

EXPRESS ADDITIONS

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INTRODUCTION

Welcome to the 16th issue of Express Additions!

This issue is focused on bringing New Professions you 2 new professions, converted over from the RMSS book, **Essence Companion**.

The first profession is the mystical Runemage, the master of signs, wards, and runes. And to keep him company, we bring you the Warrior Mage.

Enjoy!

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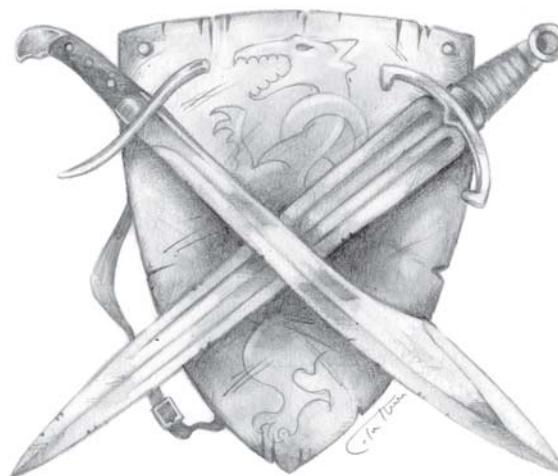
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NEW PROFESSIONS

This issue is devoted to bring you the Runemage and the Warrior mage from the RMSS product, Essence Companion. We hope that you enjoy them!

RUNEMAGE

Runemages are Pure spell users of the Essence who concentrate on the power written and spoken language have over the reality. Runemages use their power of language to create variable enchantments such as wards, symbols, and runes, while using their knowledge of the Primal Tongue to manipulate the physical world and the creatures within it.

Note: *The Runemage is able to gain 3 ranks in the Runes skill each level.*

Prime Stats: Empathy and Self Discipline

RUNEMAGE BASE SPELL LISTS

The Runemage has seven base lists, unlike other Pure spell users, he is only allowed to select three additional spell lists as Base Spell Lists. The full descriptions of these spell lists begin on page 4.

Commanding Will: Spells that bend a target to the will of the caster (enhanced if a true name is known).

Glyphs: The imbedding of spells on air or liquids.

Inscriptions: Imbeds spells into temporary signs or runes.

Nomenclature Mastery: Discovering languages and true names of people and items.

Physical Manipulations: Spells that manipulate the physical world (enhanced if a true name is known).

Symbolism: Creating symbols of power that can be imbedded with other spells.

Warding Mastery: Creating ward signs of power that can protect small areas.



SKILL COSTS

Skills	Stats	Runemage	War. Mage
Maneuvering in Armor			
Soft Leather	Ag/St	9	3/*
Rigid Leather	Ag/St	9	4/*
Chain	Ag/St	10	5/*
Plate	Ag/St	11	6/*
Weapon Skills			
One-Handed Edged**	St/St/Ag	9	3/5
One-Handed Crushing**	St/St/Ag	20	3/9
Two-Handed**	St/St/Ag	20	6
Missile**	Ag/Ag/St	20	8
Thrown**	Ag/Ag/St	20	15
Pole Arms**	St/St/Ag	20	15
General Skills			
Climbing	Ag	5	3/9
Swimming	Ag	3	2/6
Riding**	Em/Ag	3	2/6
Disarm Traps	In/Ag	7	8
Pick Locks	In/Ag	8	8
Stalk & Hide	Ag or SD	5	2/7
Perception	In/Re	3	2/7
Magical Skills			
Spell Lists**	Em or In	1/*	4/*
Runes	Em/In	1/2/2	3
Staves & Wands	Em/In	1/4	5
Channeling	In	7	13
Directed Spells**	Ag	2/7	3/6
Special Skills			
Ambush	—	9	6
Linguistics**	—	1/*	3/*
Adrenal Moves**	Pr/SD	6	2/7
Adrenal Defense	—	20	20
Martial Arts **	varies	8	3
Body Development	Co	7	2/7
PP Dev. (Optional)	—	1/4	5
Prime Requisites		Em/SD	Em/Co
** - Must be specialized into individual, specific skills, such as 1 weapon, spell list, lore, or language.			

SECONDARY SKILL DEVELOPMENT COST TABLE							
Skill	Stat	Runemage	War. Mage	Skill	Stat	Runemage	War. Mage
Acrobatics	Ag/Qu	3	2/6	Meditation	Pr/SD	1/5	2/6
Acting	Pr/Em	3/6	2/6	Music	Ag/Em	2/6	2/6
Animal Healing	Em/Re	2/6	2/6	Navigation	Re/In	2/6	2/6
Caving	SD/Re	3	2/6	Public-speaking	Em/Pr	2/6	2/5
Contortions	Ag/SD	5	2/6	Rope-mastery	Me/Ag	3	2/5
Cookery	In/Re	2/6	2/6	Rowing	SD/St	3	2/6
Crafting	Ag/Em	3	2/6	Sailing	Em/In	3	2/6
Dance	Ag/In	2/6	2/6	Seduction	Em/Pr	2/5	2/5
Diplomacy	Pr/In	2/6	2/5	Signaling	Me/SD	1/5	2/4
Diving	SD/Ag	3	2/6	Singing	Pr/In	2/6	2/6
Duping	Pr/Em	3/6	3/6	Skiing	Ag/SD	3	2/6
Falsification	SD/Re	3	3	Smithing	St/Ag	3	2/6
First Aid	SD/Em	2/6	2/4	Spell-mastery	Varies	2/5	2/5
Fletching	Ag/SD	2/6	2/4	Star-gazing	In/Me	2/6	2/6
Foraging	In/Me	2/6	2/6	Stone-carving	SD/Ag	3	2/5
Frenzy	Em/SD	5	2/6	Streetwise	In/Pr	3	2/6
Gambling	Me/Pr	2/6	2/4	Subduing	Ag/Qu	6	5
Herding	Em/Pr	2/6	3/7	Tracking	In/Re	3	2/4
Jousting	St/Ag	15	2/6	Trading	Re/Em	3/5	2/4
Leather-working	Ag/Re	3	2/6	Trap-building	Re/Em	3/6	2/6
Lore: General	Me/RE	1/3	1/3	Trickery	Pr/Qu	3	2/4
Lore: Magical	Me/Re	1/4	2/4	Tumbling	Ag/SD	3	2/6
Lore: Obscure	Me/Re	2/6	2/6	Weather-watching	In/Em	1/4	1/5
Lore: Technical	Me/Re	2/6	2/6	Wood-carving	Ag/Em	3	2/6
Mathematics	Re/Me	2/6	2/5				

* = Crafting can be found in EA #3; Diplomacy & Duping can be found in EA #7

WARRIOR MAGE

Warrior Mages are Semi spell users who combine the realm of Arms with the realm of Essence. Their base spells primarily deal with the adaptation of Essence spell casting to combat and survival in hostile environments. The Warrior Mage is viewed by many as an elite type of fighter, specialized in attacking enemy spell casters on their own terms.

Prime Stats: Empathy and Constitution

WARRIOR MAGE BASE SPELL LISTS

The Warrior Mage has six base lists given below. However, unless the GM is using the option from Express Additions #6 that allows for a Semi spell user to have six base lists, the Warrior Mage may only select five of the given spell lists as his Base Spell Lists. The remaining spell list will then be treated as if it were an Open Spell List for the Warrior Mage, meaning that the Warrior Mage may only learn it to tenth level, just like other Open Spell Lists. The full descriptions of these spell lists begin on page 12.

Combat Illusions: Methods of causing confusion among the enemy. Please note that unlike regular illusions, many of the spells from this list also invoke RRs from caster's foe/target.

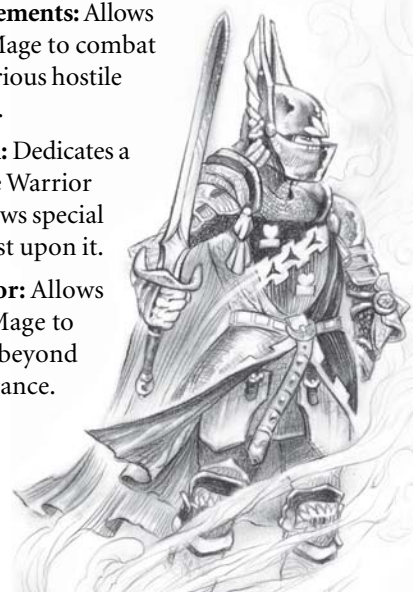
Combat Ways: Gives the Warrior Mage a greater variety of options in melee combat.

Spell Defense: Gives the Warrior Mage the edge he needs against more powerful spell casters.

Warrior's Enhancements: Allows the Warrior Mage to combat enemies in various hostile environments.

Warrior's Weapon: Dedicates a weapon to the Warrior Mage and allows special spells to be cast upon it.

Will of the Warrior: Allows the Warrior Mage to drive himself beyond normal endurance.



