

EXPRESS ADDITIONS

Issue #10

October 2008

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INTRODUCTION

Welcome to the 10th issue of Express Additions! We have several articles that we think you will find very interesting.

First up, we have an article on Training Packages. In addition to guidelines and rules for creating and using them, we also provide you with a collection of 50 common Training Packages that can be found in nearly any setting.

Next up we give you a new option regarding the casting time of spells, and then we introduce a new feature that we will be adding to all of our PDF lines, a review of a product from the The Vault.

And finally, we top off the issue with 4 more spells lists. These lists were designed for use with the Folio rules, and the professions from *Express Additions #9*.

Enjoy!

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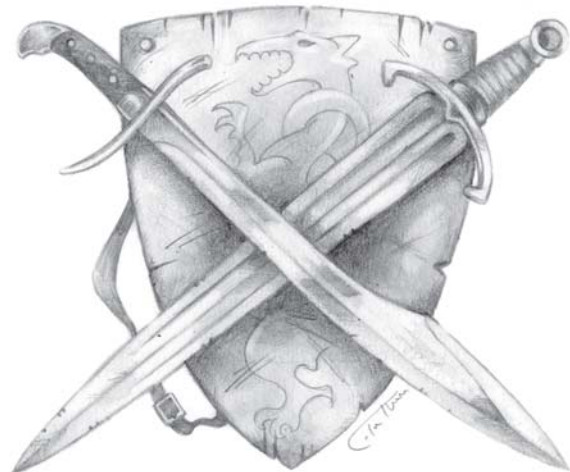
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Web: www.harphq.com and www.ironcrown.com.

TRAINING PACKAGES

Training Packages (TPs) are more than a collection of skills gained at a discount. A Training Package provides a character with ties to the setting. There are many in-game social implications that a GM can use as adventure seeds or introductions to adventures, or for other events going on around the characters.

ACQUIRING TPs

ICE suggests that the following guidelines be followed regarding the acquisition of Training Packages:

- A character is limited to only one Training Package during character creation.
- The character must pay the proper Development Point cost to acquire the Package.
- The character must meet any other prerequisites for acquiring the Training Package.
- The character may not acquire any other Training Packages unless they are specifically offered by his GM.

Once play has begun, it should always be up to the GM to determine whether or not a character should be offered the opportunity to acquire a Training Package. The GM should limit the offering of Training Packages to situations where it might be appropriate for a Training Package to be acquired.

Example: *The players trade passage aboard ship in exchange for working the ship as crew. At the end of the voyage, the GM offers them the Sailor TP as a reward.*

It is strongly recommended that regardless of the reason that the GM allows a Training Package be acquired, that the character always pays the Development Points for the TP, even if they have to wait until the next time that they level up to pay that cost.

SKILL RANK LIMITS

One of the potential issues with Training Packages is that they give a character skill ranks and if no control is exercised, this can lead to some skills being much, much higher than a first level character could normally have, upsetting the entire balance of the game. Therefore it is felt that putting a limit on the number of ranks in a given skill that a character has will help to prevent such situations from occurring.

At first level, a character should be limited to the number of skill ranks that they have in any given skill. Skills that have no ranks that came from Training Packages (or Cultures, if you are using them) should be limited to either 2 or 4 skill ranks at first level, depending upon the cost of the skill and how many ranks are allowed to be purchased each level.

Should a Training Package (or Culture) give ranks to a skill, then that skill will be limited to having no more than 6 ranks in total at first level.

DESIGNING TPs

Training Packages are relatively easy to design if you have a solid background concept and idea to base the Training Package on. Every TP should be designed around a central concept or idea. In most cases, this is a job or lifestyle, or perhaps even guild or group to which the character can belong.

Once the TP concept has been settled upon, all that is required is for the GM to give it a name, write a short description, and to select what skills are important to the TP, and how many ranks of each skill are gained. The following guidelines make it relatively simple:

- A Training Package cannot contain more than 20 skill ranks in total.
- No individual skill may have more than 5 ranks given, maximum.
- No more than 2 skills may have less than 2 ranks given.
- A Training Package may never contain more than 10 different skills.

PRICING TPs

Once a Training Package has been designed, it must be priced. Pricing a TP is very simple, just use the following formula:

Cost = 5 DP + 1 DP per skill rank given

This cost is the same for all characters, regardless of what their profession is.

I already know that there are some folks out there who are going to immediately point out that means that will produce a situation where some professions get better deals than other professions. It doesn't matter.

Learning a skill outside of a Training Package is considered to be self-teaching with perhaps some minor instruction.

The skill ranks from a Training Package, on the other hand, are the result of a focused and precise regimen of training. This training could be intensive and completed over the course of a short period of time, or more relaxed and taking a much longer time to complete. In both cases, it is still just as focused, and it always includes a teacher who imparts the specific knowledge and skills.

Because of this focused teaching, all characters are considered equal when it comes to acquiring a Training Package, and therefore, they all pay the same costs.

SAMPLE TRAINING PACKAGES

The following Sample Training Packages represent those that are most commonly found among towns, villages, and cities of a fantasy setting. Not every TP will be appropriate for every site or location.

Most of the skills in these Samples are Secondary skills from *RMC Character Law* and/or skills introduced in earlier issues of *Express Additions*.

Note: all “Lores” are considered to be instances of *Lore: General* unless otherwise specified.

ANIMAL TRAINER

The Animal Trainer is one who makes his living training animals such, usually for traveling shows or noble lords. He normally specializes in one type of animal.

