

· SPELLS ·



1·CHARACTER CLASSES

Two groups which are key to the scheme of Kulthea are the Navigators and the Loremasters. Both of these associations—through rigorous training and aptitude—have access to lists which are Arcane in nature. No one without the full regimen of training could possibly learn these lists. Those within the circles of these groups may choose these as their Base Lists (in fact, to be learned at all, they must be chosen as *Base* Lists). As noted in *Spell Law*, 5.4, Pure Spell Users may choose up to four other lists to be their “Base” lists. In the case of Loremasters and Navigators, they may also forfeit as many as three of their Professional “Base” Lists (those lists becoming like “Closed” lists) and select more of the following Arcane lists for their Base. Thus, while they theoretically retain one of the other Rolemaster professions, they are also a hybrid with either Loremaster or Navigator lists. Note that a Loremaster or Navigator is actually some other profession initially, then chooses the additional discipline afterwards.

2·WARDING SPELL LISTS

Wards are magical barriers, similar in nature to the Flows of Essænce—though on a much smaller scale. Wards are the summoning of elemental power for protection against that which is alien and inimical to the Shadow World. Servants of the Unlife, Demons, and other ‘evil’ creatures fall into this category. As such, the warding Power and Warding Lore lists are theretically of the Base Essænce.

A Snare, as mentioned in the spells, is a structure erected by evil followers of an ancient dark power. These places have a ‘presence’ and constantly hunger for the souls of those who can walk the earth. An example is the *Vul-N’gor Spiral*.

A *Shroud* is any illusion which is cast upon a specific individual (such as *Façades*) or a physical alteration through the use of Spells or magical items (such as *Change*, *True Change*, etc.). Genuine physical change, such as lycanthropy, does not fall under the concept of Shroud. The philosophy of Unshrouding is that many evil creatures and demons cloak themselves in a fair guise to beguile.

GM Note: the GM must decide how easily these lists could be learned—if at all—by the PCs. While powerful, they are somewhat limited in scope and defensive in nature. One who would be able to use them must be one with the world and in tune with the workings of the Flows.

LOREMASTER SPELL LISTS

TRANSPORT

- 1) Landing *
- 2) Leaving (100')
- 3) Short Door (10')
- 4) Long Door (100')
- 5) Merging c
- 6) Teleport I
- 7) Long Door (300')
- 8) Leaving True
- 9) Great Merge
- 10) Safe Teleport
- 11) Long Door (1000')
- 12) Safe Teleport II
- 13) Passing
- 14) Returning
- 15) Open Portal
- 20) Lord Safe Teleport
- 25) Safe Teleport True
- 30) Open Portal True
- 50) Mass Safe Teleport True

TRANSPORT

- 1) **Landing** (F*) D:until lands R:100' Allows the target to land safely in a fall up to 100'/lvl (of caster), and to take that distance off the severity of any longer fall.
- 2) **Leaving** (F) D:— R:10' Caster teleports target to a point up to 100' away, but there can be no intervening barriers in a direct line between the target and the point (for these purposes a barrier is anything he could not physically go through; a closed door is a barrier, a pit is not).
- 3) **Short Door** (F) As *Leaving*, except movement range is 10' and caster can pass through barriers by specifying exact distances.
- 4) **Long Door** (F) As *Short Door* except for range of 100'.
- 5) **Merging** (F) D:C or V R:10' Target can merge into any solid inanimate material (up to 1' in depth), is inactive but aware of surrounding activity. The caster can exit at any time up to the duration, everyone else must emerge after a set time (up to 1 hr/lvl).
- 6) **Teleport** (F) As *Long Door* except movement range is 10 miles/lvl. This is very risky. The following chances for failing exist: Never seen place (only described)=50%; Been briefly (1 hr)=25%; studied (24 hr)=10%; Studied carefully (1 week)=1%; Lived in (1 yr)=.01%. In case of failure: first determine direction of error (randomly), then determine amount of error (make an open-ended roll for number of feet).
- 7) **Long Door** (F) As above, except movement range is 300'.
- 8) **Leaving True** (F) As *Leaving*, except movement range is as far as caster can see (horizon; *Leaving* off-planet is not possible).
- 9) **Great Merge** (F) As *Merging* except caster may turn within the material and see outside the material if within 6" of the surface (cannot cast spells).
- 10) **Safe Teleport** (F) As *Teleport* except should the spell fail, the target is 'bounced' safely back to his departure point. Each attempt per day doubles subsequent failure rate.
- 11) **Long Door** (F) As above, except movement range is 1000'.

LIVING LORE

- 1) Detect Evil c
- 2) Detect Curse c
- 3) Mind's Lore I c
- 4) Power Analysis
- 5) Life Lore
- 6) Death's Tale
- 7) Spell Analysis
- 8) Curse Tales
- 9) Detections c
- 10) Hate Analysis
- 11) Mind's Lore III c
- 12) Analysis
- 13) Death's Tale True
- 14) Mind's Lore V c
- 15) Analysis True
- 20) Life Lore True
- 25) Mind's Lore True c
- 30) Mind's Lore Master c
- 50) Living Lore Master

- 12) **Safe Teleport II** (F) As *Safe Teleport* except two targets may be sent simultaneously.
- 13) **Passing True** (F) D:1 min/lvl R:V Target may pass through as much inanimate material as the duration allows at a rate of 10'/rnd.
- 14) **Returning** (F*) D:— R:S Caster is returned to a pre-determined place (similar to Teleportation) caster must live in the place for 30 days (meditating 16 hours each day) to define it as his "place of returning". Only one place may be defined at any one time; to change it, the new place must be defined as above.
- 15) **Open Portal** (F) D:1 min/lvl R:10' Caster may open one already existing portal and link it to any other portal he has been to.
- 20) **Lord Safe Teleport** (F) As *Safe Teleport* except movement range limit is 100 miles/level.
- 25) **Safe Teleport True** (F) As *Safe Teleport* except with no movement range limit.
- 30) **Open Portal True** (F) D:1 min/lvl R:V As *Open Portal*, but Caster need not be at a Portal; only to designate a portal as end-point.
- 50) **Mass Safe Teleport True** (F) As *Safe Teleport True* except Caster may transport the number of targets equal to his level.

LIVING LORE

- 1) **Detect Evil** (I) D:1 min/lvl (c) R: 100' Caster can detect true evil in an animate or inanimate target within a 5' R of chosen spell center: detection radius may be moved so long as caster concentrates.
- 2) **Detect Curse** (I) As *Detect Evil* except caster can detect curses.
- 3) **Mind's Lore I** (M) D:1 rnd/lvl (c) R:50' Caster can scan the target's mind; and receive up to 10% of the target's knowledge (conscious and unconscious) concerning one very specific topic. The 10% chance should be rolled for each piece of information that the target knows.