SPELL LISTS

COMMANDING WILL

RUNEMAGE BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Calm	1 target	1 min/lvl	100'	Fm
2)	Truth	1 target	1 question	10'	Fm
3)	Confusion	1 target	1 rnd/5 fail	100'	Fm
4)	Fascinate	1 target	10 min/lvl	50'	Fm
5)	Command	1 target	varies	50'	Fm
6)	Forget	1 target	P	10'	Fm
7)	Call of the Wild	1 target	1 day/5 fail	50'	Fm
8)	Emote	1 target	1 min/lvl	100'	Fm
9)	Inclination	1 target	1 min/lvl	100'	Fm
10)	Fear	1 target	1 min/lvl	100'	Fm
11)	Doubt	1 target	P	100'	Fm
12)	Love/Hate	1 target	1 day/5 fail	100'	Fm
13)	Vengeance	1 target	varies	100'	Fm
14)	Invoke	1 target	varies	self	Fm
15)	Quarrels	25' R	1 rnd/5 fail	25'	Fm
16)	Dismiss/Banish	1 target	varies	50'	Fm
17)	Shout of Panic	50' R	1 rnd/5 fail	100'	Fm
18)	Peace	1 target	1 day/10 fail	touch	Fm
19)	Shout of Confusion	50' R	1 rnd/5 fail	100'	Fm
20)	Shout of Command	50' R	varies	100'	Fm
25)	Slumber	1 target	1 day/5 fail	100'	Fm
30)	Insanity	1 target	P	100'	Fm
50)	Slave	1 target	1 day/10 fail	50'	Fm

- 1. Calm**—Target will take no aggressive/offensive action, and will fight only if attacked. If the caster casts this spell at an already *Calmed* target, the target will fall asleep.
- 2. Truth**—Target must answer the next question the caster asks truthfully. This spell requires that the target understand the language in which the question was asked. He will respond using the same language.
- 3. Confusion**—Target is incapable of making decisions or initiating action; he may continue to fight current foes or in self defense.
- 4. Fascinate**—Target believes that the caster is of the same alignment or outlook as himself, is influential, and is superior to himself in rank, power and/or efficiency. Target will usually seek to ingratiate himself to the caster.
- 5. Command**—Target will obey a command of up to 5 words in length from the caster. Command cannot be completely alien to the target (e.g., suicide, blinding himself, etc) and the caster must speak a language the target can understand.
- 6. Forget**—Target permanently forgets up to 1 min/lvl of specified memories as selected by caster. Memories older than 1 day give a special modification of +20 to the target's RR and memories older than 1 week get a special +40 RR modification. Memories older than 1 month may not be forgotten through this spell.
- 7. Call of the Wild**—Target domesticated animal reverts to a wild state for the duration of this spell.
- 8. Emote**—Caster causes the target to experience any one specified emotion. Caster cannot dictate the direction or manner in which the target will choose to express

this emotion. For example, caster can specify the emotion of love, but he cannot choose a person for the target to fall in love with, the target will just be very loving in general.

- 9. Inclination**—The target likes or dislikes a person, place, or thing as specified by the caster. If the target has very strong feelings about the subject previously, the GM may indicate that the target receives a bonus or penalty to his resistance rolls.
- 10. Fear**—Target flees in total fear from the caster (or a specified location) for 1 min per 5% failure. The target will not desire to return to the location or wish to face the caster for 1 day/5% failure.
- 11. Doubt**—Target develops a very serious and troublesome doubt concerning a previously accepted fact, action, or idea.



12. Love/Hate—As *Inclination*, except the target experiences either devoted love or repulsive hatred towards a subject designated by caster (must be present at time of casting). For the duration the intensity of the emotion will be such that the target will have a difficult time focusing on anything else other than his love or hate. At the end of the duration, the target must make an additional resistance roll with a +20 RR modification or the effect will become permanent (to a lesser degree of intensity).

13. Vengeance—Target will seek to enact some vengeance against a person, place, or thing as specified by the caster. There must be in the target's mind some concept of the subject having wronged the target for the spell to be effective. The exact form of the vengeance sought depends on the character of the target, and the severity of his RR failure.

14. Invoke—The caster may summon any extra planar creature (e.g., demon, elemental, etc) whose True name he knows (through use of the Creature Name spell). Each round there is a 35% chance the specified creature hears his name and appears to the caster. This spell does not command the entity, though the caster may control the entity through the use of other spells on this list or through various influential skills.

15. Quarrels—All targets within the area of effect will become hostile and seek to attack the nearest opponent

16. Dismiss/Banish—Target extra planar creature (e.g. demon, elemental, etc) whose True name the caster knows (through the use of the Creature Name spell) is dismissed from the caster's plane back to his home plane. Alternatively, the caster can attempt to banish the target from the caster's plane for a period of 100 years/10% failure. The

target receives a special +20 RR modification to any banish attempt and if the spell fails, the target will either attack the caster or flee. The attempt to banish the demon cancels any of the caster's control spells of which the target is under the influence.

17. Shout of Panic—Targets flee in total panic from the caster.

18. Peace—Target is eased from the effects of mind disease, grief, lycanthropy, hate, etc for the duration of this spell.

19. Shout of Confusion—As *Confusion*, except affects all targets in radius.

20. Shout of Command—As *Command*, except affects all targets in radius.

25. Slumber—Target sleeps in a deep, unwakable sleep without aging or deterioration until dispelled, a set condition is met (i.e. being kissed by a prince) or the duration ends.

30. Insanity—Target develops a permanent mental disorder. The caster can dictate the general type of disorder but the exact effects are up to the GM. For example, a caster can specify a manic/depressive disorder, while the GM determines whether the target is bi-polar, manic, depressive, etc.

50. Slave—Target becomes the caster's unquestioning slave for the duration of this spell. The target may attempt a new RR at the end of each week to break the effect. The target will seek to ingratiate himself to his master and do all things in a manner to please his master and forward his master's goals.



SPECIAL GLYPHS

Lvl Glyph - Effect

1	Light - Illuminates a 10'R area.
2	Sleep - Causes a single target to fall into a natural sleep.
3	Dark - Creates a 10'R area of magical darkness as dark as the darkest night.
4	Stun - Causes a single target to be stunned for 1 rnd/10% failure.
5	Chill - Causes a single target to take a 'B' cold critical.
6	Bleed - Causes a single target to begin bleeding 1 hit/rnd per 10% failure.
7	Unconsciousness - Causes a single target to fall unconscious.
8	Pain - Causes a single target to lose half of its remaining concussion hits.
9	Weakness - Causes a single target to lose half of its normal OB for 1 min/10% failure.
10	Shrink - Causes a single target to shrink to half normal size for 1 min/10% failure.
11	Slam - Causes a single target to take a 'C' impact critical.
12	Fear - Causes a single target to turn and flee for 1 min/10% failure.
13	Command - Causes a single target to obey a command set by caster at the time of the casting.
14	Mute - Causes a single target to be unable to speak for 1 min/10% failure.
15	Heat - Causes a single target to take a 'D' heat critical.
16	Agony - Causes a single target to be in agony, resulting in a -25 to all actions.
17	Drain - Causes a single target to lose half of its remaining Power Points.
18	Fatigue - Causes a single target to be reduced to 1D10 concussion hits.
19	Blindness - Causes a single target to be blinded (-90 to all maneuvers) for 1 min/10% failure.
20	Death - Causes a single target to take an 'E' critical of the caster's choosing.

GLYPHS

RUNEMAGE BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Research Glyph	Varies	8 hours	self	I
2)	Glyph I	10'R	10 min/lvl	touch	F
3)	Decipher Glyph	1 glyph	1 rnd/lvl	self	I
4)	Glyph II	10'R	10 min/lvl	touch	F
5)	Waiting Glyph II	10'R	1 day/lvl	touch	F
6)	Glyph III	10'R	10 min/lvl	touch	F
7)	Unglyph III	1 glyph	P	100'	F
8)	Glyph IV	10'R	10 min/lvl	touch	F
9)	Waiting Glyph IV	10'R	1 day/lvl	touch	F
10)	Glyph V	10'R	10 min/lvl	touch	F
11)	Multi-Glyph II	10'R	10 min/lvl	touch	F
12)	Glyph VI	10'R	10 min/lvl	touch	F
13)	Unglyph VI	1 glyph	P	100'	F
14)	Glyph VII	10'R	10 min/lvl	touch	F
15)	Waiting Glyph VII	10'R	1 day/lvl	touch	F
16)	Glyph VII	10'R	10 min/lvl	touch	F
17)	Multi-Glyph III	10'R	10 min/lvl	touch	F
18)	Glyph IX	10'R	10 min/lvl	touch	F
19)	Glyph X	10'R	10 min/lvl	touch	F
20)	Waiting Glyph X	10'R	1 day/lvl	touch	F
25)	Unglyph X	1 glyph	P	100'	F
30)	Lord Glyph	10'R	10 min/lvl	touch	F
50)	Lord Unglyph	1 glyph	P	100'	F

- Research Glyph**—Allows caster to know the origins and parameters of a glyph. This is the only way for the caster to learn any special glyphs.
- Glyph I**—Allows caster to ‘trace’ a glowing visible glyph on an in-flux medium that can be triggered by one of the following (decided by the caster at the time of casting): a) specified time has passed, b) specified movements within 20', c) specified sounds within 20', or d) touch. Power points for both spell and glyph must be expended, but only casting time for the glyph is used. A glyph can be a first level spell or a special glyph that has been researched (see Notes).
- Decipher Glyph**—Allows caster to decipher a glyph (it takes 1 round per level of the glyph) and know exactly what it does without setting it off (presuming it hasn't already been set off). It takes one round per level of the glyph to decipher the glyph. Nothing is learned if this spell expires prior to completion of deciphering.
- Glyph II**—As *Glyph I*, except a second level glyph can be traced.
- Waiting Glyph II**—Extends the duration of a *Glyph I* or *Glyph II*.
- Glyph III**—As *Glyph I*, except a 3rd level glyph can be traced.
- Unglyph III**—Allows caster to erase a glyph of up to third level. This will not set off the glyph in question (unless the specified activation for the glyph were when the glyph is erased).
- Glyph IV**—As *Glyph I*, except a fourth level glyph can be traced.
- Waiting Glyph IV**—As *Waiting Glyph II*, except it applies to glyphs up to fourth level.

