +15 bonus to initiative rolls.
11. Rush II – As *Rush I*, except caster gains an additional 2 AP each round.
12. Long Stride III – As *Long Stride I*, except increase is 30%.
13. Swiftess IV – Caster gains a +20 bonus to initiative rolls.
14. Lightning Thought \* – Caster's mind works at incredible speed, allowing time to carefully consider the situation as if the world paused while he makes up his mind. No physical action may be taken in this moment, but much mental activity may be done. In addition to being able to take time to consider when otherwise faced with a need for an instant decision, the character's Lore and Science skills (and the knowledge aspects of other skills) may be used to make maneuvers (although no skill may be consulted more than three times). If the caster is in mental contact with someone, he may send a message of any length, though the recipient will need the normal time to process it. Anything mental sensed may be examined as carefully as might be done in a full round.
15. Haste II – As *Haste I*, except caster gains an additional 2 AP each round.
16. Flash Magic – While this spell is active, the caster casts all spells as instantaneous spells.
17. Rush III – As *Rush I*, except caster gains an additional 3 AP each round.
18. Quickness – Caster's Quickness bonus is increased by +5.
19. Power Nap – Allows caster to complete an entire sleep cycle in one hour (allows quick PP and hit recovery).
20. Long Stride V – As *Long Stride I*, except increase is 50%.
25. Haste III – As *Haste I*, except caster gains an additional 3 AP each round.
30. Rush IV – As *Rush I*, except caster gains an additional 4 AP each round.
35. Rush V – As *Rush I*, except caster gains an additional 5 AP each round.
40. Quickness True – Caster's Quickness bonus is increased by +15.
50. Haste IV – As *Haste I*, except caster gains an additional 4 AP each round.

## 8.3.Lay Healer

### Lay Healer Base

#### BLOOD MASTERY

| Level | Spell                           | Area of Effect | Duration  | Range | Type |
|-------|---------------------------------|----------------|-----------|-------|------|
| 1)    | Flowstop III                    | 1 target       | varies    | touch | U    |
| 2)    | Blood Analysis                  | 1 target       | —         | touch | I    |
| 3)    | Cut Repair I                    | 1 target       | P         | touch | U    |
| 4)    | Clotting III                    | 1 target       | P         | touch | U    |
| 5)    | Light Flesh Wound Healing       | 1 target       | P         | touch | U    |
| 6)    | Cut Repair III                  | 1 target       | P         | touch | U    |
| 7)    | Severe Flesh Wound Relief       | 1 target       | P         | touch | U    |
| 8)    | Medium Flesh Wound Healing      | 1 target       | P         | touch | U    |
| 9)    | Joining ‡ *                     | 1 target       | P         | touch | U    |
| 10)   | Flowstop True                   | 1 target       | varies    | touch | U    |
| 11)   | Suspend Life I ‡ *              | 1 target       | 1 hr/lvl  | touch | U    |
| 12)   | Clotting True                   | 1 target       | P         | touch | U    |
| 13)   | Cut Repair V                    | 1 target       | P         | touch | U    |
| 14)   | Multitarget Flowstop            | varies         | varies    | 50'   | U    |
| 15)   | Cut Repair True                 | 1 target       | P         | touch | U    |
| 16)   | Severe Flesh Wound Healing      | 1 target       | P         | touch | U    |
| 17)   | Suspend Life II ‡ *             | 1 target       | 1 day/lvl | touch | U    |
| 18)   | Mass Clotting                   | 1 target       | P         | touch | U    |
| 19)   | Multitarget Clotting            | varies         | P         | 50'   | U    |
| 20)   | Joining True ‡ *                | 1 target       | P         | touch | U    |
| 25)   | Mass Cut Repair                 | 1 target       | P         | touch | U    |
| 30)   | Light Flesh Wound Healing True  | 1 target       | P         | touch | U    |
| 35)   | Medium Flesh Wound Healing True | 1 target       | P         | touch | U    |
| 40)   | Severe Flesh Wound Healing True | 1 target       | P         | touch | U    |
| 50)   | Regrow Limb ‡ *                 | 1 target       | 1 min/lvl | touch | U    |

1. Flowstop III – Reduces target's blood loss by up to 3 hits/round. Until the injury is actually healed by some means (e.g., a Medicine maneuver), the target cannot move or be moved, or the bleeding will resume at the prior rate.

2. Blood Analysis – The target for this spell is a sample of blood. The caster is able to determine the species, sex, general age and health, and realm(s) of magic of the individual from which the blood came, as well as the age of the blood sample itself.

3. Cut Repair I – Instantly stops bleeding from 1 wound that bleeds at rate of 1 hit/round.

4. Clotting III – Stops bleeding on a wound that is bleeding at rate of up to 3 hits/round. For one hour, the target can engage in no activity more vigorous than walking or bleeding will resume at the prior rate.

5. Light Flesh Wound Healing – Target is healed of one Light flesh wound.

6. Cut Repair III – Instantly stops bleeding from 1 wound that bleeds at rate of up to 3 hits/round.
7. Severe Flesh Wound Relief – Target is healed of one flesh wound (of any severity).
8. Medium Flesh Wound Healing – Target is healed of one Light or Medium flesh wound.
9. Joining ‡ \* – Caster can reattach 1 severed limb; it requires the use of the other 3 Lay Healer *Joining* spells in order to make limb fully functional. The recovery time is 1-10 days.
10. Flowstop True – As *Flowstop III*, except that the caster can stop all blood loss in one target.
11. Suspend Life I ‡ \* – Target is kept in a state of suspended animation and prevented from dying for the duration of the spell (i.e., the body is “preserved” and the “soul” will not leave the body). Also requires the use of the other *Suspend Life I* spell (on the Nerve and Organ Mastery list).
12. Clotting True – As *Clotting III*, except stops bleeding from a wound bleeding at any rate.
13. Cut Repair V – Instantly stops bleeding from 1 wound that bleeds at rate of up to 5 hits/round.
14. Multitarget Flowstop – As *Flowstop III*, except stops total bleeding of up to 1 hit/round per level of the caster in any number of targets within range.
15. Cut Repair True – Instantly stops bleeding from 1 wound regardless of bleeding rate.
16. Severe Flesh Wound Healing – Target is healed of one flesh wound (of any severity).
17. Suspend Life II ‡ \* – As *Suspend Life I*, except for duration and the requirement of the Suspend Life II spell from Nerve and Organ Mastery.
18. Mass Clotting – As *Clotting I*, except heals bleeding in multiple wounds in a single target up to a total hits/round of bleeding equal to caster's level.
19. Multitarget Clotting – As *Clotting III*, except stops total bleeding of up to 1 hit/round per level of the caster in any number of targets within range.
20. Joining True ‡ \* – As *Joining*, except caster must cast the other 3 Lay Healer *Joining True* spells and recovery is instantaneous.
25. Mass Cut Repair – Caster can instantly stop bleeding from multiple wounds (in a single target) up to a total hits/round of bleeding equal to his level.
30. Light Flesh Wound Healing True – Target is healed of one Light flesh wound.
35. Medium Flesh Wound Healing True – Target is healed of one Light or Medium flesh wound.
40. Severe Flesh Wound Healing True – Target is healed of one flesh wound (of any severity).
50. Regrow Limb ‡ \* – Caster can regrow 1 severed limb; it requires the use of the other 3 Lay Healer *Regrow Limb* spells in order to make limb fully functional. The recovery time is 1-10 days.

**Note:** A flesh wound is also classified as a "skin & tissue injury". A&CL Section 12.1.

**Note:** For all spells that heal wounds, the recovery time is determined as described in A&CL Section 12.1, but while *Relief* spells produce recovery in the normal time, for *Healing* spells treat the result as hours rather than days, and for *Healing True* spells treat the result as rounds rather than days. For *Mass* spells, use the most severe injury cured and roll once for a single recovery time for all.

**Note:** Any cut wound that has had all of its bleeding permanently stopped can then be healed by an appropriate "Flesh Wound" healing spell.

## Lay Healer Base

## BONE MASTERY

| Level | Spell                                | Area of Effect | Duration  | Range | Type |
|-------|--------------------------------------|----------------|-----------|-------|------|
| 1)    | Bone Lore                            | 1 target       | —         | touch | I    |
| 2)    | Medium Cartilage Damage Relief       | 1 target       | P         | touch | U    |
| 3)    | Medium Bone Damage Relief            | 1 target       | P         | touch | U    |
| 4)    | Severe Cartilage Damage Relief       | 1 target       | P         | touch | U    |
| 5)    | Limb Preservation ‡ *                | 1 target       | 1 day/lvl | touch | U    |
| 6)    | Medium Skull Damage Relief           | 1 target       | P         | touch | U    |
| 7)    | Severe Bone Damage Relief            | 1 target       | P         | touch | U    |
| 8)    | Severe Skull Damage Relief           | 1 target       | P         | touch | U    |
| 9)    | Joining ‡ *                          | 1 target       | P         | touch | U    |
| 10)   | Medium Cartilage Damage Healing      | 1 target       | P         | touch | U    |
| 11)   | Medium Bone Damage Healing           | 1 target       | P         | touch | U    |
| 12)   | Medium Skull Damage Healing          | 1 target       | P         | touch | U    |
| 13)   | Severe Cartilage Damage Healing      | 1 target       | P         | touch | U    |
| 14)   | Severe Bone Damage Healing           | 1 target       | P         | touch | U    |
| 15)   | Severe Skull Damage Healing          | 1 target       | P         | touch | U    |
| 16)   | Bone Regeneration                    | 1 target       | P         | touch | U    |
| 17)   | Medium Bone Damage Healing True      | 1 target       | P         | touch | U    |
| 18)   | Severe Cartilage Damage Healing True | 1 target       | P         | touch | U    |
| 19)   | Skull Regeneration                   | 1 target       | P         | touch | U    |
| 20)   | Joining True ‡ *                     | 1 target       | P         | touch | U    |
| 25)   | Severe Bone Damage Healing True      | 1 target       | P         | touch | U    |
| 30)   | Severe Skull Damage Healing True     | 1 target       | P         | touch | U    |
| 35)   | Mass Skeletal Healing                | 1 target       | P         | touch | U    |
| 40)   | Skeletal Regeneration                | 1 target       | P         | touch | U    |
| 50)   | Regrow Limb ‡ *                      | 1 target       | P         | touch | U    |

1. Bone Lore – Caster acquires complete understanding of any bone damage, including the tools and methods required for healing. Caster does not receive the skill or power necessary to perform the cure, but this diagnostic does provide a +20 bonus to treatment if supervised by the caster.

2. Medium Cartilage Damage Relief – Target is healed of one Light or Medium wound to cartilage.

3. Medium Bone Damage Relief – Target is healed of one Light or Medium wound to bones other than the skull.

4. Severe Cartilage Damage Relief – Target is healed of one wound (of any severity) to cartilage.

5. Limb Preservation ‡ \* – Allows caster to prevent the deterioration of 1 limb (even while severed); requires use of Muscle Mastery *Limb Preservation* spell as well.

6. Medium Skull Damage Relief – Target is healed of one Light or Medium wound to the skull.

7. Severe Bone Damage Relief – Target is healed of one wound (of any severity) to bones other than the skull.

8. Severe Skull Damage Relief – Target is healed of one wound (of any severity) to the skull.

- 9. Joining ‡ \* – Caster can reattach 1 severed limb; it requires the use of the other 3 Lay Healer *Joining* spells in order to make limb fully functional. The recovery time is 1-10 days.
- 10. Medium Cartilage Damage Healing – Target is healed of one Light or Medium wound to cartilage.
- 11. Medium Bone Damage Healing – Target is healed of one Light or Medium wound to bones other than the skull.
- 12. Medium Skull Damage Healing – Target is healed of one Light or Medium wound to the skull.
- 13. Severe Cartilage Damage Healing – Target is healed of one wound (of any severity) to cartilage.
- 14. Severe Bone Damage Healing – Target is healed of one wound (of any severity) to bones other than the skull.
- 15. Severe Skull Damage Healing – Target is healed of one wound (of any severity) to the skull.
- 16. Bone Regeneration – Target regenerates any 1 bone that is not part of the skull. Recovery time is 1-10 hours.
- 17. Medium Bone Damage Healing True – Target is healed of one Light or Medium wound to bones other than the skull.
- 18. Severe Cartilage Damage Healing True – Target is healed of one wound (of any severity) to cartilage.
- 19. Skull Regeneration – Target regenerates any 1 skull bone. Recovery time is 1-10 hours.
- 20. Joining True ‡ \* – As *Joining*, except caster must cast the other 3 Lay Healer *Joining True* spells and recovery is instantaneous.
- 25. Severe Bone Damage Healing True – Target is healed of one wound (of any severity) to bones other than the skull.
- 30. Severe Skull Damage Healing True – Target is healed of one wound (of any severity) to the skull.
- 35. Mass Skeletal Healing – Target is healed of all wounds to bones (including the skull) and/or cartilage, up to a number of injuries equal to the caster's level.
- 40. Skeletal Regeneration – Target regenerates all of the lost bone and/or cartilage in his body; recovery time is 2-20 days.
- 50. Regrow Limb ‡ \* – Caster can regrow 1 severed limb; it requires the use of the other 3 Lay Healer *Regrow Limb* spells in order to make limb fully functional. The recovery time is 1-10 days.

**Note:** For all spells that heal wounds, the recovery time is determined as described in *A&CL* Section 12.1, but while *Relief* spells produce recovery in the normal time, for *Healing* spells treat the result as hours rather than days, and for *Healing True* spells treat the result as rounds rather than days. For *Mass* spells, use the most severe injury cured and roll once for a single recovery time for all.

## Lay Healer Base

## CONCUSSION MASTERY

| Level | Spell                              | Area of Effect | Duration  | Range | Type |
|-------|------------------------------------|----------------|-----------|-------|------|
| 1)    | Fatigue Relief                     | 1 target       | P         | touch | U    |
| 2)    | Heal I                             | 1 target       | P         | touch | U    |
| 3)    | Stun Relief I *                    | 1 target       | P         | touch | Us   |
| 4)    | Regeneration I *                   | 1 target       | C         | touch | Us   |
| 5)    | Awakening *                        | 1 target       | P         | touch | Us   |
| 6)    | Light Burn/Frostbite Healing       | 1 target       | P         | touch | U    |
| 7)    | Heal V                             | 1 target       | P         | touch | U    |
| 8)    | Stun Relief III *                  | 1 target       | P         | touch | Us   |
| 9)    | Medium Burn/Frostbite Healing      | 1 target       | P         | touch | U    |
| 10)   | Regeneration II *                  | 1 target       | C         | touch | Us   |
| 11)   | Heal X                             | 1 target       | P         | touch | U    |
| 12)   | Severe Burn/Frostbite Healing      | 1 target       | P         | touch | U    |
| 13)   | Stun Relief V *                    | 1 target       | P         | touch | Us   |
| 14)   | Long Stun Relief *                 | 1 target       | P         | 100'  | U    |
| 15)   | Regeneration III *                 | 1 target       | C         | touch | Us   |
| 16)   | Light Burn/Frostbite Healing True  | 1 target       | P         | touch | U    |
| 17)   | Heal XVII                          | 1 target       | P         | touch | U    |
| 18)   | Medium Burn/Frostbite Healing True | 1 target       | P         | touch | U    |
| 19)   | Stun Relief X *                    | 1 target       | P         | touch | Us   |
| 20)   | Severe Burn/Frostbite Healing True | 1 target       | P         | touch | U    |
| 25)   | True Heal                          | 1 target       | P         | touch | U    |
| 30)   | Mass Burn/Frostbite Healing        | 1 target       | P         | touch | U    |
| 35)   | Mass Burn/Frostbite Healing True   | 1 target       | P         | touch | U    |
| 40)   | Stun Relief True *                 | 1 target       | P         | touch | Us   |
| 50)   | Concussion's Mastery               | caster         | 1 rnd/lvl | self  | U    |

1. Fatigue Relief – Removes up to -30 in penalties from fatigue.

2. Heal I – Target is healed of 5 concussion hits.

3. Stun Relief I \* – Target is relieved of 1 round's worth of accumulated stun.

4. Regeneration I \* – Reduces target's concussion hit damage by 2 hits every round as long as caster concentrates; if caster is unconscious, this spell will operate on the caster without concentration.

5. Awakening \* – Target is instantly awake.

6. Light Burn/Frostbite Healing – Target is healed of one Light wound from burn, chemical burn, scalding, or frostbite.

7. Heal V – Target is healed of 25 concussion hits.

8. Stun Relief III \* – Target is relieved of 3 rounds' worth of accumulated stun effects.

9. Medium Burn/Frostbite Healing – Target is healed of one Light or Medium wound from burn, chemical burn, scalding, or frostbite.

10. Regeneration II \* – As *Regeneration I*, except damage reduction is 4 hits/round.
11. Heal X – Target is healed of 50 concussion hits.
12. Severe Burn/Frostbite Healing – Target is healed of one wound (of any severity) from burn, chemical burn, scalding, or frostbite.
13. Stun Relief V \* – Target is relieved of 5 rounds' worth of accumulated stun effects.
14. Long Stun Relief \* – As *Stun Relief*, except that the spell's range is 100'.
15. Regeneration III \* – As *Regeneration I*, except damage reduction is 6 hits/round.
16. Light Burn/Frostbite Healing True – Target is healed of one Light wound from burn, chemical burn, scalding, or frostbite.
17. Heal XVII – Target is healed of 85 concussion hits.
18. Medium Burn/Frostbite Healing True – Target is healed of one Light or Medium wound from burn, chemical burn, scalding, or frostbite.
19. Stun Relief X \* – Target is relieved of 10 rounds' worth of accumulated stun effects.
20. Severe Burn/Frostbite Healing True – Target is healed of one wound (of any severity) from burn, chemical burn, scalding, or frostbite.
25. True Heal – Target is healed of all concussion hit damage.
30. Mass Burn/Frostbite Healing – Target is healed of all wounds (of any severity) from burn, chemical burn, scalding, or frostbite.
35. Mass Burn/Frostbite Healing True – Target is healed of all wounds (of any severity) from burn, chemical burn, scalding, or frostbite.
40. Stun Relief True \* – Target is relieved of all accumulated stun effects.
50. Concussion's Mastery – Caster can use one of the lower level spells on this list each round.

**Note:** For all spells that heal wounds, the recovery time is determined as described in *A&CL* Section 12.1, but while *Relief* spells produce recovery in the normal time, for *Healing* spells treat the result as hours rather than days, and for *Healing True* spells treat the result as rounds rather than days. For *Mass* spells, use the most severe injury cured and roll once for a single recovery time for all.



## Lay Healer Base

## MUSCLE MASTERY

| Level | Spell                             | Area of Effect | Duration  | Range | Type |
|-------|-----------------------------------|----------------|-----------|-------|------|
| 1)    | Medium Tendon Damage Relief       | 1 target       | P         | touch | U    |
| 2)    | Medium Muscle Damage Relief       | 1 target       | P         | touch | U    |
| 3)    | Severe Tendon Damage Relief       | 1 target       | P         | touch | U    |
| 4)    | Severe Muscle Damage Relief       | 1 target       | P         | touch | U    |
| 5)    | Limb Preservation ‡ *             | 1 target       | 1 day/lvl | touch | U    |
| 6)    | Light Tendon Damage Healing       | 1 target       | P         | touch | U    |
| 7)    | Light Muscle Damage Healing       | 1 target       | P         | touch | U    |
| 8)    | Medium Tendon Damage Healing      | 1 target       | P         | touch | U    |
| 9)    | Joining ‡ *                       | 1 target       | P         | touch | U    |
| 10)   | Medium Muscle Damage Healing      | 1 target       | P         | touch | U    |
| 11)   | Severe Tendon Damage Healing      | 1 target       | P         | touch | U    |
| 12)   | Severe Muscle Damage Healing      | 1 target       | P         | touch | U    |
| 13)   | Light Tendon Damage Healing True  | 1 target       | P         | touch | U    |
| 14)   | Light Muscle Damage Healing True  | 1 target       | P         | touch | U    |
| 15)   | Medium Tendon Damage Healing True | 1 target       | P         | touch | U    |
| 16)   | Medium Muscle Damage Healing True | 1 target       | P         | touch | U    |
| 17)   | Regenerate Tendon/Muscle          | 1 target       | P         | touch | U    |
| 18)   | Severe Tendon Damage Healing True | 1 target       | P         | touch | U    |
| 19)   | Severe Muscle Damage Healing True | 1 target       | P         | touch | U    |
| 20)   | Joining True ‡ *                  | 1 target       | P         | touch | U    |
| 25)   | Mass Tendon Damage Healing        | 1 target       | P         | touch | U    |
| 30)   | Mass Muscle Damage Healing        | 1 target       | P         | touch | U    |
| 35)   | Mass Regenerate Tendon/Muscle     | 1 target       | P         | touch | U    |
| 40)   | Mass Tendon/Muscle Healing True   | 1 target       | P         | touch | U    |
| 50)   | Regrow Limb ‡ *                   | 1 target       | P         | touch | U    |

1. Medium Tendon Damage Relief – Target is healed of one Light or Medium wound to a tendon.
2. Medium Muscle Damage Relief – Target is healed of one Light or Medium wound to a muscle.
3. Severe Tendon Damage Relief – Target is healed of one wound (of any severity) to a tendon.
4. Severe Muscle Damage Relief – Target is healed of one wound (of any severity) to a muscle.
5. Limb Preservation ‡ \* – Allows caster to prevent the deterioration of 1 limb (even while severed); requires the use of Bone Mastery *Limb Preservation* spell as well.
6. Light Tendon Damage Healing – Target is healed of one Light wound to a tendon.
7. Light Muscle Damage Healing – Target is healed of one Light wound to a muscle.
8. Medium Tendon Damage Healing – Target is healed of one Light or Medium wound to a tendon.
9. Joining ‡ \* – Caster can reattach 1 severed limb; it requires the use of the other 3 Lay Healer *Joining* spells in order to make limb fully functional. The recovery time is 1-10 days.
10. Medium Muscle Damage Healing – Target is healed of one Light or Medium wound to a muscle.

11. Severe Tendon Damage Healing – Target is healed of one wound (of any severity) to a tendon.
12. Severe Muscle Damage Healing – Target is healed of one wound (of any severity) to a muscle.
13. Light Tendon Damage Healing True – Target is healed of one Light wound to a tendon.
14. Light Muscle Damage Healing True – Target is healed of one Light wound to a muscle.
15. Medium Tendon Damage Healing True – Target is healed of one Light or Medium wound to a tendon.
16. Medium Muscle Damage Healing True – Target is healed of one Light or Medium wound to a muscle.
17. Regenerate Tendon/Muscle – Target regenerates any 1 tendon or muscle. The recovery time is 1-10 hours.
18. Severe Tendon Damage Healing True – Target is healed of one wound (of any severity) to a tendon.
19. Severe Muscle Damage Healing True – Target is healed of one wound (of any severity) to a muscle.
20. Joining True ‡ \* – As *Joining*, except caster must cast the other 3 Lay Healer *Joining True* spells and recovery is instantaneous.
25. Mass Tendon Damage Healing – Target is healed of all tendon wounds.
30. Mass Muscle Damage Healing – Target is healed of all muscle wounds.
35. Mass Regenerate Tendon/Muscle – Target regenerates all of the muscles and/or tendons in his body. The recovery time is 1-10 hours.
40. Mass Tendon/Muscle Healing True – Target is healed of all muscle/tendon wounds.
50. Regrow Limb ‡ \* – Caster can regrow 1 severed limb; it requires the use of the other 3 Lay Healer *Regrow Limb* spells in order to make limb fully functional. The recovery time is 1-10 days.

**Note:** For all spells that heal wounds, the recovery time is determined as described in *A&CL* Section 12.1, but while *Relief* spells produce recovery in the normal time, for *Healing* spells treat the result as hours rather than days, and for *Healing True* spells treat the result as rounds rather than days. For *Mass* spells, use the most severe injury cured and roll once for a single recovery time for all.

## Lay Healer Base

## NERVE AND ORGAN MASTERY

| Level | Spell                       | Area of Effect | Duration  | Range | Type |
|-------|-----------------------------|----------------|-----------|-------|------|
| 1)    | Nerve/Organ Lore            | 1 target       | —         | touch | U    |
| 2)    | Light Organ Relief          | 1 target       | P         | touch | U    |
| 3)    | Medium Organ Relief         | 1 target       | P         | touch | U    |
| 4)    | Organ Preservation *        | 1 target       | 1 day/lvl | touch | U    |
| 5)    | Restart Heart               | 1 target       | P         | touch | Us   |
| 6)    | Sense Restoration           | 1 target       | P         | touch | U    |
| 7)    | Severe Organ Damage Relief  | 1 target       | P         | touch | U    |
| 8)    | Coma Recovery               | 1 target       | P         | touch | Us   |
| 9)    | Joining ‡ *                 | 1 target       | P         | touch | U    |
| 10)   | Light Organ Damage Healing  | 1 target       | P         | touch | U    |
| 11)   | Suspend Life I ‡ *          | 1 target       | 1 hr/lvl  | touch | U    |
| 12)   | Medium Organ Damage Healing | 1 target       | P         | touch | U    |
| 13)   | Organ Transplant            | 1 target       | P         | touch | U    |
| 14)   | Severe Organ Damage Healing | 1 target       | P         | touch | U    |
| 15)   | Medium Nerve Damage Healing | 1 target       | P         | touch | U    |
| 16)   | Paralysis Cures             | 1 target       | P         | touch | U    |
| 17)   | Suspend Life II ‡ *         | 1 target       | 1 day/lvl | touch | U    |
| 18)   | Rapid Organ Transplant *    | 1 target       | P         | touch | U    |
| 19)   | Severe Nerve Damage Healing | 1 target       | P         | touch | U    |
| 20)   | Joining True ‡ *            | 1 target       | P         | touch | U    |
| 25)   | Brain Regeneration          | 1 target       | P         | touch | U    |
| 30)   | Organ Regeneration          | 1 target       | P         | touch | U    |
| 35)   | Brain Transplant            | 1 target       | P         | touch | U    |
| 40)   | Regrow Limb ‡ *             | 1 target       | P         | touch | U    |
| 50)   | Rapid Brain Regeneration    | 1 target       | P         | touch | U    |

1. Nerve/Organ Lore – Caster acquires complete understanding of any nerve and/or organ damage; including the tools and methods required for healing. Caster does not receive the skill or power necessary to perform the cure, but this diagnostic does provide a +20 bonus to treatment if supervised by the caster.

2. Light Organ Damage Relief – Target is healed of one Light wound to an organ.

3. Medium Organ Damage Relief – Target is healed of one Light or Medium wound to an organ.

4. Organ Preservation \* – Allows caster to prevent the deterioration of any specific organ (e.g., eye, ear, liver), even if it is outside of its body).

5. Restart Heart – Target's heart will start beating after having stopped. This does not repair any heart disease or damage that caused the initial stoppage.

6. Sense Restoration – Target regains function in one sensory organ, so long as that sensory organ has not been completely destroyed (in which case *Organ Regeneration* is required). The recovery time is 1-10 hours.

7. Severe Organ Damage Relief – Target is healed of one wound (of any severity) to an organ.

8. Coma Recovery – Target comes out of a coma or unconsciousness caused by injury, disease, poison, spell, or spell failure. Process takes 1-10 hours and target is at -50 to Fatigue checks for 1-10 days.
9. Joining ‡ \* – Caster can reattach 1 severed limb; it requires the use of the other 3 Lay Healer *Joining* spells in order to make limb fully functional. The recovery time is 1-10 days.
10. Light Organ Damage Healing – Target is healed of one Light wound to an organ.
11. Suspend Life I ‡ \* – Target is kept in a state of suspended animation, and prevented from dying for the duration of the spell (i.e., the body is “preserved” and the “soul” will not leave the body). Also requires the use of the other *Suspend Life I* spell (on the Blood Mastery list).
12. Medium Organ Damage Healing – Target is healed of one Light or Medium wound to an organ.
13. Organ Transplant – Allows caster to transplant a healthy organ (not including brain or nervous system) into the target. Requires a 1 hour operation. Recovery time is 1-10 days. Chance of rejection is 1% if organ comes from a relative of the target, 10% if it comes from a member of the same species, 30% if it comes from a similar species (e.g., one humanoid to another), and 60% if it comes from a vaguely similar species (e.g., ape to humanoid).
14. Severe Organ Damage Healing – Target is healed of one wound (of any severity) to an organ.
15. Medium Nerve Damage Healing – Target is healed of one Light or Medium wound involving nerve damage.
16. Paralysis Cures – Caster can cure any paralysis problem. The recovery time is 1-10 days. Treat as -100 injury for progress of recovery.
17. Suspend Life II ‡ \* – As *Suspend Life I*, except for duration and the requirement of the *Suspend Life II* spell from Blood Mastery.
18. Rapid Organ Transplant – As *Organ Transplant*, except recovery time is only 1-10 hours.
19. Severe Nerve Damage Healing – Target is healed of one wound (of any severity) involving nerve damage.
20. Joining True ‡ \* – As *Joining*, except caster must cast the other 3 Lay Healer *Joining True* spells and recovery is instantaneous.
25. Brain Regeneration – Target will regenerate his brain. Spell must be cast before target dies. Target will be in a "healing coma" while brain grows back. Fortunately the personal aura stores the information necessary to reconstruct the brain, so memories are not lost. To determine recovery time, use the Organ column on the recovery time table in A&CL Section 12.1, with brain damage considered a "severe" injury.
30. Organ Regeneration – Target will regenerate any 1 organ (external or internal), except the brain. The recovery time is 1-10 hours, during which the target is unconscious.
35. Brain Transplant – As *Organ Transplant*, except a brain may be transplanted and the chance of rejection becomes a chance of the brain going insane because it cannot adapt to its new body.
40. Regrow Limb ‡ \* – Caster can regrow 1 severed limb; it requires the use of the other 3 Lay Healer *Regrow Limb* spells in order to make limb fully functional. The recovery time is 1-10 days.
50. Rapid Brain Regeneration – As *Brain Regeneration*, except when recovery time is figured, treat the result as hours rather than days.

**Note:** For all spells that heal wounds, the recovery time is determined as described in A&CL Section 12.1, but while *Relief* spells produce recovery in the normal time, for *Healing* spells treat the result as hours rather than days, and for *Healing True* spells treat the result as rounds rather than days. For *Mass* spells, use the most severe injury cured and roll once for a single recovery time for all.

## Lay Healer Base

## PROSTHETICS

| Level | Spell                       | Area of Effect | Duration | Range | Type |
|-------|-----------------------------|----------------|----------|-------|------|
| 1)    | Measure                     | 1 target       | —        | touch | I    |
| 2)    | Mold Wood                   | caster         | 8 hrs    | self  | U    |
| 3)    | Fit Wood                    | 1 target       | P        | self  | U    |
| 4)    | Animation I                 | 1 target       | 8 hrs    | touch | U    |
| 5)    | Mold Glass                  | caster         | 8 hrs    | self  | U    |
| 6)    | Fit Glass                   | 1 target       | P        | self  | U    |
| 7)    | Animation II                | 1 target       | 24 hrs   | touch | U    |
| 8)    | Mold Metal                  | caster         | 8 hrs    | self  | U    |
| 9)    | Fit Metal                   | 1 target       | P        | self  | U    |
| 10)   | Artificial Flesh            | caster         | 1 hr/lvl | self  | F    |
| 11)   | Animation III               | 1 target       | 1 week   | touch | U    |
| 12)   | Mold Special                | caster         | 8 hrs    | self  | U    |
| 13)   | Fit Special                 | 1 target       | P        | self  | U    |
| 14)   | Mechanical Contrivance      | 1 target       | P        | touch | U    |
| 15)   | Animation IV                | 1 target       | 1 month  | touch | U    |
| 16)   | Repair Prosthetic           | 1 target       | P        | touch | U    |
| 17)   | Artificial Organ            | 1 target       | P        | self  | U    |
| 18)   | Mechanical Contrivance True | 1 target       | P        | touch | U    |
| 19)   | Animation V                 | 1 target       | 3 months | touch | U    |
| 20)   | Artificial Flesh True       | caster         | 1 hr/lvl | self  | F    |
| 25)   | Animation VI                | 1 target       | 1 year   | touch | U    |
| 30)   | Animation VII               | 1 target       | 1 decade | touch | U    |
| 35)   | Implant Spell               | 1 target       | varies   | touch | U    |
| 40)   | Prosthetic Addition         | 1 target       | P        | touch | U    |
| 50)   | Animation True              | 1 target       | P        | touch | U    |

1. Measure – Caster learns the proper dimension needed to make a false limb or other prosthetic for the target.
2. Mold Wood – Allows the caster to create a perfectly formed artificial limb (or other body part) out of non-magical wood. This takes 8 hours. Suitability for use is guaranteed by this spell. Any special features or enhanced appearance depends on the appropriate Crafting skill(s) of the caster. Requires that *Measure* has been cast to determine necessary form of the prosthetic.
3. Fit Wood – Allows caster to attach an artificial wooden limb or other prosthetic to a body. Process takes 1 hour. This spell must be cast before an *Animation* spell can be cast.
4. Animation I – Allows target to operate any artificial limbs (and other prosthetics) at will for 8 hours.
5. Mold Glass – As *Mold Wood*, except the material worked is non-magical glass, and it requires two castings (16 hours of work) to finish the prosthetic.
6. Fit Glass – As *Fit Wood*; except allows caster to attach a glass prosthetic.
7. Animation II – Allows target to operate any artificial limbs (and other prosthetics) at will for 24 hours.

8. Mold Metal – As *Mold Wood*, except the material worked is metal, and it requires three castings (24 hours of work) to finish the prosthetic.
  9. Fit Metal – As *Fit Wood*; allows caster to attach a metal prosthetic.
  10. Artificial Flesh – This spell enables the caster to convert clay into artificial flesh which can be used to cover an artificial limb (which must be done at the time of casting). The flesh is only semi-realistic (similar to plastic). Time required to cover a full limb is 4 hours if the limb is for a Small recipient, 8 hours for a Medium limb, and 16 hours for a Big limb. If the prosthetic is not a full limb (e.g., a hand or foot), the GM should decrease the time.
  11. Animation III – Allows target to operate any artificial limbs (and other prosthetics) at will for 1 week.
  12. Mold Special – As *Mold Wood*, except the material worked may be of any type, including magical materials, and it requires four castings (32 hours of work) to finish the prosthetic.
  13. Fit Special – As *Fit Wood*; allows caster to attach a "special" (of enchanted or exotic material) prosthetic.
  14. Mechanical Contrivance – Allows incorporation of simple mechanisms into a prosthetic (e.g., a small retractable knife blade hidden in a finger), which can then be operated by the will of the wearer when an *Animation* spell is active on the prosthetic. The mechanism must be constructed normally.
  15. Animation IV – Allows target to operate any artificial limbs (and other prosthetics) at will for 1 month.
  16. Repair Prosthetic – Repairs all damage to a single prosthetic.
  17. Artificial Organ – Allows an artificial organ (created with one of the *Mold* spells on this list and/or through normal crafting) to be incorporated into a living target. Typically, this will be a glass eye that can provide sight when an *Animation* spell is cast on it, but theoretically any organ could be replaced with a suitable artificial organ. If an internal organ is replaced, surgery will be required for the insertion of the artificial organ.
  18. Mechanical Contrivance True – As *Mechanical Contrivance*, except that a complex mechanism (e.g., a dart gun) can be included in a prosthetic.
  19. Animation V – Allows target to operate any artificial limbs (and other prosthetics) at will for 3 months.
  20. Artificial Flesh True – As *Artificial Flesh*, except perfectly realistic synthetic flesh can be made and worked. The process will require days instead of hours, with the same numbers as in *Artificial Flesh*.
  25. Animation VI – Allows target to operate any artificial limbs (and other prosthetics) at will for 1 year.
  30. Animation VII – Allows target to operate any artificial limbs (and other prosthetics) at will for 1 decade.
  35. Implant Spell – Caster can emplace one spell of any level into a prosthetic. Within one minute of casting this spell, the spell to be emplaced must also be cast (within 10'). Once the spell is implanted, it will remain waiting in the prosthetic until used. When the prosthetic is attached and an *Animation* spell is in effect, the prosthetic wearer may trigger the spell at any time (treat as an innate power).
  40. Prosthetic Addition – This spell allows the caster to attach an artificial part that is not a replacement. The recipient of the part could be given wings (two spells and two prosthetics required to actually fly), an extra arm, or the like. An *Animation* spell is required for the added part to actually function.
  50. Animation True – Allows target to operate any artificial limbs (and other prosthetics) at will permanently.
- Note:** Any attempts to dispel an *Animation* spell are done at a -50 penalty.