Skill	Ranks
Animal Handling	5
Craft (Animal Training)	5
Lore (Specific Animal Type)	5

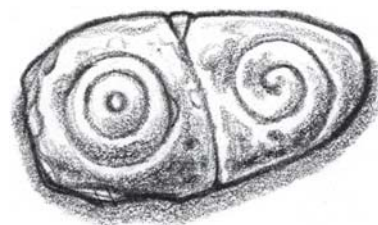
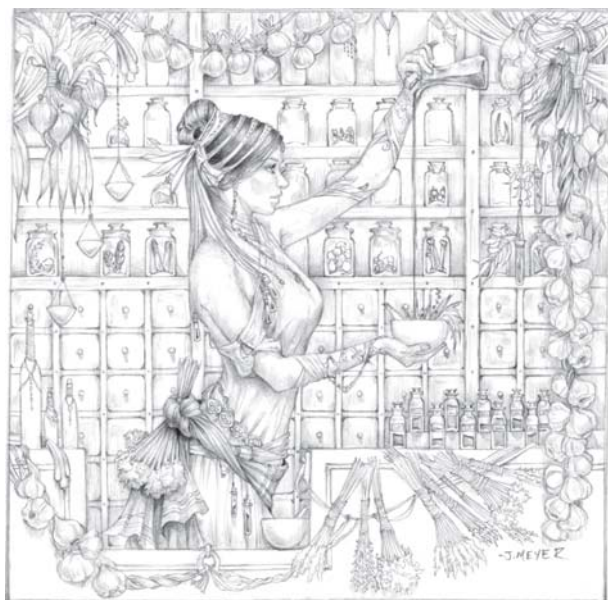
Cost: 20

APOTHECARY

The Apothecary specializes in the gathering, preparation and sale of herbs and medicines for profit. These are sold to the general public as potions and other remedies. They are normally quite willing to purchase raw herbs from travelers and adventurers.

Skill	Ranks
Craft (Alchemy)	5
Craft (Horticulture)	4
First Aid	3
Foraging	3
Herbalism	5

Cost: 25



BEGGAR

The Beggar is a never-do-well who lives off the charity of others. He often has some sob story to tell to elicit the sympathy of others. Some beggars are even able to make a living telling tales

Skill	Ranks
Acting	3
Craft (Storytelling)	3
Duping	3

Cost: 14

BOWYER

The Bowyer is the one who makes bows and arrows. He knows the best type of wood to use for each and what other items may also be required.

Skill	Ranks
Craft (Bow Making)	4
Craft (Fletching)	4
Lore (Trees)	4

Cost: 17

CARTOGRAPHER

A maker of maps. The Cartographer specializes in the making and reading and making of maps. He also often copies and sells maps that others have made.

Skill	Ranks
Craft (Cartography)	5
Craft (Drawing)	5
Navigation	3
Trading	3

Cost: 21

CHANDLER

A Chandler is one who makes candles and lamps. It is not uncommon to also see them serving as an outlet for other craftsmen, charging slightly higher prices, but providing one-stop-shopping for adventurers.

Skill	Ranks
Craft (Candle Making)	5
Craft (Lamp Making)	5
Trading	3

Cost: 18

CHARCOALER

These are men who deal in the sale of charcoal and in towns only, firewood. They provide a valuable service to those who do not or cannot obtain their own fuel. Coal is often very rare and expensive, and often reserved for the wealthy to use in heating their homes or by high end smiths in their work.

Skill	Ranks
Craft (Charcoal Making)	5
Foraging	4
Lore (Trees)	4
Trading	4

Cost: 22

CLOISTERED CLERIC

Not all Clerics are spell casting adventurers. Quite a few live quiet peaceful lives serving their god by preaching his word to others and by maintain holy works and texts. The Cloistered Cleric makes up the majority of god's clergy as the spell casting variety is often very rare.

Skill	Ranks
Craft (Storytelling)	2
Linguistics (Religious – Spoken)	4
Linguistics (Religious – Written)	4
Lore (Religion)	5
Public Speaking	3
Singing	2

Cost: 25

CLOTHIER

While most commoners and peasants make their own rags, there are those who either do not have the time or feel that they are too important to make their own clothing. It is to these people that the Clothier sells his wares. He produces everything from sturdy work clothes to the finery worn by many a noble. Most Clothiers have skill as a tailor, glover (glove-maker), and haberdasher (hat-maker), though some do specialize in one area, this is rare.

Skill	Ranks
Craft (Glove-making)	4
Craft (Haberdashery)	4
Craft (Tailor)	4
Trading	3

Cost: 20

COOK

Those born to nobility, and those of a lower station who have the wealth rarely, if ever, cook their own food. They prefer to have another do this task. Some cooks specialize into certain fields, such as baking breads or preparing deserts, but many smaller kitchens deal with those who have a wider skill base.

Skill	Ranks
Craft (Cooking)	5
Craft (Baking)	5
Lore (Recipes)	5

Cost: 20

FARMER

These are the folk who raise the crops and who tends to the livestock that lives on a farm. They tend to all the daily chores of feeding and caring for the animals, and raising the crops. Animals on farms are normally of secondary importance and are usually used in aiding the other farming chores or as food stock for the farmers.

Skill	Ranks
Animal Handling	3
Craft (Farming)	5
Craft (Horticulture)	5
Lore (Farming)	3

Cost: 21

FISHERMAN

While anybody can learn how to fish in a stream, river, or lake, it takes special training for those who fish at sea. While just as able-bodied as Sailors, Fishermen rarely leave their local fishing waters. They specialize in catching large amounts of fish which are then often sold to the local markets.