- Glyph V**—As *Glyph I*, except a fifth level glyph can be traced.
- Multi-Glyph II**—Allows caster to place two spells into the same glyph. The glyph spell only needs to be cast once (but it must be cast within one minute of the completion of this spell).
- Glyph VI**—As *Glyph I*, except a sixth level glyph can be traced.
- Unglyph VI**—As *Unglyph III*, except that up to sixth level glyphs can be affected.
- Glyph VII**—As *Glyph I*, except a seventh level glyph can be traced.
- Waiting Glyph VII**—As *Waiting Glyph II*, except that up to a seventh level glyph has its duration extended.
- Glyph VIII**—As *Glyph I*, except an eighth level glyph can be traced.
- Multi-Glyph III**—As *Multi-Glyph II*, except that three spells may be placed in the same glyph.
- Glyph IX**—As *Glyph I*, except a ninth level glyph can be traced.
- Glyph X**—As *Glyph I*, except a tenth level glyph can be traced.
- Waiting Glyph X**—As *Waiting Glyph II*, except that up to a tenth level glyph can be delayed.
- Unglyph X**—As *Unglyph III*, except that up to tenth level glyphs can be affected.
- Lord Glyph**—As *Glyph I*, except that up to a twentieth level glyph can be traced.
- Lord Unglyph**—As *Unglyph III*, except that up to twentieth level glyphs can be erased without discharging them.

Special Notes

- Glyphs are “runes” that are ‘traced’ on an in-flux background (air, water, etc.) instead of rune paper. First the glyph spell must be cast and then the spell to be ‘traced’ must be cast. At this point the glyph is set, and its effects start when it is triggered (see the specific glyph spells). If the glyph is not triggered before the duration of the glyph spell expires, the glyph fades without activating. Glyphs can be either normal spells or specially researched glyphs.
- The caster must have a number or ranks in the Lore: Magical (Glyphs) equal to the level of the spell he wishes to cast from this list.
- Special Glyphs**—See the small table of “special glyphs” on page 5. These are not automatically learned when a character learns the Glyph Law list. They must be sought out from other sources (libraries, universities, mentors, etc.). The GM should decide whether or not these are appropriate for his campaign. He should feel free to alter, replace, add, or delete glyphs from this list.

1. **Observation Sign**—Caster inscribes an *Observation Sign*. The sign is a point of reference and perception for the *Signwatch* and *Transport Sign* spells on this list. The caster may never have more than one half of his level (round up) in *Observation Signs* at any one time. The caster may cancel any previously inscribed *Observation Sign* by concentrating for a round and touching the sign.
2. **Rune II**—This spell inscribes a spell on a specially prepared piece of paper. The rune can then be used to cast the inscribed spell once. The spell to be inscribed must be cast within one minute after this spell is cast. Rune II can inscribe 1st or 2nd level spells. The rune can be set to affect the reader.
3. **Sign of Pain**—[RR Mod: -20] A Sign can be inscribed on any “non-mobile” surface and affects the triggering being. A Sign can be triggered by one of the following (decided by caster at the time of casting): a) specified time has passed, b) specified movements within 20', c) specified sounds within 20', d) touch, or e) reading. The Sign is cancelled when a target fails a RR against it. *Sign of Pain* causes the target to take 25% of his remaining concussion hits. The duration of this effect is 10 minutes per 5 RR failure. These lost hits will be regained when the duration of this spell expires.
4. **Rune III**—As *Rune II*, except caster may inscribe up to 3rd level spells.
5. **Sign of Weakness**—[RR Mod: -20] As *Sign of Pain*, except target feels weak and drained. This results in a special modification of -20 to all maneuvers and attacks for 10 minutes per 5 RR failure.
6. **Inscription Analysis**—The caster may determine what spell is inscribed within a rune or sign. This spell has a 1% chance per level of the inscribed spell of setting off the inscribed spell. The caster also learns if the rune or sign is set to affect a reader or not.
7. **Rune V**—As *Rune II*, except caster may inscribe up to 5th level spells.
8. **Sign of Shock**—[RR Mod: -20] As *Sign of Pain* except target is in a state of shock for 10 minutes per 5% failure (treat shock victims as if they are stunned except they never pass out due to this shock).
9. **Rune VI**—As *Rune II*, except caster may inscribe up to 6th level spells.
10. **Sign of Fear**—[RR Mod: -20] As *Sign of Pain* except target will flee the place of the sign. The target may not return for 10 minutes per 5 RR failure.
11. **Rune VII**—As *Rune II*, except caster may inscribe up to 7th level spells.
12. **Sign of Transport**—As *Sign of Pain* except target is teleported to one of the caster's designated *Observation Signs*. The designated *Observation Sign* may not be more than 1 mile per level of the caster (at the time of inscribing this spell) away from the *Sign of Transport* or else the attempt to inscribe this Sign automatically fails.
13. **Rune VIII**—As *Rune II*, except caster may inscribe up to 8th level spells.

INSCRIPTIONS

RUNEMAGE BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Observation Sign	1 surface	P	touch	F
2)	Rune II	1 spell	varies	touch	U
3)	Sign of Pain	1 target	varies	touch	F
4)	Rune III	1 spell	varies	touch	U
5)	Sign of Weakness	1 target	varies	touch	F
6)	Inscription Analysis	1 rune/sign	—	10'	I
7)	Rune V	1 spell	varies	touch	U
8)	Sign of Shock	1 target	varies	touch	F
9)	Rune VI	1 spell	varies	touch	U
10)	Sign of Fear	1 target	varies	touch	F
11)	Rune VII	1 spell	varies	touch	U
12)	Sign of Transport	1 target	varies	touch	F
13)	Rune VIII	1 spell	varies	touch	U
14)	Signwatch	caster	C	1 mi/lvl	U
15)	Rune X	1 spell	varies	touch	U
16)	Sign of Torment	1 target	varies	touch	F
17)	Inscr. Analysis True	1 rune/sign	—	touch	I
18)	Rune XV	1 spell	varies	touch	U
19)	Sign of Blinding	1 target	varies	touch	F
20)	Lord Rune	1 spell	varies	touch	U
25)	Signwatch True	caster	C	10 mi/lvl	U
30)	Sign True	1 target	varies	touch	F
50)	Rune of Power	1 rune paper	varies	touch	U

14. **Signwatch**—Caster's may see and hear as if he were at any one of his *Observation Signs* within range of this spell. The caster's vision may rotate around the point of the *Observation Sign* (except that he will not be able to see through the surface the Sign is inscribed on if it is opaque).
15. **Rune X**—As *Rune II*, except caster may inscribe up to 10th level spells.
16. **Sign of Torment**—[RR Mod: -20] As *Sign of Pain* except target takes 90% of his remaining hits.
17. **Inscription Analysis True**—Caster may examine any one sign or rune. If the caster has ever analyzed a rune by the creator of this rune or sign, he will recognize the creator and the age of the rune or symbol. If the caster has not analyzed the creator's work, he will learn the profession of the creator, the creator's level, and the age of the rune or symbol. This spell has a 1% chance per level of the inscribed spell of setting off the inscribed spell.
18. **Rune XV**—As *Rune II*, except caster may inscribe up to 15th level spells.
19. **Sign of Blinding**—[RR Mod: -20] As *Sign of Pain* except target is blinded for 1 hour per 5% RR failure.
20. **Lord Rune**—As *Rune II*, except caster may inscribe up to 20th level spells.
25. **Signwatch True**—As *Signwatch*, except for the range.
30. **Sign True**—Caster may inscribe any lower level Sign on this list. If the inscribed Sign is 10th level or below, the Sign will be permanent and can be set off once a round. If the Sign is of a higher level, it can affect a number of targets equal to the level of the caster before being cancelled.
50. **Rune of Power**—Caster may store a number of power points within a sheet of rune paper equal to the level of this spell. The power points stored are considered to be of the same realm as the caster and they may not be multiplied in any way when the rune is eventually activated.

NOMENCLATURE MASTERY

RUNEMAGE BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Memorize I	caster	1 week/lvl	self	U
2)	Text Analysis III	caster	C	self	I
3)	Learn Language II	caster	C	self	U
4)	Vocalize III	1 writing	10 min/lvl(C)	touch	U
5)	Organic Name	1 organic	varies	50'	I
6)	Memorize II	caster	1 month/lvl	self	U
7)	Text Analysis V	self	C	self	I
8)	Vocalize V	1 writing	10 min/lvl(C)	touch	U
9)	History	1 item	—	touch	I
10)	Animal Name	1 animal	varies	50'	I
11)	Learn Language III	caster	C	self	U
12)	Text Analysis VII	self	C	self	I
13)	Vocalize VII	1 writing	10 min/lvl(C)	touch	U
14)	Inorganic Name	1 inorganic	varies	50'	I
15)	Disguise Name	self	10 min/lvl	self	U
16)	Text Analysis X	self	C	self	I
17)	Vocalize X	1 writing	10 min/lvl(C)	touch	U
18)	Creature Name	1 creature	varies	50'	I
19)	Learn Language IV	caster	C	self	U
20)	Cryptics	1 writing	P	touch	F
25)	Restore Text True	1 book	—	touch	F
30)	Binding Name	1 target	1 month/5 fail	50'	I
50)	Change Name	caster	P	self	F

- 1. Memorize I**—Allows the caster to retain anything he reads or learns as if he had a photographic memory with total recall for the duration.
- 2. Text Analysis III**—Caster can read text written in an unknown language. The caster reads as though he has rank 3 written in the language. This spell does not convey the sounds of the language, only knowledge of the content of the text.
- 3. Learn Language II**—This spell cuts study time in half and allows a caster to develop one rank higher in a language than his teacher or book would normally allow.
- 4. Vocalize III**—Causes any written text to be vocalized aloud in the language in which it is written, in the caster's voice. This spell will only read up to a rank 3 linguistic level. If the text is of a higher rank, any concepts beyond rank 3 will be skipped, stuttered over, or incomprehensible.
- 5. Organic Name**—Caster learns the “True” name of target non-living organic item. This organic item is at -25 to all RRs versus any spell this caster casts on it in the future. The caster can only have one True name per level known (this includes all True names, not just from this spell).
- 6. Memorize II**—As *Memorize I*, except for the duration.
- 7. Text Analysis V**—As *Text Analysis III*, except a text can be read to Rank 5 of complexity.
- 8. Vocalize V**—As *Vocalize III*, except the writing will be read at Rank 5 of complexity.
- 9. History**—Caster learns the area of origin of target item, the race of the being who made it, and when it was made (within 100 years). Also, determines if the item has any cultural or historical significance, but not exactly what those significances are.
- 10. Animal Name**—As *Organic Name*, except caster learns the “True” name of target animal.
- 11. Learn Language III**—As *Learn Language II*, except caster requires one third the time to learn a language

and can learn up to two ranks higher in a language than his teacher or source book would normally allow.