- 4) **Power Analysis** (I) D:— R:100' One person may be examined to see if he has power, which realm the power is from, a general idea of his origin, and its basic outlook.
- 5) **Life Lore** (I) D:— R:100' Caster can determine nature and type of any one target; he will not be able to ascertain the target's personal traits or capabilities, but will know the normal abilities associated with the given species.
- 6) **Death's Tale** (I) D:— R:S Caster gets a vision of the events surrounding the death of any 1 dead being through the eyes of the deceased: he also gets a view of the killer, if any. Caster must be within 10' of the corpse. Corpse must have died within a number of years equal to caster's level.
- 7) **Spell Analysis** (I) D:— R:100' Provides analysis of an active spell, giving its duration and the profession of its caster and its type (not its level or exact name).
- 8) **Curse Tales** (I) D:— R:10' Caster can determine the origin of any 1 curse, including the name of the one who bequeathed it.
- 9) **Detections** (I) D: 1 min/lvl (c) R:100' Caster may detect any or all of the following: Evil, Hate (emotion of hatred, either in the living mind, or in an object forged with great malice), Good (true "good" in an animate or inanimate target within a 5' R of the chosen spell center), Blessings, Curses, Essence, Channeling, Mentalism, Invisible objects. Detection radius may be moved so long as caster concentrates.
- 10) **Hate Analysis** (I) D:— R:10' Caster can determine the nature and origin of active hatred found within any 1 target (inanimate or animate): the degree and other details of such hatred can also be acquired.
- 11) **Mind's Lore III** (M) As *Mind's Lore I* except 30% of knowledge is obtained.
- 12) **Analysis** (I) D:— R:100' As all of the above *Analysis* spells combined.
- 13) **Death's Tale True** (I) D:— R:S Caster gets a vision of the events surrounding the death of any 1 dead being within 10'. Caster gets an understanding of the reason(s) the deceased died, exactly who the killer was (if any), and who was ultimately responsible (if anyone). Corpse may be of any age (but still basically intact, such as a skeleton).
- 14) **Mind's Lore V** (M) As *Mind's Lore I* except 50% of knowledge is obtained.
- 15) **Analysis True** (I) As *Power Analysis* but caster gets very detailed information (the parents of the target, the location of his birth, and its basic purpose if any).
- 20) **Life Lore True** (I) As *Life Lore* but caster gains knowledge of target's specific skills, and a basic history (where target lived for any period of time, place of birth, etc.).
- 25) **Mind's Lore True** (M) As *Mind's Lore I* except all knowledge about a specific topic is obtained.
- 30) **Mind's Lore Master** (M) D:C R:300' As *Mind's Lore I*, except caster can scan target's mind and gather information about any topics he wishes.
- 50) **Living Lore Master** (M/I) D:10 min/lvl R:300' Caster may use any of the spells on this list freely for the duration of the spell.

LOREMASTER SPELL LISTS

LOST LORE

- 1) **Jewel Origins** (I) D:— R:T Gives a general idea of the place of origin of a gem (where it was mined and where it was cut/finished). Caster can also assess the value of jewels and metals to within 10% (allows him to calculate different values for the cultures he is familiar with).
- 2) **Item Analysis I** (I) D:— R:T Caster has a 10% chance for each ability of determining what enchanted abilities the item has. This includes all bonuses and and item powers that are not spells.
- 3) **Power Analysis** (I) D:— R:100' One item or place may be examined to see if it has power, which realm the power is from, a general idea of its origin, and its basic configuration.
- 4) **Significance** (I) D:— R:T Determines if the item examined has any cultural or historical significance, but not specifically what significance.
- 5) **Origins** (I) D:— R:T Gives the area of origin of the item, the race of the being who made it, and when it was made (within 100 years).
- 6) **Light Lore I** (I) D:— R:10' Caster can ascertain the origin point and nature of any 1 "holy item" that is not of darkness/evil: will not give specific capabilities.
- 7) **Dark Lore I** (I) D:— R:10' Caster can ascertain the origin point and nature of any 1 item of "darkness" or evil: he will not learn specific capabilities.
- 8) **Study V** (P) D:C R:S Allows the caster to retain anything he reads or learns as if he had a photographic memory with total recall. Caster also reads/learns at 5x the normal rate.
- 9) **Item Analysis III** (I) As *Item Analysis I* except there is a 30% chance for each ability.
- 10) **Significance True** (I) As *Significance* except it determines the exact cultural and historical significance.
- 11) **Light Lore III** (I) As *Light Lore I* except that caster can ascertain the origin point and nature of any 3 "holy items." Or caster can determine the age, origin point, name of the creator, and nature of any 1 "holy item": caster also learns item's specific capabilities.
- 12) **Dark Lore III** (I) As *Dark Lore I* except caster can ascertain the origin point and nature of any 3 items of evil or darkness. Or caster can determine the age, origin point, nature, specific capabilities, and the name of the creator of any 1 item of evil or darkness.
- 13) **Study True** (P) As *Study V*, except caster can read as fast as he can glance at a page.
- 14) **Item Analysis V** (I) As *Item Analysis I* except there is a 50% chance for each ability.
- 15) **White Lore** (I) D:— R:100' Caster can ascertain the exact nature, origin, purpose, and history of any 1 'Holy' item: it allows caster to visualize all who have possessed the item.
- 20) **Black Lore** (I) D:— R:100' Caster can ascertain the exact nature, origin, purpose, and history of any 1 item of evil or darkness: it allows caster to visualize all who have possessed the item.
- 25) **Origins True** (I) As *Origins* except it gives the exact place of origin, the being who made it, and when it was made.
- 30) **Item Analysis True** (I) As *Item Analysis I* except all abilities are known automatically.
- 50) **Lost Lore Master** (I) D:— R:100' Caster may utilize any or all powers on this list on a number of items equal to his level.

LOST LORE

- 1) Jewel Origins
- 2) Item Analysis I
- 3) Power Analysis
- 4) Significance
- 5) Origins
- 6) Light Lore I
- 7) Dark Lore I
- 8) Study V c
- 9) Item Analysis III
- 10) Significance True
- 11) Light Lore II
- 12) Dark Lore II
- 13) Study True c
- 14) Item Analysis V
- 15) White Lore
- 20) White Lore True
- 25) Origins True
- 30) Item Analysis True
- 50) Lost Lore Master

WORD LORE

- 1) Study I c
- 2) Learn Language II c
- 3) Language Lore
- 4) Study III c
- 5) Decipher I
- 6) Learn Language III c
- 7) Study V c
- 8) Decipher II
- 9) Passage Origin c
- 10) Study True c
- 11) Decipher III
- 12) Translate
- 13) Learn Language V c
- 14) Decipher V
- 15) Restore Manuscript
- 20) Learn Language True c
- 25) Restore Manuscript True
- 30) Decipher True
- 50) Word Lore Mastery

WORD LORE

- 1) **Study I** (P) D:C R:S Allows the caster to retain anything he reads or learns as if he had a photographic memory with total recall.
- 2) **Learn Language II** (P) D:C R:S Doubles the rate at which the caster can learn a language (speaking and reading).
- 3) **Language Lore** (P) D:— R:S Caster knows what language a piece of text is written in, and the author if he was noteworthy or the caster has seen his work.
- 4) **Study III** (P) As *Study I*, except caster can read at 3x normal rate.
- 5) **Decipher I** (P) D:— R:S Caster has a 10% chance of deciphering a given coded passage or signal. Chance may be modified dependant on familiarity with and complexity of code.
- 6) **Learn Language III** (P) As *Learn Language II* except rate is 3x.
- 7) **Study V** (P) As *Study III*, except caster reads at 5x normal rate.
- 8) **Decipher II** (P) As *Decipher I* except caster has a 20% chance of deciphering.
- 9) **Passage Origin** (P) D:C R:S Caster can read a piece of text and tell if it has been translated, the name of the author, the location of the original writing and the date.
- 10) **Study True** (P) As *Study III*, except caster can read as fast as he can glance at a page.
- 11) **Decipher III** (P) As *Decipher I* except caster has a 30% chance of deciphering.
- 12) **Translate** (P) D:— R:S Caster is able to translate a passage even if he does not know the language. He must have at least a brief passage of that language with a translation, however.