## 8.4.Magent

### Magent Base

#### ASSASSINATION MASTERY

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| I   | Spell                    | Area of Effect | Duration   | Range | Type |
|-----|--------------------------|----------------|------------|-------|------|
| 1)  | Concealed Object I       | 1 object       | 10 min/lvl | touch | E    |
| 2)  | Study Patsy              | caster         | —          | self  | I    |
| 3)  | Well-Aimed Attack I      | caster         | varies     | self  | U    |
| 4)  | Open Ambush I            | caster         | varies     | self  | U    |
| 5)  | Improvised Attack I *    | caster         | 1 rnd/lvl  | self  | U    |
| 6)  | Create Evidence I        | varies         | —          | 10'   | E    |
| 7)  | Concealed Object II      | 1 object       | 10 min/lvl | touch | E    |
| 8)  | Well-Aimed Attack II     | caster         | varies     | self  | U    |
| 9)  | Open Ambush II           | caster         | varies     | self  | U    |
| 10) | Improvised Attack II *   | caster         | 1 rnd/lvl  | self  | U    |
| 11) | Lightning Reactions *    | caster         | —          | self  | U    |
| 12) | Create Evidence II       | varies         | —          | 10'   | E    |
| 13) | Well-Aimed Attack III    | caster         | varies     | self  | U    |
| 14) | Open Ambush III          | caster         | varies     | self  | U    |
| 15) | Improvised Attack III *  | caster         | 1 rnd/lvl  | self  | U    |
| 16) | Concealed Object True    | 1 object       | 10 min/lvl | touch | E    |
| 17) | Study Victim             | 1 target       | varies     | 50'   | I    |
| 18) | Create Evidence III      | varies         | —          | 10'   | E    |
| 19) | Well-Aimed Attack True   | caster         | varies     | self  | U    |
| 20) | Slaying Attack           | caster         | 1 min/lvl  | self  | U    |
| 25) | Open Ambush V            | caster         | varies     | self  | U    |
| 30) | Improvised Attack IV *   | caster         | 1 rnd/lvl  | self  | U    |
| 35) | Open Ambush True         | caster         | varies     | self  | U    |
| 40) | Improvised Attack True * | caster         | 1 rnd/lvl  | self  | U    |
| 50) | Slaying Attack True      | caster         | 1 min/lvl  | self  | U    |

1. Concealed Object I – Target object (no larger than a dagger) is camouflaged to appear as part of the caster's clothing or skin. This is an illusion to all senses (including feel), and can be detected as an illusion. The object will remain concealed until taken from the location, or the duration expires.

2. Study Patsy – [RR Mod: -50] When this spell is cast on a person, it remains active for 24 hours. After 24 hours has passed (but before another 24 hours has passed), the caster must cast this spell again on the same person. During the time the spell is active, it is recording information concerning the activities of the target. When the spell is cast the second time, the information about those activities is revealed to the caster. This information is used for spells

later on this list and spells on other lists (see the Misdirections and Disguise Mastery lists). The caster can only have one "patsy" studied at a time.

3. Well-Aimed Attack I – The next attack made by the caster (within one minute of casting this spell) receives a bonus of +25.

4. Open Ambush I – If the caster's next attack (made within one minute of casting this spell), gets a "flank" or "rear" bonus, he may use his Ambush skill even if the target is aware of the caster. However, the maximum change to the critical roll from Ambush is  $\pm 2$ .

5. Improvised Attack I \* – The caster is able to make use of whatever weapons are available, including non-standard weapons such as a candlestick. Whatever penalties are applied due to the use of "similar skill", limitations of the item when employed as a weapon, or unsuitability for use due a mismatch between the caster and the user for which a weapon is designed (as from Size) are reduced by 20.

6. Create Evidence I – Caster may cast this spell to create one piece of physical evidence that implicates the currently studied patsy (see *Study Patsy*). This could include a fingerprint, a footprint, etc., but must be something that cannot normally be moved from the crime scene. The evidence should be treated as circumstantial (i.e., a good alibi should still get the patsy off the hook).

7. Concealed Object II – As *Concealed Object I*, except will affect an object up to a sword in size.

8. Well-Aimed Attack II – As *Well-Aimed Attack I*, except bonus is +50.

9. Open Ambush II – As *Open Ambush I*, except the limit on critical roll modification is  $\pm 4$ .

10. Improvised Attack II \* – As *Improvised Attack I*, except penalties are reduced by 40.

11. Lightning Reactions \* – Caster gains a +20 to his initiative roll this round. This must be the caster's first action and the +20 applies to the casting of this spell.

12. Create Evidence II – As *Create Evidence I*, except two pieces of evidence are created; one piece of evidence is incriminating (i.e., patsy will need more than a good alibi).

13. Well-Aimed Attack III – As *Well-Aimed Attack I*, except bonus is +75.

14. Open Ambush III – As *Open Ambush I*, except the limit on critical roll modification is  $\pm 6$ .

15. Improvised Attack III \* – As *Improvised Attack I*, except penalties are reduced by 60.

16. Concealed Object True – As *Concealed Object I*, except object may be of any size, so long as the largest dimension of the object is less than the caster's height.

17. Study Victim – As *Study Patsy*, except the information it gathers is required for use with the *Slaying Attack* spells later on this list.

18. Create Evidence III – As *Create Evidence I*, except three pieces of evidence are created; two pieces of evidence are incriminating.

19. Well-Aimed Attack True – As *Well-Aimed Attack I*, except bonus is +100.

20. Slaying Attack – The caster's next attack (within one minute of casting this spell) against the currently studied victim (see *Study Victim*) will be resolved as a Slaying IV attack (+20 to the critical roll).

25. Open Ambush V – As *Open Ambush I*, except the limit on critical roll modification is  $\pm 10$ .

30. Improvised Attack IV – As *Improvised Attack I*, except penalties are reduced by 90.

35. Open Ambush True – As *Open Ambush I*, except the limit on critical roll modification is  $\pm 14$ , the caster has 10 minutes in which to make the attack, and he does not have to have a positional bonus.

40. Improvised Attack True – As *Improvised Attack I*, except penalties are reduced by 120.

50. Slaying Attack True – As *Slaying Attack*, except all of the caster's attacks made against the victim are resolved as Slaying IV attacks.

**Note:** Illusions (such as *Concealed Object*) are one of the more complex and subtle types of magic and they are explained at length in Section 10.9.



## Magent Base

## DISGUISE MASTERY

| Level | Spell             | Area of Effect    | Duration   | Range | Type |
|-------|-------------------|-------------------|------------|-------|------|
| 1)    | Study Disguise    | caster            | —          | 500'  | I    |
| 2)    | Light Glamour     | 1 object          | 1 day/lvl  | touch | E    |
| 3)    | Façade I          | caster            | 1 hr/lvl   | self  | E    |
| 4)    | Shadow Assassin   | caster            | 1 min/lvl  | self  | E    |
| 5)    | Misfeel Kind •    | caster            | C          | self  | E    |
| 6)    | Façade II         | caster            | 1 hr/lvl   | self  | E    |
| 7)    | Disguise I        | caster            | 10 min/lvl | self  | U    |
| 8)    | Unknown Assassin  | caster            | 1 min/lvl  | self  | E    |
| 9)    | Façade III        | caster            | 1 hr/lvl   | self  | E    |
| 10)   | Disguise II       | caster            | 10 min/lvl | self  | U    |
| 11)   | Misfeel Calling • | caster            | C          | self  | E    |
| 12)   | Mind Tongue       | caster + 1 target | C          | 20'   | Fm   |
| 13)   | Disguise III      | caster            | 10 min/lvl | self  | U    |
| 14)   | Façade V          | caster            | 1 hr/lvl   | self  | E    |
| 15)   | Misfeel Power •   | caster            | C          | self  | E    |
| 16)   | Disguise IV       | caster            | 10 min/lvl | self  | U    |
| 17)   | Unpresence Self   | caster            | C          | self  | E    |
| 18)   | False Assassin    | caster            | 1 min/lvl  | self  | E    |
| 19)   | Disguise V        | caster            | 10 min/lvl | self  | U    |
| 20)   | Misfeel •         | caster            | C          | self  | E    |
| 25)   | Nondetect         | caster            | C          | self  | E    |
| 30)   | Misfeel True      | caster            | 10 min/lvl | self  | E    |
| 35)   | Accomplice Façade | 1 target          | 10 min/lvl | touch | E    |
| 40)   | Shifting Façade   | caster            | 1 hr/lvl   | self  | E    |
| 50)   | Disguise Mastery  | caster            | 1 rnd/lvl  | self  | U    |

1. Study Disguise – Caster studies a person for use with disguise spells later on this list. The caster can only have as many disguises studied as he has ranks in this list. He may forget a studied disguise at any time to make room for replacements.

2. Light Glamour – One object (up to 10 pounds per level) has its visual appearance altered for the duration of the spell. Note that no other aspect of the object changes. This spell cannot make an object cast light (although it may alter the appearance of light given off, whether naturally or from another spell).

3. Façade I – Caster 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 caster moves.

4. Shadow Assassin – All deeds performed while this spell is active are "shadowed" to divination spells. All related visions gained through divination effect are shrouded in shadows. For example, a *Death's Mastery* cast on the

scene of a murder might reveal a shadowy figure performing the deeds (but no details about the identity of the figure).

5. Misfeel Kind • – For the purposes of mental or magical detections, caster appears to be of any race with which the caster is familiar.

6. Façade II – As *Façade I*, except one extra sense is added.

7. Disguise I – Caster physically changes to take on the form and visual appearance of any one studied person (using the *Study Disguise* spell). This is strictly a physical change.

8. Unknown Assassin – As *Shadow Assassin*, except absolutely no information about the caster will be revealed. For example, a *Death's Memory* cast on the scene of a murder might show the victim collapsing with a knife in his chest (but no sign of the assassin).

9. Façade III – As *Façade I*, except two extra senses are added.

10. Disguise II – As *Disguise I*, except caster also takes on the vocal characteristics of the person mimicked.

11. Misfeel Calling • – As *Misfeel Kind*, except caster's profession may be misrepresented.

12. Mind Tongue – Caster may mentally speak with one target; to the target it will seem as if they are communicating normally (i.e., orally).

13. Disguise III – As *Disguise II*, except caster also takes on the obvious mannerisms of the person mimicked (e.g., left-handedness, limp).

14. Façade V – As *Façade I*, except all five basic human senses (sight, hearing, smell, taste, touch) are included.

15. Misfeel Power • – As *Misfeel Kind*, except caster's level may be misrepresented (to an upper limit of twice the caster's actual level).

16. Disguise IV – As *Disguise III*, except caster also takes on the subtle mannerisms of the person mimicked. This makes him virtually undetectable to all but the closest of associates.

17. Unpresence Self – Target becomes undetectable by *Presence* spells or related abilities.

18. False Assassin – As *Shadow Assassin*, except all deeds performed while this spell is active will appear as if the currently studied patsy is performing the caster's actions (see *Study Patsy* on Assassination Mastery list).

19. Disguise V – As *Disguise IV*, except even very subtle mannerisms are gained.

20. Misfeel • – Allows caster to use all of the "*Misfeel*" spells at once.

25. Nondetect – Caster and items on his person cannot be detected by any *Detect...* spell.

30. Misfeel True – As *Misfeel*, except it has a ten minute/level duration and does not require concentration.

35. Accomplice Façade – As *Façade III*, except duration is only ten minutes per level and it may be used on another person.

40. Shifting Façade – As *Façade V*, except with one round of concentration, the caster can change the façade to another.

50. Disguise Mastery – Caster may use any lower level spell on this list, once per round.

**Note:** Illusions (such as *Glamour* and *Façade* spells) are one of the more complex and subtle types of magic and they are explained at length in Section 10.9.

## Magent Base

## ESCAPES

| Level | Spell                     | Area of Effect | Duration   | Range | Type |
|-------|---------------------------|----------------|------------|-------|------|
| 1)    | Locklore                  | 1 lock         | —          | touch | I    |
| 2)    | Ungag                     | varies         | —          | touch | U    |
| 3)    | Phantom Tools I           | varies         | 1 maneuver | self  | U    |
| 4)    | Silenced Leave Item I     | 1 object       | —          | 50'   | U    |
| 5)    | Untie                     | varies         | —          | touch | U    |
| 6)    | Phantom Tools II          | varies         | 1 maneuver | self  | U    |
| 7)    | Silenced Leaving I        | caster         | —          | self  | U    |
| 8)    | Silenced Long Door Item I | 1 object       | —          | 50'   | U    |
| 9)    | Unbind                    | varies         | —          | touch | U    |
| 10)   | Silenced Leave Item V     | 1 object       | —          | 50'   | U    |
| 11)   | Passing                   | caster         | 1 min/lvl  | self  | U    |
| 12)   | Silenced Long Door I      | caster         | —          | self  | U    |
| 13)   | Phantom Tools IV          | varies         | 1 maneuver | self  | U    |
| 14)   | Silenced Long Door Item V | 1 object       | —          | 50'   | U    |
| 15)   | Unbind True               | varies         | —          | touch | U    |
| 16)   | Silenced Leaving III      | caster         | —          | self  | U    |
| 17)   | Phantom Tools VI          | varies         | 1 maneuver | self  | U    |
| 18)   | Flattening                | caster         | 10 min/lvl | self  | U    |
| 19)   | Silenced Long Door III    | caster         | —          | self  | U    |
| 20)   | Passing True              | caster         | 1 min/lvl  | self  | U    |
| 25)   | Portal                    | 3'x6'x3'       | 1 rnd/lvl  | touch | U    |
| 30)   | Phantom Tools XII         | varies         | 1 maneuver | self  | U    |
| 35)   | Silenced Long Door X      | caster         | —          | self  | U    |
| 40)   | Tracklessness             | caster         | 1 rnd/lvl  | self  | U    |
| 50)   | Silenced Teleport I       | caster         | —          | self  | U    |

1. Locklore – Gives the caster +20 bonus for picking the lock analyzed. If the caster takes a round to explain the lock to someone else, that person gets a +10 bonus to pick the lock.
2. Ungag – Any minor covering on the head of the caster made of organic material is loosened. This includes any gags or blindfolds.
3. Phantom Tools I – This spell allows the caster to perform one maneuver using a Technical skill as if the caster had a complete set of the appropriate tools with a quality bonus of +5.
4. Silenced Leave Item I – Caster quietly "teleports" a single inanimate object to a point up to 100' away from its current location. There can be no intervening barriers in a direct line between the target and the point (for these purposes, a barrier is anything the object could not physically go through). The object has a maximum weight limit of 1 pound per level of the caster.
5. Untie – Any ropes (or similar bindings) that are binding the caster are untied.
6. Phantom Tools II – As *Phantom Tools I*, except bonus for tools is +10.

7. Silenced Leaving I – Caster quietly “teleports” to a point up to 100’ away, but there can be no intervening barriers in a direct line between the target and the point (for these purposes a barrier is anything the caster could not physically go through; a closed door is a barrier, a pit is not).
8. Silenced Long Door Item I – As *Silenced Leave Item I*, except the object can pass through barriers by specifying exact direction and distance. If the arrival point coincides with solid material, the object does not move (though the caster still loses the PPs).
9. Unbind – Each lock or shackle binding the caster has a 75% chance of opening (modified by the sophistication of the lock, see Section 10.13).
10. Silenced Leave Item V – As *Silenced Leave Item I*, except target can be moved 500’.
11. Passing – Caster can pass through any inanimate material at the rate of 5’ per minute.
12. Silenced Long Door I – As *Silenced Leaving I*, except caster can pass through barriers by specifying exact distances. If the arrival point coincides with solid material, the caster does not move, instead being stunned 1-10 rounds, and the PPs for this spell are expended.
13. Phantom Tools IV – As *Phantom Tools I*, except bonus for tools is +20.
14. Silenced Long Door Item V – As *Silenced Long Door Item I*, except object can be moved up to 500’.
15. Unbind True – As *Unbind*, except will also work on fixed shackles (i.e., those that have been rivetted shut).
16. Silenced Leaving III – As *Silenced Leaving I*, except caster can move 300’.
17. Phantom Tools VI – As *Phantom Tools I*, except bonus for tools is +30.
18. Flattening – Caster is flattened on his side until two dimensional, allowing the caster to slide through cracks (and to be effectively invisible when seen from the side).
19. Silenced Long Door III – As *Silenced Long Door I*, except caster can move 300’.
20. Passing True – As *Passing*, except rate is 10’ per minute.
25. Portal – Opens a portal 3’x6’x3’ in any solid surface, through which anyone can pass. At the end of the duration, the surface is returned to its previous state. Anyone in the area of effect when the spell ends will be forced back out to the point of entry.
30. Phantom Tools XII – As *Phantom Tools I*, except bonus for tools is +60.
35. Silenced Long Door X – As *Silenced Long Door I*, except caster can move 1000’.
40. Tracklessness – Caster leaves no physical trace of having passed: no footprints, no broken twigs, no scent. Non-magical tracking is impossible. No protection against magical tracking is provided, nor does the caster gain any unusual abilities (the caster will still sink in snow normally, it just will be left unmarked after the caster passes). Deliberate actions will still leave traces (e.g., the caster will not snap a twig off a tree in passing, but if the caster reaches out and breaks a twig, it will stay broken),
50. Silenced Teleport I – As *Silenced Long Door I*, except movement range is 10 miles per level. Making a precise appearance is difficult, especially if unfamiliar with the destination. The following chances for error exist: Never seen place (only described) = 50%; been briefly (1 hr) = 25%; Studied (24 hr) = 10%; Studied carefully (1 week) = 1%; Lived in (1 yr) = .01 %. In case of failure: first determine direction of error (randomly), then determine amount of error (make an open-ended d100 roll for the number of feet).

**Note:** Spells that involve teleportation are normally quite noisy and difficult to silence. The Magent's "Silenced" versions are much quieter, producing only a soft "pop" that would normally go unnoticed except in an absolutely still environment. Of course, being seen using these spells by anyone but one's own associates is basically the equivalent of wearing a tunic embroidered with the words "I AM AN ASSASSIN. KILL ME NOW."

## Magent Base

## GATHERING SECRETS

| Level | Spell                | Area of Effect | Duration      | Range    | Type |
|-------|----------------------|----------------|---------------|----------|------|
| 1)    | Copy I               | varies         | 1 min/lvl (C) | varies   | U    |
| 2)    | Listen               | caster         | 1 rnd/lvl (C) | 10'/lvl  | U    |
| 3)    | Duplicate I          | varies         | 1 minute (C)  | touch    | E    |
| 4)    | Sensory Marker       | 1 object       | P             | touch    | U    |
| 5)    | Copy II              | varies         | 1 min/lvl (C) | varies   | U    |
| 6)    | Far Sense I          | caster         | 1 min/lvl (C) | 10'/lvl  | U    |
| 7)    | Locate Evidence I    | caster         | —             | 500'/lvl | I    |
| 8)    | Watch                | caster         | 1 rnd/lvl (C) | 10'/lvl  | U    |
| 9)    | Duplicate II         | varies         | 1 minute (C)  | touch    | E    |
| 10)   | Copy III             | varies         | 1 min/lvl (C) | varies   | U    |
| 11)   | Far Sense II         | caster         | 1 min/lvl (C) | 10'/lvl  | U    |
| 12)   | Woodsight            | caster         | C             | self     | U    |
| 13)   | Locate Evidence II   | caster         | —             | 500'/lvl | I    |
| 14)   | Duplicate III        | varies         | 1 minute (C)  | touch    | E    |
| 15)   | Copy IV              | varies         | 1 min/lvl (C) | varies   | U    |
| 16)   | Greater Far Sense I  | caster         | 1 min/lvl (C) | 10'/lvl  | U    |
| 17)   | Stonesight           | caster         | C             | self     | U    |
| 18)   | Locate Evidence III  | caster         | —             | 500'/lvl | I    |
| 19)   | Greater Far Sense II | caster         | 1 min/lvl (C) | 10'/lvl  | U    |
| 20)   | Ironsight            | caster         | C             | self     | U    |
| 25)   | Long Far Sense I     | caster         | 1 min/lvl (C) | 100'/lvl | U    |
| 30)   | Copy V               | varies         | 1 min/lvl (C) | varies   | U    |
| 35)   | Synchronized Texts   | varies         | 1 hour/lvl    | touch    | U    |
| 40)   | Long Far Sense II    | caster         | 1 min/lvl (C) | 100'/lvl | U    |
| 50)   | Copy True            | varies         | 1 min/lvl     | varies   | U    |

1. Copy I – This spell copies a document that the caster is examining. The caster merely concentrates and touches the document with one hand and a blank sheet with his other hand. The copy is not exact (i.e., not a forgery). Note that the caster does not have to be able to read the document. Alternatively, this spell can transcribe (in monochromatic black ink) one scene that he is viewing onto a page, creating the equivalent of a well-drawn, detailed realistic drawing. The process occurs at the rate of 1 minute per page or scene.

2. Listen – Caster can pick a point up to 10'/level away and will hear as if physically at that point (there can be intervening objects such as walls). Note that this means that he cannot hear where his ears are.

3. Duplicate I – This spell makes a hardened clay copy of a small, 3-dimensional object (up to 6"x6"x6"). This spell requires that the caster have enough clay to make the copy (at a one to one scale). The clay must start off soft (the spell will harden it). This process requires one minute of concentration.

4. Sensory Marker – One object 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 the 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 ranks in this list.

5. Copy II – As *Copy I*, except copies 1 page/scene every four rounds.

6. Far Sense I – Caster may designate any one of his senses to be used at a "marked" location within range (see *Sensory Marker*). The caster can use any perception 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, the caster must remain immobile and concentrate.

7. Locate Evidence I – After casting this spell, the caster will know what (if any) evidence exists within the range which would implicate the currently studied patsy if found at the scene of the crime (see *Study Patsy* on the Assassination Mastery list). The evidence (if any exists) will be circumstantial, but will imply that the patsy was at the scene when a crime occurred. This spell provides only the direction, distance, and description of the piece of evidence. It does not provide any details as to why the patsy will be implicated by the evidence.

8. Watch – As *Listen*, except caster sees from the fixed point (it can rotate).

9. Duplicate II – As *Duplicate I*, except will work on an object up to 3' x 3' x 3' in dimensions.

10. Copy III – As *Copy I*, except copies 1 page/scene per 2 rounds.

11. Far Sense II – As *Far Sense I*, except caster may designate up to two senses for use at the marked location.

12. Woodsight – Caster can see through wood (up to a maximum thickness of 1"/level).

13. Locate Evidence II – As *Locate Evidence I*, except two pieces of evidence are located (providing such exist) and the evidence will be incriminating (not just circumstantial).

14. Duplicate III – As *Duplicate I*, except will work on an object up to 6' x 6' x 6' in dimensions.

15. Copy IV – As *Copy I*, except copies 1 page/scene per round.

16. Greater Far Sense I – As *Far Sense I*, except caster can move while the spell is active (though he must maintain concentration).

17. Stonesight – Caster can see through stone (up to a maximum thickness of 1"/level).

18. Locate Evidence III – As *Locate Evidence I*, except three pieces of evidence are located and the evidence will "prove" that the patsy is guilty.

19. Greater Far Sense II – As *Far Sense II*, except caster can move while the spell is active (though he must maintain concentration).

20. Ironsight – Caster can see through iron or steel (up to a maximum thickness of 1"/level).

25. Long Far Sense I – As *Far Sense I*, except the range is 100 feet/level.

30. Copy V – As *Copy I*, except copies 2 pages/scenes per round.

35. Synchronized Texts – Caster touches two similar writing surfaces (e.g., two parchments, two bound volumes of like dimensions, or two clay tablets) and so long as the spell remains in effect, anything written on one of these documents will also appear written on the other.

40. Long Far Sense II – As *Far Sense II*, except the range is 100 feet/level.

50. Copy True – As *Copy I*, except will copy any bound volume onto an equal number of pages (not necessarily bound). Also, the caster need not examine the material (he simply casts the spell and then he can leave the spell running). The spell will copy pages at the rate of 5 pages per round (and will even copy color images).

## Magent Base

## MISDIRECTIONS

| Level | Spell                 | Area of Effect | Duration               | Range   | Type |
|-------|-----------------------|----------------|------------------------|---------|------|
| 1)    | False Credentials *   | 1 target       | 1 min/lvl              | 50'     | Fm   |
| 2)    | Unseen I *            | 1 object       | 24 hours               | touch   | E    |
| 3)    | Eyewitness III        | 3 targets      | 1 min/lvl              | 100'    | Fm   |
| 4)    | Cloaking III *        | 3 targets      | 1 min/lvl or C 10'/lvl |         | Fm   |
| 5)    | Misleading I          | 1 target       | 1 min/10 fail          | 100'    | Fm   |
| 6)    | Unseen II *           | 2 objects      | 24 hours               | touch   | E    |
| 7)    | Cloaking V *          | 5 targets      | 1 min/lvl or C 10'/lvl |         | Fm   |
| 8)    | Eyewitness V          | 5 targets      | 1 min/lvl              | 100'    | Fm   |
| 9)    | Cloaking Sphere I *   | 10' R          | C                      | self    | Fm   |
| 10)   | Misleading III        | 1 target       | 1 min/10 fail          | 100'    | Fm   |
| 11)   | Cloaking X *          | 10 targets     | 1 min/lvl or C 10'/lvl |         | Fm   |
| 12)   | Displacement I        | caster         | 1 min/lvl              | self    | E    |
| 13)   | Eyewitness X          | 10 targets     | 1 min/lvl              | 100'    | Fm   |
| 14)   | Cloaking Sphere II *  | 20' R          | C                      | self    | Fm   |
| 15)   | Misleading V          | 1 target       | 1 min/10 fail          | 100'    | Fm   |
| 16)   | Cloaking XX *         | 20 targets     | 1 min/lvl or C 10'/lvl |         | Fm   |
| 17)   | False Trail           | 1 trail        | 1 hr/lvl               | 2'/lvl  | E    |
| 18)   | Mass Eyewitness       | 1 target/lvl   | 1 min/lvl              | 100'    | Fm   |
| 19)   | Cloaking Sphere III * | 30' R          | C                      | self    | Fm   |
| 20)   | Misleading True       | 1 target       | 1 min/10 fail          | 100'    | Fm   |
| 25)   | Displacement II       | caster         | 1 min/lvl              | self    | E    |
| 30)   | True Cloaking *       | 1 target/lvl   | 1 min/lvl or C varies  |         | Fm   |
| 35)   | Cloaking Sphere X *   | 100' R         | C                      | self    | Fm   |
| 40)   | Displacement III      | caster         | 1 min/lvl              | self    | E    |
| 50)   | Eyewitness True       | varies         | 1 min/lvl              | special | Fm   |

1. False Credentials \* – [RR Mod = -20] Target will think that the caster has the proper credentials for the current situation (this could include passwords or documents).

2. Unseen I \* – A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hrs pass or the object is struck by a violent blow (being hit by a weapon, falling, etc.) **or** the object makes a violent move (i.e., an attack) **or** casts a spell of type E or F.

3. Eyewitness III – [RR Mod = -20] Up to three targets will incorrectly identify the caster as someone else (all three will describe the caster in the same fashion).

4. Cloaking III \* – [RR Mod = -50] Affects up to three targets. Each target makes an RR. Failure results in the caster being invisible to the target; others see the caster normally. If the caster makes an obvious action (e.g., talking, moving an object, etc.), any target that would normally sense that action may make another RR (the GM may deem it appropriate to apply modifiers to this RR based upon the action the caster takes). If the caster attacks a

target, that target may make another RR with a +50 modifier. If the caster begins to concentrate, he can extend the duration of this spell indefinitely (as long as he can concentrate).

5. Misleading I – The target's perception is skewed for the duration of this spell. All perception rolls are modified by -10.

6. Unseen II \* – As *Unseen I*, except affects two objects.

7. Cloaking V \* – As *Cloaking III*, except affects five targets.

8. Eyewitness V – As *Eyewitness III*, except affects five targets.

9. Cloaking Sphere I \* – As *Cloaking I*, except every target in the area of effect must make an RR. New targets entering the sphere while the spell is still in effect will need to make an RR or be affected as well. Once a target makes a successful RR, he need not make another RR against the spell, however once affected, leaving the sphere does not cancel the effect.

10. Misleading III – As *Misleading I*, except penalties are -30.

11. Cloaking X \* – As *Cloaking III*, except affects ten targets.

12. 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 due to this effect, the chance of that foe missing again goes down 5%.

13. Eyewitness X – As *Eyewitness III*, except affects ten targets.

14. Cloaking Sphere II \* – As *Cloaking Sphere I*, except area of effect is a twenty foot radius.

15. Misleading V – As *Misleading I*, except penalties are -50.

16. Cloaking XX \* – As *Cloaking III*, except affects twenty targets.

17. False Trail – Creates a false trail with the same physical markings (typically footprints) and scent(s) as the actual trail left by the caster, but Routine (+30) to follow (without appearing to be so). The trail can be laid out as the caster wishes, within the range of the spell. This can be especially effective when combined with some form of teleportation to break the real trail.

18. Mass Eyewitness – As *Eyewitness III*, except affects one target per level of the caster.

19. Cloaking Sphere III \* – As *Cloaking Sphere I*, except area of effect is a thirty foot radius.

20. Misleading True – As *Misleading I*, except penalties are -100.

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

30. True Cloaking \* – As *Cloaking III*, except the caster can affect as many targets as he has levels and the range is only limited to the caster's field of vision.

35. Cloaking Sphere X \* – As *Cloaking Sphere I*, except area of effect is a hundred foot radius.

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

50. Eyewitness True – [RR Mod.: -50] As *Eyewitness III*, except affects everyone who sees the caster.

**Note:** The *Eyewitness* spells create a specialized Overlay, as detailed in Section 10.9.



## Magent Base

## POISON MASTERY

| Level | Spell                  | Area of Effect | Duration   | Range   | Type |
|-------|------------------------|----------------|------------|---------|------|
| 1)    | Poison Lore            | caster         | —          | self    | I    |
| 2)    | Poison Resistance I    | caster         | 10 min/lvl | self    | U    |
| 3)    | Apply Poison I         | 1 poison       | varies     | touch   | U    |
| 4)    | Work Poison V          | 1 poison       | varies     | touch   | U    |
| 5)    | Poison Analysis        | 1 poison       | —          | 10'     | I    |
| 6)    | Delay Poison *         | caster         | 1 hour/lvl | self    | Us   |
| 7)    | Transfer Poison I      | 1 poison       | P          | touch   | F    |
| 8)    | Apply Poison II        | 1 poison       | varies     | touch   | U    |
| 9)    | Neutralize Poison      | caster         | C          | self    | U    |
| 10)   | Work Poison X          | 1 poison       | varies     | touch   | U    |
| 11)   | Venom                  | 1 poison       | P          | touch   | U    |
| 12)   | Apply Poison III       | 1 poison       | varies     | touch   | U    |
| 13)   | Neutralize Poison True | caster         | C          | self    | U    |
| 14)   | Transfer Poison II     | 1 poison       | P          | touch   | F    |
| 15)   | Venom's Touch          | 1 target       | 10 min/lvl | touch   | F    |
| 16)   | Work Poison True       | 1 poison       | varies     | touch   | U    |
| 17)   | Apply Poison IV        | 1 poison       | varies     | touch   | U    |
| 18)   | Contact Poison         | 1 poison       | P          | touch   | U    |
| 19)   | Transfer Poison III    | 1 poison       | P          | 10'     | F    |
| 20)   | Venom's Breath         | caster         | 10 min/lvl | self    | F    |
| 25)   | Venom's Glare          | 1 target       | 10 min/lvl | 100'    | F    |
| 30)   | Venom's Cloud          | varies         | 10 min/lvl | 10'     | E    |
| 35)   | Transfer Poison IV     | 1 poison       | P          | 50'     | F    |
| 40)   | Venom's Persistence    | 1 poison       | P          | touch   | U    |
| 50)   | Venom's Sight          | 1 target       | 10 min/lvl | 10'/lvl | F    |

1. Poison Lore – The caster knows what type of poison(s) are needed to achieve a particular effect. The GM may deem it appropriate to give the caster a bonus of +25 to any maneuver directly involving poison(s).
2. Poison Resistance I – The caster receives an additional RR versus poisons (i.e., if the caster is poisoned, the caster has two chances to roll a successful RR).
3. Apply Poison I – This spell causes one dose of a poison to adhere to an inanimate, solid surface. The poison will wear off normally.
4. Work Poison V – This spell magically prepares a poison (up to 5th level in potency). This spell normally requires d100 minutes before it is completed. Note that the caster must have the poison in its raw form before casting this spell (i.e., the spell does not create the poison; it merely prepares it).
5. Poison Analysis – Caster may analyze a poison to determine the exact effects and what antidotes are necessary. Poison may be on an item or in a being.

6. Delay Poison \* – For the duration of this spell, all effects from a single poison are suspended. Note that the poison will still be in the caster and takes effect normally after the duration (though the spell may be recast to continue delaying the effects, and some poisons may leave the caster's system before the spell expires).
  7. Transfer Poison I – Caster can transfer a single dose of a poison from one target to the caster (who can then use the self-only poison negation spells on this list to deal with it).
  8. Apply Poison II – As *Apply Poison I*, except affects two doses (which can be applied to different surfaces).
  9. Neutralize Poison – Any poison inside the caster must make an RR with a -20 modifier or be neutralized. In any case, it delays the effects of the poison for the duration of the spell.
  10. Work Poison X – As *Work Poison V*, except affects poisons up to a potency of 10th level.
  11. Venom – The caster can convert any poison that he is touching into a venom. The poison will now be effective when introduced into the victim's blood stream (regardless of its normal method of affecting a target).
  12. Apply Poison III – As *Apply Poison II*, except affects three doses.
  13. Neutralize Poison True – As *Neutralize Poison*, except poison has a -70 modifier to its RR.
  14. Transfer Poison II – Caster can transfer a single dose of a poison from one target to a second target. Caster must be touching both targets simultaneously.
  15. Venom's Touch – Caster can coat the target's hands with a poison. The target is unaffected by the poison.
  16. Work Poison True – As *Work Poison V*, except affects any poison.
  17. Apply Poison IV – As *Apply Poison II*, except affects four doses.
  18. Contact Poison – As *Venom*, except converts the poison into a contact poison (a poison that affects its victim upon contact with the victim's skin) regardless of its normal method of affecting a target.
  19. Transfer Poison III – As *Transfer Poison II*, except caster need only touch the target from which the poison is transferred; the target to receive the poison need merely be within the spell's range.
  20. Venom's Breath – The caster can ingest a single dose of a poison. For the duration of this spell, he will be unaffected by the poison. Anytime before the duration expires, the caster can attempt to transfer the poison to a single target. The target must be no further away than 5' and the caster's mouth must be capable of delivering the poison (either through a kiss, a whisper, spitting, etc.). The target gets an RR to avoid the effects of this spell (in addition to the RR to resist the poison).
  25. Venom's Glare – As *Venom's Breath*, except the caster can transfer the poison to any single target within the range. The caster must be able to cast an obvious, evil glare at the target.
  30. Venom's Cloud – The caster can disperse a poison (which becomes an inhaled poison) into a misty cloud. The size of the mist is one foot in radius per dose of the poison used. The poison will linger in the area normally until the duration of the spell expires (i.e., the mist will be subject to the wind, etc.). When the duration expires, the poison disperses.
  35. Transfer Poison IV – As *Transfer Poison III*, except caster need not touch the target from which the poison is transferred, both targets need merely be within the spell's range.
  40. Venom's Persistence – Improves the potency of a poison such that any victim of the poison must make two RRs and take the worse of the two results. If in or on an object (e.g., goblet of a poisoned drink, poison on a blade, but not a person), then the poison will linger for 24 hours, even if normally effective washing procedures are done. This residual poison will continue to affect anyone who would normally be affected by the poison there, but it is diluted from the original potency and will allow a normal single RR, with a +10 bonus.
  50. Venom's Sight – As *Venom's Glare*, except for the range.
- Note:** Any spell on this list that requires the caster to touch a poison automatically gives the caster immunity to the effects of the poison for the duration of the spell.

**Note:** Some Gamemasters may wish to allow this list to affect narcotics as well as poisons in the traditional sense. In this case, a Spell Mastery roll should be required, at a Medium difficulty.

## 8.5.Mentalist

### Mentalist Base

#### MIND ATTACK

| Level | Spell             | Area of Effect | Duration      | Range | Type |
|-------|-------------------|----------------|---------------|-------|------|
| 1)    | Jolts I           | 1 target       | 1 rnd         | 100'  | Fm   |
| 2)    | Hesitation        | 1 target       | 1 rnd/10 fail | 100'  | Fm   |
| 3)    | Minor Pain        | 1 target       | —             | 100'  | Fm   |
| 4)    | Shock A           | 1 target       | —             | 100'  | Fm   |
| 5)    | Jolts III         | 1 target       | 3 rnd         | 100'  | Fm   |
| 6)    | Spasm *           | 1 target       | —             | 100'  | Fm   |
| 7)    | Paralyze I        | 1 target       | 1 rnd/10 fail | 100'  | Fm   |
| 8)    | Shock B           | 1 target       | —             | 100'  | Fm   |
| 9)    | Major Pain        | 1 target       | —             | 100'  | Fm   |
| 10)   | Mind Shout I *    | 10'R           | 1 rnd/10 fail | self  | Fm   |
| 11)   | Jolts V           | 1 target       | 5 rnd         | 100'  | Fm   |
| 12)   | Paralyze III      | 1 target       | 3 rnd/10 fail | 100'  | Fm   |
| 13)   | Shock C           | 1 target       | —             | 100'  | Fm   |
| 14)   | Heavy Jolts III   | 1 target       | 3 rnd         | 100'  | Fm   |
| 15)   | Mind Shout II *   | 50'R           | 1 rnd/10 fail | self  | Fm   |
| 16)   | Shock D           | 1 target       | —             | 100'  | Fm   |
| 17)   | Paralyze V        | 1 target       | 5 rnd/10 fail | 100'  | Fm   |
| 18)   | Jolts X           | 1 target       | 10 rnd        | 100'  | Fm   |
| 19)   | Mind Shout III *  | 100'R          | 1 rnd/10 fail | self  | Fm   |
| 20)   | Shock E           | 1 target       | —             | 100'  | Fm   |
| 25)   | Great Shout *     | 50'R           | 1 rnd/10 fail | self  | Fm   |
| 30)   | Mind Shout True * | 300'R          | 1 rnd/10 fail | self  | Fm   |
| 35)   | Shock F           | 1 target       | —             | 100'  | Fm   |
| 40)   | Mass Jolts        | 1 target/level | 1 rnd/10 fail | 100'  | Fm   |
| 50)   | Shout True *      | 50'R           | varies        | self  | Fm   |

1. Jolts I – Target is stunned.

2. Hesitation – Target hesitates in any non-defensive action, suffering a -20 to initiative, and must parry with at least half OB.