- 12. Text Analysis VII**—As *Text Analysis III*, except a text can be read to Rank 7 of complexity.
- 13. Vocalize VII**—As *Vocalize III*, except the writing will be read at Rank 7 of complexity.
- 14. Inorganic Name**—As *Organic Name*, except the caster learns the “True” name of a non-living inorganic item.
- 15. Disguise Name**—Caster is able to disguise himself from any attempt to decipher his True name. Any Name spell that targets the caster while this spell is active must make an RR with a special modification of -20 or fail to provide the True name.
- 16. Text Analysis X**—As *Text Analysis III*, except a text can be read to Rank 10 of complexity.
- 17. Vocalize X**—As *Vocalize III*, except the writing will be read at Rank 10 of complexity.
- 18. Creature Name**—As *Organic Name*, except caster learns the “True” name of any target creature. This spell is also used to determine the “True” name of a sentient being.
- 19. Learn Language IV**—As *Learn Language II*, except the time required to study is one fourth normal and the caster can learn three ranks higher than normally allowed.
- 20. Cryptics**—Caster is able to decipher any target code. The caster will be able to translate the code into the original language, but will not be able to decipher any meanings that are not a part of the code. For example, this spell could decipher the message, “The key is in Marty’s pocket,” but it could not identify who Marty was or where he might be located. Alternatively, the caster may cast this spell to encode a message. The encoded message will be nonsense to anyone other than the one target the caster designates at the casting of this spell. If the caster casts this spell on a message encoded with this spell, the target code may make an RR to resist decoding.
- 25. Restore Text True**—Will restore any text to its original condition so long as at least half of it is present. This will repair any damage other than lost or completely destroyed pages. Any pages that are lost or destroyed will be replaced by a page that is a 75% correct replication of the original page.
- 30. Binding Name**—Caster binds the target by its “True” name. The caster must know the target’s “True” name. The target now suffers a modification of -35 to his RRs versus spells by this caster instead of the normal -25. The target must make “Hard” maneuver (modified by SD bonus) if he ever wishes to move further than 100' away from the caster or if he wishes to attempt to harm the caster at any future point. If the target fails his RR, the target becomes incapable of action for 1 round per 1% RR failure.
- 50. Change Name**—Caster may alter his “True” name. Any such attempt requires a significant life changing dedication, event, or alteration to precede or coincide with the spell casting. GM determines if the change is significant enough. If successful, then the caster is free of any name-related spells previously cast on him. Failure results in 3 Spell Failure rolls being applied to caster.

1. **Ice/Water**—Caster can choose to either convert 1 cubic foot of water to ice or vice versa.
2. **Warp**—Target wooden object has its form, straightness, and strength ruined. This results in doubling the break number range (to a maximum of 1-10) and halving the original strength (or reliability). The object may not be larger than 1 pound per level of caster.
3. **Dust Earth/Wood**—Caster instantly transforms 1 cubic foot of earth or wood into a fine, dry powder.
4. **Dust Stone**—As *Dust Earth/Wood*, except affects 1 cubic foot of stone.
5. **Animate Gas**—Caster animates 1 cubic foot (per level of the caster) of any gaseous substance within range. For as long as caster concentrates, gas will move as the caster wills at a rate of 1' per level of caster per round, subject to environmental conditions. If the gas moves beyond a 10'R/lvl of the caster then it is no longer under the caster's control. The caster may give the gas a last command (such as follow me or move towards the door). After giving a final command, the caster no longer concentrates and the gas will attempt to follow the final command for 1 round/level of the caster (or until the gas moves out of range of the caster).
6. **Rust**—All metal on the target object oxidizes at a rate of 1 cubic inch per round.
7. **Animate Liquid**—As *Animate Gas*, except affects liquid.
8. **Dust to Stone**—Caster is able to convert 1 cubic foot of sand, dirt or dust into a solid stone form. The stone formed will have the same general shape as the original substance did just prior to conversion to stone.
9. **Warp Metal**—As *Warp Wood*, except affects metal objects up to 1 pound per level of the caster.
10. **Bleed**—The caster may cause a target living creature to bleed (if applicable). The target begins to bleed at a rate of 1 hit per round per 5% RR failure. For example, if a target fails his RR by 25, he will bleed 5 hits per round for 5 rounds.
11. **Mass Ice/Water**—As *Ice/Water*, except affects up to 10 cubic feet.
12. **Animate Solid**—As *Animate Gas*, except affects 1 cubic inch of solid material per level of the caster.
13. **Shatter**—Target inorganic item (up to 1 cubic foot in size) is shattered explosively. All targets within 5' take an 'A' Impact critical and the holder of the object takes a 'C' Impact critical.
14. **Lesser Unstone**—As *Dust Stone*, except affects up to 10 cubic feet of stone.
15. **Wither**—Target normal plant (shrub size or smaller) instantly dies and withers. Magical plants, large plants, and unusual plants may attempt to resist this spell (with a special modifier of +20).

PHYSICAL MANIPULATIONS

RUNEMAGE BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Ice/Water	1 cu'	P	50'	F
2)	Warp	1 wood object	P	10'	F
3)	Dust Earth/Wood	1 cu'	P	10'	F
4)	Dust Stone	1 cu'	P	10'	F
5)	Animate Gas	1 cu'/lvl	1 rnd/lvl(C)	10'R/lvl	F
6)	Rust	1 object	P	10'	F
7)	Animate Liquid	1 cu'/lvl	1 rnd/lvl(C)	10'R/lvl	F
8)	Dust to Stone	1 cu'	P	10'	F
9)	Warp Metal	1 metal object	P	10'	F
10)	Bleed	1 target	1 rnd/5 fail	100'	F
11)	Mass Ice/Water	10 cu'	P	100'	F
12)	Animate Solid	1 cu'/lvl	1 rnd/lvl(C)	10'R/lvl	F
13)	Shatter	1 object	P	100'	F
14)	Lesser Unstone	10 cu'	P	10'	F
15)	Wither	1 plant	P	touch	F
16)	Lesser Animation	1 spell	1 min/lvl	10'R/lvl	F
17)	Unmetal	1 cu"	P	10'	F
18)	Eternal Lock	1 lock	P	10'	F
19)	Shatter True	1 object	P	100'	F
20)	Rot	1 target	C	50'	F
25)	Greater Animation	1 spell	10 min/lvl	10'R/lvl	F
30)	Petrify	1 target	1 day/5 fail	100'	F
50)	Petrify True	1 target	1 month/5 fail	100'	U

16. **Lesser Animation**—Target *Animate* spell from this list has its duration increased to 1 minute per level. Caster may give the animated material simple commands and the animated material will attempt to carry out those commands (without the need for the caster to concentrate).
17. **Unmetal**—As *Dust Earth/Wood*, except 1 cubic inch of metal may be affected.
18. **Eternal Lock**—Target lock is magically fused shut. The lock may be broken, but it will never unlock.
19. **Shatter True**—As *Shatter*, except object may be up to 3 cubic feet (in size) and all within 10'R take a 'B' Impact critical, while the holder takes a 'D' Impact critical.
20. **Rot**—Target organic creature, plant or object begins to rot. Each round the caster concentrates, the target receives a cumulative -10 penalty to all actions and loses 10% of his current hits. If the target ever leaves the range of this spell, this spell is cancelled (though the damage taken is still applied).
25. **Greater Animation**—As *Lesser Animation*, except for duration.
30. **Petrify**—Caster may cause a living or organic target to gradually turn to stone at the rate of 5% of the total mass of the target per round. The effect may be dispelled or removed with a Remove Curse spell; however, the petrified object resists all dispelling attempts at with a special modifier of +20 (making it harder to dispel the petrification).
50. **Petrify True**—As *Petrify*, except for duration and the petrified target resists dispelling attempts at +40.

SYMBOLISM

RUNEMAGE BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Bypass Symbol I	1 symbol	1 min/lvl	50'	F
2)	Unsymbol I	1 symbol	P	10'	F
3)	Symbol I	varies	P	10'	U
4)	Symbol Extension	1 surface	P	10'	U
5)	Bypass Symbol III	1 symbol	1 min/lvl	50'	F
6)	Unsymbol III	1 symbol	P	10'	F
7)	Symbol III	varies	P	10'	U
8)	Bypass Symbol V	1 symbol	1 min/lvl	50'	F
9)	Unsymbol V	1 symbol	P	10'	F
10)	Symbol V	varies	P	10'	U
11)	Bypass Symbol VIII	1 symbol	1 min/lvl	50'	F
12)	Symbol VIII	varies	P	10'	U
13)	Unsymbol VIII	1 symbol	P	10'	F
14)	Bypass Symbol X	1 symbol	1 min/lvl	50'	F
15)	Symbol X	varies	P	10'	U
16)	Unsymbol X	1 symbol	P	10'	F
17)	Bypass Symbol XIII	1 symbol	1 min/lvl	50'	F
18)	Symbol XIII	varies	P	10'	U
19)	Unsymbol XIII	1 symbol	P	10'	F
20)	Lord Symbol	varies	P	10'	U
25)	Inscribe Sign	1 surface	varies	10'	U
30)	Unsymbol True	1 symbol	P	10'	U
50)	Living Sign	1 target	varies	10'	U

- 1. Bypass Symbol I**—This spell allows the caster to “turn off” the target *Symbol I* for the duration of this spell. If the *Symbol I* fails an RR, it cannot be triggered or its constant effects are not active for the duration of this spell. The Symbol’s RR is based on the level of the spell in the Symbol spell (the target’s level) and the level of the Bypass Symbol Spell (the attack level).
- 2. Unsymbol I**—Caster can remove one *Symbol I* (an placed 1st level spell). The Symbol’s RR is based on the level of the spell in the Symbol spell (the target’s level) and the level of the Bypass Symbol Spell (the attack level).
- 3. Symbol I**—Caster can emplace one 1st level spell on any 1 given non-mobile stone (see below). Within one minute, the spell to be placed must also be cast (within 10'). The symbol is usually visible, but is only required to be visible if reading is the trigger (see below).
 - The Symbol must be placed on a 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 without dispelling the Symbol.
 - A Symbol can be triggered 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 10' or the range of the placed spell, whichever is larger.
 - If the spell placed is an attack spell, the attack level is the spell’s level (i.e., for *Symbol I* that attack level is always 1st level, not the level of the caster). 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.
 - Normally, if the Symbol affects a being or thing (e.g., healing, attacks, etc.), it can be triggered only once per day.
- 4. Symbol Extension**—Allows the caster to connect one surface or trigger to a symbol that is normally outside of range of the symbol. For example, manipulating a

door and lock mechanism in one room could trigger a Light Symbol on the other side of the building, bringing someone to investigate. The distance between the trigger and the symbol can be up to 1 foot per level. *Symbol Extension* must be in place before the symbol to use it is inscribed or imbedded.