- 13) **Learn Language V** (P) As *Learn Language II*, except rate is 5x.
- 14) **Decipher V** (P) As *Decipher I* except caster has a 50% chance of deciphering.
- 15) **Restore Manuscript** (F) D:— R:T Caster is able to reverse the damaging effects of time on a manuscript, removing stains, repairing tears and other damage. At least 90% of any given page must still be present to restore the rest. Manuscript must be less than 10 years x restorer's level old.
- 20) **Learn Language True** (P) D:P R:S If the caster has access to a being that knows a certain language, then he can learn the language as well as the given being knows it by touching the being and concentrating for 24 hours.
- 25) **Restore Manuscript True** (F) As *Restore Manuscript*, except it will work on a manuscript of any age, and will reconstruct pages (and text) with as much as 50% missing.
- 30) **Decipher True** (P) As *Decipher I* except caster has a 100% (open-ended) chance of deciphering any passage or set of signals, no matter how complex or arcane.
- 50) **Word Lore Mastery** (P) As *Learn Language True* except Caster need only touch the person for an instant; or as *Translate*, except Caster does not need a reference translated passage; he learns the language from the book while reading it as *Study True*.

LOREMASTER SPELL LISTS

LORE MASTERY

- 1) Afterthoughts
- 2) Recall
- 3) Write I *c*
- 4) Calculate I *c*
- 5) Observation
- 6) Write III *c*
- 7) Truth I
- 8) Correlation
- 9) Calculate III *c*
- 10) Copy
- 11) Truth III
- 12) Write True *c*
- 13) Deduction
- 14) Calculate True *c*
- 15) Total Recall
- 20) Observation True
- 25) Copy True
- 30) Correlation True
- 50) Lore Mastery

INTERACTION

- 1) Change Lore
- 2) Study Manner
- 3) Change to Kind
- 4) Seduction
- 5) Escape
- 6) Change
- 7) Misfeel *c*
- 8) True Change
- 9) Assume Role
- 10) Unpresence *c*
- 11) Misfeel True
- 12) Assume Skill I
- 13) Escape True
- 14) Nondetect
- 15) Assume Skills III
- 20) Lord Change
- 25) Assume Skills True
- 30) Role Master
- 50) Metamorphosis

INTERACTION

- 1) **Change Lore** (P) D:— R:100' Allows caster to analyze the form of another being for future use with True Change.
- 2) **Study Manner** (I) D:— R:300' Caster studies and memorizes the appearance and mannerisms of a being, for later use in a change type spell.
- 3) **Change to Kind** (F) D:10min/lvl R:10' Caster can alter target's form to the form of any desired humanoid race.
- 4) **Seduction** (M) D:10 min/lvl R:10' Caster is able to Emotionally sensually or sexually seduce another member of similar race (GM: impose penalties for incompatible race, members of same sexual persuasion; bonuses for attractive caster, etc). Target is attracted to caster and there is a 90% chance he will answer any question asked, or perform any action not self destructive or otherwise alien to his nature.
- 5) **Escape** (F) D:— R:S Allows caster to escape from any non-magical bindings (manacles, ropes, etc) in one round.
- 6) **Change** (F) As *Change to Kind* except alteration can be to any organic form within 1/2 to 2x target's current mass; does not obtain any special abilities.
- 7) **Misfeel** (P) D:C R:S Caster appears to be of any race, profession, and level he chooses to magical or mental detections.
- 8) **True Change** (P) As *Change*, except a specific being can be duplicated if the being has been *Studied*
- 9) **Assume Role** (P) D:10min/lvl R:S Caster can take on the voice and all mannerisms of a *Studied* target.
- 10) **Unpresence** (P) As *Misfeel*, except target appears to have no presence.
- 11) **Misfeel True** (P) D:10 min/lvl R:S As *Misfeel* except caster does not have to concentrate.
- 12) **Assume Skill I** (P) D:1 rnd/lvl R:S Caster possesses any one non-magical skill of a *Studied* target.
- 13) **Escape True** (F) As *Escape*, except caster can escape from any magical bindings in one round. Bindings get a RR of sorts, but must roll over 100 (use level as bonus) to defeat spell.
- 14) **Nondetect** (P) D:1min/lvl R:S Caster and objects on his person cannot be detected by any "Detect ____" spells.
- 15) **Assume Skill III** (P) As *Assume Skill I* except caster possesses any three non-magical skills.
- 20) **Lord Change** (F) D:1hr/lvl. As *True Change* except caster may assume a form up 20 times or as little as one-twentieth his own mass.
- 25) **Assume Skills True** (P) As *Assume Skill I* except caster possesses all non-magical skills, and Duration is 10 min/lvl.
- 30) **Role Master** (P) D:until cancelled R:S Caster develops an entire false persona and places his own persona in his subconscious. To all detection (except, perhaps, *Mind Probø*, the caster seems to be the false persona. The caster can control his actions, but he is only able to return to his own abilities after a 1 round delay). The false persona can be a specific person (caster may have all non-magic skills and memories) if *Study*, *Study Manner* and *Mind's Lore True* have been cast on that person.
- 50) **Metamorphosis** (F) D:until dispelled R:S Caster may assume any living form he wishes (and has *Studied*). He also gains any racial abilities of that form (e.g., he would gain a dragon's breath-weapon but not a wizard's spells). Creature is assumed to be caster's level; caster may change shape at will, the alteration requiring 1 round.

LORE MASTERY

- 1) **Afterthoughts** (I) D:— R:S Allows caster virtual total recall of any conversation or writing he's encountered within a period = 1 day/lvl.
- 2) **Recall** (P) D:— R:S Caster gets a 50% chance of recalling some key fact or occurrence from his subconscious, which could relate to the current situation (could be from his background or something he has forgotten).
- 3) **Write I** (P) D:C R:S Caster can write in any language he knows from *Learn Language* or *Translate*. (Word Lore).
- 4) **Calculate I** (I) D:C R:S Allows caster to calculate very simple basic mathematics (very simple equations).
- 5) **Observation** (P) D:— R:100' Caster gains insight or facts by observing a person or thing with intense concentration (i.e. room, item, etc.).
- 6) **Write III** (P) As *Write I*, except caster can write at 3x normal speed.
- 7) **Truth I** (I) D:1min R:10' Caster knows when anyone in range is lying.
- 8) **Correlation** (P) D:1 topic R:S Caster is able to correlate known facts to obtain conclusions (i.e. help is given by GM based on a roll).
- 9) **Calculate III** (I) As *Calculate I* except caster can perform moderately difficult calculations (e.g., geometry and algebra).
- 10) **Copy** (F) D:— R:T By placing one hand on a manuscript page and another on a blank page, caster is able to cause an exact duplicate of the page to be created. Only one page may be copied per spell.