Skill	Ranks
Craft (Fishing)	4
Lore (Local Waters)	4
Rope Mastery	4
Sailing	4
Signaling	4

Cost: 25

GLASSWORKER

The making of glass is still a rare art. Glass is normally too expensive for most people, but noble lords like to show off their wealth with glass windows. Glass makers can also often be found making fine pottery to supplement their incomes.

Skill	Ranks
Craft (Glass Making)	5
Craft (Pottery)	3
Tracking	2

Cost: 15

HERALD

Heralds often work closely with noble families, recording and maintaining the family genealogy and history. They also often serve as messengers and ambassadors for nobles. Well versed in the etiquette of negotiation and warfare, Heralds have many important duties for the lords that they serve.

Skill	Ranks
Craft (Drawing)	4
Linguistics	4
Lore (Heraldry)	4
Public Speaking	4

Cost: 21

HERDSMAN

The Herdsman tends to herds of animals, be it cattle, sheep, or some other beast. They travel with the herd across its grazing land and protect it from predators while

Skill	Ranks
Animal Handling	4
Foraging	3
Lore (Weather)	2
Tracking	3

Cost: 17

HIDEWORKER

The Hideworker is the guy who takes the hides of animals brought by hunters, and herdsman and produces usable leather.

Skill	Ranks
Craft (Alchemy)	2
Craft: (Hide Working)	5
Craft: (Tanning)	5

Cost: 17

HUNTER

The hunter stalks the forest looking for game animals. He often sells the extra to the local market or to inns and taverns. He knows how to move stealthily through area where he hunts and he knows where to find the game that he hunts.

Skill	Ranks
Foraging	5
Lore (Fauna)	2
Lore (Local Region)	2
Perception	2
Stalk & Hide	2
Tracking	5
Weapon Skill (Bows)	2

Cost: 25

INNKEEPER

The Innkeeper knows several crafts, including how to cook meals for his guests and how to brew beer and ale which doesn't travel well, to provide refreshment.

Skill	Ranks
Craft: (Brewing)	4
Craft: (Cooking)	4
Linguistics (Any Language)	4
Perception	2
Public Speaking	2
Trading	4

Cost: 25

JEWELER

The Jeweler cuts and polishes gems and makes rings and other settings for them. He also does other work in both silver and gold.

Skill	Ranks
Crafts (Gem-cutting)	5
Crafts (Goldsmithing)	4
Crafts (Metalworking)	4
Lore (Gems)	5
Trading	2

Cost: 25



LABORER

The Laborer is a person who will take any job that he can find. He is not particularly skilled, but he is usually strong and hearty and can work for many hours.

Skill	Ranks
Body Development	2
Perception	2
Rope Mastery	2
Streetwise	2

Cost: 13

LITIGANT

The Litigant is knowledgeable of the local laws and of the procedures and processes in the local court system. He often works for others drafting legal documents and arguing cases in court.

Skill	Ranks
Duping	3
Lore (Local Laws)	5
Public Speaking	5

Cost: 18

LOCKSMITH

The Locksmith makes and repairs locks of all types. He also often specializes in the making of small mechanical toys and other mechanisms.

Skill	Ranks
Crafts (Lock-making)	4
Crafts (Metal Working)	3
Disarm Traps	2
Lore: Locks	4
Perception	2
Pick Locks	3
Trading	2

Cost: 25

LONGSHOREMAN

The Longshoreman works the docks. He aids in loading and unloading ships that make port in his home city.

Skill	Ranks
Body Development	4
Linguistics (One Language)	4
Lore (Other Cultures)	3
Perception	2
Rope Mastery	3

Cost: 21

MAN-AT-ARMS

The Man-at-Arms is your average warrior. He may be guarding a caravan or some merchants house, or he may belong to the local city guard. He may also be found working for the seedier side of society. Anyplace that somebody who is decent with a weapon is needed is where you will find him.

Skill	Ranks
Armor Skills (Rigid Leather)	4
Body Development	2
Weapon Skill (select one)	4

Cost: 15



MASON

The Mason knows all about bricks and mortar and how to build walls and how good a solid wall should be.

Skill	Ranks
Craft (Carpentry)	2
Craft (Masonry)	5
Lore (Architecture)	3
Lore: (Building Materials)	5

Cost: 20

MERCANTYLER

The Mercantylar is a merchant pure and simple. He is involved in the buying and selling of goods. Mercantylers are often also involved in usury, the changing and lending of money for profit (interest).

Skill	Ranks
Craft (Mathematics)	5
Duping	2
Lore (Local Laws)	4
Public Speaking	4
Trading	5

Cost: 25

METALSMITH

The Metalworker is more commonly known as a blacksmith. He performs various tasks with the shaping and creation of metal objects.

Skill	Ranks
Craft (Metalworking)	5
Craft (Smithing)	5
Lore (Smithing)	5

Cost: 20

MILLER

The Miller often holds a special position among towns and villages. He is the one who takes the grain grown by the farmers and grinds it into flour, which is then used for making food.

Skill	Ranks
Craft (Milling)	5
Lore (Horticulture)	3
Public Speaking	3
Trading	4

Cost: 20

MINER

The Miner spends his life in the process of removing raw ore from the earth so that it may be smelted down and used to create many useful tools.

Skill	Ranks
Craft (Carpentry)	3
Craft (Metalworking)	3
Craft (Mining)	5
Lore (Ores)	5

Cost: 25

OSTLER

The Ostler is usually found only in larger towns and cities. He makes his living by caring for, raising, training, and selling horses.