- 5. Bypass Symbol III**—As *Bypass Symbol I*, except affects up to a *Symbol III*.
- 6. Unsymbol III**—As *Unsymbol I*, except affects up to a *Symbol III*.
- 7. Symbol III**—As *Symbol I*, except emplaces up to a 3rd level spell.
- 8. Bypass Symbol V**—As *Bypass Symbol I*, except affects up to a *Symbol V*.
- 9. Unsymbol V**—As *Unsymbol I*, except affects up to a *Symbol V*.
- 10. Symbol V**—As *Symbol I*, except emplaces up to a 5th level spell.
- 11. Bypass Symbol VIII**—As *Bypass Symbol I*, except affects up to a *Symbol VIII*.
- 12. Symbol VIII**—As *Symbol I*, except emplaces up to a 8th level spell.
- 13. Unsymbol VIII**—As *Unsymbol I*, except affects up to a *Symbol VIII*.
- 14. Bypass Symbol X**—As *Bypass Symbol I*, except affects up to a *Symbol X*.
- 15. Symbol X**—As *Symbol I*, except emplaces up to a 10th level spell.
- 16. Unsymbol X**—As *Unsymbol I*, except affects up to a *Symbol X*.
- 17. Bypass Symbol XIII**—As *Bypass Symbol I*, except affects up to a *Symbol XIII*.
- 18. Symbol XIII**—As *Symbol I*, except emplaces up to a 13th level spell.
- 19. Unsymbol XIII**—As *Unsymbol I*, except affects up to a *Symbol XIII*.
- 20. Lord Symbol**—As *Symbol I*, except caster can emplace any spell less than his level.
- 25. Inscribe Sign**—Allows caster to modify any imbed symbol spell on this list to allow it to be imbedded on a mobile surface. The resulting sign will remain potent until it is triggered. The mobile surface must be non-living and must weigh at least 100 pounds. A given spell caster can only have one mobile sign per level of experience (subsequent castings will cause the oldest castings to dispel).
- 30. Unsymbol True**—As *Unsymbol I*, except caster can remove any spell of a level less than his own (e.g., a 50th level Runemage could remove a 49th level spell, but not a 50th level spell).
- 50. Living Sign**—As *Inscribe Sign*, except target must be a living creature and must weigh at least 50 pounds. The sign will remain potent until triggered. Often these signs are disguised by incorporating them with existing tattoos.

Special Note

Caster must have as many ranks of Lore: Magical (Symbols) as the level of the Symbol spell he wishes to cast or bypass. Caster must have at least half as many ranks of Lore: Magical (Symbols) as the level spell he wishes to remove.

1. **Research Ward**—Allows the caster to research special wards to be used with this list. In addition, the caster receives a special bonus of +25 to his next Lore: Magical (Wards) maneuver.
2. **Detect Ward**—Allows the caster to detect all active wards within the area of effect. The caster can move the Aof E each round.
3. **Alarm Ward**—When cast on a properly prepared ward this spell will sound an alarm when a specified set of circumstances occur within the area of effect. The alarm may be silent (only the caster will be aware, at a range of 100' per level of caster) or audible (everyone will hear an alarm will sound), as dictated at the time of casting. An alarm may either sound for as long as the specified circumstance exists, or it can be set to sound for up to 1 minute per level of the caster before returning to a dormant and watchful state.
4. **Sense Ward**—When cast on a properly prepared ward sign(s) this spell will prevent the use of one designated sense through the area of effect. The sense must be decided at the time the ward sign is prepared. If the caster spends double the normal number of PPs required by this spell, he may add an additional sense that is blocked by this spell. For each increment of normal PPs spent, another sense may be blocked. For example, if 16 PPs are spent, four senses could be blocked. Note that for each extra sense blocked, this spell is treated as being one level higher (for the purposes of the Lore: Magical (Wards) skill).
5. **Lesser Animal Ward**—When cast on a properly prepared ward sign(s) this spell will attempt to prevent the passage of animals into or through the area of effect. Any animal that attempts to travel through this area will go elsewhere unless it makes an RR (with a special modifier of -20) versus the level of the caster. An animal may be forced into the area, but it will fight and struggle against this as much as it is able. Any animal forces past the ward will suffer a -25 to all actions while in the protected area.
6. **Lesser Undead Ward**—As *Lesser Animal Ward*, except affects lesser spirits of the dead (Class I, II, and III).
7. **Lesser Demon Ward**—As *Lesser Animal Ward*, except affects lesser demons (Type I, II, and III).
8. **Lesser Essence Ward**—As *Sense Ward*, except prevents the casting of Essence spells through the area of effect. All Essence spells must first resist versus the level of the ward or else be canceled. Active spells that pass through the area of effect must make a RR or else be dispelled.
9. **Lesser Mentalism Ward**—As *Lesser Essence Ward*, except prevents the use of Mentalism spells.
10. **Lesser Channeling Ward**—As *Lesser Essence Ward*, except prevents the use of Channeling spells.
11. **Multiple Ward**—Allows the caster to combine multiple wards into one properly prepared ward sign. The caster must cast all of the wards involved immediately after this spell (within 2 minutes).
12. **Lesser Barrier Ward**—As *Sense Ward*, except prevents all creatures from passing into or through the area of effect. Any creature that attempts to pass through the area of effect must make a -20 RR or be blocked from passing through the area. This spell does not have any effect on Class IV, V, and VI undead or demons.
13. **Greater Animal Ward**—As *Lesser Animal Ward*, except animals must make a -40 RR.
14. **Greater Undead Ward**—As *Greater Animal Ward*, except Class I, II, and III undead must make a -40 RR and Class IV, V, and VI undead must make a normal RR.
15. **Conceal Ward**—Allows caster to turn the ward signs of any ward invisible. The ward is still detectable by a *Detect Ward* spell.

WARDING WAYS

RUNEMAGE BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Research Ward	caster	varies	self	I
2)	Detect Ward	5'R	C	50'	I
3)	Alarm Ward	1 ward	1hour/lvl	10'	U
4)	Sense Ward	1 ward	1hour/lvl	10'	U
5)	Lesser Animal Ward	1 ward	1hour/lvl	10'	U
6)	Lesser Undead Ward	1 ward	1hour/lvl	10'	U
7)	Lesser Demon Ward	1 ward	1hour/lvl	10'	U
8)	Lesser Essence Ward	1 ward	1hour/lvl	10'	U
9)	Les. Mentalism Ward	1 ward	1hour/lvl	10'	U
10)	Les. Channeling Ward	1 ward	1hour/lvl	10'	U
11)	Multiple Ward	1 ward	varies	10'	U
12)	Lesser Barrier Ward	1 ward	1hour/lvl	10'	U
13)	Greater Animal Ward	1 ward	1hour/lvl	10'	U
14)	Gr. Undead Ward	1 ward	1hour/lvl	10'	U
15)	Conceal Ward	1 ward	1hour/lvl	10'	U
16)	Greater Demon Ward	1 ward	1hour/lvl	10'	U
17)	Greater Essence Ward	1 ward	1hour/lvl	10'	U
18)	Gr. Mentalism Ward	1 ward	1hour/lvl	10'	U
19)	Gr. Channeling Ward	1 ward	1hour/lvl	10'	U
20)	Greater Barrier Ward	1 ward	1hour/lvl	10'	U
25)	Lord Research	1 ward	varies	10'	U
30)	Defensive Ward	1 ward	varies	10'	U
50)	Ward True	1 ward	1 day/lvl	10'	U

16. **Greater Demon Ward**—As *Greater Animal Ward*, except Type I, II, and III demons must make a -40 RR and Type IV, V, and VI demons must make a normal RR.
17. **Greater Essence Ward**—As *Lesser Essence Ward*, except for duration.
18. **Greater Mentalism Ward**—As *Lesser Mentalism Ward*, except for duration.
19. **Greater Channeling Ward**—As *Lesser Channeling Ward*, except for duration.
20. **Greater Barrier Ward**—As *Lesser Barrier Ward*, except any creature attempting to pass through the ward must make a -40 RR. Class IV, V, and VI undead and demons resist at -10.
25. **Lord Research**—See Spell Law, Section 5.4 on page 62.
30. **Defensive Ward**—Caster may enchant one ward to have an additional defense versus the ward's target creature type. Whenever the designated creature attempts to pass through the area of effect, in addition to the normal effects of the ward, the ward delivers an 'E' Impact critical if it enters the area of effect (regardless of the creatures resistance roll).
50. **Ward True**—When this spell is cast on any lower level ward, the target ward will have its duration increased to 1 day/level of the caster.