- 11) **Truth III** (I) As *Truth I*, except duration is 3 minutes.
- 12) **Write True** (P) As *Write I*, except caster can reproduce the manuscript up to 1 day x his level later in perfect reproduction. This is equivalent to a +100 to *Forgery* skill.
- 13) **Deduction** (P) Similar to *Correlation*, Caster is able to study what events and data do *not* say and deduce conclusions from what is lacking.
- 14) **Calculate True** (I) As *Calculate I* except caster can perform exceedingly difficult mathematics (e.g., calculus, trigonometry, non-euclidian geometry, inter-dimensional flux dynamics, etc.)
- 15) **Total Recall** (P) As *Recall*, except recall is automatic and in effect gives the caster a photographic memory.
- 20) **Observation True** (P) As *Observation*, except any and all detail in even a large situation may be noticed.
- 25) **Copy True** (F) As *Copy*, except caster may make the duplicate as much as 1 hour x his level later; he may also do the number of pages equal to his level with one casting of the spell.
- 30) **Correlation True** (P) As *Correlation*, except no roll is involved and obtaining conclusions is automatic.
- 50) **Lore Mastery** (I) D:10min/lvl R:S Caster has continuous access to *Total Recall*, *Calculate*, *Observation True*, *Truth*, *Correlation True* and *Deduction*.

NAVIGATOR SPELL LISTS

MASS TRANSPORT

- 1) **Human Scale** (I) D:— R:S Caster may know exact weight of any object by placing it in his hand.
- 2) **Destination Study** (I) D:— R:S Caster studies a location, allowing him to *Teleport* there with a 0% chance of mis-teleport failure (mis-teleport means a teleport which misses the target, possibly placing persons inside solid rock; etc.). Such teleport is still subject to the usual spell failure rules.
- 3) **Long Door II** (F) As *Leaving* on Transport list except caster may send two targets past physical barriers by specifying distances.
- 4) **Leaving III** (F) As *Leaving* on Transport list except three targets may be sent.
- 5) **Long Door III** (F) As *Long Door II* except three targets may be sent.
- 6) **Leaving V** (F) As *Leaving* on Transport list except 5 targets may be sent.
- 7) **Long Door II** (F) As *Long Door I* except the distance is 300'.
- 8) **Leaving III** (F) As *Leaving III* except the distance is 300'.
- 9) **Teleport II** (F) As *Teleport* (Essence Lofty Bridge, movement distance 10 miles/lvl), except caster may send two targets.
- 10) **Long Door III** (F) As *Long Door II* above except the distance is 300'.
- 11) **Mass Leaving** (F) As *Leaving II* except the range is 30', distance is 300' and a number of targets equal to the caster's level may be sent.
- 12) **Teleport III** (F) As *Teleport I* above, except caster may send three targets.
- 13) **Mass Long Door** (F) As *Long Door II* except the range is 30', and a number of targets equal to the caster's level may be sent.
- 14) **Teleport V** (F) As *Teleport II* above, except caster may send five targets.
- 15) **Teleport 3' Radius** (F) As *Teleport I* above, except caster may send all matter within three feet of himself — including himself if he desires.
- 20) **Lord Teleport** (F) As *Teleport II* above, except caster may send up to 20 targets.
- 25) **Teleport 10' Radius** (F) As *Teleport 3' Radius* above, except caster may send all matter within 10'.
- 30) **Mass Teleport True** (F) As *Teleport II* above, except caster may send as many targets as his level within 100'.
- 50) **Teleport 50' Radius** (F) As *Teleport 10' Radius* above, except caster may send all matter within 50' of himself.

TRANSPORT SELF

- 1) **Leaving** (F) D:— R:10' Caster teleports target to a point up to 100' away, but there can be no intervening barriers in a direct line between the target and the point (for these purposes a barrier is anything he could not physically go through; a closed door is a barrier, a pit is not).
- 2) **Fly** (F) D: 1min/lvl R:S Caster can fly at a rate of 150' a round (10mph).
- 3) **Short Door** (F) As *Leaving* except caster can pass through barriers by specifying exact distances.

MASS TRANSPORT

- 1) **Human Scale**
- 2) **Destination Study**
- 3) **Long Door II** (100')
- 4) **Leaving III** (100')
- 5) **Long Door III** (100')
- 6) **Leaving V** (100')
- 7) **Long Door II** (300')
- 8) **Leaving III** (300')
- 9) **Teleport II**
- 10) **Long Door III** (300')
- 11) **Mass Leaving** (300')
- 12) **Teleport III**
- 13) **Mass Long Door**
- 14) **Teleport V**
- 15) **Teleport (3' Radius)**
- 20) **Lord Teleport**
- 25) **Teleport (10' Radius)**
- 30) **Mass Teleport True**
- 50) **Teleport (50' Radius)**

- 4) **Long Door** (F) As *Short Door* except for range of 300'.
- 5) **Jump** (F) Similar to Teleport, except caster can use a located Essence Flow as a guide and teleport to a range of 10 miles/lvl; chance of mis-teleport failure is a set 1% even if caster has never seen the destination.
- 6) **Long Door** (F) As *Long Door* above except for range (1000').
- 7) **Returning** (F) Caster is instantly Teleported to Nexus, no range limitation, no chance of mis-teleport failure.
- 8) **Departing** (F) Caster is instantly Teleported to a Navigator obelisk of his choice. Caster must start from the Globe Chamber at Nexus. No range limitation, no chance of mis-teleport failure.
- 9) **Long Door** (F) As *Long Door* above except for range (3000').
- 10) **Long Jump** (F) As *Jump* above except for range (100m/lvl).
- 11) **Safe Jump** (F) As *Jump* above except there is no chance of mis-teleport failure. Used in tandem with a *Flow Guide* Spell.
- 12) **Jump Returning** (F) As *Jump* above except caster may Jump to a chosen location, study it for a minute and return to his departure point. This allows him to *Study* the area for safe teleporting.
- 13) **Trans-Flow Jump** (F) As *Jump* above except caster may Jump through an Essence Flow without harm. (Attempting to do so would otherwise mean a 50% chance of mis-teleport failure — see Essence Lofty Bridge *Teleport* rules).