3. Minor Pain – Target takes 25% of current concussion hits (i.e., those not already taken).

4. Shock A – Target takes an A Electricity critical strike.

5. Jolts III – Target is stunned.

6. Spasm \* – Target drops anything currently held and takes a -20 to any maneuver attempted this round.
7. Paralyze I – Target is paralyzed.
8. Shock B – Target takes a B Electricity critical strike.
9. Major Pain – Target takes 50% of current concussion hits (i.e., those not already taken).
10. Mind Shout I \* – Everyone within the radius is a target, all failing to resist are stunned.
11. Jolts V – Target is stunned.
12. Paralyze III – As *Paralyze I*, except duration is 3 rounds/10 failure.
13. Shock C – Target takes a C Electricity critical strike.
14. Heavy Jolts III – Target is in a stunned & unable to parry condition.
15. Mind Shout II \* – As *Mind Shout I*, except the area of effect is a circle with a radius of 50'.
16. Shock D – Target takes a D Electricity critical strike.
17. Paralyze V – As *Paralyze I*, except duration is 5 rounds/10 failure.
18. Jolts X – Target is stunned.
19. Mind Shout III \* – As *Mind Shout I*, except the area of effect is a circle with a radius of 100'.
20. Shock E – Target takes an E Electricity critical strike.
25. Great Shout \* – As *Mind Shout I*, except area of effect is a circle with a radius of 50' and any target failing by more than 50 is unconscious for eight hours.
30. Mind Shout True \* – As *Mind Shout I*, except the area of effect is circle with a radius of 300'.
35. Shock F – Target takes an F (E+A) Electricity critical strike.
40. Mass Jolts – As *Jolts I*, except affects 1 target/level and duration varies by degree of RR failure.
50. Shout True \* – Targets failing by 1-50 are unconscious, and targets failing by more than 50 are dead; RRs for spell casters of Mentalism are modified by -20. Affects everyone else within 50' of the caster.

## Mentalist Base

## MIND CONTROL

| Level | Spell             | Area of Effect | Duration      | Range | Type |
|-------|-------------------|----------------|---------------|-------|------|
| 1)    | Honest Answer     | 1 target       | —             | 10'   | Fm   |
| 2)    | Sleep             | 1 target       | —             | 50'   | Fm   |
| 3)    | Charm Kind        | 1 target       | 10 min/lvl    | 50'   | Fm   |
| 4)    | Calm              | 1 target       | 1 min/lvl     | 100'  | Fm   |
| 5)    | Confusion         | 1 target       | 1 rnd/5 fail  | 100'  | Fm   |
| 6)    | Fear              | 1 target       | 1 min/10 fail | 100'  | Fm   |
| 7)    | Suggestion        | 1 target       | varies        | 10'   | Fm   |
| 8)    | Hold Kind         | 1 target       | C             | 50'   | Fm   |
| 9)    | Emotions          | 1 target       | 1 min/lvl     | 100'  | Fm   |
| 10)   | Master of Kind    | 1 target       | 10 min/lvl    | 10'   | Fm   |
| 11)   | Coma              | 1 target       | 1 day/10 fail | 100'  | Fm   |
| 12)   | Charm             | 1 target       | 10 min/lvl    | 50'   | Fm   |
| 13)   | Believe           | 1 target       | 1 day/lvl     | 50'   | Fm   |
| 14)   | Hold              | 1 target       | C             | 50'   | Fm   |
| 15)   | Geas              | 1 target       | varies        | 10'   | Fm   |
| 16)   | Hold Kind True    | 1 target       | C             | 50'   | Fm   |
| 17)   | Mastery           | 1 target       | 10 min/lvl    | 10'   | Fm   |
| 18)   | Mind Break        | 1 target       | P             | 50'   | Fm   |
| 19)   | Hold True         | 1 target       | C             | 50'   | Fm   |
| 20)   | True Sleep        | 1 target       | 1 min/10 fail | 100'  | Fm   |
| 25)   | True Geas         | 1 target       | varies        | 10'   | Fm   |
| 30)   | Mind Control True | 1 target       | 1 min/lvl (C) | 300'  | Fm   |
| 35)   | Terror            | 1 target       | P             | 100'  | Fm   |
| 40)   | Charm True        | 1 target       | 1 day/lvl     | 100'  | Fm   |
| 50)   | Mind Master       | 1 target       | P (C)         | 300'  | Fm   |

1. Honest Answer – Target must answer a single-concept question truthfully (assuming target can understand the question).

2. Sleep – Target falls into natural sleep. The first round of sleep is magical (the target cannot be awakened through normal means). Falling asleep is rapid, but not so instantaneous that the victim cannot slump gently to the ground (no injuries under normal circumstances from falling to the ground).

3. Charm Kind – Humanoid target believes caster is a good friend.

4. Calm – Target will take no offensive action and will fight only in self-defense.

5. Confusion – Target is incapable of making decisions or initiating action; he may continue to fight current foes or in self-defense. The target may also follow orders from the target's leader (if any), but will only be able to follow them so long as no ambiguities arise.

6. Fear – Target fears caster and attempts to flee. (This does not involve a Fear RR or the usual fear mechanics. Use a normal Mentalism RR and the result is flight for the specified duration.)

7. Suggestion – Target will perform a single suggested act that is not self-destructive or diametrically opposed to the target's personality (e.g., no suicide suggestions, no blinding himself suggestions, no suggestions that a priest pray to an enemy god, etc.).
  8. Hold Kind – Humanoid target has its Activity Points per round reduced by 3 (i.e., normally, the target will have 1 AP each round).
  9. Emotions – Causes any desired emotion.
  10. Master of Kind – Humanoid target must obey the caster as specified in *Suggestion*.
  11. Coma – [RR Mod: +20] Target falls into a coma.
  12. Charm – As *Charm Kind*, except works on any sentient creature.
  13. Believe – Upon being told a story (or related series of statements) the target will completely believe it to be true for the duration of the spell, defending it as truth.
  14. Hold – As *Hold Kind*, except works on any sentient creature.
  15. Geas – Target is given one task by the caster. Until the task is completed, the target has a -10 penalty to all actions not related to completing the task, so long as the target is making an effort to accomplish the task. If the target stops pursuing the task, all actions are at a -25 penalty.
  16. Hold Kind True – [RR Mod: -20] Humanoid target is paralyzed and can do nothing.
  17. Mastery – As *Master of Kind*, except works on any sentient creature.
  18. Mind Break – Target is a blithering idiot. The target may be led around, but can take no action.
  19. Hold True – As *Hold Kind True*, except works on any sentient creature.
  20. True Sleep – [RR Mod: -20] Target is unconscious and cannot be woken except by magic; even awakening the victim with a spell requires that the waking spell make a successful RR against this spell.
  25. True Geas – As *Geas*, except the target is suffers a -20 penalty for actions not related to completing the task or a -50 penalty to all actions if the task is ignored. Maneuvers (not attack rolls or SCRs) directly related to the task receive a +10 bonus.
  30. Mind Control True – Caster has total control of target's mind (when concentrating). After the initial casting, the range for control is 1 mile/level.
  35. Terror – As *Fear*, except target will always flee when confronted by the caster.
  40. Charm True – Target is completely enthralled with the caster. The caster cannot control the target directly, but the target will treat the caster as his best friend, believe him to be of the utmost character and will believe anything the caster tells him.
  50. Mind Master – As *Mind Control True*, except duration is permanent (until dispelled); caster need only concentrate to give commands. Only one target can be so controlled at a time.
- Note:** The task required by a *Geas* may be extremely difficult, but it must at least appear to be possible.

## Mentalist Base

**MIND MERGE**

| Level | Spell              | Area of Effect    | Duration      | Range     | Type |
|-------|--------------------|-------------------|---------------|-----------|------|
| 1)    | Empathy            | 1 target/rnd      | 1 rnd/lvl (C) | 10'       | Im   |
| 2)    | Read Emotions      | 1 target/rnd      | 1 rnd/lvl (C) | 50'       | Im   |
| 3)    | Merge w. Mentalist | 1 target + caster | C             | touch     | U    |
| 4)    | Focus Merge        | caster            | C             | self      | U    |
| 5)    | Thoughts           | 1 target/rnd      | 1 rnd/lvl (C) | 100'      | Im   |
| 6)    | Mind Merge I       | 1 target + caster | C             | 10'       | U    |
| 7)    | Prepare Merge      | caster            | C             | self      | U    |
| 8)    | Mind Merge II      | 1 target + caster | C             | 100'      | U    |
| 9)    | Alien Thoughts     | caster            | 1 min/lvl     | self      | U    |
| 10)   | Inner Thoughts     | 1 target/rnd      | 1 rnd/lvl (C) | 100'      | Fm   |
| 11)   | Ready Merge *      | 1 target + caster | C             | 100'/lvl  | U    |
| 12)   | Far Thoughts       | 1 target/rnd      | 1 rnd/lvl (C) | 500'      | Fm   |
| 13)   | Mind Switch        | 1 target + caster | 1 day         | touch     | Fm   |
| 14)   | Sever Connections  | varies            | —             | self      | F    |
| 15)   | Mind Scan          | 1 target          | 1 rnd/lvl (C) | 100'      | Fm   |
| 16)   | Far Inner Thoughts | 1 target/rnd      | 1 rnd/lvl (C) | 500'      | Fm   |
| 17)   | Skill Sharing      | 1 target + caster | 1 min/lvl     | 100'      | U    |
| 18)   | Mind Merge True    | 1 target + caster | C             | 50'/lvl   | U    |
| 19)   | Far Mind Scan      | 1 target          | 1 rnd/lvl (C) | 500'      | Fm   |
| 20)   | Mind Probe         | 1 target          | 1 rnd/lvl (C) | 100'      | Fm   |
| 25)   | Mind Switch True   | 1 target + caster | varies        | touch     | Fm   |
| 30)   | Thought Steal      | 1 target          | 1 rnd/lvl (C) | 100'      | Fm   |
| 35)   | Hivemind           | caster + others   | 1 rnd/lvl (C) | 50'/lvl   | U    |
| 40)   | Mind Switch Others | 2 targets         | 1 day         | touch     | U    |
| 50)   | Ready Merge True * | 1 target + caster | C             | unlimited | U    |

1. Empathy – Caster learns target's basic feelings; caster can concentrate on a new target each round.
2. Read Emotions – Caster learns target's emotions in detail; caster can concentrate on a new target each round.
3. Merge With Mentalist – Allows two Mentalism spell users to communicate mentally and exchange power points.
4. Focus Merge – When cast within one minute before a *Mind Merge* or *Ready Merge* or *Hivemind* spell, this spell allows the caster to focus on a specific person as the target. This target must be *Mind Stored* (see the Presence spell list).
5. Thoughts – Caster receives surface thoughts from target.
6. Mind Merge I – Allows caster and target to interchange thoughts; if both are Mentalism spell users, they can interchange power points. They must be able to see each other **or** the caster must know the exact location of the target **or** the caster must use *Focus Merge* to locate the target. In all cases, the target must also be within range.
7. Prepare Merge – The caster prepares himself to be the target of a *Mind Merge* or *Ready Merge* spell, thus, increasing the range of the "incoming" spell. The increased range is equal to the original range times twenty.

8. Mind Merge II – As *Mind Merge I*, except range is 100'.
9. Alien Thoughts – Some minds may be sufficiently different from the caster's own as to be almost incomprehensible, whereas others may be so alien as to create terror and psychic pain. When cast, this spell acts as a filter and interpreter which allows a caster to understand and tolerate these mental differences. This can be as mundane as catching cultural implications in someone's *Inner Thoughts* or as exotic as understanding interdimensional fish monsters which directly sense forces of gravitation, magnetism, essence, and luck.
10. Inner Thoughts – As *Thoughts*, except caster also learns reasoning and thought patterns behind surface thoughts.
11. Ready Merge \* – As in *Mind Merge II*, except for range and instantaneous nature of spell. Caster and target must have *Merged* before.
12. Far Thoughts – As *Thoughts*, except for range.
13. Mind Switch – Target and caster switch minds and spell-casting abilities; target (in caster's body) is in a coma if not also a Mentalist. An unwilling target may make a new RR every hour.
14. Sever Connections – Breaks any contacts made with the caster's mind through various spells or other effects, regardless of how they were made. Connections may make an RR, but at a -50 penalty. Also expels any mental intruders in residence, such as through demonic possession. Intruders only have a -25 penalty.
15. Mind Scan – As in *Inner Thoughts*, except affects a single target and caster can also scan target's conscious memories; at a rate of 1 scene/ round.
16. Far Inner Thoughts – As *Inner Thoughts*, except for range.
17. Skill Sharing – Spell creates a mental bond between the caster and one target which allows each to use one skill possessed by the other. This gives the borrower the skill ranks of the other so long as the skill lasts; in all respects, it is as if the borrower actually had developed those ranks himself. The following are not allowed as shared skills: Body Development, Power Point Development, Spell Lists. The skill ranks are not lost to the individual who originally had them. If the caster and target are ever more than 100' apart, the spell terminates immediately.
18. Mind Merge True – As *Mind Merge I*, except range is 50'/level.
19. Far Mind Scan – As *Mind Scan*, except for range.
20. Mind Probe – As *Mind Scan*, except caster can probe target's subconscious memories (i.e., all experiences).
25. Mind Switch True – As in *Mind Switch*, except lasts as long as the caster likes (or until an unwilling target makes an RR).
30. Thought Steal – Caster can remove one thought or memory from the target's mind each round.
35. Hivemind – As *Mind Merge I*, except range is 50'/level, and multiple minds may be merged. The location of the various minds must be known to the caster as in *Mind Merge* **and** the caster must have Merged with each of them before **and** there is a limit of one mind for every five caster levels. Any of the merged minds may interchange Power Points if they share a realm.
40. Mind Switch Others – Two targets switch minds and spell casting abilities; both parties must be willing to experience the transfer.
50. Ready Merge True \* – As in *Ready Merge*, except range is unlimited.



## Mentalist Base

## MIND SPEECH

| Level | Spell                     | Area of Effect    | Duration | Range      | Type |
|-------|---------------------------|-------------------|----------|------------|------|
| 1)    | Mentalist Tongue • *      | 1 target + caster | C        | 100'       | Fm   |
| 2)    | Prepare Mind I            | caster            | C        | self       | U    |
| 3)    | Mind Tongue I *           | 1 target + caster | C        | 100'       | Fm   |
| 4)    | Focus Mind                | caster            | C        | self       | U    |
| 5)    | Prepare Mind II           | caster            | C        | self       | U    |
| 6)    | Mind Tongue II *          | 1 target + caster | C        | 500'       | Fm   |
| 7)    | Mentalist Tongue True • * | 1 target + caster | C        | sight      | Fm   |
| 8)    | Prepare Mind III          | caster            | C        | self       | U    |
| 9)    | Mind Speech I *           | 10'R              | C        | self       | Fm   |
| 10)   | Mind Tongue III *         | 1 target + caster | C        | 1,000'     | Fm   |
| 11)   | Prepare Mind IV           | caster            | C        | self       | U    |
| 12)   | Mind Speech II *          | 100'R             | C        | self       | Fm   |
| 13)   | Friend Speech I *         | 10'R              | C        | self       | Fm   |
| 14)   | Prepare Mind V            | caster            | C        | self       | U    |
| 15)   | Mind Speech III *         | 300'R             | C        | self       | Fm   |
| 16)   | Waiting Tongue            | 10'R              | varies   | 100'       | Fm   |
| 17)   | Prepare Mind True         | caster            | C        | self       | U    |
| 18)   | Mind Tongue IV *          | 1 target + caster | C        | 1 mile     | Fm   |
| 19)   | Friend Speech II *        | 100'R             | C        | self       | Fm   |
| 20)   | Mind Speech True *        | 2,000'R           | C        | self       | Fm   |
| 25)   | Mind Tongue True *        | 1 target + caster | C        | 1 mile/lvl | Fm   |
| 30)   | Waiting Speech            | varies            | varies   | self       | Fm   |
| 35)   | Friend Speech True *      | 2,000'R           | C        | self       | Fm   |
| 40)   | Waiting Speech True       | varies            | varies   | self       | Fm   |
| 50)   | Far Mind Speech *         | 10'R              | C        | 1 mile/lvl | Fm   |

1. Mentalist Tongue • \* – [RR Mod.: -50] Caster may mentally speak with another spell caster of the Mentalism realm.

2. Prepare Mind I – Caster enters a trance-like state to mentally prepare to be the recipient for a *Mind Tongue* spell. While he is under the effects of this spell, any "incoming" *Mind Tongue* spell has its range increased to 10 times normal.

3. Mind Tongue I \* – [RR Mod.: -50] Caster may mentally speak with any one thinking being. Caster must be able to see the target **or** the caster must know the exact location of the target **or** the caster must use *Focus Mind* to locate the target. In all cases, the target must also be within range.

4. Focus Mind – When this spell is cast, the next *Mind Tongue* spell will be able to focus in on a particular person as its target. The person must be *Mind Stored* (see Presence spell list).

5. Prepare Mind II – As *Prepare Mind I*, except range is increased to 20x normal.

6. Mind Tongue II \* – [RR Mod.: -50] As *Mind Tongue I*, except range is 500'.

7. Mentalist Tongue True • \* – [RR Mod.: -50] As *Mentalist Tongue*, except range extends as far as the caster can see.
  8. Prepare Mind III – As *Prepare Mind I*, except range is increased to 50x normal.
  9. Mind Speech I \* – [RR Mod.: -50] Caster can broadcast thoughts to minds of all within range. This is a one-way broadcast.
  10. Mind Tongue III \* – [RR Mod.: -50] As *Mind Tongue I*, except range is 1,000'.
  11. Prepare Mind IV – As *Prepare Mind I*, except range is increased to 100x normal.
  12. Mind Speech II \* – [RR Mod.: -50] As *Mind Speech I*, except area of effect is a radius of 100'.
  13. Friend Speech I \* – [RR Mod.: -50] As *Mind Speech I*, except caster can limit broadcast to desired beings.
  14. Prepare Mind V – As *Prepare Mind I*, except range is increased to 500x normal.
  15. Mind Speech III \* – [RR Mod.: -50] As *Mind Speech I*, except area of effect is a radius of 300'.
  16. Waiting Tongue – [RR Mod.: -50] A 25-word mental message can be delayed and then later triggered by the passage of a fixed time period of up to 24 hours **or** by certain movements, certain sounds, touch, reading, etc. within the 10' radius of effect **or** by a specific *Mind Stored* person entering the area.
  17. Prepare Mind True – As *Prepare Mind I*, except range is increased to 1000x normal.
  18. Mind Tongue IV \* – [RR Mod.: -50] As *Mind Tongue I*, except range is 1 mile.
  19. Friend Speech II \* – [RR Mod.: -50] As *Friend Speech I*, except range is limited to any desired minds within a radius of 100'.
  20. Mind Speech True \* – [RR Mod.: -50] As *Mind Speech I*, except range is all minds within a radius of 2,000'.
  25. Mind Tongue True \* – [RR Mod.: -50] As *Mind Tongue I*, except range is 1 mile/level.
  30. Waiting Speech – [RR Mod.: -50] As *Waiting Tongue*, except it is broadcast to all within a 300'R.
  35. Friend Speech True \* – [RR Mod.: -50] As *Friend Speech I*, except range is limited to any desired minds within a radius of 2,000'.
  40. Waiting Speech True \* – [RR Mod.: -50] As *Waiting Tongue*, except it is broadcast to all within a radius of up to 1000' as determined by the caster **and** message may be up to 100 words long (or substitute one visual image for 25 words) **and** it may wait as long as one year.
  50. Far Mind Speech \* – [RR Mod.: -50] As *Mind Speech I*, except radius can be up to 1 mile/level from caster.
- Notes:** Except where communication is noted as being “one-way”, the spells above create a “two-way” communication between the target and the caster. The caster is not required to speak aloud. The target speaks aloud, but the caster is actually reading the surface thoughts of the target (some targets may learn to use mental communication – any caster who knows this list is presumed to have this ability). This will allow simple communication of physical ideas across language barriers (things where the word-meaning can be associated with visual images), but cannot handle more abstract ideas without a shared language.

## Mentalist Base

## PRESENCE

| Level | Spell               | Area of Effect | Duration   | Range       | Type |
|-------|---------------------|----------------|------------|-------------|------|
| 1)    | Presence • *        | 10'R/lvl       | C          | self        | Im   |
| 2)    | Feel I *            | 1 target       | —          | 10'/lvl     | Im   |
| 3)    | Mind Store *        | 1 target       | —          | 10'/lvl     | Im   |
| 4)    | Transfer Mind Store | 1 target       | —          | touch       | U    |
| 5)    | Feel III *          | 3 targets      | —          | 10'/lvl     | Im   |
| 6)    | Mind Typing *       | 1 target       | —          | 10'/lvl     | Im   |
| 7)    | Mind Finding I      | 1 target       | C          | 100'/lvl    | Im   |
| 8)    | Direction I         | 1 target       | —          | 1,000'/lvl  | Im   |
| 9)    | Presence True *     | 50'R           | C          | 100'/lvl    | Im   |
| 10)   | Awareness *         | 10'R/lvl       | C          | self        | Im   |
| 11)   | Direction II        | 1 target       | —          | 1 mile/lvl  | Im   |
| 12)   | Long Feel *         | 1 target       | —          | 100'/lvl    | Im   |
| 13)   | Feel V *            | 5 targets      | —          | 10'/lvl     | Im   |
| 14)   | Mass Feel *         | 1 target/rnd   | C          | 10'/lvl     | Im   |
| 15)   | Mind Typing True *  | 1 target       | —          | 100'/lvl    | Im   |
| 16)   | Mind Analysis *     | 1 target       | —          | 10'/lvl     | Fm   |
| 17)   | Self Monitor        | caster         | 10 min/lvl | self        | I    |
| 18)   | Mind Finding II     | caster         | C          | 1 mile/lvl  | Im   |
| 19)   | Feel X *            | 10 targets     | —          | 10'/lvl     | Im   |
| 20)   | Awareness True *    | 10'/lvl        | C          | self        | Im   |
| 25)   | Mind Finding V      | 1 target       | C          | 5 miles/lvl | Im   |
| 30)   | Direction True      | 1 target       | —          | unlimited   | Im   |
| 35)   | Feel True *         | 1 target/lvl   | —          | 10'/lvl     | Im   |
| 40)   | Mass Mind Typing *  | 1 target/lvl   | —          | 10'/lvl     | Im   |
| 50)   | Mind Finding True   | 1 target       | C          | unlimited   | Im   |

1. Presence • \* – Caster is aware of the presence of all sentient/thinking beings within range.

2. Feel I \* – Caster gets general idea of the race and level of one being. This being must first be located by *Presence* or *Presence True*.

3. Mind Store \* – As *Feel I*, except caster stores mental pattern of target for later use with other spells (on this list and others).

4. Transfer Mind Store – The caster can transfer a copy of any one *Mind Stored* person to another caster from the Mentalism realm (i.e., both casters now have the person stored). The target of this spell must also know the *Mind Store* spell.

5. Feel III \* – As *Feel I*, except three targets are analyzed at once.

6. Mind Typing \* – As *Feel I*, except caster learns race, profession, sex, age, and level of target.

7. Mind Finding I – Caster gets direction and distance to any unshielded mind for which caster has a *Mind Stored* reference pattern.

8. Direction I – As *Mind Finding I*, but with an extended range and caster learns direction only.
9. Presence True \* – Can detect presences in area with a 50' radius; caster can concentrate on one such area each round.
10. Awareness \* – As *Presence*, plus a general knowledge of the actions of each being (e.g., being is casting a spell, but not what spell is being cast).
11. Direction II – As *Direction I*, except range is 1 mile/level.
12. Long Feel \* – As *Feel I*, except that range is 100'/level.
13. Feel V \* – As *Feel I*, except five targets are analyzed at once.
14. Mass Feel \* – As *Feel I*, except caster may "feel" one being per round.
15. Mind Typing True \* – As *Mind Typing*, except range is 100'/level.
16. Mind Analysis \* – As *Mind Typing*, except caster also learns what spell lists and skills the target has learned, the target's general place/culture of origin, and any current mental contacts with the target mind (including those target may be unaware of; nature of these contacts is revealed, but not identity on other end).
17. Self Monitor – Caster is aware anytime that a spell with a mental subtype targets the caster. If the targeting spell fails an RR against the caster's level, then the caster of this spell learns what spell it was.
18. Mind Finding II – As *Mind Finding I*, except range is 1 mile/level.
19. Feel X \* – As *Feel I*, except ten targets are analyzed at once.
20. Awareness True \* – As *Awareness*, except that very detailed knowledge of actions is given.
25. Mind Finding V – As *Mind Finding I*, except range is 5 miles/level.
30. Direction True – As *Direction I*, except no range limitations.
35. Feel True \* – As *Feel I*, except up to the caster's level number of targets are analyzed at once.
40. Mass Mind Typing \* – As *Mind Typing*, except simultaneously "types" a number of targets up the caster's level.
50. Mind Finding True – As *Mind Finding I*, except range is unlimited.

**Note:** The "Presence" ability detects minds of better than animal intelligence (i.e., creatures with the "Animalistic" or "Mindless" flaws are not detected). The caster will be aware of proximity to within 10' distance, and a 1 AP action will provide general direction (above, below, left, right, before, or behind) to one mind. If a detected mind belongs to a seen and recognized (as intelligent) being, then the caster will be able to identify the detected mind as belonging to that being.

## Mentalist Base

## SENSE CONTROL

| Level | Spell                   | Area of Effect | Duration       | Range | Type |
|-------|-------------------------|----------------|----------------|-------|------|
| 1)    | Distraction             | 1 target       | C              | 100'  | Fm   |
| 2)    | Numbing                 | 1 target       | C              | 100'  | Fm   |
| 3)    | Blur Vision             | 1 target       | C              | 100'  | Fm   |
| 4)    | Minor Sense Control     | 1 target       | C              | 100'  | Fm   |
| 5)    | Audio Attack            | 1 target       | 1 rnd/10 fail  | 100'  | Fm   |
| 6)    | Audio Control           | 1 target       | C              | 100'  | Fm   |
| 7)    | Distortions             | 1 target       | 1 rnd/10 fail  | 100'  | Fm   |
| 8)    | Vision Control          | 1 target       | C              | 100'  | Fm   |
| 9)    | Vision Attack           | 1 target       | 1 rnd/10 fail  | 100'  | Fm   |
| 10)   | Nerve Numb              | 1 target       | 1 rnd/5 fail   | 100'  | Fm   |
| 11)   | Hallucination           | 1 target       | C              | 100'  | Fm   |
| 12)   | Taunting Hallucination  | 1 target       | C              | 100'  | Fm   |
| 13)   | Sense Control II        | 1 target       | C              | 100'  | Fm   |
| 14)   | Unnerving Sensation     | 1 target       | 1 min/10 fail  | 100'  | Fm   |
| 15)   | Sensory Overload        | 1 target       | 1 rnd/10 fail  | 100'  | Fm   |
| 16)   | Sense Control III       | 1 target       | C              | 100'  | Fm   |
| 17)   | Dangerous Hallucination | 1 target       | C              | 100'  | Fm   |
| 18)   | Sense Control IV        | 1 target       | C              | 100'  | Fm   |
| 19)   | Sensory Deprivation     | 1 target       | 1 day/10 fail  | 100'  | Fm   |
| 20)   | Sense Control V         | 1 target       | C              | 100'  | Fm   |
| 25)   | Far Control             | 1 target       | C              | 300'  | Fm   |
| 30)   | Sense Control True      | 1 target       | 10 min/lvl     | 100'  | Fm   |
| 35)   | Long Control            | 1 target       | 30 min/lvl (C) | 100'  | Fm   |
| 40)   | Enduring Control        | 1 target       | 30 min/lvl (C) | 300'  | Fm   |
| 50)   | Private World           | 1 target       | P (C)          | 100'  | Fm   |

1. Distraction – Target is at -30 for all actions.
2. Numbing – Random limb of target is numb and useless.
3. Blur Vision – Target has a -100 OB mod for ranged attacks; -50 for all other actions involving sight.
4. Minor Sense Control – Causes minor false sensations in any one of smell, taste, or touch (e.g., an itch, a stinky smell, or a salty taste).
5. Audio Attack – Loud imaginary sound stuns target.
6. Audio Control – Causes target to hear any sound(s) caster desires.
7. Distortions – Target experiences all sense impressions as distorted and confused. Target is at -25 for most actions, suffers double penalties if attempting to move faster than a walk, and has a -40 to Perception rolls.
8. Vision Control – Causes target to see whatever the caster desires.
9. Vision Attack – The sensation of bright light blinds target.
10. Nerve Numb – Target is totally numbed; target is at -75 for all actions.

11. Hallucination – Target sees a nonexistent foe and must fight this foe until it is “defeated” (i.e., takes damage that would drop the target). Foe has same capabilities as target but does no damage (i.e., always misses).
12. Taunting Hallucination – As *Hallucination*, except foe will never attack. Instead, the foe will taunt the target, using full parry against any attacks by the target.
13. Sense Control II – Causes false sensations in the target’s sight and hearing.
14. Unnerving Sensation – Target is troubled by sense of being watched by an unseen, sinister presence and seems to hear mysterious and disturbing whispers. These feeling distract the target, causing a -50 to all actions.
15. Sensory Overload – This spell overloads the target’s senses. RR failure by 50 or less results in stunning for the duration; failure by more than 50 results in unconsciousness.
16. Sense Control III – Same as *Sense Control II*, except affects any three senses.
17. Dangerous Hallucination – As *Hallucination*, except foe actually seems to the target to attack and do damage normally. The only actual effects are stun results and general penalties, due to the pain and disorientation that the target actually feels. However, no physical harm is done. The target does not lose hits, does not bleed or suffer broken bones, though the target will experience these things as being so while the spell lasts. The pain and confusion causing the penalties and/or stun vanish when the spell ends (target defeats the hallucination or caster stops concentrating).
18. Sense Control IV – Same as *Sense Control II*, except affects any four senses.
19. Sensory Deprivation – Causes total sensory deprivation, i.e., no sensory input. Every day of deprivation gives a 5% chance (cumulative) of a temporary insanity.
20. Sense Control V – As *Sense Control II*, except affects five senses.
25. Far Control – As *Sense Control V*, except initial range is 300’ and then once the spell is in effect, the caster can control the target’s sensations at up to 1 mile/level.
30. Sense Control True – As *Far Control*, except caster can “program” sensory input (i.e., sense X will experience sensation Y under condition Z) **and** concentration is only required to “program” sensory input or change current sensations **and** the duration is 10 min/level and all senses are controlled.
35. Long Control – As *Sense Control V*, except for duration. False sense impressions fade away if the caster stops concentrating, but the caster can renew (or change them) at any time by concentrating, so long as the spell lasts and the target is within range.
40. Enduring Control – As *Far Control*, except duration is as *Long Control*.
50. Private World – Target lives in own fantasy world, which may be totally controlled by caster when caster concentrates. While in the fantasy, the target receives no sensory input from the real world.

**Notes:** All of the sensations created by spells on this list are strictly mental (i.e., not real). For example – the sounds created with *Audio Attack* are heard only in the target’s head and will work even on a deaf person.

## 8.6.Monk

### Monk Base

### BODY REINS

| Level | 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    |
| 35)   | Concentration VII * | caster         | 1 round    | self  | U    |
| 40)   | Strength V *        | caster         | 1 round    | self  | U    |
| 50)   | Unpain True *       | caster         | 1 min/lvl  | self  | Us   |

1. Balance \* – Adds +50 to any rolls for any moving maneuvers performed at a walking pace or less (e.g., walking a 3" beam).

2. Contractions – Allows the caster's muscles, limbs, and torso to be slightly altered; this facilitates escaping from bonds and small places. Gives a +25 to +50 bonus to maneuvers to perform such escapes.

3. Concentration II \* – Adds +20 to any one maneuver (not combat), no other action can be performed the round of this maneuver (except for casting this spell).

4. Unpain I \* – Caster is able to sustain an additional 25% of total concussion hits before passing out; hits are still taken and remain when the spell lapses.

5. Face Shifting – Alters the caster's face to resemble someone else, but not so closely as to be confused on a close inspection.

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 \* – This spell increases the caster's effective strength. In melee, the caster does double normal concussion hit damage and gains a +10 bonus to OB.
  9. Unpain II \* – As *Unpain I*, except 50% additional hits may be sustained.
  10. Body Shifting – Alters the caster's body slightly to the general shape and size of the desired humanoid race (must be within 25% of the caster's normal mass and same Size category).
  11. Concentration IV \* – As *Concentration I*, except bonus is +40.
  12. Strength III \* – As *Strength II*, except caster delivers triple concussion hit damage and has a +15 OB bonus.
  13. Awake \* – This spell will awaken the caster from sleep the round following casting (caster can preset conditions under which the spell will activate).
  14. Gaslungs – Caster can breathe any gas as 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 needing eight hours of sleep, the caster will need only four hours of sleep. This spell will remain in effect for the duration of one sleep session.
  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 on sight) at no penalty. Duration is one sleep session.
  20. Self Keeping \* – Upon receiving a death blow, the caster goes into a state of suspended animation until cured or the 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's effective strength is increased dramatically. In melee, the caster delivers four times normal concussion damage and gains an OB bonus of +20.
  35. Concentration VII \* – As *Concentration I*, except bonus is +70.
  40. Strength V \* – As *Strength II*, except caster's effective strength is increased dramatically. In melee, the caster delivers five times normal concussion damage and gains an OB bonus of +25.
  50. Unpain True \* – Caster ignores all pain, thus ignoring all penalties due to wounds. Additionally, the caster's hit total is doubled and then the caster's Constitution stat (not bonus) is added. When this total is exceeded by concussion hits taken, the result is not unconsciousness, but the caster's death from system shock.
- Note:** When under the effects of an *Unpain* spell, there are no penalties for hits lost beyond 25%. Full effects of the lost hits occur when the spell duration ends. However, if the hits are healed before the duration ends, there is no effect. So, a character could be reduced to -38 hits while sustained by *Unpain*, but restored to 2 hits before the duration of the spell ended. He would never pass out. Likewise, if *Unpain* allows fighting beyond lethal hit loss, this has no effect until the spell expires.



## Monk Base

## COMBAT MASTERY

| Level | Spell                   | Area of Effect | Duration  | Range | Type |
|-------|-------------------------|----------------|-----------|-------|------|
| 1)    | Study Opponent*         | caster         | 1 min/lvl | self  | U    |
| 2)    | Counter Strike*         | caster         | —         | self  | U    |
| 3)    | Unbalancing Strike I*   | caster         | —         | self  | U    |
| 4)    | All-around Attacks I    | caster         | 1 rnd/lvl | self  | U    |
| 5)    | Adept Strike I*         | caster         | —         | self  | U    |
| 6)    | Multiple Attacks I      | caster         | 1 rnd/lvl | self  | U    |
| 7)    | Precision Strike*       | caster         | —         | self  | U    |
| 8)    | Foiling Attacks I       | caster         | 1 rnd/lvl | self  | U    |
| 9)    | Mighty Strike I*        | caster         | —         | self  | U    |
| 10)   | Vitals Strike I*        | caster         | —         | self  | U    |
| 11)   | Unbalancing Strike II*  | caster         | —         | self  | U    |
| 12)   | All-around Attacks II   | caster         | 1 rnd/lvl | self  | U    |
| 13)   | Adept Strike II*        | caster         | —         | self  | U    |
| 14)   | Multiple Attacks II     | caster         | 1 rnd/lvl | self  | U    |
| 15)   | Foiling Attacks II      | caster         | 1 rnd/lvl | self  | U    |
| 16)   | Confusing Strike*       | caster         | —         | self  | U    |
| 17)   | Mighty Strike II*       | caster         | —         | self  | U    |
| 18)   | Vitals Strike II*       | caster         | —         | self  | U    |
| 19)   | Unbalancing Strike III* | caster         | —         | self  | U    |
| 20)   | All-around Attacks III  | caster         | 1 rnd/lvl | self  | U    |
| 25)   | Adept Strike III*       | caster         | —         | self  | U    |
| 30)   | Multiple Attacks III    | caster         | 1 rnd/lvl | self  | U    |
| 35)   | Foiling Attacks III     | caster         | 1 rnd/lvl | self  | U    |
| 40)   | Combat Master           | caster         | 1 rnd/lvl | self  | U    |
| 50)   | Master Strike*          | caster         | —         | self  | U    |

1. Study Opponent \* – The caster analyzes the fighting style of one opponent he is in melee combat with. After being in combat for three rounds the target is considered ‘studied’ for the purposes of using *Strike* spells on this list. Target then remains ‘studied’ until spell duration ends.

2. Counter Strike \* – After being hit by a studied opponent the caster may cast this spell to get a +10 to his OB on his next attack.