Skill	Ranks
Animal Handling (Horses)	5
Craft (Leatherworking)	4
Riding	5
Rope Mastery	4
Trading	2

Cost: 25

PERFUMER

The Perfumer is takes various raw materials and turns them into enticing fragrances for the wealthy ladies. Sometimes he also doubles as the local embalmer, if such is the customs for the area in which he resides.

Skill	Ranks
Craft (Alchemy)	4
Craft (Embalming)	3
Craft (Perfumery)	5
Herbalism	5

Cost: 25



PHYSICIAN

The Physician specializes in tending to the sick and the wounded. In many larger towns and cities, the Physician is not allowed to mix his own medicines, so he must acquire them from the local apothecary.

Skill	Ranks
Crafts (Alchemy)	3
First Aid	5
Herbalism	5
Perception	3

Cost: 21

PILOT

The Pilot can be found in any city or town with a harbor. The Pilot is often both the navigator and the pilot of any sea-going vessel.

Skill	Ranks
Craft (Cartography)	4
Lore (Weather)	4
Navigation	5
Rope Mastery	3
Sailing	4

Cost: 25

PORTER

The Porter has the job of carrying things. He will work for caravan masters or for individuals. He may also sometimes work as a messenger, carrying messages and other small packages from town to town. Many Porters will also double as backup for the Men-at-arms hired to protect caravans.

Skill	Ranks
Body Development	3
Perception	2
Rope Mastery	3
Weapon Skill (Quarterstaff)	2

Cost: 15

POTTER

The Potter makes pottery. He works most often in clay or ceramics, and the more skilled Potters often decorate their works with great detail.

Skill	Ranks
Craft (Pottery)	5
Craft (Painting)	3
Lore (Pottery)	2
Trading	2

Cost: 17

RATTER

One thing common to most large cities and towns is the abundance of rats. The Ratter has the job of hunting and killing the pesky things. He will most often use specially trained animals for this purpose.

Skill	Ranks
Animal Handling	5
Herbalism	3
Perception	2
Weapons: Clubs	2
Weapons: Thrown	2

Cost: 19

SAGE

The Sage is a person who has decided to become an expert in Lore. He loves learning all he can about whatever he can. He is also quite willing to share this knowledge with others, for a small price of course.

Skill	Ranks
Linguistics (One Language - Spoken)	4
Linguistics (One Language - Written)	4
Lore: (One Lore Skill)	5
Lore: (One Lore Skill)	4
Public Speaking	3

Cost: 25

SAILOR

The Sailor is the person who works the rigging, and does many of the tasks aboard a ship. He often knows a bit about the many places that he visits, and has many a tale to tell about them as well.

Skill	Ranks
Body Development	3
Perception	3
Rope Mastery	4
Sailing	5

Cost: 20

SCRIBE

The Scribe is a person who knows how to write. Not many folks have this skill. The Scribe not only has it, but is able to make a living off of it. He can most often be found in service to a noble or other high ranking official. He is an official record-keeper and often knows the best way in which to write certain specific documents within his area of expertise.

Skill	Ranks
Craft: Calligraphy	5
Linguistics (Any One - Spoken)	5
Linguistics (Any One - Written)	5
Lore (Document Writing)	5

Cost: 25

SERVANT

The Servant is a person who takes care of another person. They are normally employed by nobles or other wealthy patrons. The better the Servant, the more responsibility that he has.

Skill	Ranks
Craft (Personal Servant)	5
Herbalism	2
Lore (Household)	5
Perception	5
Public Speaking	3

Cost: 25

SHIPWRIGHT

The Shipwright makes his living building ships for others. The more renowned the Shipwright, the more his services are sought out by those who need such ships.

Skill	Ranks
Craft (Shipwright)	5
Lore (Ship Building)	5
Navigation	2
Rope Mastery	4
Sailing	2

Cost: 23

TEAMSTER

The Teamster is a person who takes care of and utilizes teams of animals for pulling wagons or carriages. He is most often employed by merchants and traders who travel between various cities and towns.

Skill	Ranks
Animal Handling	5
Craft (Carpentry)	5
Riding	5
Weapon Skill (Whips)	3

Cost: 23

TENTMAKER

The Tentmaker does more than make tents. He also makes other canvas items as well, such as pavilions, awnings and most importantly sails for ships.

Skill	Ranks
Craft (Hide working)	5
Craft (Weaving)	5
Trading	3

Cost: 18

THATCHER

The Thatcher makes roofs from thatch. He is often an important member of any small town or village as he knows how to weave the thatch to make it water-tight against the elements.

Skill	Ranks
Climbing	5
Craft (Thatching)	5
Perception	3
Rope Mastery	4

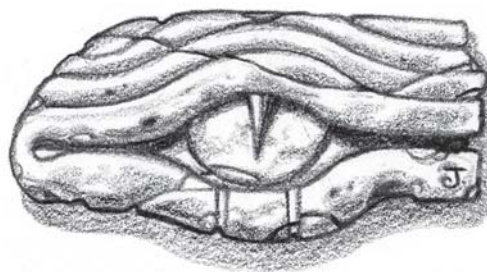
Cost: 22

THIEVES GUILD MEMBER

Large towns and cities always have a seedier side to them. This shadowy aspect often takes the form of a Thieves Guild. Its members are often involved in one or more aspects of organized crime.