TRANSPORT SELF

- 1) **Leaving** (100')
- 2) **Fly** (150'/rnd)
- 3) **Short Door** (10')
- 4) **Long Door** (300')
- 5) **Jump** (10m/lvl)
- 6) **Long Door** (1000')
- 7) **Returning**
- 8) **Departing**
- 9) **Long Door** (3000')
- 10) **Long Jump** (100m/lvl)
- 11) **Safe Jump**
- 12) **Jump Returning**
- 13) **Trans-Flow Jump**
- 14) **Long Safe Jump**
- 15) **Jump Twice**
- 20) **Focus Jump**
- 25) **Jump True**
- 30) **Jumping**
- 50) **Jump Mastery**

- 14) **Long Safe Jump** (F) As *Safe Jump* above except range is 100 miles/lvl.
- 15) **Jump Twice** (F) As *Jump Returning* above except caster may Jump to two chosen locations and study both (perhaps in order to choose one to bring clients to).
- 20) **Focus Jump** (F) As *Safe Jump* above except range is unlimited, however, it carries the caster to the focus of the Jump Flow.
- 25) **Jump True** (F) As *Safe Jump* above except range is unlimited.
- 30) **Jumping** (F) As *Jump True* above except caster may Jump to a chosen destination that he can see; thus the horizon on a clear day is theoretical range. Caster may continue to Jump every round for up to 10 minutes/lvl.
- 50) **Jump Mastery** (F) As *Jumping*, except caster need not see his destination, but must have a vague idea of where he wishes to go.

NAVIGATOR SPELL LISTS

GATE MASTERY

- 1) Open
- 2) Lock
- 3) Portal
- 4) Jamming
- 5) No lock
- 6) Disarm I
- 7) Undoor
- 8) Tunnel
- 9) Open True
- 10) Great Tunnel
- 11) Lock True
- 12) Disarm II
- 13) True Tunnel
- 14) New Gate
- 15) Undoor True
- 20) Lock Master
- 25) Trap Master
- 30) Door Master
- 50) Gate Master

GATE MASTERY

- 1) **Open** (F) D:— R:T When cast on a lock there is a 20% chance a normal lock will open, and a 45% chance that a 'Magic Lock' will open (failure means there is a 10% chance of setting off attached traps). Rolls are open-ended, and the quality of the lock may modify the roll.
- 2) **Lock** (F) D:— R:100' Caster can cause any lock he can see within 100' to be locked (the lock is just normally locked and can be opened normally).
- 3) **Portal** (F) D:1rnd/lvl R:T Opens a portal 3'x6'x3' in any solid surface, through which anyone can pass.
- 4) **Jamming** (F) D:P R:50' Causes a door to expand and jam into its frame (roll 1-100 for severity, ranging from slightly stuck to unopenable).
- 5) **No Lock** (F) D:P R:10' Will vaporize a non-magic lock up to 3" thick and 12" square (or as much as possible in those dimensions). Lock vanishes in a puff of smoke.
- 6) **Disarm I** (F) As *Open*, except its chances concern disarming traps.
- 7) **Undoor** (F) D:P R:10' 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").
- 8) **Tunnel** (F) D:1min/lvl R:T Opens a portal 3'x6'x10'/lvl in any solid surface, through which anyone can pass.
- 9) **Open True** (F) As *Open*, except that there is an 80% chance a normal lock will open, and a 100% chance a magic one will.
- 10) **Great Tunnel** (F) D:10min/lvl R:T As *Tunnel*, except portal is 10' x 20' and up to 100'/lvl deep.
- 11) **Lock True** (F) D: 1hr/lvl R:100' Door is locked and unopenable by any but caster.
- 12) **Disarm II** (F) As *Disarm I*, except chances are 40%/90%.

WEATHER MASTERY

- 1) Fogsight
- 2) Know Winds (100 miles)
- 3) Weather Prediction
- 4) Wind Lord
- 5) Fog Call
- 6) Calm Water c
- 7) Canopy
- 8) Weather Prediction (100miles)
- 9) Cloud Call
- 10) Wind Mastery
- 11) Calm Water True
- 12) Part Water c
- 13) Clear Skies
- 14) Weather Prediction (1000mi)
- 15) Lightning Call
- 20) Clear Skies True
- 25) Storm Call
- 30) Weather Master c
- 50) Weather Master True

- 13) **True Tunnel** (F) D:V R:10' As *Tunnel*, except portal is 10' x 20' and up to 1 mile/lvl deep. Tunnel opens before caster and closes behind him as desired.
- 14) **New Gate** (F) D:P R:T A doorway (8'x5') is created in any wall up to 6'/lvl deep.
- 15) **Undoor True** (F) As *Undoor I* except any single door is vaporized.
- 20) **Lock Master** (F) D:— R:T Gives the caster a 90% chance of opening a lock. The roll is open-ended and the quality of the lock may modify the roll.
- 25) **Trap Master** (F) As *Lock Mastery* except its chances concern disarming traps.
- 30) **Door Master** (F) As *Lock Mastery* except its chances are "100%" (open-ended) concerning locks and disarming traps, and if successful, the door simply opens.
- 50) **Gate Master** (F) D:1rnd/lvl R:V Caster can utilize any one of the lower level spells on this list each round.

WEATHER MASTERY

- 1) **Fogsight** (P) D:10min/lvl R:S Caster can see through any fog as on a clear day.
- 2) **Know Winds** (I) D:10min/lvl R:S Caster is aware of all wind activity in range.
- 3) **Weather Prediction** (I) D:— R:S Allows 95% chance of predicting time, type, and severity of weather over the next 24 hr period.
- 4) **Wind Lord** (F) D:1rnd/lvl R:10'R Caster causes breeze to come forth which will drive out any gaseous matter (cloud, etc.) and subtracts 30 from all missile attacks. Once set, the direction of the breeze will not change.