3. Unbalancing Strike I \* – The caster’s next attack against a studied opponent causes an additional Unbalancing critical of 2 severities less.

4. All-around Attacks I – The caster receives +25 to his Combat Expertise: Reverse Strike skill.

5. Adept Strike I \* – The caster’s next attack receives +50 to his Combat Expertise: Disarm or Subdual skill.

6. Multiple Attacks I – The caster receives +25 to his Combat Expertise: Multiple Attacks skill.

7. Precision Strike \* – Allows caster to ignore the penalties for making a called shot attack on his next attack.

8. Foiling Attacks I – Any combatants making attacks directed at the caster have their fumble numbers increased by 3.
9. Mighty Strike I \* – The caster's next attack is treated as 1 Size larger than normal.
10. Vitals Strike I \* – The caster's next attack is treated as a Slaying I attack.
11. Unbalancing Strike II \* – As *Unbalancing Strike I*, except critical is 1 severity less.
12. All-around Attacks II – As *All-around Attacks I*, except bonus is +50.
13. Adept Strike II \* – As *Adept Strike I*, except bonus is +75.
14. Multiple Attacks II – As *Multiple Attacks I*, except bonus is +50.
15. Foiling Attacks II – As *Foiling Attacks I*, except fumble numbers are increased by 6.
16. Confusing Strike \* – Caster's next attack ignores any DB due to parry.
17. Mighty Strike II \* – As *Mighty Strike I*, except attack is treated as 2 Sizes larger than normal.
18. Vitals Strike II \* – As *Vitals Strike I*, except attack is treated as a Slaying II attack.
19. Unbalancing Strike III \* – As *Unbalancing Strike I*, except critical is of equal severity.
20. All-around Attacks III – As *All-around Attacks I*, except bonus is +75.
25. Adept Strike III \* – As *Adept Strike I*, except bonus is +100
30. Multiple Attacks III – As *Multiple Attacks I*, except bonus is +75.
35. Foiling Attacks III – As *Foiling Attacks I*, except fumble numbers are increased by 9.
40. Combat Master – As *All-around Attacks I* and *Multiple Attacks I*, except bonus is +100 to both skills.
50. Master Strike \* – Caster's attack is treated as a *Confusing Strike*, *Mighty Strike II*, *Vitals Strike II*, and *Unbalancing Strike III*.

**Note:** All *Strike* spells on this list are only effective against an opponent who has been "studied" using *Study Opponent*.

## Monk Base

## EVASIONS

| Level | Spell                      | Area of Effect | Duration  | Range | Type |
|-------|----------------------------|----------------|-----------|-------|------|
| 1)    | Swing I *                  | caster         | —         | self  | U    |
| 2)    | Perfect Stance *           | caster         | 1 minute  | self  | U    |
| 3)    | Dodging I *                | caster         | 1 rnd/lvl | self  | U    |
| 4)    | Swing III *                | caster         | —         | self  | U    |
| 5)    | Flip I *                   | caster         | —         | self  | U    |
| 6)    | Soft Step I                | caster         | 1 min/lvl | self  | U    |
| 7)    | Dodging II *               | caster         | 1 rnd/lvl | self  | U    |
| 8)    | Moving Dodge I *           | caster         | 1 rnd/lvl | self  | U    |
| 9)    | Swing V *                  | caster         | —         | self  | U    |
| 10)   | Flip III *                 | caster         | —         | self  | U    |
| 11)   | Soft Step II               | caster         | 1 min/lvl | self  | U    |
| 12)   | Dodging III *              | caster         | 1 rnd/lvl | self  | U    |
| 13)   | Shield Hand *              | caster         | 1 rnd/lvl | self  | U    |
| 14)   | Moving Dodge II *          | caster         | 1 rnd/lvl | self  | U    |
| 15)   | Elusive Step *             | caster         | 1 minute  | self  | U    |
| 16)   | Defensive Contortion I *   | caster         | 1 minute  | self  | U    |
| 17)   | Weightless                 | caster         | 1 min/lvl | self  | U    |
| 18)   | Dodging IV *               | caster         | 1 rnd/lvl | self  | U    |
| 19)   | Freedom *                  | caster         | —         | self  | U    |
| 20)   | Shield Instinct *          | caster         | 1 rnd/lvl | self  | U    |
| 25)   | Dodging True *             | caster         | 1 rnd/lvl | self  | U    |
| 30)   | Elusive Step True*         | caster         | 1 rnd/lvl | self  | U    |
| 35)   | Defensive Contortion II *  | caster         | 1 minute  | self  | U    |
| 40)   | Defensive Contortion III * | caster         | 1 minute  | self  | U    |
| 50)   | Monk's Move True           | caster         | 1 rnd/lvl | self  | U    |

1. 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. This swing is included as part of this instantaneous spell action (i.e., takes no additional AP).

2. Perfect Stance \* – Caster is immune to stagger effects (includes "prone" or "knocked back" results) for the duration of this spell.

3. Dodging I \* – If the caster chooses to Dodge for a round, he gains +20 to his DB. If he uses a Partial Dodge, he gets half that bonus.

4. Swing III \* – As *Swing I*, except 3 swings may be executed in rapid succession.

5. Flip I \* – Allows caster to "flip" in any direction, landing up to 10' away (facing in any direction). This flip is included as part of this instantaneous spell action (i.e., takes no additional AP).

6. Soft Step I – Caster can tread very quietly, providing a +25 bonus to Stalking maneuvers when moving.

7. Dodging II \* – As *Dodging I*, but bonus is +40.

8. Moving Dodge I \* – Caster may move at up to a Running pace and Dodge without suffering a penalty due to pace.
9. Swing V \* – As *Swing I*, except 5 swings may be executed in rapid succession.
10. Flip III \* – As *Flip I*, except 3 flips may be executed in rapid succession.
11. Soft Step II – Caster can tread extremely quietly, providing a +50 bonus to Stalking maneuvers when moving.
12. Dodging III \* – As *Dodging I*, but bonus is +60.
13. Shield Hand \* – Caster can use his shield against one extra foe for free. This both increases the maximum number of foes against which the shield may be employed and allows the use of the shield against the first two foes for 0 AP (with the normal 1 AP for each additional foe beyond that).
14. Moving Dodge II \* – Caster may move at any pace and Dodge without suffering a penalty due to pace.
15. Elusive Step \* – Caster can perform a Partial Dodge each round without Concentration.
16. Defensive Contortion I \* – Caster reacts to an attack to take some control of the placement of an unavoidable blow. This allows him to change the result rolled on a critical taken by himself by up to  $\pm 5$ . This only applies to criticals that result from attacks using a Combat Training skill (e.g., it could be used against a sword attack or a *Fire Bolt*, but not a *Fire Ball* or a *Wall of Fire*). This effect applies to the first applicable critical taken within the spell's duration, after which the spell is cancelled.
17. Weightless – Caster is all but weightless when standing or treading on a surface of some kind (but falling is normal). This allows the caster to be supported easily by tiny twigs at the ends of tree branches, unsafe roofs, and other surfaces that would normally give under the pressure of his weight. The spell also greatly reduces the impact of the caster's passing, giving a -75 penalty to attempts to track him by looking for signs (but not by scent or by magic).
18. Dodging IV \* – As *Dodging I*, but bonus is +80.
19. Freedom \* – Caster is able to immediately slip free of any Grapple and this spell will also negate any *Hold* spell or power to which the caster was subject.
20. Shield Instinct \* – As *Shield Hand*, except allows the use of a shield against two extra foes for free.
25. Dodging True \* – As *Dodging I*, but bonus is +100.
30. Elusive Step True \* – As *Elusive Step*, except duration is 1 round per level.
35. Defensive Contortion II \* – As Defensive Contortion I, except adjustment is by up to  $\pm 10$ .
40. Defensive Contortion III \* – As Defensive Contortion I, except adjustment is by up to  $\pm 15$ .
50. Monk's Move True – Caster can use any one of the lower level spells on this list each round.

## Monk Base

## MIND OVER MATTER

| Level | Spell                     | Area of Effect | Duration  | Range | Type |
|-------|---------------------------|----------------|-----------|-------|------|
| 1)    | Body Weaponry I           | caster         | 1 rnd/lvl | self  | U    |
| 2)    | Physical Discipline II *  | caster         | —         | self  | U    |
| 3)    | Mental Discipline II *    | caster         | —         | self  | U    |
| 4)    | Body Armor I              | caster         | 1 rnd/lvl | self  | U    |
| 5)    | Shattering Blow I         | caster         | —         | self  | U    |
| 6)    | Physical Discipline III * | caster         | —         | self  | U    |
| 7)    | Body Weaponry II          | caster         | 1 rnd/lvl | self  | U    |
| 8)    | Mental Discipline III *   | caster         | —         | self  | U    |
| 9)    | Body Armor II             | caster         | 1 rnd/lvl | self  | U    |
| 10)   | Lion's Heart              | caster         | 1 min/lvl | self  | U    |
| 11)   | Physical Discipline IV *  | caster         | —         | self  | U    |
| 12)   | Mental Discipline IV *    | caster         | —         | self  | U    |
| 13)   | Body Weaponry III         | caster         | 1 rnd/lvl | self  | U    |
| 14)   | Shattering Blow II        | caster         | —         | self  | U    |
| 15)   | Physical Discipline V *   | caster         | —         | self  | U    |
| 16)   | Mental Discipline V *     | caster         | —         | self  | U    |
| 17)   | Body Armor III            | caster         | 1 rnd/lvl | self  | U    |
| 18)   | Shattering Blow III       | caster         | —         | self  | U    |
| 19)   | Body Weaponry IV          | caster         | 1 rnd/lvl | self  | U    |
| 20)   | Discipline VI *           | caster         | —         | self  | U    |
| 25)   | Body Weaponry VI          | caster         | 1 rnd/lvl | self  | U    |
| 30)   | Shattering Blow True      | caster         | —         | self  | U    |
| 35)   | Body Weaponry VIII        | caster         | 1 rnd/lvl | self  | U    |
| 40)   | Discipline VIII *         | caster         | —         | self  | U    |
| 50)   | Mind Over Matter          | caster         | 1 rnd/lvl | self  | U    |

1. Body Weaponry I – Caster gets a +5 bonus to all Unarmed attacks.
2. Physical Discipline II \* – Caster gets a +20 bonus to his next Body Discipline maneuver.
3. Mental Discipline II \* – Caster gets a +20 bonus to his next Mental Discipline maneuver.
4. Body Armor I – For the duration of this spell, the caster's natural AT is increased by one (e.g., most humanoids would go from AT 1 to AT 2, but if the caster's normal skin was AT 3 it would become AT 4).
5. Shattering Blow I – Caster can strike an inanimate object and deliver damage to it (taking no damage himself). Caster makes a normal Unarmed attack against the object. In addition, the object must make a normal Breakage Check.
6. Physical Discipline III \* – Caster gets a +30 bonus to his next Body Discipline maneuver.
7. Body Weaponry II – Caster gets a +10 bonus to all Unarmed attacks.
8. Mental Discipline III \* – Caster gets a +30 bonus to his next Mental Discipline maneuver.
9. Body Armor II – As *Body Armor I*, but caster's natural AT is increased by two.

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 at a time can be ignored in this fashion (i.e., the caster cannot have more than one *Lion's Heart* spell active at any given time).
11. Physical Discipline IV \* – Caster gets a +40 bonus to his next Body Discipline maneuver.
12. Mental Discipline IV \* – Caster gets a +40 bonus to his next Mental Discipline maneuver.
13. Body Weaponry III – Caster gets a +15 bonus to all Unarmed attacks.
14. Shattering Blow II – As *Shattering Blow I*, except object receives a -30 penalty to its Breakage Check.
15. Physical Discipline V \* – Caster gets a +50 bonus to his next Body Discipline maneuver.
16. Mental Discipline V \* – Caster gets a +50 bonus to his next Mental Discipline maneuver.
17. Body Armor III – As *Body Armor I*, but caster's natural AT is increased by three.
18. Shattering Blow III – As *Shattering Blow I*, except object receives a -60 penalty to its Breakage Check.
19. Body Weaponry IV – Caster gets a +20 bonus to all Unarmed attacks.
20. Discipline VI \* – Caster gets a +60 bonus to his next Body Discipline or Mental Discipline maneuver.
25. Body Weaponry VI – Caster gets a +30 bonus to all Unarmed attacks.
30. Shattering Blow True – As *Shattering Blow I*, except object receives a -100 penalty to its Breakage Check.
35. Body Weaponry VIII – Caster gets a +40 bonus to all Unarmed attacks.
40. Discipline VIII \* – Caster gets a +80 bonus to his next Body Discipline or Mental Discipline maneuver.
50. Mind Over Matter – Caster may use any one of the lower level spells on this list, once per round.

## Monk Base

## MONK'S BRIDGE

| Level | Spell            | Area of Effect | Duration      | Range | Type |
|-------|------------------|----------------|---------------|-------|------|
| 1)    | Leaping I *      | caster         | 1 round       | self  | U    |
| 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 round       | 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 round       | self  | U    |
| 11)   | Cornering III *  | caster         | 1 round       | self  | U    |
| 12)   | Wall Flip *      | caster         | —             | self  | U    |
| 13)   | Wallrunning      | caster         | 1 min/lvl (C) | self  | U    |
| 14)   | Leaving I        | caster         | —             | self  | U    |
| 15)   | Windrunning      | caster         | 1 min/lvl (C) | self  | U    |
| 16)   | Liquidrunning    | caster         | 1 min/lvl     | self  | U    |
| 17)   | Leaping True *   | caster         | 1 round/lvl   | self  | U    |
| 18)   | Leaving III      | caster         | —             | self  | U    |
| 19)   | Windrunning 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 round/lvl   | self  | U    |
| 35)   | Leaving X        | caster         | —             | self  | U    |
| 40)   | Racing True      | caster         | 1 round/lvl   | self  | U    |
| 50)   | Monk's Bridge    | caster         | 1 round/lvl   | self  | U    |

1. Leaping I \* – Allows caster to leap 50' laterally or 20' vertically (as a 1 AP action) in the round that the spell was cast.

2. Landing \* – Allows the caster to land safely in a fall of up to 20' per caster level or to take that distance off the severity of any longer fall.

3. Traction – Caster can run on even, unstable surfaces (sand, ice, etc.) as if on a hard, stable surface.

4. Edgerunning – Caster can run on even, narrow (at least 2" wide) surfaces as if on normal ground.

5. Leaping III \* – As *Leaping I*, except the caster can execute 3 "leaps" in succession (all as a single 1 AP action). Each leap must be within 90° of the last leap's direction.

6. Cornering I \* – Allows caster to execute a turn up to 180° with no deceleration or unbalancing (can be used with any "running" spells).

7. Levitation – Allows caster to move up and down vertically 10'/round; horizontal movement is possible only through normal means.

8. Landing True \* – As *Landing*, except caster can land safely from any fall 99% of the time, and still takes the normal 20'/level off any fall for the 1% of the time that safety is not complete.
  9. Wallwalking – Caster can walk on solid surfaces up to 90° as if on normal ground.
  10. Great Leap \* – As *Leaping I*, except limit is 10'/level laterally and 5'/level vertically.
  11. Cornering III \* – As *Cornering I*, except caster may execute 3 such turns in one round.
  12. Wall Flip \* – The caster can leap up to a wall (no more than 10' away), bounce off and land up to 50' (horizontally and/or vertically) from the wall (facing any direction).
  13. Wallrunning – As *Wallwalking*, except caster may run.
  14. Leaving I – Caster “teleports” to a point up to 100' away, but there can be no intervening barriers in a direct line between the target and the point (for these purposes a barrier is anything the caster could not physically go through; a closed door is a barrier, a pit is not).
  15. Windrunning – Caster can run on air if there is a wind blowing. However, running directly into the wind is not possible, and when running in any other direction, the wind's speed will modify the caster's movement rate (i.e., like the effects of wind on a sail boat).
  16. Liquidrunning – Caster can walk on any liquid surface as if on level ground.
  17. Leaping True \* – As *Leaping I*, except caster may make one leap per round for the duration of the spell.
  18. Leaving III – As *Leaving I*, except range is 300'.
  19. Windrunning True – As *Windrunning*, except the caster may run against the wind with a movement rate unaffected by the wind speed.
  20. Ceilingwalking – Caster can walk on any solid surface as if on normal ground (includes ceilings).
  25. Ceilingrunning – As *Ceilingwalking*, except caster may run.
  30. Run True – As *Edgerunning*, *Windrunning True*, *Liquidrunning*, and *Ceilingrunning* all at once.
  35. Leaving X – As *Leaving I*, except range is 1000'.
  40. Racing True – As *Run True*, except that the caster may move at any movement pace.
  50. Monk's Bridge – Caster can use any one of the lower level spells on this list each round.
- Note:** Spells that involve teleportation are normally quite noisy and difficult to silence. Air is being pushed about in a manner not unlike a thunderclap. Amount of noise depends on the size of the object teleported.



## Monk Base

## MONK'S SENSE

| Level | 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'  | I    |
| 10)   | Detect Illusion  | 5'R            | —             | 100'  | I    |
| 11)   | Scent True *     | caster         | 10 min/lvl    | self  | U    |
| 12)   | Disillusion      | 1 illusion     | 1 min/lvl     | 100'  | U    |
| 13)   | Touch True *     | caster         | 10 min/lvl    | self  | U    |
| 14)   | Woodsight        | caster         | C             | self  | U    |
| 15)   | See Invisible    | caster         | 10 min/lvl    | self  | I    |
| 16)   | Fabricsight      | caster         | 10 min/lvl    | self  | U    |
| 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    |
| 35)   | Vigilance        | caster         | 10 min/lvl    | self  | U    |
| 40)   | Substancesight   | caster         | C             | self  | U    |
| 50)   | Monksense        | caster         | 1 round/lvl   | self  | U    |

1. Sly Ears \* – Caster gains an extremely acute sense of hearing. This results in +50 to Perception rolls involving only hearing, +25 to Perception involving hearing and other senses.

2. Nightvision \* – Caster can see up to 100' as if it were daylight, so long as there is some light.

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 is lowered to +15.

4. Scent \* – Caster gains extremely acute sense of smell (e.g., +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 through air in daylight.

6. Fogvision \* – As *Nightvision*, plus caster sees 100' in any precipitation (including thick fog) as if the air were clear.

- 7. Touch \* – Caster gains extreme tactile sensitivity. This provides a bonus to any action requiring a sense of touch. For example, caster might receive +25 to picking locks, disarming traps, opening secret doors, etc. and +50 to Perception involving only touch, +25 to Perception involving touch and other senses).
- 8. Darkvision \* – As *Nightvision*, except any darkness can be seen through. 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'R each round. All attacks against something so detected are at -50.
- 10. Detect Illusion – Caster can check one object or place (up to a 5'R) and tell if it 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 rainstorms, through snow, etc.).
- 12. Disillusion – One illusion within the caster's range ceases to exist for the caster only.
- 13. Touch True \* – As *Touch*, except bonus is +50, or +75 for pure touch Perception.
- 14. Woodsight – Caster can see through wood (up to 1" per level).
- 15. See Invisible – Caster can see all invisible things anywhere that would normally be visible to the caster. In addition, the caster suffers no penalties against invisible targets (as they are not invisible to the caster).
- 16. Fabricsight – Caster can see through any woven organic substance (up to 1" per level).
- 17. Long Vision – As any of the lower level *Vision* spells on this list but without a range limit (i.e., it will function out to normal limits of sight).
- 18. Illusionsight – Caster cannot see any visual illusions. This does not affect any of the other senses.
- 19. Stonesight – Caster can see through stone (up to 1" per level)..
- 20. Monkvision – As all lower level *Vision* spells functioning at the same time.
- 25. Ironsight – Caster can see through iron or steel (up to 1" per level).
- 30. Metalsight – Caster can see through any metal (up to 1" per level).
- 35. Vigilance – Caster gains a +100 bonus to any Perception roll to detect danger.
- 40. Substancesight – Caster can see through any one chosen substance (up to 1" per level).
- 50. Monksense – Caster can use any one of the lower level spells (on this list) each round.

**Note:** See Section 10.4 for more about detection spells.

**Note:** See *A&CL* Section 14.8 for more on vision in low light and darkness.

## 8.7.Evil

### Evil Mentalism

#### MIND DEATH

| Level | Spell               | Area of Effect | Duration        | Range | Type |
|-------|---------------------|----------------|-----------------|-------|------|
| 1)    | Mental Block I      | 1 target       | varies          | 100'  | Fm   |
| 2)    | Forget I            | 1 target       | P               | 100'  | Fm   |
| 3)    | Mind Blank I        | 1 target       | 1 round         | 100'  | Fm   |
| 4)    | Skill Amnesia I     | 1 target       | 1 day/10 fail   | 100'  | Fm   |
| 5)    | Forget X            | 1 target       | P               | 100'  | Fm   |
| 6)    | Mental Block II     | 1 target       | varies          | 100'  | Fm   |
| 7)    | Mind Blank III      | 1 target       | 3 rounds        | 100'  | Fm   |
| 8)    | Skill Amnesia II    | 1 target       | 1 week/10 fail  | 100'  | Fm   |
| 9)    | Lord Forget         | 1 target       | P               | 100'  | Fm   |
| 10)   | Mind Death I        | 1 target       | P               | 100'  | Fm   |
| 11)   | Lost Experience I   | 1 target       | P               | 100'  | Fm   |
| 12)   | Mental Block True   | 1 target       | varies          | 100'  | Fm   |
| 13)   | Mind Blank V        | 1 target       | 5 rounds        | 100'  | Fm   |
| 14)   | Forget True         | 1 target       | P               | 100'  | Fm   |
| 15)   | Mind Death II       | 1 target       | P               | 100'  | Fm   |
| 16)   | Skill Amnesia III   | 1 target       | 1 month/10 fail | 100'  | Fm   |
| 17)   | Mind Death III      | 1 target       | P               | 100'  | Fm   |
| 18)   | Mind Blank X        | 1 target       | 10 rounds       | 100'  | Fm   |
| 19)   | Lost Experience II  | 1 target       | P               | 100'  | Fm   |
| 20)   | Mind Death V        | 1 target       | P               | 100'  | Fm   |
| 25)   | Lost Experience III | 1 target       | P               | 100'  | Fm   |
| 30)   | Mind Death X        | 1 target       | P               | 100'  | Fm   |
| 35)   | Lost Experience IV  | 1 target       | P               | 100'  | Fm   |
| 40)   | Lord Mind Blank     | 1 target       | 20 rounds       | 100'  | Fm   |
| 50)   | Mind Blank True     | 1 target       | P               | 100'  | Fm   |

1. Mental Block I – The target's memory of a 20 minute period is temporarily eliminated. After a period of up to one hour (specified by the caster at the time of casting), the target will remember all that transpired during the period.

2. Forget I – Target forgets 10 contiguous minutes totally. The caster determines which ten minute period is forgotten.

3. Mind Blank I – Target's mind is temporarily blank and he can do nothing. The target will remember nothing that occurs during the period. His body stops (all voluntary actions cease).

4. Skill Amnesia I – Any time the target attempt to use (roll a maneuver using) a skill with a strong mental component (e.g. one for which Memory or Reasoning stat bonus is used), there is a 20% chance that the victim will not be able to recollect the skill at all and cannot use it again until having slept.

5. Forget X – As *Forget I*, except 100 minutes can be erased.

6. Mental Block II – As *Mental Block I*, except up to 1 hour of memories can be delayed for up to 24 hours.
7. Mind Blank III – As *Mind Blank I*, except duration is 3 rounds.
8. Skill Amnesia II – As *Skill Amnesia I*, except duration is 1 week per 10 failure.
9. Lord Forget – As *Forget I*, except 200 minutes can be erased.
10. Mind Death I – Target mind blanks out for a period of 10 minutes each day at random. Target is incapable of activity or thought during this period (as in *Mind Blank*).
11. Lost Experience I – Target loses 5% of his collected experience (i.e., experience points).
12. Mental Block True – As *Mental Block I*, except memories of up to one hour/level can be delayed for up to one day per level.
13. Mind Blank V – As *Mind Blank I*, except duration is 5 rounds.
14. Forget True – As *Forget I*, except 1 hour per level of the caster can be erased.
15. Mind Death II – As *Mind Death I*, except the target blanks out twice per day.
16. Skill Amnesia III – As *Skill Amnesia I*, except duration is 1 month per 10 failure.
17. Mind Death III – As *Mind Death I*, except the target blanks out three times per day.
18. Mind Blank X – As *Mind Blank I*, except duration is 10 rounds.
19. Lost Experience II – As *Lost Experience I*, except percentage of experience lost is 10%.
20. Mind Death V – As *Mind Death I*, except the target blanks out five times per day.
25. Lost Experience III – As *Lost Experience I*, except percentage of experience lost is 15%.
30. Mind Death X – As *Mind Death I*, except the target blanks out ten times per day.
35. Lost Experience IV – As *Lost Experience I*, except percentage of experience lost is 20%.
40. Lord Mind Blank – As *Mind Blank I*, except duration is 20 rounds.
50. Mind Blank True – As *Mind Blank I*, except the target has a 5% chance of blanking out each round.

**Note:** When a target loses experience points, this has nothing to do with experience levels. The lost experience points simply means that the character will have to gain that many more before rising to the next level.

**Note:** The spells on this list may be reversed by healing the brain.

## Evil Mentalism

### MIND DISEASE

| Level | Spell                  | Area of Effect | Duration | Range | Type |
|-------|------------------------|----------------|----------|-------|------|
| 1)    | Insomnia               | 1 target       | P        | 100'  | Fm   |
| 2)    | Neurosis               | 1 target       | P        | 100'  | Fm   |
| 3)    | Guilt                  | 1 target       | P        | 100'  | Fm   |
| 4)    | Mild Paranoia          | 1 target       | P        | 100'  | Fm   |
| 5)    | Panic                  | 1 target       | P        | 100'  | Fm   |
| 6)    | Phobia                 | 1 target       | P        | 100'  | Fm   |
| 7)    | Hallucinate            | 1 target       | P        | 100'  | Fm   |
| 8)    | Split Personality      | 1 target       | P        | 100'  | Fm   |
| 9)    | Psychosis              | 1 target       | P        | 100'  | Fm   |
| 10)   | Catatonia              | 1 target       | P        | 100'  | Fm   |
| 11)   | Insomnia True          | 1 target       | P        | 100'  | Fm   |
| 12)   | Neurosis True          | 1 target       | P        | 100'  | Fm   |
| 13)   | Guilt True             | 1 target       | P        | 100'  | Fm   |
| 14)   | Kleptomania            | 1 target       | P        | 100'  | Fm   |
| 15)   | Paranoia               | 1 target       | P        | 100'  | Fm   |
| 16)   | Pyromania              | 1 target       | P        | 100'  | Fm   |
| 17)   | Paranoia True          | 1 target       | P        | 100'  | Fm   |
| 18)   | Greater Hallucinate    | 1 target       | P        | 100'  | Fm   |
| 19)   | Psychosis True         | 1 target       | P        | 100'  | Fm   |
| 20)   | Split Personality True | 1 target       | P        | 100'  | Fm   |
| 25)   | MPD                    | 1 target       | P        | 100'  | Fm   |
| 30)   | Catatonia True         | 1 target       | P        | 100'  | Fm   |
| 35)   | Hallucinate True       | 1 target       | P        | 100'  | Fm   |
| 40)   | Utter Madness          | 1 target       | P        | 100'  | Fm   |
| 50)   | Mind Disease True      | 1 target       | P        | 100'  | Fm   |

1. Insomnia – Target has trouble sleeping. Treat any sleep time as half as effective (e.g., count eight hours "sleep" as four hours). This hinders hit and PP recovery. See A&CL Section 2.4 for effects of inadequate sleep on fatigue.

Drugs/herbs or spells may allow for temporary relief by forcing sleep.

2. Neurosis – Target has an extreme dislike for any specific thing the caster chooses. Target has a 50% chance (modified by three times Self Discipline stat bonus) of overcoming the neurosis when given a choice (e.g., neurosis concerning horses would mean that every time the target tried to get on or near a horse the target would need to make a roll in order to do so).

3. Guilt – Target is filled with guilt over some incident in his past. He will not perform such an action again, and must take steps to overcome the guilt (rectify the past wrong).

4. Mild Paranoia – Target believes everyone other than his close associates is out to get him.

5. Panic – Target must make an RR against Fear (use the highest level foe, or GM's judgment for other perils, as level of Fear) at -10 in any personally dangerous situation.

6. Phobia – Target has a fear of a specific type of thing the caster chooses. The target has a 25+(three times his SD stat bonus)% chance of maintaining control around the feared thing. If the target fails to control himself, he has a 25% chance of fleeing from the object of fear (moving at maximum pace to get away from it), otherwise (75% of the time) he will avoid the object of fear at all costs.
7. Hallucinate – Target develops a tendency to hallucinate and see things as they are not. For each major event in a day, the target has a 10% chance of hallucinating and seeing major threats as nothing major and minor things as major threats (similar to the syndrome that Don Quixote suffered from).
8. Split Personality – Target develops a second personality with different values. There is a 10% chance per day that the second personality will become active (at a random time during the day). The GM should select d10 character traits that must be extremely different from the target's.
9. Psychosis – Target has a psychosis about a specific type of thing of the caster's choosing. The target has a 50% chance (modified by three times Self Discipline stat bonus) of maintaining control around the object of his psychosis. If the target fails to control himself, he will blindly attack the object (attempting to destroy it at all costs) 20% of the time, avoiding it the rest of the time. If avoidance is not possible, the reaction will be violent.
10. Catatonia – Target drifts in and out of a catatonic state. Every hour there is a 25% chance he will become catatonic for one hour.
11. Insomnia True – As *Insomnia*, except target can only sleep if he uses drugs or spells to induce sleep. He adds +100 to his RRs against all sleep spells. If he gets no sleep, he will slowly go mad (GM's discretion on the specifics).
12. Neurosis True – As *Neurosis*, except that the base chance of overcoming the neurosis is 25%.
13. Guilt True – As *Guilt*, except every day that he fails an RR (against the original level of this spell), the target must take actions to atone for his guilt (or sink into a deep depression).
14. Kleptomania – Target becomes tempted to steal things at every opportunity. It does not matter if the target even actually wants the things. The target has a chance of maintaining control equal to 25+(three times his SD stat bonus)%. If the target does not maintain control, he will steal something every time there is an opportunity. (Check no more often than once per hour.)
15. Paranoia – Target will trust no one absolutely. When in a life threatening/ dangerous situation, there is a 50% chance (modified by three times Self Discipline stat bonus) that the target will not trust the protection of others and will act unilaterally for self-preservation.
16. Pyromania – Target becomes tempted to set fires at every opportunity. He will also take great pleasure in watching things burn, so this may tip off his companions. The target has a chance of maintaining control equal to 25+(three times his SD stat bonus)%. If the target does not maintain control, he will set something on fire. Check once per day; additional checks may be necessary if exceptional fire-setting opportunities arise.
17. Paranoia True – As *Greater Paranoia*, except target will not associate with anyone for longer than one hour per day.
18. Greater Hallucinate – As *Hallucinate*, except chance is 20%.
19. Psychosis True – As *Psychosis*, except that the base chance of overcoming the psychosis is 10%.
20. Split Personality True – As *Split Personality*, except the second personality is active 50% of the time.
25. MPD – As *Split Personality*, except target develops d10+1 extra personalities (Multiple Personality Disorder). There is a 10% chance per day that a non-active personality will become active.
30. Catatonia True – As *Catatonia*, except every hour there is a 95% chance target will be catatonic.
35. Hallucinate True – As *Hallucinate*, except chance is 40%.
40. Utter Madness – Target suffers from one of the lower level spells on this list, but which one changes each day. This makes any attempt to treat the target through non-magical means suffer a -50 penalty.
50. Mind Disease True – Target may be given any mental disease that the caster chooses.

**Note:** When selecting a subject for the target's *Neurosis*, *Phobia*, *Psychosis*, etc, the caster cannot choose something the target is in constant contact with (e.g., air, dirt, the Essence, etc.).

**Note:** Mental diseases caused by the spells on this list are curses with mental effects. See Section 10.2 for treatment.

### Evil Mentalism

## MIND DOMINATION

| Level | Spell                     | Area of Effect | Duration      | Range | Type |
|-------|---------------------------|----------------|---------------|-------|------|
| 1)    | Mind Distraction          | 1 target       | 1 rnd/10 fail | 100'  | Fm   |
| 2)    | Mind Lock                 | caster+target  | varies        | 100'  | Fm   |
| 3)    | Mind Invasion             | caster+target  | C             | 100'  | Fm   |
| 4)    | Dominance II              | 1 spell        | 1 minute      | self  | U    |
| 5)    | Demonic Possession I      | 1 target       | varies        | 100'  | Fm   |
| 6)    | Transferral               | caster+target  | varies        | touch | Fm   |
| 7)    | Mind Battle               | caster+target  | C             | 1000' | Fm   |
| 8)    | Domination                | 1 target       | C             | 100'  | Fm   |
| 9)    | Lesser Object Domination  | 1 target       | 1 day/5 fail  | touch | Fm   |
| 10)   | Demonic Possession II     | 1 target       | varies        | 100'  | Fm   |
| 11)   | Mind Slave                | 1 target       | varies(C)     | 100'  | Fm   |
| 12)   | Dominance V               | 1 spell        | 1 minute      | self  | U    |
| 13)   | Oppression                | 1 target       | varies(C)     | 100'  | Fm   |
| 14)   | Object Domination         | 1 target       | 1 week/5 fail | touch | Fm   |
| 15)   | Demonic Possession III    | 1 target       | varies        | 100'  | Fm   |
| 16)   | Waiting Domination        | 1 target       | varies        | 100'  | Fm   |
| 17)   | Greater Object Domination | 1 target       | 1 mon/5 fail  | touch | Fm   |
| 18)   | Mind Thrall               | 1 target       | varies(C)     | 100'  | Fm   |
| 19)   | Demonic Possession IV     | 1 target       | varies        | 100'  | Fm   |
| 20)   | Mind Slave True           | 1 target       | varies        | 100'  | Fm   |
| 25)   | Demonic Possession V      | 1 target       | varies        | 100'  | Fm   |
| 30)   | Transferral True          | caster+target  | varies        | touch | Fm   |
| 35)   | Dominance X               | 1 spell        | 1 minute      | self  | U    |
| 40)   | Demonic Possession True   | 1 target       | varies        | 100'  | Fm   |
| 50)   | Oppression True           | 1 target       | varies        | 100'  | Fm   |

1. Mind Distraction – Target is distracted by an imaginary object. For the duration of this spell, the target wastes 1 AP on this distraction each round.

2. Mind Lock – Caster and target are locked in mental contact until: the caster cancels the spell **or** the spell is dispelled **or** either the caster or the target has an RR failure of 30 or greater (both the caster and the target must make RRs against each other every round). The one failing by 30 becomes unconscious. While this spell is active, neither the caster nor the target can take any action.

3. Mind Invasion – As *Mind Lock*, except while target cannot take any action during the mental struggle, the caster may act as normal, within the restrictions of maintaining concentration.
4. Dominance II – The next Type "Fm" spell cast by the caster of this spell (cast within one minute of completing this spell) will have a special RR penalty of -10.
5. Demonic Possession I – Target is controlled by a Type I Demon. The target may make an additional RR once per day (attack level equals Demon level) to regain control. The Demon is random, maniacal, and homicidal.
6. Transferral – Target's "soul" and the caster's "soul" are interchanged; the caster can operate at half of his normal activity (double all AP costs as with concentration) while 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 one round). The target can cancel the spell if he makes a successful RR (he gets one every 10 minutes). If either body is killed, both "souls" are destroyed.
7. Mind Battle – As *Mind Invasion*, except for range and the caster gains a +10 to his RRs.
8. Domination – Target must obey the caster. If the caster gives an order to do something completely alien to the target, he may make another RR with a +25 modification.
9. Lesser Object Domination – An intelligent magic item becomes submissive to the caster's will and will obey the caster completely.
10. Demonic Possession II – As *Demonic Possession I*, except Demon is Type II.
11. Mind Slave – As *Domination*, except target is a zombie until he succeeds in his once per day RR. On any round that the caster concentrates, the target must obey him.
12. Dominance V – The next Type "Fm" spell cast by the caster of this spell (cast within one minute of completing this spell) will have a special RR penalty of -25.
13. Oppression – As *Mind Slave*, except target's "mind/essence/soul" is in agony **and** any round that the caster does not concentrate, the target will obey anyone's verbal commands. Conflicting commands mean the target does nothing.
14. Object Domination – As *Lesser Object Domination*, except for duration.
15. Demonic Possession III – As *Demonic Possession I*, except Demon is Type III.
16. Waiting Domination – As *Domination*, except the target must perform a single, straightforward task. The task may take the target out of range of the caster and the target must still attempt to complete the task.
17. Greater Object Domination – As *Lesser Object Domination*, except for duration.
18. Mind Thrall – As *Mind Slave*, except the target only gets an RR once per week.
19. Demonic Possession IV – As *Demonic Possession I*, except Demon is Type IV.
20. Mind Slave True – As *Mind Slave*, except caster need not concentrate to command the target.
25. Demonic Possession V – As *Demonic Possession I*, except Demon is Type V.
30. Transferral True – As *Transferral*, except target only gets his additional RRs once per month **and** every time he fails his chance to successfully resist decreases by 1 **and** the caster may operate normally in the target's body.
35. Dominance X – The next Type "Fm" spell cast by the caster of this spell (cast within one minute of completing this spell) will have a special RR penalty of -50.
40. Demonic Possession True – As *Demonic Possession I*, except Demon is Type VI.
50. Oppression True – As *Oppression*, except target only gets his RRs once per month and every time he fails his chance to successfully resist decreases by 1.