Skill	Ranks
Disarm Traps	4
Pick Locks	4
Stalking & Hiding	4
Streetwise	4
Trickery	4

Cost: 25



THESPIAN

The Thespian is an actor and entertainer. He often sings or dances as well as acts, and he makes his living by entertaining others with his various skills.

Skill	Ranks
Acting	4
Craft (Storytelling)	2
Dance	4
Music	4
Singing	4

Cost: 23

TIMBERWRIGHT

The Timberwright is also often called a logger as he is mainly involved in the felling of trees for building ships, or supplying lumber to woodcrafters.

Skill	Ranks
Craft (Carpentry)	3
Craft (Horticulture)	3
Craft: (Logging)	5
Foraging	4
Lore (Trees)	5

Cost: 25

TRAPPER

The Trapper makes his living by hunting and trapping animals for others. He may work setting underwater traps for certain types of seafood or trapping small game. Sometimes trappers even work to capture their prey alive for some specific client.

Skill	Ranks
Craft (Trap Building)	5
Foraging	5
Perception	3
Rope Mastery	3
Tracking	4

Cost: 25

WEAPONCRAFTER

The Weaponcrafter is a Metalsmith who specializes in the creation of metal weapons. He is more often found in areas where there is often conflict or areas where adventures travel through on a regular basis.

Skill	Ranks
Craft (Metalworking)	5
Craft (Weaponsmith)	5
Trading	3

Cost: 18

WOODCRAFTER

The Woodcrafter takes raw lumber and turns it into useful items such as furniture. The more skilled he is in his craft the more likely he is to embellish such works with fanciful carvings.

Skill	Ranks
Craft (Carpentry)	5
Craft (Wood Carving)	5
Trading	3

Cost: 18



IRREGULAR CASTING TIMES

According to the normal core rules, a spell requires zero to two rounds of preparation prior to a single round of actual casting. The actual time required is determined through comparing the spell's level to the caster's level, and how far below the caster's level the spell actually is.

In using this option, the casting time will be based solely the level of complexity of the spell. This means that lower level spells will take less time to cast, while higher level spells will, because of their more complex and more powerful nature, will take longer to cast.

The Casting Times table shows how many rounds are required to cast a spell of a given level, and the following notes help to explain things a little more. Some of the following bullet points are similar to other options because it is felt that they should be included as part of this option.

CASTING TIMES	
Spell Level	Casting Time
1 - 5	1 round
6 - 10	2 rounds
11 - 15	3 rounds
16 - 20	4 rounds
21+	5 rounds

- If a spell requires more than 1 round to cast, the rounds prior to the last one require 90% activity each round while the last round requires 75% activity. There are no "preparation rounds" and casting rounds, it is all "casting rounds".
- Instantaneous spells require only 1 round using 75% activity to cast. The first 10% activity is the actual casting, and the remaining 65% is recovery. No other actions may be performed or initiated during the recovery.
- Casting rolls for a spell should always be made at the end of the casting time.
- A caster may spend extra time casting a spell, gaining a +5 for each extra round spent, up to a maximum of +30 to his casting roll.
- A caster may rush in his casting of a spell, taking less time than normal, to a minimum of one round. The caster receives a -20 to his casting roll for each round he trims off his casting time.
- Should the GM be allowing the casting of spells above the caster's level, then the casting time for those spells, above the caster's level, will increased by one additional round

REVIEWER'S CORNER

A new feature that we are adding to all of our PDF products is the "Reviewer's Corner". In each PDF, we will select something from the appropriate section of The Vault, ICE's download area.

Most of the files in The Vault are uploaded by ICE's customers and friends. All that is required for you to upload and share files with others is that you be registered on ICE's forums and have made at least 1 post to any thread.

Now on with the review....

RINGS OF TERNAHL

This is a single page PDF and can be found in The Vault on the ICE website, or more easily by clicking on the following link → [Rings of Ternahl](#). It was uploaded by the forum member known as Balhirath.

This document starts off with a short background on the rings and their creator. This is not an in-depth background, but does give enough information that would allow a GM to easily incorporate it into his own setting without much trouble.

The PDF only contains 4 rings, but they are 4 very nice rings. And while the author does not give any history of the rings themselves, other than the general history at the beginning, each ring is clearly listed with an easy to understand explanation of its abilities. Each description is also accompanied by a very nice image, which helps make them seem even more unique.

My favorite was the *Hand of Flame*. It is a ring that any character, especially the Martial Artist types, would love to have. Then again, I do have a personal preference for that type of character.

NEW SPELL LISTS

And to top off this issue, we introduce 4 more spells lists. They were designed to be used with the Mage and Mentat and the Folio rules from Express Additions #9, but there is no reason that they cannot be selected as an additional Base List by other Pure spell users as well.



AIR LAW

Level	Spell	A of E	Duration	Range	Type
1)	Focused Wind	1 target	C	100'	F
2)	Air Bolt	1 target	--	100'	Ed
3)	Holding Bands	1 target	1 rnd/lvl	50'	F
4)	Dust Devil II	1 target	--	50'	F
5)	Solid Air Wall	10'x10'x6"	C	50'	F
6)	Cyclonic Blast	20' R	--	100'	E
7)	Walk on Air	1 target	1 min/lvl	10'	U
8)	Air Bolt III	1 target	--	300'	Ed
9)	Solid Air Bridge	20'x5'	1 min/lvl	100'	E
10)	Air Blast	1 target	--	100'	Ed
11)	Solid Air Shield	self	1 rnd/lvl (C)	self	U
12)	Solid Air Dome	10' R	1 rnd/lvl (C)	10'	F
13)	Air Bolt V	1 target	--	500'	Ed
14)	Crushing Bands	1 target	1 rnd/lvl	100'	F
15)	Solid Air Wall II	10'x10'x6"	1 rnd/lvl	50'	F
16)	Air Blast III	1 target	--	300'	Ed
17)	Dust Devil V	1 target	--	50'	F
18)	Solid Air Wall True	10'x10'x6"	1 min/lvl	50'	F
19)	Crushing Bands II	1 target	1 rnd/lvl	100'	F
20)	Air Blast V	1 target	--	500'	Ed
25)	Crushing Bands True	1 target	1 rnd/lvl	100'	F
30)	Air Blast True	1 target	--	300'	Ed
50)	Air Mastery	varies	1 rnd/lvl	varies	U