- 5) **Fog Call** (F) D:1min/lvl R:10'/lvlR Caster causes fog to arise that obscures nearly all vision into the R subtracting up to 50% from all missile attacks.
- 6) **Calm Water** (F) D:C R:100'R All water within a 100' R is calmed; waves are cut by 20' in the center and less towards the perimeter.
- 7) **Canopy** (F) D:1hr/lvl R:20'R All within radius of caster are protected from precipitation, unpleasant winds, heat or cold.
- 8) **Weather Prediction** (I) As *Weather Prediction* above, except caster has forecast for 100 mile radius.
- 9) **Cloud Call** (I) D:1hr/lvl Caster can summon clouds and/or fog in a 10 mile/lvl radius around himself. Density is up to caster.
- 10) **Wind Mastery** (F) D:1hr/lvl R:50'/lvlR Caster can control the velocity and direction of the wind. Caster can increase or decrease wind speed by and amount equal to 1 mph x his level (e.g. if the wind speed is between 5 and 35 mph). By directing the wind against incoming missile attacks he can subtract 1 for each mph of wind speed (e.g. he can create a brutal and changing cross-wind). Note that caster can also control the direction of the flow of gases and/or clouds.
- 11) **Calm Water True** (F) As *Calm Water*, except radius is 100'/lvl and waves are cut by 50'.
- 12) **Part Water** (F) D:C R:100'/lvl Caster can part water up to 100' deep and 100'/lvl long and 20' wide (at top and bottom).
- 13) **Clear Skies** (F) D: 1 min/lvl R: 1 mi R Caster can make the skies clear of haze, precipitation, clouds, etc. This spell will not affect the wind.
- 14) **Weather Prediction** (I) As *Weather Prediction* above, except caster has forecast for 1000 mile radius.
- 15) **Lightning Call** (E) D:— R:100' Caster can cause a lightning bolt to strike a target within the range. Results are determined on the *Lightning Bolt Table* (1-10x hits). There must be a storm within 1 mile that is heavy enough to cause precipitation or lightning.
- 20) **Clear Skies True** (F) As *Clear Skies*, except range is 1 mile/lvl, and duration is 1 hr/lvl.
- 25) **Storm Call** (F) D: 1min/lvl R:1miR Caster may call forth a storm of any type with maximum wind speeds equal to twice his level, and an intensity according to his desires: effects will vary according to circumstance (and the GM's discretion). *Example: A 30th lvl caster could summon a lightning storm with intense rain and constant wind speeds of up to 60 mph: the Gamemaster may wish to have random rolls to determine possible lightning strikes vs. exposed targets.*
- 30) **Weather Master** (F) D:1min/lvl (c) R:1mi/lvl Caster may indicate the weather conditions in the area, modifying wind speeds by \pm mph x his level, and setting the level of intensity, fog, cloud cover etc. Caster may call for shifts in the patterns as he concentrates, but the change will take at least 1 minute.
- 50) **Weather Master True** (F) D:1hr/lvl R:10mi/lvl Caster may utilize any or all of the spells on this list.

NAVIGATOR SPELL LISTS

PATH MASTERY

- 1) **Compass** (I) D:— R:S Caster instantly knows the direction of Polar North.
- 2) **Path Tale** (I) D:— R:S Caster acquires visual image of any user(s) of a given path within period = 1 hr/lvl.
- 3) **Hazard Sense** (I) D:10min/lvl R: 50'R Allows caster to detect any hostile, thinking force within 50': provides direction, but not distance of danger; must be used outdoors.
- 4) **Mind's Map** (I) D:— R:S Caster is able to match his location with that on any map he has seen and extrapolate locations from the map as a guide (assuming the map is accurate).
- 5) **Path Finding** (I) D:C R:1mi Caster learns the location(s) of any path(s) within 1 mile; must be used outdoors.
- 6) **Clear Path** (I) D: 1hr/lvl R:10' Caster is able to cause all minor obstructions (e.g., foliage, small rocks, etc.) to be cleared from an existing — if overgrown — path.
- 7) **Navigation** (I) D: 1hr/lvl R:S Caster is able to navigate (or Aerogate) flawlessly.
- 8) **Dry Earth** (F) D:permanent R:10' Caster can cause a muddy or even flooded (by less than 1' of water) path to become dry and solid as he passes.
- 9) **Long Eye** (U) D:1 min/lvl (c) R:100'/lvl Caster's point of sight may be moved independently up to 100'/lvl away (moves at 10'/rnd), if he is physically able to go there (i.e. he could not send his point of sight through walls or closed doors). The point of vision can rotate.
- 10) **Bridge** (F) D:1min/lvl R:10' Caster can create a temporary bridge across an otherwise impassable cleft, waterway, etc. Bridge appears as a misty tongue of some crystalline material able to bear considerable loads.
- 11) **Hazard Sense True** (I) As *Hazard Sense* except range is 300', and caster gains nature and direction of threat.
- 12) **Path True** (I) D:C R:S Allows caster to ascertain the proper path, and course along that path that he seeks (e.g. he will always know the best way to Syclax).
- 13) **Pathsight** (I) D:C R:10 miles/lvl Caster is able to mentally (as in *Long Eye*) follow a path to its 'end' (if in range) travelling at high speed (100mph).
- 14) **Make Path True** (F) D:1min/lvl R:10' Caster can create a path through any sort of foliage or broken landscape. Though large rocks cannot be moved, small rocks will shift to form a solid bed. Path reverts to its former condition after caster and party have passed.
- 15) **Bridge True** (F) D: 1 hr/lvl R:10'/lvl As *Bridge*, except for range and duration. Bridge may be dispelled at any time.
- 20) **Path Tale True** (I) As *Path Tale*, except caster has image of all users of paths in range for the last number of days equal to the caster's lvl.
- 25) **Long Eye** (U) As above, except the range is 1mile/lvl.
- 30) **Pathsight True** (I) As *Pathsight* except range is limited only by end of path (GM discretion).
- 50) **Path Master** (IF) D:1hr/lvl Caster is able to utilize any and all spells on this list.

PATH MASTERY

- 1) **Compass**
- 2) **Path Tale**
- 3) **Hazard Sense**
- 4) **Mind's Map**
- 5) **Path Finding** c
- 6) **Clear Path**
- 7) **Navigation**
- 8) **Dry Earth**
- 9) **Long Eye** c
- 10) **Bridge**
- 11) **Hazard Sense True**
- 12) **Path True** c
- 13) **Pathsight** c
- 14) **Make Path True**
- 15) **Bridge True**
- 20) **Path Tale True**
- 25) **Long Eye** (1mile/lvl)
- 30) **Pathsight True**
- 50) **Path Master**

FLOW MASTERY

- 1) **Detect Focus**
- 2) **Detect Flow**
- 3) **Locate Focus**
- 4) **Locate Flow**
- 5) **Tap Flow I**
- 6) **Locate Focus**
- 7) **Locate Flow**
- 8) **Part Minor Flow**
- 9) **Flow Guide**
- 10) **Tap Flow III**
- 11) **Locate Focus True**
- 12) **Locate Flow True**
- 13) **Divert Flow**
- 14) **Flow Rider**
- 15) **Tap Flow True**
- 20) **Flow Channels**
- 25) **Part Major Flow**
- 30) **Flow Channels True**
- 50) **Master of the Flows**

FLOW MASTERY

- 1) **Detect Focus** (I) D:— R:1mile/lvl Caster is able to determine the direction of the nearest Essence Focus within range.
- 2) **Detect Flow** (I) As *Detect Focus* except caster can detect any part of a Flow.
- 3) **Locate Focus** (I) As *Detect Focus* except caster knows exact location of the Focus-point.
- 4) **Locate Flow** (I) As *Detect Flow* except caster knows exact location and extent of the Flow in his range.
- 5) **Tap Flow I** (F) D:— R:T Caster touches a Flow and his PP supply for the day is replenished.
- 6) **Locate Focus** (I) As *Locate Focus* above except range is 100 miles/lvl.
- 7) **Locate Flow** (I) As *Locate Flow* above except range is 100 miles/lvl.
- 8) **Part Minor Flow** (F) D:1min/lvl R:T Caster may open a safe corridor through a minor Essence Flow (which might otherwise prove harmful to pass through).
- 9) **Flow Guide** (I) Allows caster to utilize a *Teleport* spell in complete safety by keying in on guiding Essence Flows.
- 10) **Tap Flow II** (F) As *Tap Flow I* except caster receives double his normal daily PPs.
- 11) **Locate Focus True** (I) As *Locate Focus* except range is 1000 miles/lvl.
- 12) **Locate Flow True** (I) As *Locate Flow* above except range is 1000 miles/lvl.
- 13) **Divert Flow** (F) D:C R:T Caster may divert a Flow slightly along its path. he may not move its foci, but the actual flow between points can be 'bent' slightly, up to 1° of arc per 100 miles from a Focus. This allows flow-riding casters to control their destination somewhat. The Flow slowly returns to its natural configuration after the caster stops concentrating.