## Evil Mentalism

## MIND EROSION

| Level | Spell             | Area of Effect | Duration     | Range | Type |
|-------|-------------------|----------------|--------------|-------|------|
| 1)    | Dull Mind I       | 1 target       | 1 mon/5 fail | 100'  | Fm   |
| 2)    | Dazed             | 1 target       | 1 day/5 fail | 100'  | Fm   |
| 3)    | Power Leak I      | 1 target       | —            | 100'  | Fm   |
| 4)    | Dull Mind II      | 1 target       | 1 mon/5 fail | 100'  | Fm   |
| 5)    | Mind Erosion I    | 1 target       | 1 mon/5 fail | 100'  | Fm   |
| 6)    | Power Leak II     | 1 target       | —            | 100'  | Fm   |
| 7)    | Dull Mind III     | 1 target       | 1 mon/5 fail | 100'  | Fm   |
| 8)    | Power Leak III    | 1 target       | —            | 100'  | Fm   |
| 9)    | Dull Mind IV      | 1 target       | 1 mon/5 fail | 100'  | Fm   |
| 10)   | Mind Erosion II   | 1 target       | 1 mon/5 fail | 100'  | Fm   |
| 11)   | Power Leak IV     | 1 target       | —            | 100'  | Fm   |
| 12)   | Dull Mind V       | 1 target       | 1 mon/5 fail | 100'  | Fm   |
| 13)   | Power Leak V      | 1 target       | —            | 100'  | Fm   |
| 14)   | Dull Mind VI      | 1 target       | 1 mon/5 fail | 100'  | Fm   |
| 15)   | Mind Erosion III  | 1 target       | 1 mon/5 fail | 100'  | Fm   |
| 16)   | Power Leak VI     | 1 target       | —            | 100'  | Fm   |
| 17)   | Dull Mind VII     | 1 target       | 1 mon/5 fail | 100'  | Fm   |
| 18)   | Mind Erosion IV   | 1 target       | 1 mon/5 fail | 100'  | Fm   |
| 19)   | Power Leak VII    | 1 target       | —            | 100'  | Fm   |
| 20)   | Dull Mind VIII    | 1 target       | 1 mon/5 fail | 100'  | Fm   |
| 25)   | Power Leak IX     | 1 target       | —            | 100'  | Fm   |
| 30)   | Dull Mind X       | 1 target       | 1 mon/5 fail | 100'  | Fm   |
| 35)   | Mind Erosion VI   | 1 target       | 1 mon/5 fail | 100'  | Fm   |
| 40)   | Mind Erosion VIII | 1 target       | 1 mon/5 fail | 100'  | Fm   |
| 50)   | Mind Erosion X    | 1 target       | 1 mon/5 fail | 100'  | Fm   |

1. Dull Mind I – Target suffers a -1 penalty to one of his mental stats. The mental stats are: Presence, Empathy, Intuition, Memory, Reasoning, and Self Discipline. The stat that suffers the penalty is determined randomly.

2. Dazed – Target is mentally bewildered. Each round, he has only a 50% chance of making a decision. He will always defend himself from direct attack.

3. Power Leak I – Target immediately loses 10% of his remaining power points (PP). They may be recovered normally.

4. Dull Mind II – As *Dull Mind I*, except penalty is -2.

5. Mind Erosion I – As *Dull Mind I*, except stat influenced is determined by the caster.

6. Power Leak II – As *Power Leak I*, except 20% of remaining PPs are lost.

7. Dull Mind III – As *Dull Mind I*, except penalty is -3.

8. Power Leak III – As *Power Leak I*, except 30% of remaining PPs are lost.

9. Dull Mind IV – As *Dull Mind I*, except penalty is -4.

10. Mind Erosion II – As *Mind Erosion I*, except penalty is -2.
11. Power Leak IV – As *Power Leak I*, except 40% of remaining PPs are lost.
12. Dull Mind V – As *Dull Mind I*, except penalty is -5.
13. Power Leak V – As *Power Leak I*, except 50% of remaining PPs are lost.
14. Dull Mind VI – As *Dull Mind I*, except penalty is -6.
15. Mind Erosion III – As *Mind Erosion I*, except penalty is -3.
16. Power Leak VI – As *Power Leak I*, except 60% of remaining PPs are lost.
17. Dull Mind VII – As *Dull Mind I*, except penalty is -7.
18. Mind Erosion IV – As *Mind Erosion I*, except penalty is -4.
19. Power Leak VII – As *Power Leak I*, except 70% of remaining PPs are lost.
20. Dull Mind VIII – As *Dull Mind I*, except penalty is -8.
25. Power Leak IX – As *Power Leak I*, except 90% of remaining PPs are lost.
30. Dull Mind X – As *Dull Mind I*, except penalty is -10.
35. Mind Erosion VI – As *Mind Erosion I*, except penalty is -6.
40. Mind Erosion VIII – As *Mind Erosion I*, except penalty is -8.
50. Mind Erosion X – As *Mind Erosion I*, except penalty is -10.

## Evil Mentalism

## MIND ILLUSIONS

| Level | Spell                  | Area of Effect | Duration       | Range | Type |
|-------|------------------------|----------------|----------------|-------|------|
| 1)    | Jumbled Text           | 1 target       | 1 hour/10 fail | 100'  | Fm   |
| 2)    | Hypochondria           | 1 target       | 1 day/lvl      | 100'  | Fm   |
| 3)    | False Sense I          | 1 target       | 1 round        | 100'  | Fm   |
| 4)    | Misleading I           | 1 target       | 1 min/5 fail   | 100'  | Fm   |
| 5)    | Lesser Phantom         | 1 target       | 1 min/10 fail  | 100'  | Fm   |
| 6)    | Waking Dream I         | 1 target       | 1 min/lvl      | 100'  | Fm   |
| 7)    | Mistaken Identity I    | 1 target       | 1 min/lvl      | 100'  | Fm   |
| 8)    | Misleading III         | 1 target       | 1 min/5 fail   | 100'  | Fm   |
| 9)    | False Sense II         | 1 target       | 2 rounds       | 100'  | Fm   |
| 10)   | Minor Phantom          | 1 target       | 1 min/10 fail  | 100'  | Fm   |
| 11)   | Waking Dream II        | 1 target       | 1 min/lvl      | 100'  | Fm   |
| 12)   | Misleading V           | 1 target       | 1 min/5 fail   | 100'  | Fm   |
| 13)   | False Sense III        | 1 target       | 3 rounds       | 100'  | Fm   |
| 14)   | Mistaken Identity II   | 1 target       | 1 min/lvl      | 100'  | Fm   |
| 15)   | Greater Phantom        | 1 target       | 1 min/10 fail  | 100'  | Fm   |
| 16)   | False Sense IV         | 1 target       | 4 rounds       | 100'  | Fm   |
| 17)   | Misleading VII         | 1 target       | 1 min/5 fail   | 100'  | Fm   |
| 18)   | Waking Dream III       | 1 target       | 1 min/lvl      | 100'  | Fm   |
| 19)   | False Sense V          | 1 target       | 5 rounds       | 100'  | Fm   |
| 20)   | Major Phantom          | 1 target       | 1 min/10 fail  | 100'  | Fm   |
| 25)   | Misleading True        | 1 target       | 1 min/5 fail   | 100'  | Fm   |
| 30)   | Mistaken Identity True | 1 target       | P              | 100'  | Fm   |
| 35)   | Lord False Sense       | 1 target       | 20 rounds      | 100'  | Fm   |
| 40)   | True Phantom           | 1 target       | 1 min/10 fail  | 100'  | Fm   |
| 50)   | Waking Dream True      | 1 target       | P              | 100'  | Fm   |

1. Jumbled Text – All text that the target attempts to read will appear jumbled (and is indecipherable).
2. Hypochondria – The target believes that he is very ill (or sicker than he actually is). The GM should base the severity of the "imaginary" illness upon the amount the target fails his RR by (e.g., if he fails his RR by more than 50, he might think he is terminally ill).
3. False Sense I – Target will perceive something incorrectly through one of his senses. For example, he might see something out of the corner of his eye, or hear something that is not there. The sensory effect cannot last longer than one round.
4. Misleading I – Target's perception is skewed. All Awareness maneuvers are modified by -10.
5. Lesser Phantom – The target is attacked by a creature of shadow. The creature is actually a hallucination and only the target sees the creature. The creature will immediately attack the target (in melee). The creature has the same DB, OB, and Hits as the target (use the target's highest melee OB as the creature's OB), but AT is always 1. If the caster casts spells upon himself, the creature acts as if affected by the same spell. The creature is immune to

spell attacks. If the creature is slain (by killing or incapacitating it), the spell is cancelled. Creature uses same attack table as target, but damage is not real. However, if damage would render target dead or unconscious if real, target falls unconscious for the remainder of the spell's duration.

6. Waking Dream I – Target will view things as if he were in a dream. His reactions are slowed (he suffers a -10 to all actions). In addition, he will sometimes perceive things differently than they actually are. The GM should roll for each event that occurs with a 10% chance that the event is mistaken. For example, the target might see an approaching horse as a large wild animal; or he might see the charging Orc as a messenger bringing news. Note that the caster has no control over what the target perceives or how he perceives it.

7. Mistaken Identity I – Target will believe that the next person he sees is someone else. At the time of casting, the caster chooses what type of person the target sees. For example, he might see a servant entering the palace gate instead of the skulking figure. If the next person attacks the target, the effects of this spell are cancelled.

8. Misleading III – As *Misleading I*, except penalty is -30.

9. False Sense II – As *False Sense I*, except affects up to 2 senses and the effect can last for up to 2 rounds.

10. Minor Phantom – As *Lesser Phantom*, except the creature has an AT of 3.

11. Waking Dream II – As *Waking Dream I*, except actions suffer a -20 penalty, and the chance of perceiving things incorrectly is 20%.

12. Misleading V – As *Misleading I*, except penalty is -50.

13. False Sense III – As *False Sense I*, except affects up to 3 senses and the effect can last for up to 3 rounds.

14. Mistaken Identity II – As *Mistaken Identity I*, except target mistakes the next person he sees for a specific person. For example, he might see the Chamberlain entering the throne room, instead of a burglar.

15. Greater Phantom – As *Lesser Phantom*, except the creature has an AT of 5.

16. False Sense IV – As *False Sense I*, except affects up to 4 senses and the effect can last for up to 4 rounds.

17. Misleading VII – As *Misleading I*, except penalty is -70.

18. Waking Dream III – As *Waking Dream I*, except actions suffer a -30 penalty, and the chance of perceiving things incorrectly is 30%.

19. False Sense V – As *False Sense I*, except affects up to 5 senses and the effect can last for up to 5 rounds.

20. Major Phantom – As *Lesser Phantom*, except the creature has an AT of 7.

25. Misleading True – As *Misleading I*, except penalty is -100.

30. Mistaken Identity True – As *Mistaken Identity I*, except the target will permanently confuse the next person he sees with someone else. Each time he sees that person, there is a 50% chance that he will mistake that person for someone else.

35. Lord False Sense – As *False Sense I*, except affects as many senses as the target has and the effect can last for up to 20 rounds.

40. True Phantom – As *Lesser Phantom*, except the creature has an AT of 10.

50. Waking Dream True – As *Waking Dream I*, except actions suffer a -40 penalty, the chance of perceiving things incorrectly is 40%, and the effects are permanent.

**Note:** Many of these spells affect a target's perception of a situation. The duration of the spell is how long the target will incorrectly perceive the situation. At the end of the duration, if the situation has ended, the target will remember the situation incorrectly (as that was how he perceived it).

## Evil Mentalism

## MIND SUBVERSION

| Level | Spell                       | Area of Effect | Duration     | Range | Type |
|-------|-----------------------------|----------------|--------------|-------|------|
| 1)    | Suspicion                   | 1 target       | 1 day/5 fail | 100'  | Fm   |
| 2)    | Trait Subversion I          | 1 target       | 1 day/5 fail | 100'  | Fm   |
| 3)    | Lying                       | 1 target       | 1 day/5 fail | 100'  | Fm   |
| 4)    | Trait Subversion II         | 1 target       | 1 day/5 fail | 100'  | Fm   |
| 5)    | Cheating                    | 1 target       | 1 day/5 fail | 100'  | Fm   |
| 6)    | Vandal                      | 1 target       | 1 day/5 fail | 100'  | Fm   |
| 7)    | Stealing                    | 1 target       | 1 day/5 fail | 100'  | Fm   |
| 8)    | Trait Subversion III        | 1 target       | 1 day/5 fail | 100'  | Fm   |
| 9)    | Sabotage                    | 1 target       | 1 day/5 fail | 100'  | Fm   |
| 10)   | Aggravated Theft            | 1 target       | 1 day/5 fail | 100'  | Fm   |
| 11)   | Trait Subversion V          | 1 target       | 1 day/5 fail | 100'  | Fm   |
| 12)   | Random Trait Subversion I   | 1 target       | 1 day/5 fail | 100'  | Fm   |
| 13)   | Assault                     | 1 target       | 1 day/5 fail | 100'  | Fm   |
| 14)   | Arson                       | 1 target       | 1 day/5 fail | 100'  | Fm   |
| 15)   | Trait Subversion VII        | 1 target       | 1 day/5 fail | 100'  | Fm   |
| 16)   | Random Trait Subversion II  | 1 target       | 1 day/5 fail | 100'  | Fm   |
| 17)   | Maim                        | 1 target       | 1 day/5 fail | 100'  | Fm   |
| 18)   | Trait Subversion X          | 1 target       | 1 day/5 fail | 100'  | Fm   |
| 19)   | Random Trait Subversion III | 1 target       | 1 day/5 fail | 100'  | Fm   |
| 20)   | Homicide                    | 1 target       | 1 day/5 fail | 100'  | Fm   |
| 25)   | Assassination               | 1 target       | varies       | 100'  | Fm   |
| 30)   | Trait Subversion True       | 1 target       | P            | 100'  | Fm   |
| 35)   | Assassination True          | 1 target       | varies       | 100'  | Fm   |
| 40)   | Waiting Subversion          | 1 target       | varies       | 100'  | Fm   |
| 50)   | Suicide                     | 1 target       | 1 day/5 fail | 100'  | Fm   |

1. Suspicion – Target suspects the actions of his associates (GM may give descriptions that arouse the player's own suspicions).

2. Trait Subversion I – One of the target's personality traits is perverted (that trait is taken to an extreme). If the target already has a tendency in one direction, it will be taken to an extreme: if spending habits were affected, a thrifty fellow would become a miser, while a generous spender would become a spendthrift. However, someone may still have a middle of the road trait affected, in which case it might go to either extreme (e.g., someone not particularly brave or cautious could become cowardly or reckless).

3. Lying – Target has a 20% chance of lying anytime he makes a statement.

4. Trait Subversion II – As *Trait Subversion I*, except 2 traits may be perverted.

5. Cheating – Target will attempt to cheat on all matters (e.g., splitting loot, card games, etc.).

6. Vandal – Target has urges to commit minor property damage. When such an opportunity arises, there is a 60% chance the target must attempt to commit such damage.

7. Stealing – Target becomes a sneak thief and has a 10% chance of attempting to steal anything that catches his fancy (if it does not involve violence).
  8. Trait Subversion III – As *Trait Subversion I*, except 3 traits may be perverted.
  9. Sabotage – Target becomes fascinated with subtle damage that endangers others. Every time he is alone with someone else's things, he has a 50% chance of cutting ropes partway through, punching small holes in waterskins, loosening saddles, etc.
  10. Aggravated Theft – As *Stealing*, except target will use violence to steal.
  11. Trait Subversion V – As *Trait Subversion I*, except 5 traits may be perverted.
  12. Random Trait Subversion I – As *Trait Subversion I*, except a different trait will be affected each day (with the previous day's trait reverting back to its normal state).
  13. Assault – There is a 5% chance the target will assault any given person when he initially encounters him (the target must actually meet the person, not merely pass him on the street).
  14. Arson – Target will become bent on avenging even minor disputes with the setting of fires. There is a 40% chance that he will attempt to set on fire goods or a building belonging to anyone with whom he has even the slightest quarrel.
  15. Trait Subversion VII – As *Trait Subversion I*, except 7 traits may be perverted.
  16. Random Trait Subversion II – As *Random Trait Subversion I*, except two traits are affected at one time.
  17. Maim – As *Assault*, except there is a 10% chance that the target will attempt to maim any given person.
  18. Trait Subversion X – As *Trait Subversion I*, except 10 traits may be perverted.
  19. Random Trait Subversion III – As *Random Trait Subversion I*, except three traits are affected at one time.
  20. Homicide – As *Assault*, except target attempts to kill.
  25. Assassination – As *Assault*, except target will take note of a person and plan to assassinate him later. This spell will last until the target has made an assassination attempt on a target.
  30. Trait Subversion True – As *Trait Subversion I*, except duration is permanent.
  35. Assassination True – As *Assassination*, except each assassination attempt will only allow a new RR against this spell. If the RR fails, a new victim will be selected and another assassination attempt will be made, continuing until an RR is successfully made.
  40. Waiting Subversion – As any spell on this list of up to 25th level, except effects may be delayed until some trigger occurs (a word is spoken in the target's presence, the target visits some location, the next full moon rises, etc.). The effects may wait years until being triggered; the triggered spell's duration is based on the RR failure to this spell, where applicable.
  50. Suicide – Whenever the target is injured, suffers humiliation, or fails in something, he will attempt suicide in some imaginative way.
- Note:** The spells on this list should be treated as curses with mental effects. See Section 10.2 for treatment.

## 9. Hybrid Spell Lists

### 9.1.Healer

#### Healer Base

#### CLEANSING

| Level | Spell                   | Area of Effect  | Duration  | Range  | Type |
|-------|-------------------------|-----------------|-----------|--------|------|
| 1)    | Diagnostics             | 1 target        | —         | touch  | I    |
| 2)    | Transference            | 1 target        | P         | touch  | U    |
| 3)    | Psychotranference       | 1 target        | P         | touch  | U    |
| 4)    | Detoxification          | caster          | P         | self   | Us   |
| 5)    | Long Diagnostics        | 1 target        | —         | 2'/lvl | I    |
| 6)    | Lose Addiction I        | caster          | P         | self   | Us   |
| 7)    | Transfer Curse          | 1 target        | P         | touch  | U    |
| 8)    | Instant Transference*   | 1 target        | P         | touch  | U    |
| 9)    | Curse Cure              | 1 curse         | P         | self   | Fs   |
| 10)   | Mind Disease Cures      | caster          | P         | self   | Us   |
| 11)   | Long Transference       | 1 target        | P         | 2'/lvl | U    |
| 12)   | Alter Transference *    | 1 transference  | P         | self   | U    |
| 13)   | Suspend Life            | caster          | 1 hr/lvl  | self   | Us   |
| 14)   | Mass Diagnostics        | 1 target /lvl   | —         | 2'/lvl | I    |
| 15)   | Transference True       | 1 target        | P         | 2'/lvl | U    |
| 16)   | Lose Addiction II       | caster          | P         | self   | Us   |
| 17)   | Complete Detoxification | caster          | P         | self   | Us   |
| 18)   | Mind Disease Cures True | caster          | P         | self   | Us   |
| 19)   | Suspend Life True       | caster          | 1 day/lvl | self   | Us   |
| 20)   | Curse Cure True         | 1 curse         | P         | self   | Fs   |
| 25)   | Lose Addiction True     | caster          | P         | self   | Us   |
| 30)   | Mass Transference *     | 1 condition/lvl | P         | 2'/lvl | U    |
| 35)   | Transfer Possession     | 1 target        | P         | touch  | F    |
| 40)   | Expel Intruder          | 1 possessor     | P         | self   | F    |
| 50)   | Transference Mastery    | caster          | 1 rnd/lvl | self   | U    |

1. Diagnostics – Caster taps into the mind of a target to diagnose the target's wounds, injuries, and diseases allowing a +25 bonus to all Medicine maneuvers made by the caster to treat the target's diagnosed condition(s). Caster can take a round to advise someone else on treating the target, providing a +15 bonus to treat the target.

2. Transference – Caster transfers one injury, wound, state of death, soul departure (not soul destruction), disease, or poison from the target to himself. With an Easy Spell Mastery maneuver, the caster may elect to only transfer certain components of an injury to himself, but he cannot break up an individual component of the injury (e.g., if an injury has done 18 hits, a round of Stun, 2 hits/round of bleeding, and inflicted a -30 penalty, the caster might

elect to transfer the Stun and bleeding as the most urgent components, and leave the target with 18 hits of damage and a -30 penalty; the caster could not, however, choose to only transfer 12 of the hits or 1 hit/round of bleeding, or -20 worth of penalty).

3. Psychotransference – Caster transfers one mental illness or addiction from the target to himself.
4. Detoxification – One poison or disease is totally removed from the caster's system. This does not undo any damage already done by the poison or disease, which must be cured separately.
5. Long Diagnostics – As *Diagnostics*, except for range.
6. Lose Addiction I – Caster cleanses his system of one addiction. There is a recovery period of 1-10 weeks during which minor withdrawal symptoms will cause the caster a -10 penalty to all actions.
7. Transfer Curse – Caster transfers one curse from the target to himself.
8. Instant Transference \* – As *Transference*, except that it is instantaneous.
9. Curse Cure – [RR Mod.: -10] Caster rids himself of one curse. If the curse makes its RR, the caster cannot try again to remove it until he has gained a rank in this list. (Note that if the caster has a different curse removal spell from a different list, then he does get a second chance with that spell.)
10. Mind Disease Cures – Caster is cured of one mental illness or malady. This will require a 1-10 day recovery period to take effect.
11. Long Transference – As *Transference*, except for range.
12. Alter Transference – For the caster's next *Transference* spell, cast within one round/level of casting this spell, he may instead transfer the affliction to another (willing) target with a range of touch.
13. Suspend Life – Caster may suspend all life functions from his body, effectively entering suspended animation for the duration of the spell or until a fixed specified time has passed or a specified triggering event occurs (e.g., body brought to a specific person). While suspended the caster does not age, require food, water, or air, nor will any healing spells or herbs work on his body, but no further harm will come to him from any injury, toxin, curse, etc. until life resumes.
14. Mass Diagnostics – As *Diagnostics*, except caster may make a Diagnostics maneuver for up to 1 target/level within range.
15. Transference True – Caster may transfer any number of afflictions from 1 target.
16. Lose Addiction II – Caster cleanses his system of one addiction. There is a recovery period of 1-10 days during which minor withdrawal symptoms will cause the caster a -10 penalty to all actions.
17. Complete Detoxification – All poisons and diseases are totally removed from the caster's system. This does not undo any damage already done by a poison or disease, which must be cured separately.
18. Mind Disease Cures True – Caster is instantly cured of one mental illness or malady.
19. Suspend Life True – As *Suspend Life*, except for duration.
20. Curse Cure True – [RR Mod.: -50] As *Curse Cure*, except curse's RR is at a -50 penalty.
25. Lose Addiction True – Caster cleanses his system of one addiction. There is a recovery period of 1-10 hours during which minor withdrawal symptoms will cause the caster a -10 penalty to all actions.
30. Mass Transference – Caster may transfer up to 1 condition/level to himself from any number of targets within range. An condition in this context is a wound, injury, disease, poison, curse, mental illness, or addiction.
35. Transfer Possession – Caster transfers one possessing demon, spirit, soul, or like entity from the target to himself.
40. Expel Intruder – [RR Mod.: -35] Caster expels one possessing demon, spirit, soul, or like entity from his person. If this fails, the caster cannot cast this spell again for 1-10 days, though he will get whatever normal RRs may be allowed to resist/expel the possessing entity.
50. Transference Mastery – Caster may use 1 spell from this list per round.



## Healer Base

## BLOOD WAYS

| Level | Spell                           | Area of Effect | Duration  | Range | Type |
|-------|---------------------------------|----------------|-----------|-------|------|
| 1)    | Clotting II                     | caster         | —         | self  | Us   |
| 2)    | Cut Repair I                    | caster         | P         | self  | Us   |
| 3)    | Light Flesh Wound Healing       | caster         | P         | self  | Us   |
| 4)    | Clotting V                      | caster         | —         | self  | Us   |
| 5)    | Cut Repair III                  | caster         | P         | self  | Us   |
| 6)    | Medium Flesh Wound Healing      | caster         | P         | self  | Us   |
| 7)    | Joining ‡ *                     | caster         | P         | self  | Us   |
| 8)    | Clotting True                   | caster         | —         | self  | Us   |
| 9)    | Severe Flesh Wound Healing      | caster         | —         | self  | Us   |
| 10)   | Cut Repair True                 | caster         | P         | self  | Us   |
| 11)   | Blood Vigor                     | caster         | 1 min/lvl | self  | Us   |
| 12)   | Mass Clotting                   | caster         | —         | self  | Us   |
| 13)   | Mass Medium Flesh Wound Healing | caster         | P         | self  | Us   |
| 14)   | Mass Cut Repair                 | caster         | P         | self  | Us   |
| 15)   | Joining True ‡ *                | caster         | P         | self  | Us   |
| 16)   | Light Flesh Wound Healing True  | caster         | P         | self  | Us   |
| 17)   | Mass Severe Flesh Wound Healing | caster         | P         | self  | Us   |
| 18)   | Medium Flesh Wound Healing True | caster         | P         | self  | Us   |
| 19)   | Rejuvenation                    | caster         | P         | self  | Us   |
| 20)   | Regulations *                   | caster         | varies    | self  | Us   |
| 25)   | Severe Flesh Wound Healing True | caster         | P         | self  | Us   |
| 30)   | Regrow Limb ‡ *                 | caster         | P         | self  | Us   |
| 35)   | Mass Flesh Wound Healing True   | caster         | P         | self  | Us   |
| 40)   | Rejuvenation True               | caster         | P         | self  | Us   |
| 50)   | Blood Repairs True              | caster         | 1 rnd/lvl | self  | Us   |

1. Clotting II – Allows caster to stop bleeding on a wound that is bleeding at rate of up to 2 hits/round. For one hour, the caster can engage in no activity more vigorous than walking or bleeding will resume at the prior rate.
2. Cut Repair I – Allows caster to instantly stop bleeding from 1 wound that bleeds at rate of 1 hit/round.
3. Light Flesh Wound Healing – Caster is healed of one Light flesh wound.
4. Clotting V – As *Clotting II*, except caster can heal a wound bleeding up to 5 hits/round.
5. Cut Repair III – Allows caster to instantly stop bleeding from 1 wound that bleeds at rate of up to 3 hits/round.
6. Medium Flesh Wound Healing – Caster is healed of one Light or Medium flesh wound.
7. Joining ‡ \* – Caster can reattach 1 severed limb; it requires the use of the other 3 Healer *Joining* spells in order to make limb fully functional. The recovery time is 1-10 days.
8. Clotting True – As *Clotting I*, except caster can heal a wound bleeding at any rate.
9. Severe Flesh Wound Healing – Caster is healed of one flesh wound (of any severity).
10. Cut Repair True – Instantly stops bleeding from 1 wound regardless of bleeding rate.

11. Blood Vigor – Adjusts caster's blood contents to prepare for exertions. All Endurance rolls made while this spell is in effect are made with a +50 bonus.
12. Mass Clotting – As *Clotting I*, except caster can heal bleeding in multiple wounds up to a total hits/round of bleeding equal to his level.
13. Mass Medium Flesh Wound Healing – Caster is healed of multiple Light or Medium flesh wounds up to a limit of one per level.
14. Mass Cut Repair – Caster can instantly stop bleeding from multiple wounds up to a total hits/round of bleeding equal to his level.
15. Joining True ‡ \* – As *Joining*, except caster must cast the other 3 Healer *Joining True* spells and recovery is instantaneous.
16. Light Flesh Wound Healing True – Caster is healed of one Light flesh wound.
17. Mass Severe Flesh Wound Healing – Caster is healed of multiple flesh wounds (of any severity) up to a limit of one per level.
18. Medium Flesh Wound Healing True – Caster is healed of one Light or Medium flesh wound.
19. Rejuvenation – Caster must take a full day in a healing trance to use this spell, which will cleanse the body of accumulated toxins and other ills. Caster physically becomes 5 years younger (to a minimum of half the caster's true age).
20. Regulations \* – Caster can regulate his own blood flow and completely eliminate any blood loss without fear of harm. The duration of this spell is for as long as the caster is immobile. He can cast other spells, although spells not listed as subconscious take the normal penalties for casting a spell without words or gestures.
25. Severe Flesh Wound Healing True – Caster is healed of one flesh wound (of any severity).
30. Regrow Limb ‡ \* – Caster can regrow 1 lost limb; requires use of the other 3 Healer *Regrow Limb* spells in order to make limb fully functional. The recovery time is 1-10 days.
35. Mass Flesh Wound Healing True – Caster is healed of multiple flesh wounds (of any severity) up to a limit of one per level.
40. Rejuvenation True – Caster must take a full day in a healing trance to use this spell, which will cleanse the body of accumulated toxins and other ills. Caster physically becomes 10 years younger (to a minimum of one third the caster's true age).
50. Blood Repairs True – Caster can use any 1 of the lower spells on this list in a given round at will.

**Note:** A flesh wound is also classified as a "skin & tissue injury". See A&CL Section 12.1.

**Note:** For all spells that heal wounds, the recovery time is determined as described in A&CL Section 12.1, but while *Relief* spells produce recovery in the normal time, for *Healing* spells treat the result as hours rather than days, and for *Healing True* spells treat the result as rounds rather than days. For *Mass* spells, use the most severe injury cured and roll once for a single recovery time for all.

**Note:** Any cut wound that has had all of its bleeding permanently stopped can then be healed by an appropriate "Flesh Wound" healing spell.

## Healer Base

### BONE WAYS

| Level | Spell                                | Area of Effect | Duration | Range | Type |
|-------|--------------------------------------|----------------|----------|-------|------|
| 1)    | Light Cartilage Damage Healing       | caster         | P        | self  | Us   |
| 2)    | Light Bone Damage Healing            | caster         | P        | self  | Us   |
| 3)    | Medium Cartilage Damage Healing      | caster         | P        | self  | Us   |
| 4)    | Light Skull Damage Healing           | caster         | P        | self  | Us   |
| 5)    | Medium Bone Damage Healing           | caster         | P        | self  | Us   |
| 6)    | Severe Cartilage Damage Healing      | caster         | P        | self  | Us   |
| 7)    | Joining ‡ *                          | caster         | P        | self  | Us   |
| 8)    | Medium Skull Damage Healing          | caster         | P        | self  | Us   |
| 9)    | Severe Bone Damage Healing           | caster         | P        | self  | Us   |
| 10)   | Medium Cartilage Damage Healing True | caster         | P        | self  | Us   |
| 11)   | Severe Skull Damage Healing          | caster         | P        | self  | Us   |
| 12)   | Medium Bone Damage Healing True      | caster         | P        | self  | Us   |
| 13)   | Light Skull Damage Healing True      | caster         | P        | self  | Us   |
| 14)   | Bone Regeneration                    | caster         | P        | self  | Us   |
| 15)   | Joining True ‡ *                     | caster         | P        | self  | Us   |
| 16)   | Medium Skull Damage Healing True     | caster         | P        | self  | Us   |
| 17)   | Severe Cartilage Damage Healing True | caster         | P        | self  | Us   |
| 18)   | Skull Regeneration                   | caster         | P        | self  | Us   |
| 19)   | Severe Bone Damage Healing True      | caster         | P        | self  | Us   |
| 20)   | Severe Skull Damage Healing True     | caster         | P        | self  | Us   |
| 25)   | Mass Skeletal Damage Relief          | caster         | P        | self  | Us   |
| 30)   | Regrow Limb ‡ *                      | caster         | P        | self  | Us   |
| 35)   | Bone Regeneration True               | caster         | P        | self  | Us   |
| 40)   | Mass Skeletal Healing True           | caster         | P        | self  | Us   |
| 50)   | Skeletal Regeneration True           | caster         | P        | self  | Us   |

1. Light Cartilage Damage Healing – Caster is healed of one Light wound to cartilage.
2. Light Bone Damage Healing – Caster is healed of one Light wound to bones other than the skull.
3. Medium Cartilage Damage Healing – Caster is healed of one Light or Medium wound to cartilage.
4. Light Skull Damage Healing – Caster is healed of one Light wound to the skull.
5. Medium Bone Damage Healing – Caster is healed of one Light or Medium wound to bones other than the skull.
6. Severe Cartilage Damage Healing – Caster is healed of one wound (of any severity) to cartilage.
7. Joining ‡ \* – Caster can reattach 1 severed limb; it requires the use of the other 3 Healer *Joining* spells in order to make limb fully functional. The recovery time is 1-10 days.
8. Medium Skull Damage Healing – Caster is healed of one Light or Medium wound to the skull.
9. Severe Bone Damage Healing – Caster is healed of one wound (of any severity) to bones other than the skull.
10. Medium Cartilage Damage Healing True – Caster is healed of one Light or Medium wound to cartilage.
11. Severe Skull Damage Healing – Caster is healed of one wound (of any severity) to the skull.

- 12. Medium Bone Damage Healing True – Caster is healed of one Light or Medium wound to bones other than the skull.
- 13. Light Skull Damage Healing True – Caster is healed of one Light wound to the skull
- 14. Bone Regeneration – Caster can regenerate any 1 bone that is not part of the skull. Recovery time is 1-10 hours.
- 15. Joining True ‡ \* – As *Joining*, except caster must cast the other 3 Healer *Joining True* spells and recovery is instantaneous.
- 16. Medium Skull Damage Healing True – Caster is healed of one Light or Medium wound to the skull.
- 17. Severe Cartilage Damage Healing True – Caster is healed of one wound (of any severity) to cartilage.
- 18. Skull Regeneration – Caster can regenerate his skull. Recovery time is 1-10 hours.
- 19. Severe Bone Damage Healing True – Caster is healed of one wound (of any severity) to bones other than the skull.
- 20. Severe Skull Damage Healing True – Caster is healed of one wound (of any severity) to the skull.
- 25. Mass Skeletal Damage Relief – Caster is healed of all wounds to bones (including the skull) and/or cartilage, up to a number of injuries equal to his own level.
- 30. Regrow Limb ‡ \* – Caster can regrow 1 lost limb; requires use of the other 3 Healer *Regrow Limb* spells in order to make limb fully functional. The recovery time is 1-10 days.
- 35. Bone Regeneration True – Caster can regenerate any 1 bone that is not part of the skull. Recovery is instantaneous.
- 40. Mass Skeletal Healing True – Caster is healed of all wounds to bones (including the skull) and/or cartilage, up to a number of injuries equal to his own level.
- 50. Skeletal Regeneration True – Caster can regenerate all of the lost bone and/or cartilage in his body; recovery is instantaneous.

**Note:** For all spells that heal wounds, the recovery time is determined as described in *A&CL* Section 12.1, but while *Relief* spells produce recovery in the normal time, for *Healing* spells treat the result as hours rather than days, and for *Healing True* spells treat the result as rounds rather than days. For *Mass* spells, use the most severe injury cured and roll once for a single recovery time for all.

## Healer Base

## MUSCLE WAYS

| Level | Spell                             | Area of Effect | Duration | Range | Type |
|-------|-----------------------------------|----------------|----------|-------|------|
| 1)    | Severe Tendon Damage Relief       | caster         | P        | self  | Us   |
| 2)    | Severe Muscle Damage Relief       | caster         | P        | self  | Us   |
| 3)    | Light Tendon Damage Healing       | caster         | P        | self  | Us   |
| 4)    | Light Muscle Damage Healing       | caster         | P        | self  | Us   |
| 5)    | Medium Tendon Damage Healing      | caster         | P        | self  | Us   |
| 6)    | Medium Muscle Damage Healing      | caster         | P        | self  | Us   |
| 7)    | Joining ‡ *                       | caster         | P        | self  | Us   |
| 8)    | Severe Tendon Damage Healing      | caster         | P        | self  | Us   |
| 9)    | Severe Muscle Damage Healing      | caster         | P        | self  | Us   |
| 10)   | Light Tendon Damage Healing True  | caster         | P        | self  | Us   |
| 11)   | Light Muscle Damage Healing True  | caster         | P        | self  | Us   |
| 12)   | Regenerate Tendon                 | caster         | P        | self  | Us   |
| 13)   | Medium Tendon Damage Healing True | caster         | P        | self  | Us   |
| 14)   | Medium Muscle Damage Healing True | caster         | P        | self  | Us   |
| 15)   | Joining True ‡ *                  | caster         | P        | self  | Us   |
| 16)   | Regenerate Muscle                 | caster         | P        | self  | Us   |
| 17)   | Severe Tendon Damage Healing True | caster         | P        | self  | Us   |
| 18)   | Severe Muscle Damage Healing True | caster         | P        | self  | Us   |
| 19)   | Mass Tendon Damage Healing        | caster         | P        | self  | Us   |
| 20)   | Mass Muscle Damage Healing        | caster         | P        | self  | Us   |
| 25)   | Mass Regenerate Muscle/Tendon     | caster         | P        | self  | Us   |
| 30)   | Regrow Limb ‡ *                   | caster         | P        | self  | Us   |
| 35)   | Mass Tendon Damage Healing True   | caster         | P        | self  | Us   |
| 40)   | Mass Muscle Damage Healing True   | caster         | P        | self  | Us   |
| 50)   | Mass Repairs True                 | caster         | P        | self  | Us   |

1. Severe Tendon Damage Relief – Caster is healed of one wound (of any severity) to a tendon.
2. Severe Muscle Damage Relief – Caster is healed of one wound (of any severity) to a muscle.
3. Light Tendon Damage Healing – Caster is healed of one Light wound to a tendon.
4. Light Muscle Damage Healing – Caster is healed of one Light wound to a muscle.
5. Medium Tendon Damage Healing – Caster is healed of one Light or Medium wound to a tendon.
6. Medium Muscle Damage Healing – Caster is healed of one Light or Medium wound to a muscle.
7. Joining ‡ \* – Caster can reattach 1 severed limb; it requires the use of the other 3 Healer *Joining* spells in order to make limb fully functional. The recovery time is 1-10 days.
8. Severe Tendon Damage Healing – Caster is healed of one wound (of any severity) to a tendon.
9. Severe Muscle Damage Healing – Caster is healed of one wound (of any severity) to a muscle.
10. Light Tendon Damage Healing True – Caster is healed of one Light wound to a tendon.
11. Light Muscle Damage Healing True – Caster is healed of one Light wound to a muscle.