AIR LAW

- 1) **Focused Wind** – If the target fails his RR, he is buffeted by strong winds as long as the character concentrates. This gives the target a -20 modifier to all actions.
- 2) **Air Bolt** – Caster shoots bolt of compressed air from the palm of his hand. The results are determined on the Shock Bolt table, using Impact criticals.
- 3) **Holding Bands** – Caster envelopes the target with shimmering bands of compressed air that immobilize him. Target may make a Very Hard Strength maneuver each round. Success means that he may act normally. Failure means that he is restricted to only 20% of his normal activity.
- 4) **Dust Devil II** – The caster creates a small dust devil (i.e. cyclone) that races out and strikes a target, delivering a “B” Unbalancing critical to a target who does not resist it.
- 5) **Solid Air Wall** – Caster creates a shimmering, transparent wall of highly compressed air. All attacks (against DB) through the wall are at -100. Spell attacks are at -50. Attempts to move through the wall require a Very Hard Strength based maneuver and take 1 round to complete. Light based attacks are totally immune to this, and not affected at all by the wall.
- 6) **Cyclonic Blast** – Caster shoots forth a ball of compressed air that bursts upon reaching its target, attacking everybody within a 20' radius. Results are determined on the Cold Ball attack table and all criticals are Impact criticals.
- 7) **Walk on Air** – Target can walk on air as if on solid ground, he may not move any faster than a walk. This only allows for horizontal movement, vertical movement must be achieved through other means.
- 8) **Air Bolt III** – As *Air Bolt*, except for range.
- 9) **Solid Air Bridge** – Caster creates 20' long by 5' wide shimmering plane of solidified air. The bridge is immobile and can only support 1000 lbs. Only one end of the bridge is required to be resting on a solid surface.
- 10) **Air Blast** – As *Air Bolt*, except that the Lightning Bolt attack table is used. Primary criticals are Impact and secondary criticals are Unbalancing.
- 11) **Solid Air Shield** – Creates a shimmering shield of solidified air 1' around the caster. This provides a bonus of 100 to the character's DB against all physical and elemental attacks as long as he is concentrating. When not concentrating, the modifier to DB is only 20.
- 12) **Solid Air Dome** – Creates a shimmering dome of solidified air. The dome has a 10' radius and completely encloses the area. Treat the effects the same as the *Solid Air Wall*.
- 13) **Air Bolt V** – As *Air Bolt*, except for range.
- 14) **Crushing Bands** – As *Holding Bands*, except that the bands deliver an “A” Krush critical each round.
- 15) **Solid Air Wall II** – As *Solid Air Wall*, except for the duration.
- 16) **Air Blast III** – As *Air Blast*, except for the range.
- 17) **Dust Devil V** – As *Dust Devil II*, except that it does an “E” critical.
- 18) **Solid Air Wall True** – As *Solid Air Wall*, except for the duration.
- 19) **Crushing Bands II** – As *Crushing Bands*, except that the bands deliver an “C” Krush critical each round.
- 20) **Air Blast V** – As *Air Blast*, except for the range.
- 25) **Crushing Bands True** – As *Crushing Bands*, except that the bands deliver an “E” Krush critical each round.
- 30) **Air Blast True** – As *Air Blast*, except that the attack may make as many turns as possible, even going through openings as small as 6" in radius in order to reach its target. The caster's OB is halved when using this spell. And the target gains no benefits (i.e. no DB) from cover, position, shield or other things that do not provide all around coverage.
- 50) **Air Mastery** – Caster may freely use any lower level spell from this list each round.

AIR MASTERY

Level	Spell	A of E	Duration	Range	Type
1)	Focused Wind	1 target	C	100'	F
2)	Dust Devil	1 target	-	50'	F
3)	Air Dart	1 target	-	10'/lvl	Ed
4)	Holding Bands	1 target	1 rnd/lvl	50'	F
5)	Dust Devil II	1 target	-	50'	F
6)	Walk on Air	1 target	1 min/lvl	10'	U
7)	Air Dart II	1 target	-	10'/lvl	Ed
8)	Solid Air Wall	10'x10'x6"	C	50'	F
9)	Dust Devil III	1 target	-	50'	F
10)	Cyclonic Blast	20' R	-	100'	E
11)	Air Dart III	1 target	-	10'/lvl	Ed
12)	Solid Air Shield	self	1 rnd/lvl (C)	self	U
13)	Solid Air Dome	10' R	1 rnd/lvl (C)	10'	E
14)	Dust Devil IV	1 target	-	50'	F
15)	Crushing Bands	1 target	1 rnd/lvl	100'	F
16)	Air Dart IV	1 target	-	10'/lvl	Ed
17)	Solid Air Wall True	10'x10'x6"	1 min/lvl	50'	F
18)	Dust Devil V	1 target	-	50'	F
19)	Solid Air Shield True	self	1 rnd/lvl (C)	self	U
20)	Air Dart V	1 target	-	10'/lvl	Ed
25)	Crushing Bands True	1 target	1 rnd/lvl	100'	F
30)	Air Dart True	1 target	-	10'/lvl	Ed
50)	Air Mastery	varies	1 rnd/lvl	varies	U