- 14) **Flow Rider** (F) D:V R:T Caster may enter a Flow and fly along its lines of energy at 50-500mph (speed is up to caster). Caster need not concentrate and may remain in the flow as long as he wishes until reaching one of its Foci. He cannot remain motionless, however, and upon reaching a terminal Focus is expelled.
- 15) **Tap Flow True** (F) D:10min/lvl R:100'/lvl Caster touches a Flow and is able to subsequently tap its power for the duration, thus having access to virtually unlimited PPs.
- 20) **Flow Channels** (F) D:— R:T Caster may — while in contact with a Flow — channel its energy into a bolt of destructive power. Bolt attacks on the *Lightning Bolt* table +100, x10, using the Electricity and Impact Criticals (and Disruption from *RMC III*). Range is 300'. *Note:* Spell failure results in a +100 roll on the Spell Failure Table plus a "C" Electricity critical.
- 25) **Part Major Flow** (F) As *Part Minor Flow* except Caster may open a way through even very powerful flows. The effect is always pyrotechnic.
- 30) **Flow Channels True** (F) D:1min/lvl R:10'/lvl As *Flow Channels* except Caster need not concentrate between channeling, and can move away from the actual Flow.
- 50) **Master of the Flows** (F) D:1 hr/lvl R:V Caster may access any of the lower-level spells on this list.

WARDING SPELL LISTS

WARDING POWER (ESSÆNCE)

- 1) Warning Portal
- 2)
- 3) Warning
- 4)
- 5) Warding Portal
- 6) Sentry
- 7)
- 8)
- 9) Seeing Sentry
- 10) Warding Circle
- 11) Warding Portal True
- 12)
- 13)
- 14)
- 15) Waiting Ward
- 20) Warding Circle True
- 25) Warding Word
- 30) Warding Barrier
- 40) Warding Perimeter
- 50) Warding Perimeter True
- 60) Enchant Stone

WARDING POWER (ESSÆNCE)

- 1) **Warning Portal** (I) D: 1 hour/lvl R: S Allows caster to set up an 'alarm' across a doorway no larger than 10' x 10'. Portal must be structurally sound and enclosed across top, bottom and sides. Any being or creature passing through the portal (Caster may set *basic* restrictions such as "bigger than a squirrel") must make a RR vs caster at -30 or trigger the Warning. Caster is aware; if asleep, he is immediately awake. He does not know the nature or number of the intruder(s) or from what direction it is coming. *Note:* Use of *Unpresence* spells add +100 to RRs vs detection but *Invisibility* does not fool the spell.
- 3) **Warning** (I) D: 1 hour/lvl R: S As *Warding Portal*, except allows Caster to set up an immobile perimeter of up to 10' radius per level around himself.
- 5) **Warding Portal** (F) D: 1 minute/lvl R: T Caster sets up a magical warding barrier across a portal no larger than 10' x 10'. Portal must be structurally sound and enclosed across top, bottom and sides. Any 'evil' being or creature (or *specific* creature designated by Caster) attempting to pass through receives an "A" *Electricity* critical and must make a RR vs Caster level at -50. Failure means the creature is thrown backward; success means it has gotten through the Ward. Note that the severity of the *Electricity* Critical increases automatically for every 5 levels of the Caster, assuming the caster puts in the corresponding PP's (e.g., a 10th level caster can put in 10 PPs and cause the Ward to deliver a "B" *Electricity* Critical, a 25th level may put in 25 PPs and the Ward will deliver an "E" critical).
- 6) **Sentry** (I) D: 1 hour/lvl R: S As *Warning*, except intruder must resist at -50 to not be detected, and failure means that Caster knows the direction of the intrusion and how many entities, but no more.

WARDING LORE

- 1)
- 2) Ward Lore I
- 3) Snare Warning
- 4)
- 5) Snare Lore
- 6) Warding Ways
- 7) Unshrouding Thought
- 8) Power Lore
- 9) Resist Snare
- 10) Pass Warding
- 11) Warning True•
- 12) Pass Warding II
- 13) Unshrouding Call (multiple)
- 14) Shun Snare
- 15) Ward Lore True
- 20) Pass Warding V
- 25) Shun Snare True
- 30) Pass Warding True
- 50) Power Lore True
- 60) Negate Snare
- 90) Shatter Snare

- 9) **Seeing Sentry** (I) D: 1 hour/lvl R: S As *Sentry*, except alerted Caster is given a clear glimpse of the intruders the instant they pass the perimeter (if invisible, he gets a ghostly image of them).
- 10) **Warding Circle** (F) D: 1 hr/lvl R: T As *Warding Portal*, but the caster may set up an immobile 'circle' (actually including a 'dome' shape overhead as well) about himself. The circle can be up to 2'/lvl in radius, and must be centered around a static object. If caster leaves the circle, the Ward is dissolved.
- 11) **True Warding Portal** (F) D: 1 hr/lvl plus 1 hr per additional PPR: T As *Warding Portal* except for the ability to extend the duration. Also, those attempting to pass through must resist vs *twice* the Caster's level.
- 15) **Waiting Ward** (F) As *Warding Portal* except caster can set the ward to wait up to 1 day/lvl for a specific trigger, such as a time, or a type of creature, or an individual.
- 20) **Warding Circle True** (F) D: 1 hr/lvl plus 1 hr per additional PPR: T As *Warding Circle* except for Duration modifier.
- 25) **Warding Word** (F) As *Warding Portal* or *Warding Circle*, except Ward is erected instantly and can be cast on a location up to 100' away.
- 30) **Warding Barrier** (F) As *Warding Portal*, except those attempting to pass must make a RR at (-100 Mod) vs Caster level or take an automatic "E" Disruption Critical.
- 40) **Warding Perimeter** (F) As *Warding Circle* except perimeter may be customized in shape (e.g., to conform to a building). Radius cannot exceed limits as noted in *Warding Circle*.
- 50) **Warding Perimeter True** (F) As *Warding Circle True* except perimeter can be altered as in *Warding Perimeter*.

60) **Enchant Stone** (F) D: P R: T Note: This spell requires special materials and a powerful ritual; Caster may only enchant one stone per day. Caster is able, though a ritual lasting one hour, to imbue one large immobile stone with a permanent *Warding* power. Stone must weigh at least 100 lbs and if moved from its spot the spell is broken. Warding level of the stone is equal to the Caster level. Caster may link a series of stones (no more than 10' apart from each other) into a Circle no larger in diameter than 1' per Caster level. Creatures attempting to enter the Circle or touch the stones must make a successful RR vs ½ caster level or suffer an "A" Disruption Critical and be thrown back.