- 12. Regenerate Tendon – Caster can regenerate any 1 tendon. The recovery time is 1-10 hours.
- 13. Medium Tendon Damage Healing True – Caster is healed of one Light or Medium wound to a tendon.
- 14. Medium Muscle Damage Healing True – Caster is healed of one Light or Medium wound to a muscle.
- 15. Joining True ‡ \* – As *Joining*, except caster must cast the other 3 Healer *Joining True* spells and recovery is instantaneous.
- 16. Regenerate Muscle – Caster can regenerate any 1 muscle. The recovery time is 1-10 hours.
- 17. Severe Tendon Damage Healing True – Caster is healed of one wound (of any severity) to a tendon.
- 18. Severe Muscle Damage Healing True – Caster is healed of one wound (of any severity) to a muscle.
- 19. Mass Tendon Damage Healing – Caster is healed of all tendon wounds.
- 20. Mass Muscle Damage Healing – Caster is healed of all muscle wounds.
- 25. Mass Regenerate Muscle/Tendon – Caster can regenerate all of the muscles and/or tendons in his body. The recovery time is 1-10 hours.
- 30. Regrow Limb ‡ \* – Caster can regrow 1 lost limb; requires use of the other 3 Healer *Regrow Limb* spells in order to make limb fully functional. The recovery time is 1-10 days.
- 35. Mass Tendon Damage Healing True – Caster is healed of all tendon wounds.
- 40. Mass Muscle Damage Healing True – Caster is healed of all muscle wounds.
- 50. Mass Repairs True – Caster can repair or regenerate a number of damaged muscles and/or tendons equal to his level. Recovery is instantaneous.

**Note:** For all spells that heal wounds, the recovery time is determined as described in *A&CL* Section 12.1, but while *Relief* spells produce recovery in the normal time, for *Healing* spells treat the result as hours rather than days, and for *Healing True* spells treat the result as rounds rather than days. For *Mass* spells, use the most severe injury cured and roll once for a single recovery time for all.

## Healer Base

## ORGAN WAYS

| Level | Spell                            | Area of Effect | Duration | Range | Type |
|-------|----------------------------------|----------------|----------|-------|------|
| 1)    | Light Organ Damage Relief        | caster         | P        | self  | Us   |
| 2)    | Medium Organ Damage Relief       | caster         | P        | self  | Us   |
| 3)    | Severe Organ Damage Relief       | caster         | P        | self  | Us   |
| 4)    | Restart Heart                    | caster         | P        | self  | Us   |
| 5)    | Sense Restoration                | caster         | P        | self  | Us   |
| 6)    | Light Organ Damage Healing       | caster         | P        | self  | Us   |
| 7)    | Joining ‡ *                      | caster         | P        | self  | Us   |
| 8)    | End Coma                         | caster         | P        | self  | Us   |
| 9)    | Medium Organ Damage Healing      | caster         | P        | self  | Us   |
| 10)   | Sense Restoration True           | caster         | P        | self  | Us   |
| 11)   | Severe Organ Damage Healing      | caster         | P        | self  | Us   |
| 12)   | Paralysis Cures                  | caster         | P        | self  | Us   |
| 13)   | Light Organ Damage Healing True  | caster         | P        | self  | Us   |
| 14)   | Light Nerve Damage Healing       | caster         | P        | self  | Us   |
| 15)   | Joining True ‡ *                 | caster         | P        | self  | Us   |
| 16)   | Medium Organ Damage Healing True | caster         | P        | self  | Us   |
| 17)   | Medium Nerve Damage Healing      | caster         | P        | self  | Us   |
| 18)   | Severe Organ Damage Healing True | caster         | P        | self  | Us   |
| 19)   | Severe Nerve Damage Healing      | caster         | P        | self  | Us   |
| 20)   | Brain Repair                     | caster         | P        | self  | Us   |
| 25)   | Organ Regeneration               | caster         | P        | self  | Us   |
| 30)   | Regrow Limb ‡ *                  | caster         | P        | self  | Us   |
| 35)   | Paralysis Cures True             | caster         | P        | self  | Us   |
| 40)   | Instant Brain Repair             | caster         | P        | self  | Us   |
| 50)   | Reuniting                        | caster         | P        | self  | Us   |

1. Light Organ Damage Relief – Caster is healed of one Light wound to an organ.
2. Medium Organ Damage Relief – Caster is healed of one Light or Medium wound to an organ.
3. Severe Organ Damage Relief – Caster is healed of one wound (of any severity) to an organ.
4. Restart Heart – Caster's heart will start beating after having stopped. This does not repair any heart disease or damage that caused the initial stoppage.
5. Sense Restoration – Caster regains function in one sensory organ, so long as that sensory organ has not been completely destroyed (in which case *Organ Regeneration* is required). The recovery time is 1-10 hours.
6. Light Organ Damage Healing – Caster is healed of one Light wound to an organ.
7. Joining ‡ \* – Caster can reattach 1 severed limb; it requires the use of the other 3 Healer *Joining* spells in order to make limb fully functional. The recovery time is 1-10 days.
8. End Coma – Caster comes out of a coma or unconsciousness caused by injury, disease, poison, spell, or spell failure.

- 9. Medium Organ Damage Healing – Caster is healed of one Light or Medium wound to an organ.
- 10. Sense Restoration True – As *Sense Restoration*, except recovery is instantaneous.
- 11. Severe Organ Damage Healing – Caster is healed of one wound (of any severity) to an organ.
- 12. Paralysis Cures – Removes any paralysis problem suffered by the caster. The recovery time is 1-10 days. Treat as -100 injury for progress of recovery.
- 13. Light Organ Damage Healing True – Caster is healed of one Light wound to an organ.
- 14. Light Nerve Damage Healing – Caster is healed of one Light wound involving nerve damage.
- 15. Joining True ‡ \* – As *Joining*, except caster must cast the other 3 Healer *Joining True* spells and recovery is instantaneous.
- 16. Medium Organ Damage Healing True – Caster is healed of one Light or Medium wound to an organ.
- 17. Medium Nerve Damage Healing – Caster is healed of one Light or Medium wound involving nerve damage.
- 18. Severe Organ Damage Healing True – Caster is healed of one wound (of any severity) to an organ.
- 19. Severe Nerve Damage Healing – Caster is healed of one wound (of any severity) involving nerve damage.
- 20. Brain Repair – Caster can repair brain damage (such as that caused by a skull fracture, etc. at the discretion of the GM). Recovery time is 1-10 hours. This includes damage from the Mind Death spell list.
- 25. Organ Regeneration – Caster can regenerate any 1 organ (external or internal), except the brain. The recovery time is 1-10 hours.
- 30. Regrow Limb ‡ \* – Caster can regrow 1 lost limb; requires use of the other 3 Healer *Regrow Limb* spells in order to make limb fully functional. The recovery time is 1-10 days.
- 35. Paralysis Cures True – As *Paralysis Cures*, except recovery is instantaneous.
- 40. Instant Brain Repair – As *Brain Repair*, except instantly provides complete recovery, taking data stored in caster's or original victim's aura to reconstruct the brain exactly.
- 50. Reuniting – Caster may reunite his soul with his body, provided the latter is functional. To restore a dead target to life, a Healer would first have to heal all of the latter's wounds (without "killing" himself) and then restore the target's soul by giving up his own (for the target this process operates like the 19th level *Lifegiving II* spell on the Cleric Base list, Life Mastery). While technically alive, but without his soul, the Healer would be affected as if he had been "absolved" (see Cleric Base list, Channels); thus, he could take no conscious actions and he would be at -75 for all subconscious actions. The caster may regain his own soul through the use of this spell (which does not suffer the -75 penalty) or through someone else casting an appropriate spell.

**Note:** For all spells that heal wounds, the recovery time is determined as described in *A&CL* Section 12.1, but while *Relief* spells produce recovery in the normal time, for *Healing* spells treat the result as hours rather than days, and for *Healing True* spells treat the result as rounds rather than days. For *Mass* spells, use the most severe injury cured and roll once for a single recovery time for all.



## Healer Base

## SURFACE WAYS

| Level | Spell                              | Area of Effect | Duration | Range | Type |
|-------|------------------------------------|----------------|----------|-------|------|
| 1)    | Heal II                            | caster         | P        | self  | Us   |
| 2)    | Fatigue Relief                     | caster         | P        | self  | Us   |
| 3)    | Stun Relief I *                    | caster         | P        | self  | Us   |
| 4)    | Regeneration I *                   | caster         | P (C)    | self  | Us   |
| 5)    | Light Burn/Frostbite Healing       | caster         | P        | self  | Us   |
| 6)    | Awakening *                        | caster         | P        | self  | Us   |
| 7)    | Heal V                             | caster         | P        | self  | Us   |
| 8)    | Medium Burn/Frostbite Healing      | caster         | P        | self  | Us   |
| 9)    | Stun Relief III *                  | caster         | P        | self  | Us   |
| 10)   | Regeneration II *                  | caster         | P (C)    | self  | Us   |
| 11)   | Severe Burn/Frostbite Healing      | caster         | P        | self  | Us   |
| 12)   | Heal X                             | caster         | P        | self  | Us   |
| 13)   | Stun Relief V *                    | caster         | P        | self  | Us   |
| 14)   | Light Burn/Frostbite Healing True  | caster         | P        | self  | Us   |
| 15)   | Regeneration III *                 | caster         | P (C)    | self  | Us   |
| 16)   | Medium Burn/Frostbite Healing True | caster         | P        | self  | Us   |
| 17)   | Heal XV                            | caster         | P        | self  | Us   |
| 18)   | Severe Burn/Frostbite Healing True | caster         | P        | self  | Us   |
| 19)   | Stun Relief X *                    | caster         | P        | self  | Us   |
| 20)   | Lord Heal                          | caster         | P        | self  | Us   |
| 25)   | Heal True                          | caster         | P        | self  | Us   |
| 30)   | Mass Burn/Frostbite Healing        | caster         | P        | self  | Us   |
| 35)   | Mass Burn/Frostbite Healing True   | caster         | P        | self  | Us   |
| 40)   | Stun Relief True *                 | caster         | P        | self  | Us   |
| 50)   | Surface Healing True *             | caster         | P        | self  | Us   |

1. Heal II – Caster is healed of 10 concussion hits.

2. Fatigue Relief – Removes up to -30 in penalties from fatigue.

3. Stun Relief I \* – Caster is relieved of 1 round's worth of accumulated stun effects.

4. Regeneration I \* – Reduces damage by 2 hits every round as long as caster concentrates; if caster is unconscious, this spell will operate without concentration.

5. Light Burn/Frostbite Healing – Caster is healed of one Light wound from burn, chemical burn, scalding, or frostbite.

6. Awakening \* – Caster is instantly awake.

7. Heal V – Caster is healed of 25 concussion hits.

8. Medium Burn/Frostbite Healing – Caster is healed of one Light or Medium wound from burn, chemical burn, scalding, or frostbite.

9. Stun Relief III \* – Caster is relieved of 3 rounds' worth of accumulated stun effects.

- 10. Regeneration II \* – As *Regeneration I*, except 4 hits are healed every round.
  - 11. Severe Burn/Frostbite Healing – Caster is healed of one wound (of any severity) from burn, chemical burn, scalding, or frostbite.
  - 12. Heal X – Caster is healed of 50 concussion hits.
  - 13. Stun Relief V \* – Caster is relieved of 5 rounds' worth of accumulated stun effects.
  - 14. Light Burn/Frostbite Healing True – Caster is healed of one Light wound from burn, chemical burn, scalding, or frostbite.
  - 15. Regeneration III \* – As *Regeneration I*, except 6 hits are healed every round.
  - 16. Medium Burn/Frostbite Healing True – Caster is healed of one Light or Medium wound from burn, chemical burn, scalding, or frostbite.
  - 17. Heal XV – Caster is healed of 75 concussion hits.
  - 18. Severe Burn/Frostbite Healing True – Caster is healed of one wound (of any severity) from burn, chemical burn, scalding, or frostbite.
  - 19. Stun Relief X \* – Caster is relieved of 10 rounds' worth of accumulated stun effects.
  - 20. Lord Heal – Caster is healed of 100 concussion hits.
  - 25. Heal True – Caster is healed of all concussion hit damage.
  - 30. Mass Burn/Frostbite Healing – Caster is healed of all wounds (of any severity) from burn, chemical burn, scalding, or frostbite.
  - 35. Mass Burn/Frostbite Healing True – Caster is healed of all wounds (of any severity) from burn, chemical burn, scalding, or frostbite.
  - 40. Stun Relief True \* – Caster is relieved of all accumulated stun effects.
  - 50. Surface Healing True \* – Caster is instantly relieved of all accumulated stun effects, concussion hit damage, fatigue penalties, and wounds due to burn, chemical burn, scalding, or frostbite.
- Note:** For all spells that heal wounds, the recovery time is determined as described in *A&CL* Section 12.1, but while *Relief* spells produce recovery in the normal time, for *Healing* spells treat the result as hours rather than days, and for *Healing True* spells treat the result as rounds rather than days. For *Mass* spells, use the most severe injury cured and roll once for a single recovery time for all.

## 9.2.Mystic

### Mystic Base

#### CONFUSING WAYS

| Level | 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 Sight         | 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 rnd/5 fail  | 100'  | Fm   |
| 19)   | Rebellious Weapon      | 1 target       | 1 rnd/lvl     | 100'  | Fm   |
| 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   |
| 35)   | Shout of Amnesia *     | 50' R          | 1 day/5 fail  | 100'  | Fm   |
| 40)   | Mass Long Bewilderment | 1 target/lvl   | varies        | 300'  | Fm   |
| 50)   | Bewilderment True      | 1 target/lvl   | varies        | 300'  | Fm   |

1. Distraction – Target is at -30 for all actions.

2. Confusion – Target is incapable of making decisions or initiating action, but may continue to fight current foes or in self-defense. The target may also follow orders from the target's leader (if any), but will only be able to follow them so long as no ambiguities arise.

3. Blur Vision – Target has a -100 OB modification for missile attacks and a -50 penalty for all other actions involving sight.

4. Fear – Target fears caster and attempts to flee.

5. Stumble – Target becomes unbalanced. If the target is moving, the target trips and falls (prone and stunned for 1-5 rounds); any maneuver that the target was performing when affected by this spell automatically fails.

6. Fumble – As *Stumble*, except target also fumbles any weapon or item currently held; roll on the appropriate A&CL Chapter 10 Fumble Table.
7. Hallucination – Target sees a nonexistent foe and must fight this foe until it is “defeated” (i.e., takes damage that would drop the target). Foe has same capabilities as target but does no damage (i.e., always misses).
8. Spin – Target is spun about a few times, ending up facing 180° away from his original facing, then spends the rest of the round recovering from the disorientation.
9. Weapon Alteration – Target perceives the target's weapon(s) as changed into some other similar weapon(s), which lacks the right balance even if familiar to the target. Target will only have half normal OB with the weapon(s) so long as this delusion remains in effect.
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 Sight – Target sees moving things shifted between 6” and 18” from where they really are; any attack the target 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*; they 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 no skills or abilities. This is a loss of personal memories and knowledge of own identity and background.
16. Shout of Confusion \* – As *Confusion*, except the spell is instantaneous **and** all beings within an area encompassed by a radius of 50’ are targets.
17. Long Bewilderment – As any single spell from this list of no more than 10th level, except the range is increased to 300’.
18. Shout of Fear \* – As *Fear*, except the spell is instantaneous **and** the duration is 1 minute per 5 failure **and** all beings within a fifty foot radius are targets.
19. Rebellious Weapon – As *Weapon Alteration*, except target must also make an RR each round or fumble his weapon. If the target is using two weapons, he must make a separate RR for each weapon and may fumble twice in a round due to the spell. He may still fumble normally if he gets to make an attack.
20. Lord Bewilderment – As any single spell from this list of no more than 10th level, 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 Elf, a house might seem to be a cave, etc.).
35. Shout of Amnesia \* – As *Amnesia*, except the spell is instantaneous **and** all beings within an area encompassed by a radius of 50’ are targets.
40. Mass Long Bewilderment – As any single spell from this list of no more than 10th level, except the range is increased to 300’ and it affects up to one target per level of the caster.
50. Bewilderment True – As any single spell from this list of no more than 20th level, except affects up to one target per level of the caster **and** the range is 300’.

## Mystic Base

## GAS ALTERATION

| Level | Spell             | Area of Effect | Duration   | Range    | Type |
|-------|-------------------|----------------|------------|----------|------|
| 1)    | Condensation      | 1 cu' water    | P          | touch    | E    |
| 2)    | Airwall           | 10'x10'x3'     | C          | 10'      | E    |
| 3)    | Thick Fog II      | 20' R          | 1 min/lvl  | 100'     | E    |
| 4)    | Vacuum A          | 5' R           | —          | 100'     | F    |
| 5)    | Air Stop I        | 10' R          | C          | self     | F    |
| 6)    | Thick Fog X       | 100' R         | 1 min/lvl  | 100'     | F    |
| 7)    | Airwall True      | 10'x10'x3'     | 1 min/lvl  | 10'      | E    |
| 8)    | Fire Bolt I       | 1 target       | —          | <25'>    | Ed   |
| 9)    | Vacuum B          | 5' R           | —          | 100'     | F    |
| 10)   | Air Stop V        | 50'R           | C          | self     | F    |
| 11)   | Thick Fog XXX     | 300'R          | 1 min/lvl  | 100'     | E    |
| 12)   | Gas-Air           | 10'R           | P          | self     | F    |
| 13)   | Vacuum C          | 5'R            | —          | 100'     | F    |
| 14)   | Oxygenation       | 50'R           | C          | 100'     | E    |
| 15)   | Whirling Winds    | 10'R           | C          | self     | E    |
| 16)   | Firebolt III      | 1 target       | —          | <75'>    | Ed   |
| 17)   | Vacuum D          | 5' R           | —          | 100'     | F    |
| 18)   | Greater Vacuum B  | 10' R          | —          | 100'     | F    |
| 19)   | Reverse Winds     | 100'R/lvl      | C          | 100'/lvl | E    |
| 20)   | Thick Fog True    | 100'R/lvl      | 1 hour/lvl | 100'     | E    |
| 25)   | Vacuum E          | 5'R            | —          | 100'     | F    |
| 30)   | Cloud Mastery     | 1,000'R/lvl    | C          | self     | F    |
| 35)   | Greater Vacuum E  | 10'R           | —          | 100'     | F    |
| 40)   | Toxic Cloud       | 1' R/lvl       | 1 min/lvl  | 2'/lvl   | F    |
| 50)   | Gas Transmutation | 1,000 cu' gas  | P          | 20'      | F    |

1. Condensation – Condenses 1 cubic foot of water from the surrounding air. Condensation can be channeled into any suitable receptacle, including caster's cupped hands.

2. Airwall – Creates a wall of dense churning air up to 10'x10'x3'. This wall requires 1 AP to cross, the pace of anyone moving through it at more than a Walk comes out with his pace reduced by one (e.g, a Run going in would be a Jog coming out), and attacks through the wall suffer a -50 penalty. See Section 10.19 for additional details on *Wall* spells.

3. Thick Fog II – Creates dense fog in a 20' radius; normal visibility is 1'.

4. Vacuum A – Creates a near vacuum with a five foot radius; all within this radius take an A Impact critical (if they fail an RR), as air leaves and rushes back in.

5. Air Stop I – Stops all generalized air movement up to winds of 30 mph and cuts higher winds by 30 mph in a 10' radius.

6. Thick Fog X – As *Thick Fog II*, except radius is 100'.

7. *Airwall True* – As *Airwall*, except has a set duration of 1 min/level and does not require concentration.
  8. *Fire Bolt I* – A bolt of fire is shot from the palm of the caster; results are determined from the Fire Bolt Table (a fire source must be within 10').
  9. *Vacuum B* – As *Vacuum A*, except results in a B Impact critical.
  10. *Air Stop* – As *Air Stop I*, except radius is 50'.
  11. *Thick Fog XXX* – As *Thick Fog II*, except radius is 300'.
  12. *Gas-Air* – All gas within 10' of caster is converted to breathable air.
  13. *Vacuum C* – As *Vacuum A*, except results in a C Impact critical.
  14. *Oxygenation* – Enriches a 50' radius of air with extra oxygen; within this radius all animal life receives a +20 bonus to their OBs **and** fire attacks deliver double damage (hits only).
  15. *Whirling Winds* – Creates a whirlwind about caster; it moves with the caster and has a 10'R. No missile attacks can penetrate it and any movement (except for caster's) into the whirlwind costs 2 AP and slows movement to a Walk pace, melee or elemental attacks on the caster through the whirlwind suffer a -50 penalty to OB.
  16. *Fire Bolt III* – As *Fire Bolt I*, except range increment is 75'.
  17. *Vacuum D* – As *Vacuum A*, except causes an D Impact critical.
  18. *Greater Vacuum B* – As *Vacuum B*, except radius is 10'.
  19. *Reverse Wind* – Allows the caster to change the direction of the wind within the radius.
  20. *Thick Fog True* – As *Thick Fog II*, except duration is 1 hour per level and the radius is 100' per level.
  25. *Vacuum E* – As *Vacuum A*, except causes an E Impact critical.
  30. *Cloud Mastery* – Caster has complete control of clouds within area of effect (includes fog); storm clouds can be gathered and made to rain (or snow or hail in suitable conditions), but they cannot be created.
  35. *Greater Vacuum E* – As *Vacuum E*, except radius is 10'.
  40. *Toxic Cloud* – Creates a cloud of toxic gas. Any living thing coming within the cloud must make an RR versus poison each round or suffer a cumulative -10 penalty and take 2d10 damage from the effects of the gas. Treat the penalty as organ damage (lungs) for treatment/healing purposes and the final penalty as a single injury. Level of the poison is the level of the caster. The cloud takes one round to form, but the gas is barely visible (Very Hard Perception maneuver to notice by sight). Those in the cloud during the formation round will have their breathing irritated but suffer no damage if they leave the cloud before the next round.
  50. *Gas Transmutation* – May transmute 1,000 cubic feet of gas (no part can be more than 20' away) into another non-magical gas that the caster has a sample of. This transmutation requires eight hours of uninterrupted work.
- Note:** 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).
- Note:** An elemental creature made of gas will be reduced to 1 AP per round if successfully attacked with an *Air Stop* spell (the creature must fit into the area of effect). A *Vacuum* thrown at a creature made of gas will result in a Slaying IV Critical on the creature. A *Whirling Winds* has no effect on an elemental creature made of gas, though creatures shape-changed into gas are affected normally.

## Mystic Base

## HIDING

| Level | Spell                 | Area of Effect | Duration   | Range | Type |
|-------|-----------------------|----------------|------------|-------|------|
| 1)    | Blur *                | caster         | 1 min/lvl  | self  | U    |
| 2)    | Unseen I              | 1 target       | 24 hrs     | touch | E    |
| 3)    | Shadow                | caster         | 10 min/lvl | self  | U    |
| 4)    | Quiet I               | 1'R            | 1 min/lvl  | self  | E    |
| 5)    | Invisibility I        | 1 target       | 24 hrs     | touch | E    |
| 6)    | Invisibility II       | 1 target       | 24 hrs     | touch | E    |
| 7)    | Screens               | 1,000 sq'      | C          | 100'  | E    |
| 8)    | Displacement I        | caster         | 1 min/lvl  | self  | E    |
| 9)    | No Sense              | 1 target       | 24 hrs     | touch | E    |
| 10)   | Shadow Mystic         | varies         | 1 min/lvl  | 100'  | E    |
| 11)   | Invisibility Sphere I | 1 target       | 24 hrs     | 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 Self       | caster         | C          | self  | E    |
| 16)   | Displacement III      | caster         | 1 min/lvl  | self  | E    |
| 17)   | Passing               | caster         | 1 min/lvl  | self  | U    |
| 18)   | Mystic Manner         | caster         | 10 min/lvl | self  | U    |
| 19)   | Great Merge           | caster         | 1 min/lvl  | self  | E    |
| 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    |
| 35)   | Dimensional Closet    | caster         | 10 min/lvl | self  | E    |
| 40)   | Displacement VI       | caster         | 1 min/lvl  | self  | E    |
| 50)   | Hiding True           | caster         | 10 min/lvl | self  | U    |

1. Blur \* – Causes caster to appear blurred to attackers, granting a +10 to the caster's DB.

2. Unseen I – A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hrs pass **or** target is struck by a violent blow (being hit by a weapon, falling, etc.) **or** target makes a violent move (i.e., an attack) **or** target casts a spell of type E or F.

3. Shadow – Caster and objects on the caster's person appear to be in shadow and thus are almost invisible in dark areas (in many situations this could be handled with a Stalking bonus of between +25 and +75).

4. Quiet I – Creates a barrier 1' from caster's body through which sound cannot pass. This grants a +25 Stalking bonus to the caster, but also effectively makes the caster deaf (automatically fails to hear anything beyond 1' and suffers -50 to Perception maneuvers partially based on hearing).

5. Invisibility I – As *Unseen I*, except everything within 1' of the target is invisible as long as it is within the 1'R and none of the *Unseen I* termination conditions occur.

6. Invisibility II – As *Invisibility I*, except the caster can vary the radius up to 1'. This makes the invisible target harder to see by reducing the "fringe effect".
7. Screens – Creates a 1,000 square foot screen on which the caster can place any static scene; this scene seems 3-dimensional and normal.
8. Displacement I – Caster's apparent location is offset from the actual location; all attacks have no effect 10% of the time. Each time a foe misses due to this effect, the chance of that foe missing again goes down 5%.
9. No Sense – As *Invisibility I*, except target is also undetectable by smell and sound.
10. Shadow Mystic – Creates a duplicate of the caster; if the caster concentrates, it will move as willed; otherwise, it does exactly as the caster does. The duplicate is limited to moving within the area of effect. If the caster concentrates, he can "merge" the duplicate with himself and then split back apart again (making it difficult to discern which one is the "real" caster).
11. Invisibility Sphere I – As *Invisibility I*, except the constant radius is 10'. Note that anything that exits the radius will become visible again.
12. Displacement II – As *Displacement I*, except base chance of missing is 20%.
13. Flattening – Caster is flattened until becoming virtually two-dimensional. This allows the caster to slide through cracks and makes the caster effectively invisible when viewed from the side.
14. Merging – Caster can merge into any solid, inanimate material. While merged, the caster cannot move, perceive, or cast spells. When the caster emerges from the material, it is possible to emerge from any side or face of the material, although this is limited to moving "through" no more than the caster's own body size plus two feet worth of material. The caster can exit at any time up to the end of spell duration (at which time the caster automatically emerges at the entrance point).
15. Unpresence Self – Caster becomes undetectable by *Presence* spells or related abilities.
16. Displacement III – As *Displacement I*, except base chance of missing is 30%.
17. Passing – Caster can pass through any inanimate material up to 1'/level at a rate of 2' per round.
18. Mystic Manner – Caster's actions are extremely subtle for the duration of this spell. Any form of non-magical detection or observation regarding the Mystic and his activities suffers a -50 penalty. The caster also may hide spell-casting without the normal Subtety penalty to his spell-casting roll (and the -50 is applied to attempts to detect this casting as well).
19. Great Merge – As *Merging*, except caster can turn within the material and can see outside 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%.
35. Dimensional Closet – Caster disappears into a private world. This place is largely featureless, but by concentrating, the caster can view (and listen) from the point of departure. The caster may also create any material objects desired, although anything not consumed by the caster will disappear upon leaving the dimensional closet (so the caster may eat, drink, take an antidote to a poison, etc., but cannot arm himself or emerge with great wealth). The caster will reappear in the same place when the duration of the spell expires or when the caster chooses to cancel the spell. If the point of departure is now occupied, the caster will be teleported D10x100 feet in a random direction.
40. Displacement VI – As *Displacement I*, except base chance of missing is 60%.
50. Hiding True – Caster can "Merge" into a material and may observe surrounding activity, and is affected by *Unpresence* and *Nondetect*, all with this one spell.

**Note:** For guidelines on handling invisibility, see Section 10.10.



## Mystic Base

## LIQUID ALTERATION

| Level | Spell                   | Area of Effect   | Duration   | Range    | Type |
|-------|-------------------------|------------------|------------|----------|------|
| 1)    | Boil/Freeze Liquid      | 1 cu'/lvl        | C          | 2'       | F    |
| 2)    | Clear/Desalinate Liquid | 1 cu'/lvl        | C          | 2'       | F    |
| 3)    | Evaporate Liquid        | 1,000 cu'/lvl    | P (C)      | 2'       | F    |
| 4)    | Waterwall               | 10'x10'x1'       | C          | 10'      | E    |
| 5)    | Water Bolt I            | 1 target         | —          | <25'>    | Ed   |
| 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            | 1 cu'/lvl        | P          | touch    | F    |
| 13)   | Lesser 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 V            | 1 target         | —          | <125'>   | Ed   |
| 19)   | Acidify Liquid          | 1 cu'/lvl        | 24 hrs     | 10'      | F    |
| 20)   | Water Corridor 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    |
| 35)   | Water Bubble True       | 20' R            | 10 min/lvl | self     | E    |
| 40)   | Command Rain            | 1000'R           | 10 min/lvl | self     | E    |
| 50)   | Liquid Transmutation    | 1 cu'            | P          | touch    | F    |

1. Boil/Freeze Liquid – The caster may alter the temperature of any inanimate body of liquid of up to 1 cubic foot per level by 50°F [28°C] per round of concentration. Once the liquid begins to boil or freeze, it will not continue to change temperature, but will begin to warm or cool naturally if the caster stops concentrating. Caster is immune to the heat/cold thus generated.

2. Clear/Desalinate Liquid – Removes all sediment and dissolved substances from a liquid.

3. Evaporate Liquid – All targeted liquid (up to a maximum of 1000 cubic feet per level) is evaporated (i.e., boiled away and turned into heated gas) at a rate of one hundred cubic feet of liquid per round of concentration.

4. Waterwall – Creates a wall of water up to 10'x10'x1'. This wall requires 2 AP to cross, the pace of anyone moving through it at more than a Walk comes out with his pace reduced by two (e.g, a Run going in would be a Brisk pace coming out) to a minimum of a Walk, and attacks through the wall suffer a -80 penalty. See Section 10.19 for additional details on *Wall* spells.

5. Water Bolt I – A bolt of water is shot from the palm of the caster (a water source must be within 10'); results are determined on the Water Bolt Table.
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'R about the caster, heaviness is determined by the humidity.
8. Calm Water – All water within a 100'R 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 caster need not concentrate and the duration is 1 minute per level.
11. Water Corridor III – As *Water Corridor I*, except limit is 300'x4'x50' deep.
12. Liquid/Water – Changes any liquid into fresh water.
13. Lesser Whirlpool – Creates a whirlpool with a 20 foot radius in any liquid body that will draw in any objects in the liquid up to 200' away. Objects capable of moving under their own power may make a Very Hard maneuver 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 radius is 100'/lvl and waves are cut by 50'.
16. Command Current – The area of effect for this spell is the water immediately surrounding the boat that the caster is on (where "boat" should be interpreted loosely; a log is a "boat" for purposes of this spell if the caster is riding it on water). For as long as the caster concentrates, the speed of the boat will be increased by 25' per round (approximately 3 miles per hour).
17. Water Bubble – Creates a bubble of air (10'R) around the caster and others, which will carry them in up to 100' depth of water (air is replenished). Caster can direct the motion of the bubble at a rate of 30'/round (may be adjusted by the presence of (un)favorable water currents. If/when the caster stops concentrating, the bubble will rise to the surface at the same rate (30'/round). If the caster resumes concentrating before the bubble surfaces, the bubble may be controlled again. All objects inside the bubble will rise with it. After reaching the surface, the bubble will burst.
18. Water Bolt V – As *Water Bolt I*, but range increment is 125'.
19. Acidify Liquid – Caster can cause up to one cubic foot per level of liquid into a magical acid strong enough to corrode an equal volume of metal or cause an A Acid critical to someone splashed with the acid or a D Acid critical each round immersed in the acid (with a C, a B, and an A critical coming in that order during the three rounds after getting out).
20. Water Corridor True – As *Water Corridor I*, except limit is 100' per level long, 6' wide and 100' deep **and** the caster need not concentrate.
25. Water Tunnel True – As *Water Tunnel*, except limit is 6' in diameter and 100' per level long **and** the caster need not concentrate.
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.
35. Water Bubble True – As *Water Bubble*, except that caster need only concentrate on the desired route for one round and the bubble will "pilot" itself until the destination is reached **and** the radius of the bubble may be up to 20' in radius **and** the maximum speed of the bubble is 50'/round **and** there is no depth limit.
40. Command Rain – As *Call Rain*, except for area of effect and duration.
50. Liquid Transmutation – May transmute 1 cubic foot of liquid into another non-magical liquid that the caster has a sample of. This transmutation requires eight hours of uninterrupted work.

## Mystic Base

## MYSTICAL CHANGE

| Level | Spell               | Area of Effect    | Duration   | Range | Type |
|-------|---------------------|-------------------|------------|-------|------|
| 1)    | Study Form          | caster            | P          | 300'  | I    |
| 2)    | Face Shifting True  | caster            | 1 hour/lvl | self  | U    |
| 3)    | Minor Changing      | caster            | 10 min/lvl | self  | U    |
| 4)    | Misfeel Kind •      | caster            | C          | self  | E    |
| 5)    | Deceptive Aura      | 1 item            | 1 day/lvl  | touch | F    |
| 6)    | Major Changing      | caster            | 10 min/lvl | self  | U    |
| 7)    | Misfeel Calling •   | caster            | C          | self  | E    |
| 8)    | Changing Lungs      | caster            | 10 min/lvl | self  | U    |
| 9)    | Shrinking Change    | caster            | 10 min/lvl | self  | U    |
| 10)   | Mystical Tongue     | caster + 1 target | C          | 20'   | Fm   |
| 11)   | Misfeel Power •     | caster            | C          | self  | E    |
| 12)   | Impersonation       | caster            | 10 min/lvl | self  | U    |
| 13)   | Unpresence Self     | caster            | C          | self  | E    |
| 14)   | Misfeel •           | caster            | C          | self  | E    |
| 15)   | Changing True       | caster            | 10 min/lvl | self  | U    |
| 16)   | Growing Change      | caster            | 10 min/lvl | self  | U    |
| 17)   | Impersonation True  | caster            | 10 min/lvl | self  | U    |
| 18)   | Long Major Changing | caster            | 1 day/lvl  | self  | U    |
| 19)   | Long Impersonation  | caster            | 1 day/lvl  | self  | U    |
| 20)   | Unpresence True     | caster            | 1 min/lvl  | self  | E    |
| 25)   | Misfeel True •      | caster            | 10 min/lvl | self  | E    |
| 30)   | Holy Presence       | caster            | C          | self  | E    |
| 35)   | Shapechanging       | caster            | 10 min/lvl | self  | U    |
| 40)   | Shapechanging True  | caster            | 10 min/lvl | self  | U    |
| 50)   | Submerge Self       | caster            | varies     | self  | U    |

1. Study Form – Caster studies and memorizes the appearance and mannerisms of a being, for later use with higher level spells on this list. The caster must observe the target for five minutes after casting the spell in order to complete the study. The caster can only have as many forms studied as he has ranks in this list. Caster may choose to forget a studied form at any time to make room for replacements.

2. Face Shifting True – Allows caster to alter the form of his face. He can take on the exact face of another being if he has used *Study Form* on the being he wishes to copy.

3. Minor Changing – Caster can alter his own form to the form of any desired humanoid race within his own Size category. The form can be that of a particular individual that has been the target of *Study Form*; this does not include mannerisms, but only appearance. Note that only the physical form is gained (i.e., a target that becomes a Dwarf would not receive a Dwarf's ability to see in the dark). Non-magical clothing will refit itself to the new form, but other equipment will not change, with the exception of prosthetics added by means of the Lay Healer Base list Prosthetics.