AIR MASTERY

- 1) **Focused Wind** – If the target fails his RR, he is buffeted by strong winds as long as the character concentrates. This gives the target a -20 modifier to all actions.
 - 2) **Dust Devil** – The caster creates a small dust devil (i.e. cyclone) that races out and strikes a target, delivering an “A” Unbalancing critical to a target who does not resist it.
 - 3) **Air Dart** – Caster shoots bolt of compressed air from the palm of his hand. The results are determined on the Shock Bolt table, using Impact criticals.
 - 4) **Holding Bands** – Caster envelopes the target with shimmering bands of compressed air that immobilize him. Target may make a Very Hard Strength maneuver each round. Success means that he may act normally. Failure means that he is restricted to only 20% of his normal activity.
 - 5) **Dust Devil II** – The caster creates a small dust devil (i.e. cyclone) that races out and strikes a target, delivering a “B” Unbalancing critical to a target who does not resist it.
 - 6) **Walk on Air** – Target can walk on air as if on solid ground, he may not move any faster than a walk. This only allows for horizontal movement, vertical movement must be achieved through other means.
 - 7) **Air Dart II** – As *Air Dart*, except that it is resolved on the Water Bolt table.
 - 8) **Solid Air Wall** – Caster creates a shimmering, transparent wall of highly compressed air. All attacks (against DB) through the wall are at -100. Spell attacks are at -50. Attempts to move through the wall require a Very Hard Strength based maneuver and take 1 round to complete. Light based attacks are totally immune to this, and not affected at all by the wall.
 - 9) **Dust Devil III** – The caster creates a small dust devil (i.e. cyclone) that races out and strikes a target, delivering a “C” Unbalancing critical to a target who does not resist it.
 - 10) **Cyclonic Blast** – Caster shoots forth a ball of compressed air that bursts upon reaching its target, attacking everybody within a 20’ radius. Results are determined on the Cold Ball attack table and all criticals are Impact criticals.
 - 11) **Air Dart III** – As *Air Dart*, except that it is resolved on the Ice Bolt table.
 - 12) **Solid Air Shield** – Creates a shimmering shield of solidified air 1’ around the caster. This provides a bonus of 100 to the character’s DB against all physical and elemental attacks as long as he is concentrating. When not concentrating, the modifier to DB is only 20
 - 13) **Solid Air Dome** – Creates a shimmering dome of solidified air. The dome has a 10’ radius and completely encloses the area. Treat the effects the same as the *Solid Air Wall*.
 - 14) **Dust Devil IV** – The caster creates a small dust devil (i.e. cyclone) that races out and strikes a target, delivering a “D” Unbalancing critical to a target who does not resist it.
 - 15) **Crushing Bands** – As *Holding Bands*, except that the bands deliver an “A” Krush critical each round.
 - 16) **Air Dart IV** – As *Air Dart*, except that it is resolved on the Fire Bolt table.
 - 17) **Solid Air Wall True** – As *Solid Air Wall*, except for the duration.
 - 18) **Dust Devil V** – The caster creates a small dust devil (i.e. cyclone) that races out and strikes a target, delivering an “E” Unbalancing critical to a target who does not resist it.
 - 19) **Solid Air Shield True** – As *Solid Air Shield*, except for the duration.
 - 20) **Air Dart V** – As *Air Dart*, except that it is resolved on the Lightning Bolt table.
 - 25) **Crushing Bands True** – As *Crushing Bands*, except that the bands deliver an “E” Krush critical each round.
 - 30) **Air Dart True** – As *Air Dart V*, except that the attack may make as many turns as possible, even going through openings as small as 6" in radius in order to reach its target. The caster’s OB is halved when using this spell. And the target gains no benefits (i.e. no DB) from cover, position, shield or other things that do not provide all around coverage.
 - 50) **Air Mastery** – Caster may freely use any lower level spell from this list each round.
- Note:** Any Air Darts that do a secondary critical will do an Unbalancing critical as the secondary critical.

ESSENCE BASE
DARK LAW

Level	Spell	A of E	Duration	Range	Type
1)	Shade	1 target	10 min/lvl	touch	U
2)	Darkness	10' R	10 min/lvl	touch	E
3)	Dark Bolt	1 target	--	100'	Ed
4)	Darkvision	1 target	10 min/lvl	touch	U
5)	Shadow Forms	varies	1 min/lvl (C)	100'	P
6)	Dark Cloud	5' R	6 rnds	50'	E
7)	Dark Construct	varies	1 min/lvl	touch	F
8)	Dark Bolt III	1 target	--	300'	Ed
9)	Darkness X	100' R	10 min/lvl	touch	E
10)	Darkfire Bolt	1 target	--	100'	Ed
11)	Darkvision True	1 target	10 min/lvl	touch	U
12)	Abyssal Cloud	5' R	10 rnds	50'	E
13)	Dark Cloud II	10' R	6 rnds	50'	E
14)	Dark Forms	varies	1 min/lvl	100'	P
15)	Dark Bolt V	1 target	--	500'	Ed
16)	Utterdark	100' R	1 min/lvl	touch	Ed
17)	Darkfire Bolt III	1 target	--	300'	Ed
18)	Abyssal Cloud II	10' R	10 rnds	100'	E
19)	Dark Cloud True	20' R	6 rnds	100'	E
20)	Darkfire Bolt V	1 target	--	500'	Ed
25)	Dark Forms True	varies	10 min/lvl	100'	P
30)	Darkfire Bolt True	1 target	--	300'	Ed
50)	Dark Mastery	self	1 rnd/lvl	self	F