Special Notes

- 1) All wards from this list require the caster to prepare the appropriate ward sign at the center of effect, or else at both ends of the line of effect. A ward sign is a magical design that may be inscribed on any surface. The appropriate tools to inscribe, draw, paint, etc. must be used in order to create the sign. If a ward is cast with a single ward sign, the ward has an area of effect equal to the 1'R per level of the caster. If created between 2 signs, the ward has an effective area between two signs. The distance between two signs is limited to 2' per level of the caster.
- 2) Each ward sign is unique to a specific ward and can only be used for that ward. To create the ward sign, the caster must have an equal number of ranks in the Lore: Magical (Wards) skill as the level of the ward spell for which he wishes to create a sign. The time required to create a ward sign is equal to 1 rd/level of the ward sign.

COMBAT ILLUSIONS

WARRIOR MAGE BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Blur *	caster	1 min/lvl	self	U
2)	Shadow	caster	10 min/lvl	self	P
3)	Unseen I	1 target	24 hours	10'	P
4)	Wall of Dark	10'x10'x1"	1 min/lvl	100'	E
5)	Silence	10'R	1 min/lvl	100'	F
6)	Invisibility I	1 target	24 hours	10'	P
7)	Mirror Image I	caster	1 min/lvl	self	P
8)	Attack Illusion *	1 target	1 rnd	10'	Pm
9)	Displacement III *	caster	1 min/lvl	self	P
10)	Parry Illusion *	varies	1 rnd/lvl	self	Pm
11)	Weapon Illusion	target weap.	1 rnd/lvl	10'	P
12)	Mirror Image II	caster	1 min/lvl	self	P
13)					
14)	Gr. Attack Illusion *	1 target	1 rnd	10'	Pm
15)	Displacement V *	caster	1 min/lvl	self	P
16)	Gr. Parry Illusion *	varies	1 rnd	self	Pm
17)	Beacon	1 mile	1 min/lvl	self	E
18)	Mirror Image III	caster	1 min/lvl	self	P
19)					
20)	Invisibility V	5 targets	24 hours	10'	P
25)	Attack Illusion True *	1 target	1 rnd	10'	Pm
30)	Parry Illusion True *	varies	1 rnd	self	Pm
50)	Mirror Image V	caster	1 min/lvl	self	P

- 1. Blur**—Causes caster to appear blurred to attackers, subtracting 10 from all attacks.
- 2. Shadow**—Target and objects on his person appear to be a shadow; and are thus almost invisible in dark areas (e.g., in many situations this could be handled with a special bonus to Stalking and Hiding maneuvers between 25 and 75).
- 3. Unseen I**—A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hours pass or the object is struck by a violent blow (being hit by a weapon, falling, etc.) or the object makes a violent move (i.e., an attack).
- 4. Wall of Dark**—Creates a wall of darkness up to 20'x20'x1". Anything except light can pass through this wall. All attacks made against targets obscured by this wall suffer a special penalty of -70.
- 5. Silence**—Any sounds originating within 1' of the caster are completely muffled. This results in a +25 bonus to all Stalking maneuvers.
- 6. Invisibility I**—As *Unseen I*, except that everything within 1' of the target is invisible as long as it is within the 1'R and none of the *Unseen* termination conditions occur.
- 7. Mirror Image I**—Creates an image that looks exactly like the caster, but be offset by approximately three feet from the caster. This image will precisely duplicate any actions the caster performs. There is a 50% chance that anyone in combat with the caster will strike the image instead of the caster on the first round of combat. If the attacker strikes the image, he will automatically attack the caster on his next attack. However, he must check again on the subsequent round (and each round after successfully striking the caster). Beings with less rational minds (i.e. animals, the insane, etc.) may have to make this roll more often. Creatures that do not depend primarily upon sight to select a target are not affected by this spell.

8. Attack Illusion—Makes it appear that the caster is attacking from a direction he is not. If the target fails an RR, his DB is lowered by 20 (this can result in a negative DB!).

9. Displacement III—Caster appears to be offset from where he actually is. All attacks have no effect 30% of the time. Each time a foe misses, the chance of that foe missing again goes down 5%.

10. Parry Illusion—Makes it appear that the caster is executing a dazzling series of parries, causing any foes in melee combat with caster when this spell is cast to make an RR or only be able to use half their OB against him this round.

11. Weapon Illusion—Causes the target weapon to appear to be another type of weapon specified by the caster. If the weapon is used in combat, it will attack on its normal table, but suffer a special modification of -25 and its fumble range is increased by 5 (i.e., a weapon that normally fumbles on a 01 or 02, will fumble on a 01 through 07 result).

12. Mirror Image II—As *Mirror Image I*, except two duplicates are created and the chance of attacking the image first 65%. This chance lowers to 35% on the second attack.

13. Beacon—A ray of light (any color) springs from the caster's palm. This ray can be up to 1 mile long.

14. Greater Attack Illusion—As *Attack Illusion*, except an opponent who fails his RR must lower his DB by 40.

15. Displacement V—As *Displacement III*, except chance of missing is 50%.

16. Greater Parry Illusion—As *Parry Illusion*, except opponents who fail their RR can only use one-quarter of their OB to attack this round.

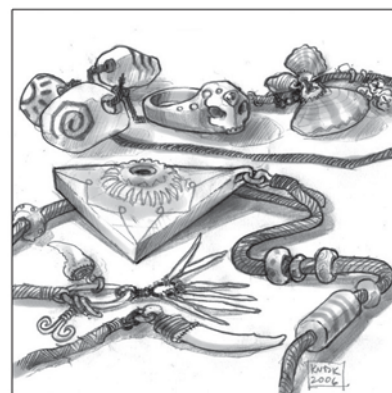
18. Mirror Image III—As *Mirror Image I*, except three duplicates are created and the chance of attacking a false image is 75%. This lowers to 50% on the second attack, and 25% on the third attack.

20. Invisibility V—As *Invisibility I*, except that 5 targets may be made invisible.

25. Attack Illusion True—As *Attack Illusion*, except an opponent who fails his RR must lower his DB by 60.

30. Parry Illusion True—As *Parry Illusion*, except opponents who fail their RR may not attack the caster this round.

50. Mirror Image V—As *Mirror Image I*, except five duplicates are created and the chance of striking an image starts at 80% (and lowers by 20% each round).



1. **Snap Attack**—This spell allows the caster to make a special attack that uses only 60% of the character's activity, but with the character's full OB.
2. **Split Parry II**—Caster may divide his parry between up to two melee attackers with no penalty.
3. **Moving Strike I**—Caster may move up to 30% normal movement and attack without suffering a penalty to his OB.
4. **Tumble Evasion I**—Caster may attack and parry as normal and then perform a diving roll to a location up to 20' away from his starting point. This maneuver is part of the attack and requires no extra percentage activity (or declared action).
5. **Hammer Strike I**—Caster's next attack delivers 1.5x concussion hits.
6. **Survival Instinct I**—Caster may parry with 125% of his OB; however, the caster may not attack while using this parry.
7. **Bleeding Strike I**—If the caster's next attack inflicts a critical, it will cause 1 hit per round of bleeding in addition to all other critical results. This spell will have no effect on creatures that are normally immune to bleeding wounds (golems, constructs, undead, etc.).
8. **Split Parry III**—As *Split Parry II*, except caster may divide his parry between up to three attackers.
9. **Shatter Strike I**—If the target of the caster's next melee attack parries with a weapon or shield, it must immediately make a breakage check modified by -20.
10. **Split Attack II**—Caster can divide his melee OB in any proportion he desires and attack two separate targets with no penalty as long as both are within normal melee range and neither of the targets is positioned to the caster's rear.
11. **Stunning Strike**—If the caster's next attack inflicts a critical, it will cause 1 round of stun in addition to all other critical results. This spell has no effect on creatures that are normally immune to stun.
12. **Tumble Evasion II**—As *Tumble Evasion I*, except caster may end up in a location 50' away.
13. **Moving Strike II**—As *Moving Strike I*, except caster may move up to 70% normal movement.
14. **Hammer Strike II**—As *Hammer Strike I*, except delivers double concussion hits.
15. **Survival Instinct II**—As *Survival Instinct I*, except caster may parry with 150% of his normal OB.
16. **Bleeding Strike II**—As *Bleeding Strike I*, except 2 hits/rnd are caused in addition to all other critical results.
17. **Riposte**—If the caster parries a melee attack using his full OB, and the melee attack does not inflict any damage, he may attack back in the same round with 50% of his normal OB immediately following the opponent's attack.
18. **Shatter Strike II**—As *Shatter Strike I*, except the weapon or shield must make the breakage check modified by -50.

COMBAT WAYS

WARRIOR MAGE BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Snap Attack*	caster	1 rnd	self	U
2)	Split Parry II *	caster	1 rnd	self	U
3)	Moving Strike I *	caster	1 rnd	self	U
4)	Tumble Evasion *	caster	1 rnd	self	U
5)	Hammer Strike I *	caster	1 rnd	self	U
6)	Survival Instinct I *	caster	1 rnd	self	U
7)	Bleeding Strike I *	caster	1 rnd	self	U
8)	Split Parry III *	caster	1 rnd	self	U
9)	Shatter Strike *	caster	1 rnd	self	U
10)	Split Attack II *	caster	1 rnd	self	U
11)	Stunning Strike *	caster	1 rnd	self	U
12)	Tumble Evasion II *	caster	1 rnd	self	U
13)	Moving Strike II *	caster	1 rnd	self	U
14)	Hammer Strike II *	caster	1 rnd	self	U
15)	Survival Instinct II *	caster	1 rnd	self	U
16)	Bleeding Strike II *	caster	1 rnd	self	U
17)	Riposte *	caster	1 rnd	self	U
18)	Shatter Strike II *	caster	1 rnd	self	U
19)					
20)	Split Parry IV *	caster	1 rnd	self	U
25)					
30)	Split Attack III *	caster	1 rnd	self	U
50)	Warrior True	caster	1 rnd/lvl	self	U

20. **Split Parry IV**—As *Split Parry II*, except caster may divide his parry between up to four attackers.
30. **Split Attack III**—As *Split Attack II*, except caster can attack up to three separate targets as long as all three are within normal melee range and none of the foes is to the caster's rear.
50. **Warrior True**—Caster may utilize any one of the lower level spells on this list once per round.