4. Misfeel Kind • – Caster appears to be of any race he chooses to magical or mental detections.
5. Deceptive Aura – [RR Mod.: -50] Caster fools a magic item into reacting to the caster as if the caster were of another race, sex, Profession, religion, etc. in order to make use (or better use) of the item. This does not allow the caster to use a PP multiplier or Spell Adder for a realm he does not actually use, although it will allow use of a PP multiplier that works for only one of his realms.
6. Major Changing – As *Minor Changing*, except form need not be humanoid, but must be a living organic thing.
7. Misfeel Calling • – As *Misfeel Kind*, except profession may be misrepresented.
8. Changing Lungs – Caster can breathe water, air, or gas at will.
9. Shrinking Change – As *Minor Changing*, except form may be one Size category smaller than the caster's.
10. Mystical Tongue – [RR Mod: -50] Caster can speak mentally with any sentient target, and to the target, it will seem as if the caster was speaking in the target's primary language.
11. Misfeel Power • – As *Misfeel Kind*, except level can be misrepresented (from first level to twice actual level).
12. Impersonation – As *Major Changing*, except a specific being who has been the target of *Study Form* can be duplicated in both appearance and mannerisms.
13. Unpresence Self – Caster becomes undetectable by *Presence* spells or related abilities.
14. Misfeel • – Allows caster to use all of the “*Misfeel*” spells at once.
15. Changing True – As *Major Changing*, except caster can alter forms at will, by concentrating for one round/change.
16. Growing Change – As *Minor Changing*, except form may be one Size category larger than the caster's.
17. Impersonation True – As *Impersonation*, except caster can alter forms at will, by concentrating for one round/change.
18. Long Major Changing – As *Major Changing*, except for duration.
19. Long Impersonation – As *Impersonation*, except for duration.
20. Unpresence True – As *Unpresence Self*, except caster does not have to concentrate.
25. Misfeel True • – As *Misfeel*, except caster does not have to concentrate.
30. Holy Presence – As *Misfeel*, except caster can misrepresent his presence and power, so that he seems to be a minor deity. Even those viewing with normal senses will be given an impression of superhuman power and majesty.
35. Shapechanging – Caster can alter his own form to the form of any desired living thing. The form can be that of a particular individual that has been the target of *Study Form*, in which case the caster may have the mannerisms of that individual as well. The caster gains all natural abilities of the form taken, but not magical abilities. Non-magical clothing will change form to fit the caster's new body, or may join the rest of items worn or carried, which merge into the caster's body for the duration of the spell. If the caster dies, the spell immediately ends.
40. Shapechanging True – As *Shapechanging*, except caster can alter forms at will, by concentrating for one round/change.
50. 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 (except for having designed the persona now in control), until the spell ends. The false persona can be a specific individual if *Study Form* has been cast once/day (for 30 days) on that individual. The caster must determine a set period after which the spell will end and may also specify one triggering event that can cancel the spell before that period expires. The caster will remember everything that happened while the false persona was in control.

## Mystic Base

## SOLID ALTERATION

| Level | Spell                    | Area of Effect | Duration     | Range | Type |
|-------|--------------------------|----------------|--------------|-------|------|
| 1)    | Enchanted Rope           | 10'/lvl        | C            | touch | U    |
| 2)    | Heat Solid I             | 1 cu'/lvl      | 1 min/lvl(C) | touch | F    |
| 3)    | Cool Solid               | 1 cu'/lvl      | 24 hrs       | touch | F    |
| 4)    | Cracks Call              | 10'x10'x10'    | —            | 100'  | F    |
| 5)    | Door                     | 1 door         | —            | touch | F    |
| 6)    | Woodfires                | 1'R            | —            | touch | F    |
| 7)    | Strengthen Material      | 1 cu'/lvl      | 24 hrs       | touch | F    |
| 8)    | Heat Solid II            | 1 cu'/lvl      | 1 min/lvl(C) | 50'   | F    |
| 9)    | Chill Other Solid        | 1 cu'/lvl      | 1 min/lvl(C) | 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)   | Strengthen Material True | 100 cu'/lvl    | 24 hrs       | touch | F    |
| 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    |
| 35)   | Mold Solid True          | 5 cu'/lvl      | P            | touch | F    |
| 40)   | Living Forge             | caster         | 24 hrs       | self  | U    |
| 50)   | Solid Transmutation      | 1 oz.          | P            | touch | F    |

1. Enchanted Rope – If the caster holds one end of a rope, he can cause the rope to move up to its length in any direction and to tie itself in knots (it cannot attack or tie up a living being).
2. Heat Solid I – Warms 1 cubic foot of any solid, inanimate material per level up to 500°F (260°C) at a rate of 1 cubic foot heated by 100°F (56°C) per round of concentration (without concentration, the material will remain at its current temperature for the remainder of the duration). The caster is immune to this heat.
3. Cool Solid – Any solid, inanimate, non-metal material can be cooled to -20°F (-29°C), at a rate of 1 cubic foot per round (cooling spreads evenly from initial point of cooling unless caster concentrates to direct spread).
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 modification of +/- 50 to maneuvers to force the door can be granted).
6. Woodfires – Causes any wood to ignite and burn. All wood ignited must be within 1' of caster's palm.

7. Strengthen Material – Causes any one object of up to 1 cubic foot per level of the caster to be much more resistant to damage. It will resist destructive spells as if the RR was being made by the caster and it will have a +50 bonus to any normal rolls against breakage.
8. Heat Solid II – As *Heat Solid I*, except the range is 50’.
9. Chill Other Solid – As *Cool Solid*, except any solid, inanimate, non-metal material can be cooled to -200°F (-129°C), at a rate of (1 cubic foot and -100°F/56°C)/round. The caster must concentrate to decrease the temperature (without concentration, the material will retain its current temperature for the duration of the spell).
10. Wall of Ice – Creates 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 wall. Requires a source of water within 10’. See Section 10.19 for additional details on *Wall* spells.
11. Solid Door I – Creates a doorway through any solid, inanimate material; it can be up to 3’x6’x1’.
12. Stone/Earth/Mud – Will turn 100 cubic feet of stone to packed earth, 100 cubic feet of earth to mud, 100 cubic feet of 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 Impact critical.
14. Solid Door II – As *Solid Door I*, except size is 4’x8’x5’.
15. Mold Solid – Caster's hands may shape 1 cubic foot of any solid, inanimate material by molding it as if it were putty or clay. When the caster ceases to work it, the material will harden to normal consistency. Quality of results depends on caster's skill and time invested.
16. Break Solid – One 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).
17. Unstone – Disintegrates (i.e., destroys without a residue) a target of up to 100 cubic feet of stone.
18. Strengthen Material True – As *Strengthen Material*, except object can be up to 100 cubic feet per level in size.
19. Unmetal – Disintegrates a target of up to 1 cubic foot of metal.
20. Solid Tunnel – Recreates a tunnel through solid, inanimate material that is 4’ in diameter and 5’/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’/level).
35. Mold Solid True – As *Mold Solid*, but working on a larger scale, suitable for monuments, architectural components, etc.
40. Living Forge – Caster becomes able to work non-magical metals with his bare hands, needing no other tools to give it the shape and qualities desired (gaining a +20 to any appropriate maneuvers rolled). This includes being able to create alloys if the necessary components are available. If this spell is used in conjunction with proper equipment, a +35 bonus may be gained to appropriate maneuvers.
50. Solid Transmutation – Transmutes up to 1 ounce of any solid material into another non-magical solid material that the caster has a sample of. This transmutation requires eight hours of uninterrupted work.

## 9.3.Sorcerer

### Sorcerer Base

#### FLESH DESTRUCTION

| Level | 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)    | Ear Disruption         | 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)   | Rupture                | 1 target       | P            | 100'   | F    |
| 17)   | Long Flesh Destruction | 1 target       | P            | 300'   | F    |
| 18)   | Corpse Disposal        | 1 target       | P            | touch  | F    |
| 19)   | Mass Flesh Destruction | 1 target/lvl   | P            | 100'   | F    |
| 20)   | Petrifaction           | 1 target       | P            | 100'   | F    |
| 25)   | Disruption X           | 1 target       | P            | 100'   | F    |
| 30)   | Black Channel II       | 1 target       | varies       | varies | F    |
| 35)   | Disruption True        | 1 target       | P            | 300'   | F    |
| 40)   | Multichannels Noir     | 1 target/lvl   | varies       | varies | F    |
| 50)   | Black Channel III      | 1 target       | varies       | varies | F    |

1. Sprain Limb – A random part of a random limb is sprained. If it is part of a leg: movement is cut by 25%, combat is at -10. If it is part of an arm, combat is modified by -20.

2. Limb Pain – A random limb is in intense pain. If it is a leg, the target cannot walk (target may crawl at 10% of walking movement rate). If it is 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's RR fails by 1-10, the target takes an A Impact critical; increase the severity of the critical for each 10 by which the RR is failed (i.e. 11-20 = B, 21-30 = C, 31-40 = D, 41+ = E).

4. Lock Joint – One of the target's joints locks. Target suffers as in *Limb Pain*. A moving target that is afflicted with leg lock will fall down; if a target with arm lock is carrying anything, it is dropped.

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 (on entire body). There is no tactical penalty, but it ruins the appearance of the target, resulting in a -25 to -75 on social interactions, depending on the importance of appearance. Lasts until dispelled and 1 month passes (recovery time may be reduced through magical healing).
  8. Disruption V – As *Touch of Disruption*, except range is 50'.
  9. Ear Disruption – One of the target's ears (randomly chosen) is disrupted. Hearing is at 50% of normal until cured (-25 to Perception involving hearing, -50 to Perception only involving hearing). If both ears go, the target will be rendered deaf.
  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 flesh wound 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 with that arm will suffer a -75 penalty).
  11. Eye Disruption – As *Ear Disruption*, except an eye is affected and the penalties are to Perception involving sight.
  12. Collapse Lung – One of the target's lungs collapses. This restricts the target to half of normal activity for all physical activity (treat as 2 AP per round and half normal BMR) 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 10.7); the Gamemaster must decide which one(s) may be used on the basis of culture and world system.
  16. Rupture – Target's skin splits and begins to bleed. One bleeding wound opens for every 10 by which the target's RR was failed, with each bleeding 1-5 hits/rd (roll randomly for each wound).
  17. Long Flesh Destruction – As one of *Sprain Limb*, *Limb Pain*, *Lock Joint*, *Break Limb*, *Skin Death*, or *Ear Disruption*, except with a range of 300'.
  18. Corpse Disposal – Target must be dead; the spell causes a body to decompose almost instantaneously, including the bones or other hard parts, crumbling into a fertile dust.
  19. Mass Flesh Destruction – As any lower level spell other than *Disruption* or *Black Channel* spells, except that it may be cast upon as many targets as the caster has levels.
  20. Petrification – The target's bones will gradually petrify; a loss of activity (as in *Limb Death*) occurs due to loss of blood production. Treat the loss of use as a penalty to all physical maneuvers and all Endurance rolls. At 100%, this effect becomes fatal.
  25. Disruption X – As *Touch of Disruption*, except range is 100'.
  30. Black Channel II – As *Black Channel I*, except one of the *Black Channel II* spells may be used.
  35. Disruption True – As *Touch of Disruption*, except range is 300' and delivers an E Impact critical if the target fails to resist.
  40. Multichannels Noir – As *Black Channel I*, except that it may be cast upon as many targets as the caster has levels.
  50. Black Channel III – As *Black Channel I*, except one of the *Black Channel III* spells may be used.
- Note:** For non-humanoid targets, the GM may need to use some judgment regarding "limb" spells. A *Limb Pain* spell that affects a wing would prevent flight, for example.



## Sorcerer Base

## FLUID DESTRUCTION

| Level | 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)    | Evaporation 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       | —         | <25'>     | Ed   |
| 7)    | Unrain                 | 100' R         | 4 hrs/lvl | 100'      | E    |
| 8)    | Dehydrate              | 1 cu'          | P         | 100'      | F    |
| 9)    | Evaporation II         | 10,000 cu'     | P         | 100'      | F    |
| 10)   | Unwater II             | 1,000 cu'      | P         | 100'      | F    |
| 11)   | Unrain True            | 500' R/level   | 1 day/lvl | 100'      | E    |
| 12)   | Dehydrate True         | 10 cu'         | P         | 100'      | F    |
| 13)   | Evaporation III        | 100,000 cu'    | P         | 100'      | F    |
| 14)   | Unwater III            | 10,000 cu'     | P         | 100'      | F    |
| 15)   | Calm Water True        | 100'R/lvl      | C         | 100'/lvl  | F    |
| 16)   | Acidic Bolt I          | 1 target       | —         | <25'>     | Ed   |
| 17)   | Long Fluid Destruction | varies         | varies    | 300'      | F    |
| 18)   | Blood Destruction      | 1 target       | —         | 100'      | F    |
| 19)   | Desiccation            | 1 target       | P         | 100'      | F    |
| 20)   | Dehumidify             | 1 mi R         | P         | 1 mi      | F    |
| 25)   | Evaporation True       | 1,000,000 cu'  | P         | 100'      | F    |
| 30)   | Calm Sea               | 1,000' R/lvl   | C         | 1000'/lvl | F    |
| 35)   | Acidic Bolt V          | 1 target       | —         | <125'>    | Ed   |
| 40)   | Mass Desiccation       | 1 target/lvl   | P         | 100'      | F    |
| 50)   | Dehumidify True        | 1,000' R/lvl   | P         | 1000'/lvl | F    |

1. Vaporize Fluid – Vaporizes 10 cubic feet of liquid/level.
2. Freeze Fluid – Freezes 10 cubic feet of liquid/level.
3. Evaporation I – Causes 1000 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 radius 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; results determined on the Water Bolt Table.
7. Unrain I – No precipitation will occur in the area of effect for the duration of the spell.
8. Dehydrate – Removes all the liquid (usually water) from 1 cubic foot of inanimate material.
9. Evaporation II – As *Evaporation I*, except 10,000 cubic feet are affected.
10. Unwater II – As *Unwater I*, except 1,000 cubic feet are affected.
11. Unrain True – As *Unrain*, except affects a 500'/level radius for 1 day/level.
12. Dehydrate True – As *Dehydrate*, except affects 10 cubic feet.

13. Evaporation III – As *Evaporation I*, except affects 100,000 cubic feet.
14. Unwater III – As *Unwater I*, except affects 10,000 cubic feet.
15. Calm Water True – As *Calm Water*, except waves are cut by 50' in center and area affected is 100'R/level.
16. Acidic Bolt I – A bolt of acid is shot from the palm of the caster; results determined on the Fire Bolt Table, but replacing Heat criticals with Acid criticals and also doing Impact criticals one severity level less than the primary critical.
17. Long Fluid Destruction – As any single spell on this list of no more than 10th level, but with a range of 300', or a 75' range increment in the case of *Water Bolt*.
18. Blood Destruction – [RR Mod.: -25] This spell takes advantage of any bleeding wounds on a target to draw out and destroy additional blood. Target suffers the equivalent of ten rounds bleeding from his wounds as a result of this spell (e.g., if the target were bleeding at a rate of 3 hits per round, this spell would inflict 30 hits of damage).
19. Desiccation – The target immediately begins to dehydrate and weather as if in a wind-blown sandy desert. Target is immediately at a -10 penalty to all actions and loses 1% of his total hits. For each round that the caster concentrates, the target takes another -5 penalty and 1% of total hits. If the caster maintains concentration for 10 consecutive rounds, animate targets will be reduced to dried out husks, dying. If the target gets out of range or the caster stops concentrating, there is no further damage, but the penalty and hits loss remain. The hits can heal normally, but the penalty recovers at a rate of 10 per day, assuming regular hydration. A *Cure Disease* spell can remove the penalty, once the hit loss is healed.
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. Evaporation True – As *Evaporation I*, except 1,000,000 cubic feet can be affected.
30. Calm Sea – As *Calm Water True*, except radius is 1000'R/level.
35. Acidic Bolt V – As *Acidic Bolt I*, but with a range increment of 125'.
40. Mass Desiccation – As *Desiccation*, except caster may affect up to one target/level.
50. Dehumidify True – Every minute that the caster concentrates, the humidity drops 5% of the original humidity (up to 95%). The humidity later increases as per the *Dehumidify* spell. Note that this change in humidity levels could affect an area's climate (in turn affecting the area's vegetation).

## Sorcerer Base

## GAS DESTRUCTION

| Level | Spell                 | Area of Effect | Duration   | Range | Type |
|-------|-----------------------|----------------|------------|-------|------|
| 1)    | Foglessness           | 10'R/lvl       | 10 min/lvl | 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)   | Air Stop True         | 10' R/lvl      | C          | 100'  | F    |
| 17)   | Long Gas Destruction  | varies         | varies     | 300'  | F    |
| 18)   | Great Vacuum III      | 15' R          | —          | 100'  | F    |
| 19)   | Major Deoxygenation   | 20' R          | C          | 100'  | F    |
| 20)   | Major Vacuum I        | 5' R           | —          | 100'  | F    |
| 25)   | Deoxygenation True    | 20' R          | C          | 100'  | F    |
| 30)   | Major Vacuum II       | 10' R          | —          | 100'  | F    |
| 35)   | Vacuum X              | 50' R          | —          | 100'  | F    |
| 40)   | Major Vacuum IV       | 20' R          | —          | 100'  | F    |
| 50)   | Implosion             | 1,000,000 cu'  | —          | 300'  | F    |

1. Foglessness – Disperses all fog in a 10'/level radius and prevents new fog from forming within that radius for 10 minutes per level. If a fog-creating spell makes its RR against this spell, it can create fog within the area of effect.

2. Air Stop I – Stops all generalized air movement up to winds of 30 mph and cuts higher winds by 30 mph in a 10' radius.

3. Vacuum I – Creates a 5' radius of near vacuum; all within the radius take a B Impact critical as the air leaves and rushes back in (if they fail an RR).

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, breathable air at a rate of 1 cubic foot 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 in a 5' radius.

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 *Fast Deoxygenation I*, except affects a radius of 20'.

16. Air Stop True – As *Air Stop I*, except affects a radius of 10'/level.

17. Long Gas Destruction – As any single spell on this list of no more than 10th level, but with a range of 300'.

18. Great Vacuum III – As *Great Vacuum I*, except affects a radius of 15'.

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

20. Major Vacuum I – [RR Mod.: -10] As *Vacuum*, except delivers an E Impact critical in a 5' radius.

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

30. Major Vacuum II – [RR Mod.: -10] As *Major Vacuum I*, except affects a 10' radius.

35. Vacuum X – As *Vacuum I*, except affects a radius of 50'.

40. Major Vacuum IV – [RR Mod.: -10] As *Major Vacuum I*, except affects a radius of 20'.

50. Implosion – Destroys gases in a single enclosure (usually a building) up to a size of 100'x100'x100' (or 1,000,000 cubic feet). 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 a distance from the building equal to the building's height takes a C Impact critical from the explosion.

**Note:** 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).

**Note:** An elemental creature made of gas will be reduced to 1 AP per round if successfully attacked with an *Air Stop* spell (the creature must fit into the area of effect). A *Vacuum* thrown at a creature made of gas will result in a Slaying IV Critical on the creature.

**Note:** When the oxygen in an area falls below 50% of normal, anyone in that area must make an 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.

## Sorcerer Base

## MIND DESTRUCTION

| Level | Spell                 | Area of Effect | Duration      | Range | Type |
|-------|-----------------------|----------------|---------------|-------|------|
| 1)    | Minor Pain            | 1 target       | 10 min/5 fail | 100'  | Fm   |
| 2)    | Jolts III             | 1 target       | 3 rnds        | 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 VI              | 1 target       | 6 rnds        | 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 X               | 1 target       | 10 rnds       | 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       | 1 target       | P             | 100'  | Fm   |
| 25)   | Mass Pain             | 1 target/lvl   | P             | 300'  | Fm   |
| 30)   | Memory Loss           | 1 target       | P             | 100'  | Fm   |
| 35)   | Mass Mind Shock       | 1 target/lvl   | 1 day/5 fail  | 300'  | Fm   |
| 40)   | Mass Major Pain       | 1 target/lvl   | P             | 300'  | Fm   |
| 50)   | Mass Unminding        | 1 target/lvl   | 1 rnd/5 fail  | 300'  | Fm   |

1. Minor Pain – Causes loss of 25% of target's remaining concussion hits (i.e., those not already taken); these hits are healed when the duration is up, provided target has not died.

2. Jolts III – Target is stunned.

3. Disorientation – Target must subtract 25 from all Perception maneuvers and subtract 5 from initiative rolls.

4. Unbalance – Target must subtract 25 from all maneuvers involving movement and subtract 5 from initiative rolls.

5. Distortions – Target must subtract 25 from all combat rolls and subtract 5 from initiative rolls.

6. Jolts VI – Target is stunned.

7. Major Pain – As *Minor Pain*, except 50% of remaining hits are taken.

8. Forget – Target forgets a period (of up to one minute per level) of the past, as desired by the caster.

9. Word Of Pain \* – As *Major Pain*, except hits must be cured or heal normally.

10. Mind Shock – As *Disorientation*, *Unbalance*, and *Distortions* (all at once), except initiative penalty is 10.

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 X – Target is stunned.
13. Unminding – Target's mind is completely blank for the duration. The target cannot perceive events, time, or activity; when the target's mind does come back, this produces one round of stun due to the need to reorient.
14. Mass Disorientation – As *Disorientation*, except for range, duration, and that it affects a number of targets up to the caster's level.
15. Mind Break – Target is a blithering idiot. The target can be led around, but 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 spell on this list of no more than 10th level, but 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] Target hallucinates an attack by a creature drawn from the target's worst fears. The target will be attacked each round by the creature (doing real damage with a +100 Martial Arts Strikes attack). Regardless of the damage done by the target (to the creature), the creature will only be defeated when the target either loses consciousness or makes an RR (one RR each minute).
20. Lost Experience – Target loses 5% of collected experience (usually experience points).
25. Mass Pain – As *Minor Pain*, except as many targets as the caster's level are affected, the duration is until healed, and the range is 300'.
30. Memory Loss – Target forgets completely about any one particular subject (e.g., the caster, the Fire Ruby of Romju, the Battle of Xon's Crossing).
35. Mass Mind Shock – As *Mind Shock*, except as many targets as the caster's level can be affected and the range is 300'.
40. Mass Major 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'.
50. Mass Unminding – As *Unminding*, except as many targets as the caster's level can be affected and the range is 300'.

**Note:** When a target loses experience points, this has nothing to do with experience levels. The lost experience points simply means that the character will have to gain that many more before rising to the next level. The experience loss may be reversed by healing the brain.

**Note:** Initiative penalties from *Disorientation*, *Unbalance*, and *Distortions* are not cumulative.

## Sorcerer Base

**SOLID DESTRUCTION**

| Level | 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)    | Splinter               | 1 wooden object | P        | 50'      | F    |
| 8)    | Earth/Mud              | 100 cu'         | P        | 100'     | F    |
| 9)    | Loosen Earth True      | 43,560 cu'      | P        | 100'     | F    |
| 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)   | Solid Destruction      | 1 cu'           | P        | 100'     | F    |
| 17)   | Long Solid Destruction | varies          | P        | 300'     | F    |
| 18)   | Metal Corridor         | 3'x6'x1'/lvl    | P        | 100'     | F    |
| 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    |
| 35)   | Mass Shatter           | 1 target/lvl    | P        | 100'     | F    |
| 40)   | Metal Corridor True    | 3'x6'x1'/lvl    | P        | 100'     | F    |
| 50)   | Quake                  | varies          | varies   | touch    | F    |

1. Melt Ice – Melts up to 10 cubic feet/level of ice.

2. Loosen Earth – Loosens 100 cubic feet of earth to the consistency of plowed ground.

3. Erosions – Causes a 100 cubic feet/level section of inorganic material to erode and deteriorate at 1000 x normal rate.

4. Cracks Call – Any previous cracks or flaws in material up to 10'x10'x10' (not 1,000 cu feet) section will extend to their limit.

5. Undoor – Will vaporize a non-magical door up to 6" thick, 10' high, and 10' wide (if the door is thicker than 6" it will vaporize the closest 6 inches).

6. Stone/Earth – Changes 100 cubic feet of stone to packed earth; change is gradual and takes 3 rounds.

7. Splinter – Causes one non-living wooden object to burst apart in a spray of splinters. All within a 5' radius take an A Puncture critical and holder takes a C Puncture critical.

8. Earth/Mud – As *Stone/Earth*, except changes earth to soft mud.

9. Loosen Earth True – Loosens 43,560 cubic feet of earth (1 acre-foot) to the consistency of plowed ground.
10. Corridor – Creates a 3'x6' corridor that is up to 1'/level long; it can be cut through any non-metal, inorganic material. The corridor can be cut at a rate of 1' (length) per round as the caster concentrates.
11. Shatter – Can shatter an inorganic object, up to 1 cubic feet. All within a 5' radius take an A Impact critical and holder takes a C Impact critical.
12. Unearth – Disintegrates 100 cubic feet of earth.
13. Unstone – Disintegrates 100 cubic feet of stone.
14. Undoor True – As *Undoor*, except any single door is vaporized.
15. Unmetal – Disintegrates 1 cubic foot of metal.
16. Solid Destruction – Disintegrates 1 cubic foot of any inanimate solid.
17. Long Solid Destruction – As any single spell on this list of no more than 10th level, but with a range of 300'.
18. Metal Corridor – As *Corridor*, except that it can cut through non-magical metal.
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 – Disintegrates 1 cubic foot per level 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.
35. Mass Shatter – As *Shatter*, but affects up to 1 target per level (each individual target restricted in size as per *Shatter*). If someone is within attack radius of more than one shattered object, multiple criticals are possible.
40. Metal Corridor True – As *Metal Corridor*, except that it can cut through even magical metal. Note that this is a Force spell so the magical metal will normally get an RR.
50. Quake – Caster can cause an earthquake; with the caster's location at the time of casting as the epicenter. The quake can be delayed up to 1 round/level. The severity of the quake on the Richter scale is determined by a roll: (01-20) = 5.5, (21-45) = 6, (46-65) = 6.5, (66-80) = 7.0, (81-90) = 7.5, (91-95) = 8.0, (96-98) = 8.5, (99-100) = 9.0.



## Sorcerer Base

## SOUL DESTRUCTION

| Level | Spell                 | Area of Effect | Duration     | Range | Type |
|-------|-----------------------|----------------|--------------|-------|------|
| 1)    | Question              | 1 target       | —            | 100'  | Fm   |
| 2)    | 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)    | Possession II         | 1 target       | varies       | 100'  | Fm   |
| 7)    | Word of Panic *       | 1 target       | 1 rnd/5 fail | 100'  | Fm   |
| 8)    | Transferral           | 1 target       | varies       | 100'  | Fm   |
| 9)    | Spirit Burn           | 1 target       | 1 min/5 fail | 100'  | Fm   |
| 10)   | Possession III        | 1 target       | varies       | 100'  | Fm   |
| 11)   | Subjugation           | 1 target       | varies       | 100'  | Fm   |
| 12)   | Unsouled Curse        | 1 target       | varies       | 100'  | Fm   |
| 13)   | Possession IV         | 1 target       | varies       | 100'  | Fm   |
| 14)   | Shout of Panic *      | 20'R           | 1 rnd/5 fail | self  | Fm   |
| 15)   | Chronic Panic         | 1 target       | P            | 100'  | Fm   |
| 16)   | Spirit Repulsion      | 1 target       | —            | 100'  | Fm   |
| 17)   | Long Soul Destruction | 1 target       | varies       | 300'  | Fm   |
| 18)   | Possession V          | 1 target       | varies       | 100'  | Fm   |
| 19)   | Dark Slumbers         | 1 target       | varies       | 100'  | Fm   |
| 20)   | Soultheft             | 1 target       | varies       | 100'  | Fm   |
| 25)   | Transferral True      | 1 target       | varies       | 100'  | Fm   |
| 30)   | Absolution            | 1 target       | varies       | 100'  | Fm   |
| 35)   | Possession VI         | 1 target       | varies       | 100'  | Fm   |
| 40)   | Absolution Pure       | 1 target       | varies       | 100'  | Fm   |
| 50)   | Dark Absolution       | 1 target       | P            | 100'  | Fm   |

1. Question – Target must answer a single concept question (presuming that the target can understand the question).

2. Possession I – Target is possessed by a Type I Demon; caster has no control over the target or 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 (modified by three times Self Discipline stat bonus) of overcoming the neurosis when given a choice (e.g., neurosis concerning horses would mean that every time the target tried to get on or near a horse the target would need to make a roll in order to do so).

4. Guilt – Target experiences chronic guilt over some action in the target's past. The GM should choose some significant event in the target's past. The target 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 three times Self Discipline stat bonus) that the target will not trust the protection of others and will act unilaterally for self-preservation.
6. Possession II – As *Demonic Possession I*, except Demon is Type II and the possessed only gets an RR once every minute.
7. Word of Panic \* – Target flees in total panic from caster. Fleeing equates to movement away at maximum pace for 1 round per 5 failure of the target's RR.
8. Transferal – Target's "soul" and the caster's "soul" are interchanged; the caster can operate at half of his normal activity (double all AP costs as with concentration) while 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 one round). The target can cancel the spell if he makes a successful RR (he gets one every 10 minutes). If either body is killed, both "souls" are destroyed.
9. Spirit Burn – This spell torments a spirit, typically a conjured being like an elemental or demon. These spirits may be targeted even if in an incorporeal form or if possessing another's body. The GM may wish to include some undead among potential targets. The pain caused by this spell reduces the target to 2 AP per round and the target takes 1 hit per 1 failure on the RR as well. These hits do not return at the end of the spell duration; that aspect of the spell is "permanent".
10. Possession III – As *Demonic Possession I*, except Demon is Type III and the possessed 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 (caster must concentrate). The spell is canceled when: the caster cancels it **or** the object is destroyed **or** the body is more than 100' from caster **or** the object leaves the caster's person. If the caster is not concentrating the target may act freely, though at -30 to all activities. While being commanded, the target is aware of all the actions performed, but is helpless to stop them.
12. Unsoul 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 the target touches the object (which returns the missing piece of soul). The target will always know the direction of the lost "soul".
13. Possession IV – As *Demonic Possession I*, except Demon is Type IV and the possessed target only gets an RR once every hour.
14. Shout of Panic \* – As *Word of Panic*, except affects all within 20' of caster.
15. Chronic Panic – [RR Mod.: -10] Target must make an RR against Fear (use the highest level foe or GM's judgment for other perils as level of Fear) at -25 in any personally dangerous situation.
16. Spirit Repulsion – [RR Mod.: +10] As *Spirit Burn*, except if target fails RR it must retreat to its own plane of existence, if applicable, or it will be transported instantly to its "home" location on this plane and is reduced to zero hits.
17. Long Soul Destruction – As any single spell on this list of no more than 10th level, but with a range of 300'.
18. Possession V – As *Demonic Possession I*, except Demon is Type V and the possessed target only gets an RR once every day.
19. Dark Slumbers – Target is put into a state of deep sleep and will neither awaken nor age. The target will only die if killed (does not need food, water, etc.). 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 optional).
20. Soultheft – As *Subjugation*, except the "soul" is only released if the caster cancels the spell **or** the object is destroyed. The target is always aware of the direction of the object holding the stolen "soul".

25. Transferral True – As *Transferral*, except target only gets his additional RRs once per month **and** every time he fails his chance to successfully resist decreases by 1 **and** the caster may operate normally in the target's body.

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 while soulless.

35. Possession VI – As *Demonic Possession I*, except Demon is Type VI and the possessed target only gets an RR once every week.

40. Absolution Pure – [RR Mod: -20] As *Absolution*, except "soul" can only be brought back through *Lifegiving*.

50. Dark Absolution – [RR Mod: -20] As *Absolution Pure*, except "soul" is utterly destroyed.

**Note:** *Neurosis, Guilt, Paranoia, Unsoul Curse* and *Chronic Panic* are curses, with mental effects. See Section 10.2 for treatment options.

**Note:** *Absolution* does not kill the body, so *Dark Absolution* leaves a living, but soulless body.

## 10. Specific Spell Notes

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

### 10.1. Bardic Songs

The Bard's Base lists Controlling Songs and Inspiring Songs are somewhat more elaborate in their casting than most spells are. A number of special rules apply to them:

- 1) Normally, Controlling Songs affect all targets in the radius of effect except for the caster. If the caster is using *Song Mastery* (see Sound Projection spell list), he may elect to include himself as a target of the Controlling Songs spell. Inspiring Songs work as explained in that list. Someone entering the effect radius while the song is still active becomes a target for the spell.
- 2) All of the spells on these lists require that the Bard provide some form of entertainment for the targets; this is the "performance". This could take the form of singing, tale telling, juggling, etc. Since the performance is part of the spell-casting technique, use of the voice or hands for the performance counts as using them for spell-casting.
- 3) The area of effect listed is the base area of effect, used for a normal success on the maneuver roll for the performance. The duration is also determined by the maneuver roll for the performance, with a base duration in rounds equal to the number of ranks that the caster has in the skill used for the performance. If the caster uses two skills for a performance (he sings while playing the lute or dances while telling stories), the skill with the most ranks is used. The maneuver roll for the performance is made after the Controlling Songs or Inspiring Songs spell has been successfully cast. Stopping the performance will end the spell (unless it has been augmented with an *Echoes* spell), regardless of how much time is left on the basic duration.
- 4) After the duration given by the result of the initial performance maneuver roll is over, the caster may make a "continuation roll" each round in order to maintain the concentration needed to perform. Each additional continuation roll after the first one has a cumulative -5 modifier. These rolls never change the parameters set up for the spell effects by the initial performance roll. They succeed on a roll over 100 and fail on a roll under 101. They are simply to maintain the performance as is for one more round per continuation roll.
5. The maneuver roll for the performance uses the following table. "Ranks" means the number of ranks the caster has in the skill used for the performance.

| Table 10-1: Bard Songs |                                                                                                                                                                                                                                                                        |             |         |
|------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------|---------|
| Roll                   | Result                                                                                                                                                                                                                                                                 | Duration    | RR Mod. |
| <1                     | <b>Absolute Failure</b> Loss of confidence as well as the spell. No maneuver with this performance skill can succeed until you have slept. For the same period all Bard Base list spells will suffer a -10 modification to the S C R .                                 |             |         |
| 1-75                   | <b>Failure</b> Spell has no effect.                                                                                                                                                                                                                                    | 0           | n/a     |
| UM 66                  | <b>Unusual Event</b> You inadvertentaly tap into the full power of your art. You cast an additional random spell up to the level of the Controlling Song cast. The spell is cast at your level; if target selection is required, you know range, area of effect, & typ |             |         |
| 76-100                 | <b>Partial Success</b> Spell has half listed radius.                                                                                                                                                                                                                   | Ranks x 0.5 | +10     |
| 101-175                | <b>Success</b> Spell works as listed                                                                                                                                                                                                                                   | Ranks       | 0       |
| 176+                   | <b>Absolute Success</b> Spell has twice listed radius.                                                                                                                                                                                                                 | Ranks x 2   | -10     |

## 10.2. 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 *Dispel* spells.

Curse spells include all of the spells on the Curses list and a few other scattered spells. One of these spells can only be dispelled by an *Uncurse*, *Purge Curse*, or *Remove Curse* spell.

Disease spells include all of the spells on the Disease lists and a few other scattered spells. One of these spells can only be dispelled by an *Undisease*, *Purge Disease*, or *Remove Disease* spell.

Mental illness due to spells on the Mind Disease and Mind Subversion lists and a few other places may be removed by *Mind Disease Cures*, *Uncurse*, *Purge Curse*, or *Remove Curse*. Alternatively, certain diseases may be “healed” by using a healing spell or medical treatment.

## 10.3. Demon Summoning and Familiar Spirits

The Evil Channeling lists Demonic Pacts and Demonic Summons deal with the bringing of demons into the caster's world and obtaining demonic help. Demonic Summons is relatively straightforward, providing spells to summon, banish, confine, and control demons. This is certainly enough to make use of demons for a number of ends, but Demonic Pacts offers additional possibilities.

Demons are a category of evil entities that normally dwell on planes of existence different from those of humankind. Except for a small minority with interdimensional travel abilities of their own, demons can only come to a human world by being summoned, in which case the default case is that the demon can only stay a number of minutes equal to its own level before it is dragged back to its own plane by cosmic energies, or perhaps through some curse of a protective god. Various spells can allow the demon a longer stay.

The typical process of dealing with a demon through bargaining works as follows. First, the caster creates a *Conjuring Circle* and summons a demon inside the circle. The caster then negotiates for the services of the demon (typical tasks include obtaining an object, killing a target, or providing information in the case of more elite demons). If no agreement can be reached, the caster will use *Banish Demon* to be rid of his dangerous guest. If a bargain is made, the caster casts *Oath of Binding* upon himself and the demon, ensuring the bargain is kept. After this is done, the caster will use a *Demonic Mission* spell in order to provide the demon additional time to work, unless the demon's side of the bargain is quick to fulfill. Once the demon's task is done, the caster may often cast *Unleash Demon* as (part of) the payment of his side of the bargain. Prudent casters will include a clause in their bargains to ensure the demon's actions at that point do not include consuming the caster or wrecking his home.

Some spells on the Demonic Pacts list simply tap into the power of the demon planes and require little explanation here other than that their use is probably what most Clerics would term "bad for the soul".