WARDING LORE

- 2) **Ward Lore I** (I) D:— R: 10' Caster is able to glean the basic alignment of a Warded area.
- 3) **Snare Warning** (I) D: 10 min/lvl R: S If Caster makes his RR (at +50), he is alerted to the presence of a Snare, and is essentially alerted to the proximity of the Snare before it can draw him in. The spell is triggered automatically, assuming Caster has sufficient PP's. Note: even if he fails his *Snare Warning*, Caster may make his normal RR if he enters the Snare.
- 5) **Snare Lore** (I) D:— R: 100' Caster learns approximately how old the Snare is, of what alignment, and what specific prey (if any) it was built to capture.
- 6) **Warding Ways** (I) D:— R: T Caster learns the builder of a Ward, how old it is, and what it was primarily built to defend against.
- 7) **Unshrouding Thought** (F) D: C R: S Target must make an RR (-30 Mod) or his true form is revealed to the Caster. If the Shroud is an illusion, the illusion is no longer visible to the Caster; if it is a physical change, the target's 'real' form is seen superimposed on the assumed form.
- 8) **Power Lore** (I) D:— R: 10' One item or person or place may be examined to see if it has power, and if so or what realm and what 'alignment' (good, evil), and if a place or item, a general idea of how long ago it was made and its *general* primary purpose.
- 9) **Resist Snare** (D) D: 10 min/lvl R: S Caster is able to make an RR vs the Snare at +100 without entering it. He knows whether he has succeeded or not. If successful, he is forever immune to the lure of this particular Snare.
- 10) **Pass Warding** (F) D:— R: S Once erected, most Spell Wards do not discriminate between 'Good' and 'Evil.' By using this spell, caster may pass through a Warding Circle or Barrier which could be considered of the same alignment. This is a subjective decision by the GM, but the caster should not be allowed to pass unless: 1. he means no harm to the place Warded or its current occupants and 2. (assuming he is 'Good') has never cast an 'Evil' spell or knowingly used an 'Evil' item. After passing these tests, caster gains a +100 to his RR vs the Ward.
- 11) **Warning True** (SI) D:— R: 100'/lvl. Caster is alerted of the presence of a Snare automatically, assuming he has the necessary PP's in reserve and the Snare fails a RR vs the lvl of the caster. Caster need not pre-set the spell; it is triggered automatically.
- 12) **Pass Warding II** (F) D:— R: T As *Pass Warding*, except that the Caster may take one other non-evil person with him through the Ward.
- 13) **Unshrouding Call** (F) D: 1 min/lvl R: 100' R As *Unshrouding Thought* except all within 100' of Caster are revealed to everyone else within 100'.

- 14) **Shun Snare** (D) D: 1 min/lvl R: T Target is allowed a second RR vs the snare.
- 15) **Ward Lore True** (I) D:—R: T Caster is able to see into the past of a Warded area and view scenes of significance in its history. The time limitation is 100 years per level.
- 20) **Pass Warding V** (F) D:—R: T As *Pass Warding*, except that the Caster may take up to four other non-evil persons with him through the Ward. All must join hands.
- 25) **Shun Snare True** (D) D:PR: 10'/lvl As *Shun Snare*, except Caster has a range, and Target is given a RR vs the snare with a bonus equal to caster's level.
- 30) **Pass Warding True** (F) D: C R: T As *Pass Warding*, except Caster is able to open a hole through the Ward, allowing one being to pass through per round for as long as Caster concentrates.
- 50) **Power Lore True** (I) D:—R: 100' As *Power Lore*, exact Caster gains an exact understanding of the Place/item/person, its origins and purposes.
- 60) **Negate Snare** (F) D: C R: 100' Caster is able to suppress the luring power of any snare for as long as he concentrates. Any other powers or attributes of the Snare (if any) are not affected. *Note:* the GM may wish to give the Snare a RR if it is particularly powerful.
- 90) **Shatter Snare** (F) D:PR: 100' Using this spell of raw Essence, the caster is able to permanently cleanse a snare or similar evil focus of power. (The snare must fail its RR; the GM should determine its 'level'.) In addition to being stripped of power, any physical manifestations of the snare (pillars, statues, etc) usually crumble and topple.

3·CURSES

The only cures (unless otherwise specifically noted) are those specifically designed to remove or neutralize curses.

CURSES LISTING

- 8) **T'revor's Dilemma** (F) D: Until removed R: 100'. The target must make a RR at -100 every time he attempts to use what had been his favorite weapon. Should he fail, he must wield a type of weapon he has no skill at whatsoever. Named after the famous Mystic Adventurer whose various powerful weapons were constantly vying for his attention, all turned out to be cursed.
- 10) **Love's Agony** (F) D: Until removed R: 10'/lvl. Target is hopelessly in love with the person of the caster's choice. Assuming that this person is unattainable (that is the idea), the target is plunged into a deep depression. He is unable to fight even if threatened (he may parry if attacked). Depending on the severity of failure of his RR, he must roll a Depression Critical every day when he awakens and suffers the effects for the entire day. RR Failure: 01-25: "A" Depression; 26-50: "B" Depression; 51-75: "C" Depression; 76-100: "D" Depression; 101+: "E" Depression.
- 15) **Self Loathing** (F) D: Until removed R: 100' Target hates himself. Every morning when he awakes and every time he draws a weapon he must make a SD RR at -50 or try to kill himself. In Combat he will never parry or try to actively defend himself in any way. His constant complaints that he is ugly and unwanted drive his companions crazy. His effective Presence drops by 50 (or to 10, whichever is higher) and he is incapable of employing any skills which involve the Presence stat bonus.

- 15) **Bird's Bane** (F) D: Until removed R: 100' Target has a incapacitating fear of heights. Any time he is in a situation where he is within 3' of a drop of 10' or more (even with a railing), he is paralyzed by terror. Any maneuvers are at -100. Flying, whether natural (with wings) or by spell, is impossible.
- 20) **A Plant's Way** (F) D: Until removed R: 100' Target turns green and his entire metabolism alters. He requires no food, but drinks 3x a normal human's intake of water and must bury himself naked up to the neck for at least eight hours every night in fresh dirt. He must have at least 8 hours of exposure a day to daylight with at least 90% of his green skin exposed. For each day that he fails to get any of the three requirements, he operates at -5 for the next day and takes 5% of hits (cumulative). If he reaches -100 he lapses into a coma. He can withstand 2x his original amount of hits, but healing spells and herbs do not help him. His Qu and Ag drop by 20, but his Co and St increase by 20 (up to 102).
- 20) **Shadow-Curse** (F) D: Until removed R: 100' Target becomes a shadow of his former self. He is two-dimensional and incapable of carrying or using any items (all equipment falls to the floor), utilizing any spells, or generally interacting with his environment. He is +100 to hiding in dark or shadowy areas, -50 in bright areas. He can pass through narrow cracks less than his height above the ground. He does not need to eat or drink; he can speak and all senses operate as normal, however. He cannot be harmed or affected by any spell (except the one that will remove the curse, of course).