Special Notes

Almost every spell on this list is instantaneous. Depending upon the options used regarding instantaneous spells, the attacks/actions allowed by the spells could occur in either the same round or in the round after the spell is cast. If they are allowed to happen in the same round, there is no "recovery time" once the spell is cast, the spell's actions takes its place.



SPELL DEFENSE

WARRIOR MAGE BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Detect Essence	5' R	1 min/lvl (C)	100'	I
2)	Protection I	1 target	1 min/lvl	10'	U
3)	Detect Mentalism	5' R	1 min/lvl (C)	100'	I
4)	Essence Protection	1 spell	varies	self	F
5)	Detect Channeling	5' R	1 min/lvl (C)	100'	I
6)	Mentalism Protection	1 spell	varies	self	F
7)	Detect Invisible	5' R	1 min/lvl (C)	100'	I
8)	Channeling Protection	1 spell	varies	self	F
9)	Protection Sphere II	10' R	1 min/lvl	self	U
10)	Spell Detection I	10' R	1 min/lvl	self	I
11)	Elemental Parry	caster	1 rnd	self	F
12)	Detect Intangible	5' R	1 min/lvl (C)	100'	I
13)	Protection III	1 target	1 min/lvl	10'	U
14)	Detect Power	5' R	1 min/lvl (C)	100'	I
15)	Protection Sphere III	10' R	1 min/lvl	self	U
16)	Spell Detection II	20' R	1 min/lvl	self	I
17)	Protection IV	1 target	1 min/lvl	10'	U
18)	Spell Parry	caster	1 rnd	self	F
19)	Realm Prot. Sphere	10' R	varies	self	F
20)	Protection Sphere IV	10' R	1 min/lvl	self	U
25)	Spell Detection III	30' R	1 min/lvl	self	I
30)	Spell Detection IV	50' R	1 min/lvl	self	I
50)	Spell Bane	caster	1 rnd/lvl	self	U

- Detect Essence**—Detects any active spell or item from the Essence realm. Caster can concentrate on a 5'R area each round.
- Protection I**—Subtracts 5 from elemental attack rolls against the target and adds 5 to all of the targets RRs versus spells.
- Detect Mentalism**—As *Detect Essence*, except realm is Mentalism.
- Essence Protection**—When the caster of this spell is a target of a spell from the realm of Essence, the “incoming” spell must first make an RR before the caster makes an RR. For RR purposes, each spell uses a level equal to its caster’s level. If the “incoming” spell passes the RR, it may target the caster of this spell normally; otherwise the incoming spell has no effect on this target. *Essence Protection* remains in effect until it’s caster has been the target of any 1 Essence spell. This spell has no affect against other spells that the caster casts upon himself.
- Detect Channeling**—As *Detect Essence*, except realm is Channeling.
- Mentalism Protection**—As *Essence Protection*, except affects spells from the realm of Mentalism.
- Detect Invisible**—As *Detect Essence*, except detects invisible things. All attack against something so detected are modified by -50.
- Channeling Protection**—As *Essence Protection*, except affects spells from the realm of Channeling.

9. Protection Sphere II—As *Protection I*, except bonuses are 10 and all beings within 10'R of target get the benefits.

10. Spell Detection I—Caster becomes aware moments before anyone within 10' casts a non-instantaneous spell. This should allow enough time to cast any instantaneous spell. The caster is not informed who is casting the spell, only that somebody within the radius is casting.

11. Elemental Parry—Caster can use up to half of his normal OB with the weapon he has in his hands to parry an elemental bolt spell.

12. Detect Intangible—As *Detect Invisible*, except also detects things that are Astral, Ethereal, out of phase, etc.

13. Protection III—As *Protection I*, except bonuses are 15.

14. Detect Power—As *Detect Essence*, except detects active spells, magic items, or spell users of any realm.

15. Protection Sphere III—As *Protection III*, except has a 10'R as in *Protection Sphere II*.

16. Spell Detection II—As *Spell Detection I*, except it detects spells cast within a 20'R and the caster learns who is casting the spell.

17. Protection IV—As *Protection I*, except bonuses are 20.

18. Spell Parry—Caster can add up to half of his normal OB (with the weapon he has in his hands) to his RR versus any spell that targets him and of which he is aware.

19. Realm Protection Sphere—As *Essence Protection*, except that spells of any realm are affected and it has a 10'R.

20. Protection Sphere IV—As *Protection IV*, except has a 10'R as in *Protection Sphere II*.

25. Spell Detection III—As *Spell Detection II*, except it detects spells cast within a 30'R and the caster learns what realm they are casting.

30. Spell Detection IV—As *Spell Detection III*, except it detects spells cast within 50'R and the caster learns the exact spell they are casting.

50. Spell Bane—Caster may utilize any one of the lower level spells on this list each round.



1. **Battle Awareness I**—Caster may make a Perception maneuver with a special modification of +25. This maneuver is granted by this spell and requires no separate action to be declared.
2. **Nightvision**—Caster can see 100' on a normal night as if it were daylight.
3. **Sidevision**—Caster has a 300 degree field of vision. The flank bonus for attacks against the caster is lowered to +5 and the rear bonus is lowered to +15.
4. **Watervision**—As *Nightvision*, except the caster can see 100' in even murky water.
5. **Battle Awareness II**—As *Battle Awareness I*, except bonus to the maneuver is +50.
6. **Waterlungs**—Caster can breathe water but not air.
7. **Swimming**—Target can swim without expending energy (i.e., will expend no exhaustion points).
8. **Gasvision**—As *Nightvision*, except the caster can see 100' in smoke, fog, rain, or any gas that would normally impede vision.
9. **Gaslungs**—Caster can breathe any gas as normal air.
10. **Darkvision**—As *Nightvision*, except that any darkness can be seen through. Also, no light is needed for this spell to work.
11. **Resist Poison**—Delays the effect of a poison on the caster. If poison is not eliminated before the spell expires, the caster will be affected by the poison at that time.
12. **Water Maneuvering**—As *Swimming*, except the caster can also perform any maneuvers (including melee combat) as though he were on dry land.
13. **Changing Lungs**—As *Waterlungs*, except caster can breathe water, air, and/or any gas at will.
14. **Ignore Pressure**—Caster can ignore the effects of high pressures such as those found deep under water.
15. **Fire Maneuvering**—Caster and his equipment are immune to the effects of normal (non-magical) fire for the duration. He may perform any movement or maneuvers as normal.
17. **Water Dwelling**—Combines the effects of *Watervision*, *Waterlungs*, and *Water Maneuvering*.
18. **Airless Lungs**—Caster does not need to breathe to survive for the duration.
19. **Fire Dwelling**—Combines the effects of *Gasvision*, *Gaslungs*, and *Fire Maneuvering*.
20. **Ignore Vacuum**—Caster and his equipment are immune to the effects of airless environments for the duration. This spell gives the caster a +50 RR versus vacuum attacks. Note that this spell does not confer any protection against the heat or cold of the vacuum of space.

WARRIOR'S ENHANCEMENTS WARRIOR MAGE BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Battle Awareness I *	caster	1 min/lvl	self	U
2)	Nightvision	caster	10 min/lvl	self	U
3)	Sidevision	caster	10 min/lvl	self	U
4)	Watervision	caster	10 min/lvl	self	U
5)	Battle Awareness II *	caster	1 min/lvl	self	U
6)	Waterlungs	caster	10 min/lvl	self	U
7)	Swimming	caster	10 min/lvl	self	U
8)	Gasvision	caster	10 min/lvl	self	U
9)	Gaslungs	caster	10 min/lvl	self	U
10)	Darkvision	caster	10 min/lvl	self	U
11)	Resist Poison	caster	1 hour/lvl	self	Us
12)	Water Maneuvering	caster	10 min/lvl	self	U
13)	Changing Lungs	caster	10 min/lvl	self	U
14)	Ignore Pressure	caster	10 min/lvl	self	U
15)	Fire Maneuvering	caster	10 min/lvl	self	U
16)					
17)	Water Dwelling	caster	10 min/lvl	self	U
18)	Airless Lungs	caster	10 min/lvl	self	U
19)	Fire Dwelling	caster	10 min/lvl	self	U
20)	Ignore Vacuum	caster	10 min/lvl	self	U
25)	Temp. Resistance	caster	10 min/lvl	self	U
30)	Water Dwelling True	caster	1 hour/lvl	self	U
50)	Changing Environment	caster	10 min/lvl	self	U

25. **Temperature Resistance**—Caster and his equipment can ignore the effects of any natural (non-magical) temperatures.

30. **Water Dwelling True**—As *Water Dwelling* except for duration.

50. **Changing Environment**—Caster can survive comfortably and move and maneuver as normal in any of the hostile environments the lower level spells on this list protect against.