## Familiar Spirits

*Familiar Spirit* spells summon a familiar spirit, a demonic entity that takes form in this world as an animal or small man (sometimes with grotesque or impish features, but not always). This form may be changed, and any familiar spirit is likely to have four or five common guises, of which it favors one. It can speak the caster's native language fluently, including while in animal form. The caster must keep the familiar spirit fed with a little of the caster's blood every six days or the familiar spirit will begin to waste away, losing 2d10 hits each day until it dies or is fed again. Because of this feeding, the caster suffers a -1 penalty to his Constitution stat per Stage of his familiar spirit. If the familiar spirit is killed, then the caster immediately suffers a spiritual shock that strips him of all his power points for a period of 1 week per Stage of the familiar spirit and also takes an A Impact critical due to his intimate bond with the familiar spirit.

A Stage I familiar spirit has an Armor Type of 1 and a DB of 10, a +10 OB, 5 PPs, and 20 concussion hits. It is level 1 and is considered to be Small size, although it may take forms that would normally be considered smaller. It can cast spells from 2 Open, Closed or Evil spell lists of any realm. All other statistics are based on the form it has taken. It can provide one of the following benefits to the caster to whom it is attached, at the caster's choice at the time the *Familiar Spirit I* spell is cast: a +5 bonus to all SCRs **or** a +5 bonus to all Magic Ritual rolls **or** +1 to the caster's level when determining the parameters of spells cast **or** the benefit of a +1 Spell Adder.

A Stage II familiar spirit has an Armor Type of 1 and a DB of 15, a +20 OB, 10 PPs, and 30 concussion hits. It is level 2 and is considered to be Small size, although it may take forms that would normally be considered smaller. It can cast spells from 4 Open, Closed or Evil spell lists of any realm. All other statistics are based on the form it has taken. It can provide one of the following benefits to the caster to whom it is attached, at the caster's choice at the time the *Familiar Spirit II* spell is cast: a +10 bonus to all SCRs **or** a +10 bonus to all Magic Ritual rolls **or** +2 to the caster's level when determining the parameters of spells cast **or** the benefit of a +2 Spell Adder.

A Stage III familiar spirit has an Armor Type of 1 and a DB of 20, a +30 OB, 15 PPs, and 40 concussion hits. It is level 3 and is considered to be Small size, although it may take forms that would normally be considered smaller. It can cast spells from 6 Open, Closed or Evil spell lists of any realm. All other statistics are based on the form it has taken. It can provide one of the following benefits to the caster to whom it is attached, at the caster's choice at the time the *Familiar Spirit III* spell is cast: a +15 bonus to all SCRs **or** a +15 bonus to all Magic Ritual rolls **or** +3 to the caster's level when determining the parameters of spells cast **or** the benefit of a +3 Spell Adder **or** the benefit of a x1.5 PP multiplier.

A Stage IV familiar spirit has an Armor Type of 1 and a DB of 25, a +40 OB, 20 PPs, and 50 concussion hits. It is level 4 and is considered to be Small size, although it may take forms that would normally be considered smaller. It can cast spells from 8 Open, Closed or Evil spell lists of any realm. All other statistics are based on the form it has taken. It can provide one of the following benefits to the caster to whom it is attached, at the caster's choice at the time the *Familiar Spirit IV* spell is cast: a +20 bonus to all SCRs **or** a +20 bonus to all Magic Ritual rolls **or** +4 to the caster's level when determining the parameters of spells cast **or** the benefit of a +4 Spell Adder **or** the benefit of a x1.75 PP multiplier.

A Stage V familiar spirit has an Armor Type of 1 and a DB of 30, a +50 OB, 25 PPs, and 60 concussion hits. It is level 5 and is considered to be Small size, although it may take forms that would normally be considered smaller. It can cast spells from 10 Open, Closed or Evil spell lists of any realm. All other statistics are based on the form it has taken. It can provide one of the following benefits to the caster to whom it is attached, at the caster's choice at the time the *Familiar Spirit V* spell is cast: a +25 bonus to all SCRs **or** a +25 bonus to all Magic Ritual rolls **or** +5 to the caster's level when determining the parameters of spells cast **or** the benefit of a +5 Spell Adder **or** the benefit of a x2 PP multiplier.

A Stage VI familiar spirit has an Armor Type of 1 and a DB of 35, a +60 OB, 30 PPs, and 70 concussion hits. It is level 6 and is considered to be Small size, although it may take forms that would normally be considered smaller. It can cast spells from 12 Open, Closed or Evil spell lists of any realm. All other statistics are based on the form it has taken. It can provide one of the following benefits to the caster to whom it is attached, at the caster's choice at the time the *Familiar Spirit VI* spell is cast: a +30 bonus to all SCRs **or** a +30 bonus to all Magic Ritual rolls **or** +6 to the caster's level when determining the parameters of spells cast **or** the benefit of a +6 Spell Adder **or** the benefit of a x2.5 PP multiplier.

In all cases, the familiar spirit can act as an assistant in spell research, and it can provide instruction in all Channeling realm spell lists, allowing the caster to ignore any normal restrictions placed on learning lists due to the need for learning materials or teachers.

#### 10.4. Detection Spells

When a spell "detects" something, it simply reveals whether that thing is present in the area of effect or not. A *Detect Hair* spell would tell you whether or not there was hair in the area scanned, but it would not tell you how much or what kind(s) or where it was located within that area. The spell would respond the same way to several Dwarves waiting in ambush as it would to a braided rope of horse hair or a

single stray cat hair (which pretty well explains why there is no *Detect Hair* spell). The careful overlap of areas scanned over multiple rounds can sometimes overcome some lack of detail, as in narrowing down the location of a single instance of the thing detected.

### 10.5. Dreams: Symbols, Sources and Locales

*Dream* spells and other similar 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 symbols 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 Golgotha 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 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 seemingly omniscient spells.

Other GMs will welcome such divinations as tools to move the campaign forward and keep players moving in desirable directions. These GMs will generally provide clearer guidance, but should avoid providing direct answers and cloak dream answers in symbolism and indirect meaning, even if choosing forms that his players should find easy to interpret.

### Realms and Dreams

A Channeler is asking his deity for information in dream form, so a lot depends on how the Gamemaster plays deities in his world. The *Dream* will incorporate information the deity knows, which may include incorrect information or opinion. The clarity of the dream may depend on how closely the deity is able to think like the caster and also how much attention the deity devotes to responding to the dream request. Casting on a subject the deity is unaware of, or does not want the caster to know, will have poor results, but casting on a topic the deity is deeply aware of and eager to share is likely to give a vivid, detailed, and on-topic dream.

A Mentalist is delving into the recesses of his own mind, rummaging through bits and pieces of scattered information he may have no conscious awareness of and feeling out the tiniest vibrations of the Essence running through his own head. This can be rather random or precise; dreams of this sort will tend to reflect the information the caster already knows. The more the caster knows, the more likely the



answers will be found and “stick” to them, and also, the greater the caster’s understanding of the topic, the more likely the dream will be explicable. Taking a complete stab in the dark with a dream spell to try to unravel something the mentalist has barely discovered will likely give a hard-to-understand, symbolic dream sparse in hard details. Trying to put together lots of details into a coherent context, or fill in the last bit of missing information for something the caster knows a lot about should work far more smoothly.

There is also a difference in the kind of symbology that characterizes *Dreams of Channeling* and *Dreams of Mentalism*. Mentalism *Dreams* have a more personal symbology, whereas Channeling *Dreams* are typically full of references to religious symbols, doctrines, and stories. A Channeler might get help interpreting a *Dream* from a religious scholar, whereas a Mentalism-user would need to see a psychologist. Mentalism *Dreams* might also be more interactive and could be played out rather than simply described (as they are “drawn from within” rather than “sent from afar”).

An Essence user is generally more grounded in the solidity of physical reality and deals in more limited, but non-symbolic, methods of gathering information. Hybrids will generally be casting dream spells from a single realm, but it is possible some visionary spell could appear on a hybrid base list, in which case the GM should mix the effects above.

## Location and Dreams

The importance of location depends on how the Gamemaster treats dreams. Much depends on if dreams are a reflection of reality, tied to the material realm, or totally separated in an alternative dream realm. It is entirely possible that certain locations may cause unexpected side effects. Casting dream spells on an old battlefield may mean that scenes of conflict may intrude into or be incorporated as part of the dream, while casting in the abandoned temple of a dark god might inadvertently draw that deity’s attention. (This is completely at the discretion of the GM.)

## 10.6. Elemental Spells

The effects that elemental attacks have on the environment can sometimes be more than just the results on the table. This is more pronounced for ball attacks, but even bolts or small elemental creations can have a dramatic effect. It is often important for the GM to consider the context around which these spells are cast, considering such things as “Where did that *Fire Bolt* that missed the ranger go?”

Some things in the environment are very susceptible to effects, while some are more than normally resistant or almost immune. For purposes of this section, consider that susceptible items are affected by the element 100% of the time if they are directly in contact (either struck by a bolt or inside the radius of a ball, for instance). Normal items will be affected 20% of the time x the level of the critical effect (so 20% for A, 40% for B, 60% for C, 80% for D and 100% for E). Resistant items will be affected about 5% of the time x critical level, and generally, immune items will ignore all but the most potent effects. GMs

should keep in mind that these are guidelines, the listings are not exhaustive, and that this does not cover all situations, so they can feel free to tweak these numbers to fit specific situations.

Due to the “personal aura” detailed in Section 2.5, these effects generally apply to the environment, not to objects on characters or in the possession of characters. Those objects will only be directly affected by specific wording of a critical result.

## Cold

Elemental cold is not visible as such, but it will produce condensation and frost in the area of effect, sufficient to produce a misty vapor in all but the driest areas if the effect is a lingering one (Cold Ball attacks tend to just leave a layer of frost). In dry air, one may see only a distortion due to diffraction when light passes between areas of different temperature (the inverse of a "heat shimmer"). Elemental cold is also silent, although the rapid freezing of shallow water within the area of effect typically makes a "cracking" sound.

## Fire

Elemental fire burns cleanly, without smoke, but burns very hot. Due to the fact that it will only penetrate bodily auras as specified by critical, it does not usually have the terrible effects of normal fire, such as searing the air in your lungs, setting your hair and clothing on fire, and choking you with smoke.

Fire spells will likely crackle and roar like a fire of similar size. Color of the fire varies by magical tradition or individual artistry rather than by temperature.

Gamemasters should note that secondary fires started by elemental fire are normal and not restrained by aura resistance, so if a character is hiding in a loose pile of dry hay and gets hit with a fireball, after taking spell damage, that character will also now be in the middle of a raging normal fire, and subject to lung-searing temperatures, smoke, and burning equipment problems.

Fire tends to spread upwards and in the direction of airflow. Remember that most pre-modern buildings are held up by wooden beams, including stone castles and mineshaft-like subterranean tunnels, so an uncontrolled fire will cause a collapse after the beams are weakened enough. (The technique of treating beams with tar to prevent rot makes for fast spreading, hot, smoky fires.)

Small, light objects will be sucked up into the fire, ignite if inflammable as they rise, then rain down once they depart the column of super-heated air above the fire. When taken to an extreme, this is referred to as a “firestorm” and the falling debris can range in size from burning leaves to small burning branches and roof shingles. This process, in dry conditions, can cause the already dangerous walls and “arms” of spreading fire to “jump”, spawning multiple fires, mostly downwind of the initial fire.

## Ice

Non-mobile ice spells are generally fairly benign, but will be super cold in the round of casting. Bolts or similar attacks will cause both impact and cold criticals. A mass of super cold elemental ice surrounded by super cold air capable of the effects listed can have some interesting secondary effects.

If an elemental ice spell is cast onto water, it can freeze quickly, perhaps quickly enough to trap beings standing or swimming in it. This is more likely with shallow water, like casting an ice bolt at the feet of someone walking through ankle deep water in a storm drain tunnel. In deep water, if not secured or attached to something, ice will float to the surface and then travel with the current, if any.

Ice bolts or falling ice walls will often be loud, considering the mass of the ice and what was struck. A stone corridor wall or floor will produce a sharp crack or crash, but a metal door will gong like a poorly tuned bell.

## Lightning

Lightning is very potent. Objects struck by lightning may conduct jumps of electricity, but may also be broken, moved (if light), or set on fire at the same time. If elemental lightning were not hampered by the aura effect, it would be far deadlier than the Lightning Bolt table suggests, as powerful a weapon as it is.

Lightning is always associated with thunder and can be heard from miles away outdoors; indoors the noise alone will be enough to temporarily deafen people and break delicate objects and glass windows. Not a sneaky magic, lightning should alert every conscious person that something happened within a gigantic radius. Only during a storm would such a noise seem normal. Few buildings are large enough to bother calculating the distance required for the noise of thunder failing to travel to every nook and corner, and outdoors the range is measured in miles. Soundproofing would need to be very complete to block the noise, doors on a lesser scale than wood, stone, or metal measured in feet of thickness would just reverberate, transmitting the noise. (A *Sphere of Silence* spell with a large enough radius to cover the whole lightning stroke would work).

The other side of the coin is that while lightning is unsubtle, it is also awe-inspiring, and beasts, the more beast-like monsters, and even members of sapient races who have not had much exposure to magic can be panicked into fleeing after even a single strike with such elemental power.

## Shock

Weaker than lightning, shock follows the rules for those above. Shocks will sizzle and crack, loudly, but not nearly on the scale of lightning: not loud enough to temporarily deafen and inaudible from long distances or beyond normal doors or walls. Consider it similar to the noise of a mad scientist's laboratory in an old movie.

## Water

Water will have only one effect beyond direct impact; it will get things wet. Water will flow downward from wherever it comes to rest after the spell is cast; if in sufficient quantities, it will drown creatures that need to breathe. (An unconscious, sleeping, or downed person laying face down can drown in an inch or less of water.) Water bolts will be less loud than ice, tending to lose much of the shock that creates noise in “splash”. Striking a gong or bell with a water bolt will still be quite noisy. Elemental water is pure and is an electrical insulator. After one round in most environments, however, it will have picked up electrolytes and become electrically conductive.

### 10.7. Fatal Channeling Projections

Some who seek divine aid call for the death or mutilation of their enemies. Among the most dreaded weapons of the magic arts are the fatal Channeling projections.

Fatal Channeling projections fall into 2 categories; they may (1) destroy the soul or life’s Essence of the target or they may (2) 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 appropriate spell lists. Specific aspects of *Black Channels* are also noted on the appropriate lists; nonetheless, most of the actual results of usage are dictated by cultural choice and spell variation. Thus, the table 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 Channel III* effects are lethal. Death takes place 1-10 rounds after the target is affected, and the effects incapacitate the target during this time.

Obviously, many other terrible effects are possible, and GMs or players may wish to create unique *Black Channels* better to cultures in their own campaign. Power should be kept to the same level as the examples given, and the GM is (as always) the final arbiter of the appropriateness of any proposed additions.

| Table 10-2: Black Channels |       |        |            |                                                               |
|----------------------------|-------|--------|------------|---------------------------------------------------------------|
| Name                       | Range | RR Mod | Duration   | Effect                                                        |
| <b>Black Channel I</b>     |       |        |            |                                                               |
| Thrayn's Touch             | Touch | -50    | 1-10 days  | Disrupt's body cells; foe operates at -50                     |
| Eye of Nur                 | 25'   | -30    | 1-10 hours | Knocks foe out; +25 hits                                      |
| Uonic Curse                | 50'   | -25    | 1-10 days  | Any one limb useless (caster's choice)                        |
| Tauric Finger              | 50'   | -10    | 1-10 days  | Blinds foe; +10 hits                                          |
| Londarin's Hand            | 100'  | 0      | 1-10 days  | Nerve disruption; foe is sent into coma                       |
| <b>Black Channel II</b>    |       |        |            |                                                               |
| Womar Finger               | 25'   | -30    | P          | Destroys muscles & tendons in legs                            |
| Urulic Eye                 | 50'   | -25    | P          | Removes foe's hands (sealed stumps)                           |
| Finger of Sart             | 75'   | -15    | P          | Paralyzes foe entirely                                        |
| Channels of Chey           | 100'  | -10    | P          | Severe brain disorder, convulsive spasms; foe operates at -75 |
| Umli Breeze                | 50'   | 0      | P          | Foe is in a coma; +10 hits                                    |
| <b>Black Channel III</b>   |       |        |            |                                                               |
| Black Finger               | 25'   | -50    | P          | Erases facial area, leaves blank skin                         |
| Desert Curse               | 50'   | -30    | P          | Blood boils                                                   |
| Death's Wish               | 100'  | 0      | P          | Liquefies skeleton                                            |

Note that the RR modifier for Thrayn's Touch does not include the penalty for touch range.

## 10.8. Good, Evil, Dark and Light

There are a number of “alignment” spells in *Spell Law*. Largely, the application of these spells depends upon the system of morals the GM is using within the game 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.

## 10.9. Illusions and Mind Tricks

Illusions as handled in *Rolemaster* are one of the most unique and difficult aspects of the magical framework of the system. Newcomers to *Rolemaster* are often bewildered by illusions being modeled as

temporary creations of reality rather than as mental phenomena as is the case with other role-playing games. There are other spells in Rolemaster that do correspond to the mental effects seen in other systems. These are spells from the Cloaking and Seemings lists and an assortment of other spells, mostly of the realm of Mentalism, which may be collectively grouped as "mind tricks".

## Illusions

Illusions include all spells that create or manipulate a physical (or psychic, in the case of Presence illusions) element perceived by one of the six senses used in *Spell Law*: sight, hearing, smell, taste, touch (i.e., feel), and Presence. Such spells include: *Illusions*, *Phantasms*, *Mirages*, *Façades*, *Misfeels*, etc. Thus *Illusions* and related spells are of the type Elemental (E).

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 a hologram), so anyone looking at a *Light Mirage* will see the image.

A reflection of an object in a mirror is a real world example of this principle. The reflection is not the real object, but the light constituting the reflection is real light and as such affects the viewer's eyes in the normal way. Given a sufficiently perfect mirror, it is impossible to tell if the object in the mirror is a reflection or the real object without recourse to another sense other than sight. The suspected object can be proven to be a reflection by attempting to touch it. However, the reflected object does not disappear once it is known to be merely a reflection. Instead, it remains until the mirror (or the original object) is removed.

Likewise, *Rolemaster* illusions cannot be merely disbelieved. If an Illusionist creates an illusion of an object, then a suspicious viewer must verify with some other sense (although a high-level Illusionist can make an object real to all senses) or by magical means that the object is illusionary rather than real. A viewer might conclude that it is an illusion because of the nature of the illusion, but a viewer might likewise conclude a real event was an illusion because of how bizarre it seemed. The illusionary object will not disappear merely because a viewer has perceived its true nature, and the illusion must be cancelled, dispelled or the spell duration waited out.

Normally, the caster of the illusion will be creating things which he has either personal familiarity with or are creative variations on such things. If the illusion is of something with which the caster has no personal experience, the GM may want to call for a maneuver to determine the quality and believability of the illusion. This may be done on the basis of applicable skills related to the subject of the illusion (e.g., Racial Lore: Dragon if creating an illusion of a dragon) or generally, with a Composition: Illusion Crafting skill.

Illusions can always be self-illuminating, but in order to illuminate objects that are not part of the illusion requires an advanced illusion/phantasm with the option to "cast light" taken. If this is done, then lights that are part of the illusion will illuminate as they normally would. This may include illusions of

regular magical light, if the creator of the illusion knows the *Light* spell to be emulated. While this has certain advantages for magical lighting, it also has limitations that the *Light* spells do not (an illusion is limited to the caster's field of vision and cannot be tied to a mobile source).

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 which case, each blow to the illusion cancels one of the "feel" senses. Such a blow constitutes an attack when done deliberately, and it automatically succeeds against a static illusion, while a mobile illusion may have a DB assigned depending on its evasiveness (usually the same as the creature it appears to be). The Armor Type (AT) of an illusion is always AT 1. It is also possible to accidentally strike an illusion hard enough to remove a "feel" from it. Anytime someone makes a maneuver which might result in delivering a blow to an illusion (e.g., running across an illusion of a bridge), a roll should be made and a "feel" is lost if the result is less than or equal to a certain value based upon the difficulty of the maneuver. The suggested values are: Routine or easier (no roll), Easy (02), Light (05), Medium (10), Hard (15), Very Hard (20), Extremely Hard (25), Sheer Folly (40), Absurd (50), Nigh Impossible (75). The maximum weight an illusion can support is 150% of the caster's weight, doubled for each additional "feel" in the illusion. Thus a 180-pound caster creating an illusion of stairs with three "feel" components provides a means of ascent that can support  $180 \times 1.5 \times 4 = 1080$  pounds. If one of those "feel" components is destroyed, the stairs will only support  $180 \times 1.5 \times 2 = 540$  pounds. Exceeding this weight limit immediately cancels all remaining "feels".

A *Phantasm* with "feel" as one of the senses used can strike a blow against a target; the blow is the equivalent of a Medium Martial Arts Strike attack, with an OB based on the caster's skill in Directed Spells: Illusions. With an Easy Spell Mastery roll, the caster can change the critical type done by the attack in order to keep the illusion more convincing (e.g., an illusion of a flame could be made to do a Heat critical). If a *Phantasm* 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 an *Phantasm #* spell, the concussion hit damage from an attack is increased one multiple for each option so used (e.g., if two options are used to increase the "size" to a 40'R, the attack's concussion hit damage is three times normal, i.e., increased by two over the basic x1). This is limited to four times (x4) the normal damage.

It should be remembered that the range at which a given sensory aspect of an illusion can be perceived is limited only by the capabilities of the observer in the given environment. The Area of Effect parameter limits only the size of the illusion.

**Example:** *An Illusionist casts an Illusion spell to create a "bridge". The size of the bridge is limited by the Area of Effect parameter. The illusory bridge is visible to any being who happens to look in the right direction. It reflects light just like a real bridge. If the Illusionist has added a feel mirage to the illusion,*

*then when someone touches the bridge, it will feel like wood or stone. If someone is brave enough to step on to the bridge, then he will feel the wood or stone under his feet. If he is careful, light, and/or lucky, the feel aspect may last long enough for him to cross the bridge. His companions would see him cross the bridge. If a companion tried the same feat, but through bad luck, carelessness, or greater encumbrance, overwhelmed the feel mirage, then the companion would immediately cease to feel the wood or stone under his feet, would fall through the bridge, and plummet to his death.*

## **Mind Tricks**

Mind tricks are purely mental phenomena which directly affect the brain of the chosen target(s). They are therefore Force (F) Type spells, allowing a Resistance Roll against their effects. These are categorized as cloaks, projections, overlays and seemings.

A **cloak** is a mind trick which will cause the affected target(s) to fail to perceive a chosen object, entity, etc. It creates a delusion of absence which removes the information concerning the concealed object or entity from one or more processing centers (concerned with the chosen senses) in the brain(s) of the target(s). One subtlety, which applies to *Cloak* spells or any other future visual cloaking spells, concerns what the targets see in place of a concealed being or item. The concealed object is not invisible, which means an affected target cannot see through the concealed object. The answer must be that the target's brain interpolates a background. If the target has viewed the area prior to the concealed being moving into the area, then a previous image from short-term memory is reused. If the target has never seen the area before, then the target's mind will invent a reasonable image which will not stand up to intense scrutiny (i.e., concentrated use of Perception) but will be swiftly readjusted as soon as the concealed being moves out of the way.

**Example:** *A party of adventurers enters a dragon's cave. The sleeping dragon has been temporarily Cloaked to vision by an ally and is resting on its hoard. The adventurers can only really see the periphery of the treasure hoard, and so their minds interpolate the rest of the hoard. One of the greedier adventurers is sure that the hoard will contain golden weapons from the Royal Armory of the Lost Realm and looks closely for any sign of such items. His mind invents a large golden sword. The dragon shifts and he sees that actually there is a bejeweled silver torc at that position. The greedy adventurer is allowed another Resistance Roll. His companions who did not force their minds to invent the detail of a sword merely have the true view added to their existing perceptions in a self-consistent fashion - they merely did not notice the silver torc at first glance.*

A **projection** is a mind trick which causes the affected target(s) to experience some specific sensation, experience, or distortion of sense data. These are typified by the *Mind Illusions* list. Note that this does not include the majority of a Mentalist's Base list attacks. The arsenal of the Mentalist is sufficiently refined to inflict real damage through manipulation of the target's nervous system and is not a form of mind trickery - the experiences are physically real.



Although cloaks and projections directly affect the mind of a target, both sets of spells may be used against any target with at least a rudimentary mind. The specificity of the effects counterbalances their general applicability.

An **overlay** is a mind trick which alters how an actual object, entity, or place is perceived in the mind of the target(s). The object, entity, or place retains its basic nature, so a rusty knife can appear as a silver dagger but not as a book. An *Overlay* spell acts to transform the information within a sensory processing center regarding the actual object such that the object is perceived by the target as the spell-caster desires.

A **seeming** is a mind trick which causes the affected target(s) to perceive an object, entity, or place which is not real. The object, entity, or place is a pure hallucination; a *Seeming* spell acts upon the sensory processing centers of the brain to add to, subtract from, or otherwise transform the information such that the affected target perceives what is desired by the spell-caster.

As both *Overlay* and *Seeming* spells can create an infinite variety of hallucinations employing a combination of senses, they normally only affect humanoid targets. These spells can affect targets other than humanoids, if they are preceded with an appropriate spell. The Seemings spell list only contains one such spell, *Animal Seeming*, but others are theoretically possible.

*Overlay* and *Seeming* spells continuously interact with the affected targets. This is usually accomplished by the caster concentrating upon the specific spell in order to adjust the hallucination so that it remains plausible regardless of the actions of the affected target(s). The caster can choose instead to set a limited number of reactions to possible actions of the affected target(s) to the hallucination in advance. For example, Aran has successfully cast a *Seeming* upon a desert nomad. The nomad is now convinced that a vulture is circling his camp overhead. At the time of casting, Aran decided to set up a number of variations, one of which will cause the imaginary vulture to gain altitude should the nomad notch an arrow to his deadly recurve bow, and another will cause the imaginary vulture to dodge out of the way if an arrow is loosed in its direction. Unfortunately, the desert nomad actually chooses to cast a long-range elemental bolt at the vulture. The *Seeming* spell has no preprogrammed response to this unexpected action, and the vulture flies through the bolt unharmed. If Aran is lucky, perhaps the nomad will consider this event to be evidence that the vulture is of supernatural origin and immune to such attacks. In this case, however, the event is more likely to trigger disbelief and terminate the hallucination.

All of the various mind tricks actively engage the minds of the chosen targets. As a consequence, these spells can be resisted by the targets, i.e., a Resistance Roll is permitted. If the target fails to resist, then the illusionary effect is real within the confines of the target's mind. Targets who successfully resist and bystanders who were not targeted will not be affected by these spells. Moreover, even targets who initially succumb are allowed opportunities to snap out of the hallucination if unaffected senses provide information which is inconsistent with the hallucination or, as in the case of Aran and the nomad, the hallucination becomes implausible.

Gamemasters should note that this is neither an invitation to characters to develop an extreme solipsist philosophy (uttering "I don't believe it" at every opportunity) nor *carte blanche* to the caster of *Seeming* spells to generate wildly implausible mental images. In general, people in fantasy settings will be more willing to ascribe the wondrous to magical, supernatural, or miraculous causes, but even their credulity can be stretched beyond its limits. Those limits will depend on the nature of the gamemaster's setting.

**Example:** *Aran, an avid user of the Seemings list, is in a place of concealment, quietly observing a group of four soldiers approaching the river. He decides to induce the hallucination of a bridge spanning the river in the minds of the soldiers. (There is no limit on the size of the bridge that he can create in an observer's mind.) He notes that one of the soldiers is accompanied by a pet bird and hopes that this is not a wizard's familiar. He casts a Seeming X spell. He chooses the options of adding sound and feel aspects, three additional targets, doubling the duration, and increasing the range to 800'. The soldiers fail to resist the spell and on looking towards the river they observe what appears to be a small bridge. (The pet bird is unaffected by the Seeming and observes nothing.) They hurry towards the supposed bridge and are surprised to see that it is of new construction.*

*One of the soldiers decides rashly to cross the bridge. The rash soldier now is experiencing a falling sensation incompatible with the supposed bridge beneath his feet and for him, the seeming ends. His companions see their comrade walking confidently across the bridge. The pet bird however sees the rash soldier step into mid-air and immediately fall. It squawks in alarm. The soldiers above hear the alarmed cry of the falling soldier, but it sounds appropriately muffled by the bridge (since it includes a sound aspect) and do not lose their belief in the appearance of the bridge. They mistake the noise for the howling of some animal.*

*The unfortunate soldier plunges into the river, swallowing some water involuntarily as his head goes below the surface. He resurfaces, spluttering somewhat, and swims towards the near bank, whilst his comrades try to calm their pet. If they look in the direction of the bridge, they would see their companion standing on the other end of the bridge and might wonder why he has failed to step off the bridge. (The subject of the Seeming spell was the bridge, not the soldier. Thus Aran cannot project the visual subcomponent (of the soldier) beyond the bridge.)*

*The rather wet and bedraggled soldier clambers up the river bank and squelches towards his companions. One of the soldiers turns at the sound and sees his comrade both standing dry on the bridge and dripping wet on the bank. His disbelief is triggered and the bridge disappears from his view. He swears.*

*Aran, seeing his victim has survived apparently unscathed, grimly cancels his spell and prepares to escape the wrath of the soldiers.*

## **10.10.      Invisibility**

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

also 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. However, objects within the same aura do become visible, so after stabbing the Duke, not only do you appear, so does the knife you used, your clothes, and whatever else is on your person.

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 a Perception roll to see if they notice the effects of the invisibility. If an observer is alert, suggested difficulties are:

**Absurd:** One being walking with a 1” radius about his person;

**Sheer Folly:** One being moving at faster than a walking pace with a 1” radius;

**Extremely Hard:** One being walking with a 1’ radius about his person;

**Very Hard:** One being moving at faster than a walking pace with a 1’ radius;

**Hard:** A 10’R or larger moving at a walking pace;

**Medium:** A 10’R or larger moving at faster than a walking pace.

For *Unseen* spells, the radius is 1”.

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. If the spell allows for a variable radius, this reduces the “fringe effect” and modifies any attempt to detect it by -10.

Attacks against invisible targets are modified by at least -50, unless the attacker benefits from a *See Invisible* spell or otherwise can see the target (i.e., it is not invisible to the attacker). 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 very useful and powerful group of spells. This type of spell normally lasts 24 hours or until the target attacks or until the target is struck by a violent blow. Often an invisible character (or creature) attempting a maneuver has a chance of bumping into something or taking a jarring blow due to stumbling or landing. In such a case after the maneuver roll, we suggest that a roll be made and that the character becomes visible if the result is less than or equal to a certain value based upon the difficulty of the maneuver. The suggested values are: Routine or easier (no roll), Easy (02), Light (05), Medium (10), Hard (15), Very Hard (20), Extremely Hard (25), Sheer Folly (40), Absurd (50), Nigh Impossible (75). Of course if the character takes an Unbalancing critical due to the result of the maneuver, the character becomes visible. If the result is “fail to act”, no visibility roll is required.

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 difficulty categories, depending on the amount of water, size of the invisibility radius, and lighting. This assumes that the rain is sufficiently light that it does not itself obscure vision. If detecting the visible has become difficult, detecting the invisible is going to be nigh-impossible.

**Dust/Powder/Paint:** Any substance that will coat an object will do so normally with an invisible object. An invisible being covered in flour, for instance, would be visible as a white figure, allowing normal perception. The effects can range from making the invisible being obvious (covered in neon green slime in the middle of well-lit room) to merely slightly more visible than invisible (covered in coal dust in dark shadows).

**Snow/Sand/Dust:** Any substance that will show footprints will normally reveal the presence of someone invisible. Difficulty of noticing the footprints depends on circumstances, including whether or not the character is looking for them.

**Hangings:** Bead curtains, cloth curtain, and other loose hanging barriers make life only modestly inconvenient at worst, but make it very hard to sneak around invisibly. Then again, doors that are kept shut when not passing through them do much the same job.

**Other Senses:** Obviously, being invisible only protects you from the sense of sight. You still need to Stalk successfully to move around quietly and odors may give you away, especially to animals, such as dogs, that rely on their noses at least as much as their eyes.

## 10.11. Life, Lifegiving & Life Drain

When the body can no longer sustain life (due to system shock, organ failure or other causes), the soul will leave the host five minutes after death occurs (*Absolution* spells can cause the soul to be removed from the body without causing actual death). To restore life, it is necessary to first repair the damage that caused the body to become uninhabitable and then to either restart the heart (if the soul is still present) or restore the soul via *Lifegiving*. If the physical damage were not repaired, the soul would immediately leave the host again. Failure to restore the soul prevents the target from returning to life even after all physical damage is repaired (the body can sustain life at a minimal level without the soul, but once the life process is interrupted it cannot be restored without the soul). Detailed rules on death and dying are given in *A&CL* Section 12.2.

*Lifegiving* spells reunite the soul and the body, restoring the life process if the body is capable of sustaining it. (Upon entry into its restored body, the soul will restart life processes, including the heartbeat.) *Reuniting* spells restore the soul to a still living body (only). Neither can restore a soul that is destroyed by *Dark Absolution*. *Lifekeeping* spells prevent the soul from leaving the body at all, regardless of the condition of the body.

A priest will usually need a good reason to request the return of a soul, depending on the setting and the deity. Additionally, if the soul is unwilling to be restored to life, this spell will not force it. Attempts may be made to contact the dead, if such abilities exist, and convince them to come back, or answers may be sought via commune or other informational spells that can reach beyond the mortal realm.

Life drain is an impairment of a being's life essence, which is represented by penalties to his Stats (e.g. Constitution, Empathy, Reasoning, etc.). Life Drain can occur from proximity to undead creatures, from spells such as from the *Mind Erosions* list (Evil Mentalism), or from being raised from the dead. Life Drain is healed with the *Heal Life Essence* spells (Life Mastery).

## 10.12. Lore Spells

Some spells have 'Lore' in the title and give information about place or things. The GM may freely give the information or may decide a Lore maneuver roll is required in which case the Lore spell gives +100 to the maneuver roll.

When Lore spells are described as revealing the 'value' of something (plant, herb, stone, etc.), the GM must interpret this, as 'value' can mean many things. Financial value probably comes first to the mind of most readers, but this is a cultural bias. It is what is meant in other contexts (Dabbler Base list spells, for example), but this interpretation seems inappropriate for Nature's Law, a nature-centered channeling list, but giving all uses of a plant seems perhaps too generous, so we suggest that it would depend on the god. A god of agriculture would give a lot of information on a food plant, including use in crop rotation schemes. A god of the household would give information on a food plant centering on nutrition and good ways to prepare it (great for making pies!). On the other hand, they would have much less information to offer about a stone than would a god of the earth. A god of war would identify a tree as good for producing spears, making bows, building wagons, or concealment for ambush. A god of pleasure might tell you that it burns nicely or is a good shade tree. A god of wildlife might tell you owls like to nest in it or that the leaves feed deer in the autumn.

Something like, "this plant can restore life to the drowned" would be big enough news anyone would learn such a thing, but only a god of, e.g., healing or water would also tell how to use it. A god of wisdom could provide full information on anything. A god of trade or theft would likely give value in economic terms, although a god of trade would also note uses for transportation.

## 10.13. Locks and Traps

Locks and traps (and other mechanisms) are rated according to their complexity, which combines the sophistication of the device with the difficulty in unlocking/disarming it. This modifier applies to any skill attempt to unlock/disarm the device. If a spell (e.g., *Opening I* or *Disarm I*) is used to attempt to unlock/disarm a device, the chance of the spell successfully operating is modified by half of the normal modifier.

#### 10.14. Movement Spells and Encumbrance

When dealing with movement spells (e.g., *Fly*, *Levitation*, *Leaving*, *Long Door*, etc.), spells handle up to 1.5 times the caster's mass (weight). This includes the caster's own weight, if the caster is subject to the spell's effect. A caster may attempt to exceed this limit, but this produces an extra chance of the spell failing (this does not result in a roll on the Spell Failure table, simply in the spell's duration terminating upon the failure). The caster must attempt a Spell Mastery maneuver, with a basic difficulty of Medium and a penalty of -1 for each pound in excess of the normal limit.

#### 10.15. Path Spells

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

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

#### 10.16. "Sticky" Elemental Spells

Normally, type E spells do not allow an RR to avoid the attack or effect. However, if a caster tries to place an E spell with a duration on a target that would receive an RR against an F spell, the target gets an RR, with success indicating that the effect will be centered upon the target's location at the time of the casting, rather than upon the target individual. This does not negate the effect, but prevents the effect from being "attached" to the target, so the target can move away from it. (See *Light* and *Darkness* spells for examples.)

#### 10.17. Stun Relief and Awakening Spells

A *Stun Relief* spell may be cast normally while stunned (to any degree) 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.

#### 10.18. Transformation Spells

Spells that 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 been altered 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 unless stated otherwise, but the caster may develop such skills). No magical or special abilities are received (no

breath weapons, magical immunities, spell capabilities, etc.). These abilities are only received if the spell explicitly states that such abilities are possible. In some cases, there may be some ambiguity as to whether an ability is physical or magical. In such cases, the GM must make a judgment and should make a note of this judgment to allow consistent treatment of this matter in the future.

### **10.19. Wall and Similar Spells**

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 freely 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), unless an Extremely Hard Spell Mastery maneuver succeeds. Reducing the thickness of the wall is possible with a Very Hard Spell Mastery maneuver. Creating firing slits in a wall is an Extremely Hard Spell Mastery with an additional -10 for each slit after the first. Slits can be no closer together than 5' in any case.

## Appendix

### 10.20. Quick Reference

Important Tables

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