WARRIOR'S WEAPON

WARRIOR MAGE BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Blade I	1 weapon	P	touch	F
2)	Bladelight	1 weapon	10 min/lvl	touch	F
3)	Jolting Blade	1 weapon	1 rnd/lvl	touch	E
4)	Throw*	1 weapon	1 rnd/lvl	touch	F
5)	Blade Store	1 weapon	varies	touch	F
6)	Blade II	1 weapon	P	touch	F
7)	Rejoining	1 weapon	P	touch	F
8)	Flame Blade	1 weapon	1 rnd/lvl	touch	E
9)	Return Blade	1 weapon	varies	touch	F
10)	Missile Parry*	1 weapon	1 rnd/lvl	touch	F
11)	Blade III	1 weapon	P	touch	F
12)	Body Sheath*	1 weapon	P	touch	F
13)					
14)	Return Blade True	1 weapon	varies	touch	F
15)	Power Strike	1 weapon	1 attack	touch	F
16)	Spell Cleaver	1 weapon	varies	touch	F
17)	Blade IV	1 weapon	P	touch	F
18)	Lightning Blade	1 weapon	1 rnd/lvl	touch	E
19)	Weapon Cleaver	1 weapon	1 min/lvl	touch	F
20)	Shaped Strike	1 weapon	1 attack	touch	F
25)	Death Strike*	1 weapon	1 attack	touch	F
30)	Dancing Weapon	1 weapon	1 rnd/lvl	touch	F
50)	Slaying Strike*	1 weapon	1 attack	touch	F

- Blade I**—Caster enchants a melee weapon which is to become his “Warrior’s Weapon.” This spell grants the weapon a +5 magic bonus. Anyone other than the caster who attempts to utilize this weapon will receive a penalty to its use equal to the bonus it gives the caster.
- Bladelight**—Causes the warrior’s weapon to glow with light. This light may be varied by the caster from as bright as a torch to as dim as a candle.
- Jolting Blade**—Caster’s warrior weapon is charged with electrical energy for the duration of this spell. Whenever the caster gets a critical result with the weapon it does an additional ‘A’ Electricity critical. Alternatively, throughout the duration of this spell, the caster may elect to shoot this electrical energy in the form of a shock bolt with a maximum range of 50’ (which immediately ends this spell). The caster may develop skill in shooting this bolt.
- Throw**—Caster may throw his weapon for the duration with a maximum range equal to his strength bonus x10 in feet (with a minimum of 30’). The weapon attacks on its normal table with the following modifications:
 - up to one tenth maximum range +10
 - up to quarter maximum range +0
 - up to half maximum range -40
 - up to maximum range -70
- Blade Store**—Caster may store one spell on his weapon. No other spell may be cast while one is stored. This spell costs the same amount of PPs as the spell to be stored.
- Blade II**—As *Blade I*, except warrior’s weapon becomes a +10 magic weapon.
- Rejoining**—Caster is able to repair any damage to his weapon. Caster is able to rejoin a broken portion of up to 1 linear inch per level.
- Flaming Blade**—As *Jolting Blade*, except can inflict up to an ‘A’ Heat Critical. The caster may elect to throw a

firebolt with a maximum range of 100’. The caster may develop skill in shooting this bolt.

- Return Blade**—Caster’s weapon will fly through the air to return to the caster’s hand at the rate of 100’ per round. If the weapon is restrained it cannot break free, but if someone is holding it they must make a hard strength maneuver to not lose his grip on the weapon.
- Missile Parry**—Caster is able to use his full weapon OB as a parry against missile attacks for the duration of this spell.
- Blade III**—As *Blade I*, except warrior’s weapon becomes a +15 magic weapon.
- Body Sheath**—Caster “absorbs” one warrior weapon, and reproduces it at need (by recasting this spell each time the weapon is sheathed or unsheathed). The mass and weight of the weapon are added to the caster’s mass while the weapon is sheathed.
- Return Blade True**—As *Return Blade*, except weapon returns to caster’s hand, via teleport, from any place, up to 1 mile away per level of caster.
- Power Strike**—Caster causes his weapon to build up concussive energy. If the next strike made with the weapon results in a critical, an extra Impact critical of one less severity is inflicted (treat an ‘A’ critical as an ‘A’ critical -25).
- Spell Cleaver**—Caster’s next successful strike against any enchanted item, weapon, etc, causes the item to make an RR versus the caster’s level (with a special modification of -20) or the embedded spells are dispelled.
- Blade IV**—As *Blade I*, except warrior’s weapon becomes a +20 magic weapon.
- Lightning Blade**—As *Jolting Blade*, except can inflict up to a ‘C’ Electricity critical. The caster may elect to throw a lightning bolt with a maximum range of 150’. The caster may develop skill in shooting this bolt.
- Weapon Cleaver**—Causes caster’s weapon to be a “Cleaving” weapon. When a foe’s weapon successfully parries its attack, the defending weapon must check for breakage. The strength of the caster’s weapon is subtracted from the foe’s breakage check.
- Shaped Strike**—Caster causes his weapon’s next attack to be made on the attack table of the caster’s choice.
- Death Strike**—If caster’s next attack, which must be made within 2 rounds, inflicts a critical, it does an additional ‘E’ critical of the caster’s choice. The spell fades if the attack is not made within the time limit.
- Dancing Weapon**—Caster’s weapon will “dance” for the duration of this spell. The caster must fight with the weapon for one round prior to letting the weapon “dance.” The weapon will have an OB of half the caster’s normal OB. It has an AT of 20, a DB of +0, and can take 5 hits per level of the caster (before this spell is dispelled). Once this spell is cast, the sword will not stop attacking until it is dispelled or the duration ends.
- Slaying Strike**—Caster may roll any criticals he inflicts with his Warrior Weapon this round on the Slaying column of the Large Creature Critical Strike Table. If the target is Super Large, the caster rolls on the Slaying column of the Super Large Critical Strike Table.

1. **Concentration I**—Adds +10 to any one maneuver. No other action can be performed the round this maneuver is resolved.
2. **Extended Endurance I**—While this spell is in effect, the caster only expends two-thirds of the normal exhaustion points for any actions he performs.
3. **Stun Relief I**—Caster is relieved of one round's worth of accumulated stun.
4. **Unpain I**—Caster is able to sustain an additional 25% of his total concussion hits before passing out. Hits are still taken and remain when the spell lapses.
5. **Concentration II**—As *Concentration I*, except bonus is +20.
6. **Extended Endurance II**—As *Extended Endurance I*, except the caster only expends O of the normal exhaustion points.
7. **Stun Relief II**—As *Stun Relief I*, except 2 rounds of stun are relieved.
8. **Ignore Wound I**—Cuts the maneuver penalty from any one wound in half for the duration of the spell.
9. **Unpain II**—As *Unpain I*, except 50% additional hits may be sustained.
10. **Interrogation Resistance**—Caster gains a +50 to RRs versus interrogation and +50 to RRs versus mind reading spells the caster is aware of.
11. **Concentration IV**—As *Concentration I*, except bonus is +40.
12. **Moment of Clarity**—Caster can ignore all penalties and accumulated stun rounds from all wounds he has taken for 1 round. He may also ignore any penalties for the total concussion hits he has taken.
13. **Extended Endurance III**—As *Extended Endurance I*, except the caster only expends half of the normal exhaustion points.
14. **Unstun**—Caster can ignore all stun rounds incurred from any one wound.
15. **Unpain III**—As *Unpain I*, except 75% additional hits may be sustained.
16. **Ignore Elements**—Caster is unaffected by natural extremes of temperature. He may move about comfortably in the hottest desert (200° Fahrenheit) or the coldest arctic waste (-100° Fahrenheit) in only light clothing.

WILL OF THE WARRIOR WARRIOR MAGE BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Concentration I *	caster	1 rnd	self	U
2)	Extended Endurance I	caster	1 min/lvl	self	U
3)	Stun Relief I *	caster	—	self	Hs
4)	Unpain I *	caster	1 min/lvl	self	Us
5)	Concentration II *	caster	1 rnd	self	U
6)	Extended Endurance II	caster	1 min/lvl	self	U
7)	Stun Relief II *	caster	—	self	Hs
8)	Ignore Wound I *	caster	1 min/lvl	self	Us
9)	Unpain II *	caster	1 min/lvl	self	Us
10)	Interrogation Resist.*	caster	10 min/lvl	self	U
11)	Concentration IV *	caster	1 rnd	self	U
12)	Moment of Clarity *	caster	1 rnd	self	U
13)	Extended Endurance III	caster	1 min/lvl	self	U
14)	Unstun *	caster	—	self	Hs
15)	Unpain III *	caster	1 min/lvl	self	Us
16)	Ignore Elements	caster	10 min/lvl	self	U
17)	Ignore Wound II *	caster	1 min/lvl	self	Us
18)	Concentration V *	caster	1 rnd	self	U
19)	Focus *	caster	1 min/lvl	self	U
20)	Unpain IV *	caster	1 min/lvl	self	Us
25)	Extended Endurance IV	caster	1 min/lvl	self	U
30)	Ignore Wound III *	caster	1 min/lvl	self	Us
50)	Warriors Will True *	caster	1 rnd/lvl	self	Us

17. **Ignore Wound II**—As *Ignore Wound I*, except that the penalty is reduced by 75%.
18. **Concentration V**—As *Concentration I*, except bonus is +50.
19. **Focus**—Caster gains a +20 bonus to all maneuvers he attempts that bring him closer to a goal he sets at the time of casting. This goal must be attainable in the spells duration. Once the goal is set, the caster will be reluctant to perform any action that does not carry him closer to his goal.



Special Notes for the Warrior's Weapon Spell List

- 1) A given caster can only have one weapon enchanted through the spells on the list. If that weapon is ever lost or destroyed, that caster will suffer a penalty of -25 to all actions for two weeks (after which, he can enchant a new weapon).
- 2) All of the spells on this list deal directly with the "Warrior's Weapon" and will only work when used with one.

20. **Unpain IV**—As *Unpain I*, except 100% additional hits may be sustained.
25. **Extended Endurance IV**—While this spell is in effect, the caster expends no exhaustion points for any actions he performs.
30. **Ignore Wound III**—As *Ignore Wound I*, except that the penalty is reduced by 90%.
50. **Warriors Will True**—For the duration, caster cannot be stunned, takes no maneuver penalties from wounds, and expends no exhaustion points. At the end of the spell, the caster goes unconscious for 1 hour for every round the spell was in effect.