DARK LAW

- 1) **Shade** – Shadows deepen around the target, granting a +25 to Stalking and Hiding in areas where moderate to heavy shadows are present.
- 2) **Darkness** – Creates a 10' radius area of darkness around the point touched. If the point is mobile, then so is the darkness. This is as dark as the deepest night. If cast upon a target, the target gets a RR, if the RR is successful, the darkness is centered upon the point where the target is and will not move with him. If the RR fails, then the darkness is on the target and will follow them until it is dispelled or the duration ends.
- 3) **Dark Bolt** – Caster shoots bolt of concentrated from the palm of his hand. The results are determined on the Shock Bolt table, using Cold criticals.
- 4) **Darkvision** – The target is able to see in all darks (even magical) as if in broad daylight out to a range of 50'.
- 5) **Shadow Forms** – Caster can create either the visual illusion of shadow figures, or real shadows (up to 1 per level); the shadow figures will move when the caster concentrates. The shadows cannot interact with the environment. When the caster is not concentrating, the shadow remains motionless.
- 6) **Dark Cloud** – Creates a 5' radius of billowing darkness that will deliver a “C” Cold critical on the first and second rounds, a “B” critical on the third and fourth rounds, and an “A” critical on the fifth and sixth rounds. It drifts with the wind and will affect all within its radius (no RR). It takes one round for the cloud to form, so anybody within the radius may make a maneuver to get out before taking a critical, however, once formed, anybody

within the radius will take the critical as indicated (but no more than one critical per round).

- 7) **Dark Construct** – Caster creates a simple object (i.e. a sword is okay, a bow or crossbow is not) or objects out of solidified darkness. This object will perform as would the normal object for the duration. The object(s) may not be more than 6 cubic inches per level of the caster and there may not be more than 1 object for every 5 levels that the caster has.
- 8) **Dark Bolt III** – As *Dark Bolt*, except for range.
- 9) **Darkness X** – As *Darkness*, except for radius.
- 10) **Darkfire Bolt** – As *Dark Bolt*, except that the Lightning Bolt Table is used for resolution. Primary critical is Cold, and secondary critical is Electrical.
- 11) **Darkvision True** – As *Darkvision*, except that the character can see out to a range of 100'.
- 12) **Abyssal Cloud** – As *Dark Cloud*, except that it delivers an “E” critical on the first and second rounds, a “D” critical on the third and fourth rounds, and a “C” critical on the fifth and sixth rounds.
- 13) **Dark Cloud II** – As *Dark Cloud*, except for radius.
- 14) **Dark Forms** – As *Shadow Forms*, except that the caster does not need to concentrate to make it move. The shadow will continue its last action(s) until given another. It takes only a moment's concentration (20% activity per shadow) to change what a specific shadow is doing.
- 15) **Dark Bolt V** – As *Dark Bolt*, except for range.
- 16) **Utterdark** – As *Darkness*, except that it has a radius of 100' and it extinguishes all magical light within the radius, and no magical light may be created for the duration (Utterlight can dispel this spell if it fails a RR).
- 17) **Darkfire Bolt III** – As *Darkfire Bolt*, except for range.
- 18) **Abyssal Cloud II** – As *Abyssal Cloud*, except for radius.
- 19) **Dark Cloud True** – As *Dark Cloud*, except for radius and range.
- 20) **Darkfire Bolt V** – As *Darkfire Bolt*, except for range.
- 25) **Dark Forms True** – As *Dark Forms*, except for duration and that it only requires 10% activity per shadow to redirect its actions.
- 30) **Darkfire Bolt True** – As *Darkfire Bolt*, except that the attack may make as many turns as possible, even going through openings as small as 6" in radius in order to reach its target. The caster's OB is halved when using this spell. And the target gains no benefits (i.e. no DB) from cover, position, shield or other things that do not provide all around coverage.
- 50) **Dark Mastery** – Caster may freely use any lower level spell from this list each round.

EARTH WAYS

Level	Spell	A of E	Duration	Range	Type
1)	Stone Lore	1 stone	--	touch	I
2)	Earth Fingers	5' R	1 rnd/lvl	50'	E
3)	Stone Bolt	1 target	--	10'/lvl	Ed
4)	Earth Skin	self	10 min/lvl	self	U
5)	Corridor	varis	1 rnd/lvl	touch	U
6)	Stone/Earth (R)	100 cu'	P	100'	F
7)	Stone Bolt II	1 target	--	10'/lvl	Ed
8)	Earth Fingers II	10' R	1 rnd/lvl	50'	E
9)	Stone Skin	self	10 min/lvl	self	U
10)	Rock Swarm	5' R	--	100'	E
11)	Stone Bolt III	1 target	--	10'/lvl	Ed
12)	Earth/Mud (R)	100 cu'	P	100'	F
13)	Unearth	100 cu'	P	100'	F
14)	Metal Skin	self	10 min/lvl	self	U
15)	Stone Bolt IV	1 target	--	10'/lvl	Ed
16)	Stone/Mud (R)	100 cu'	P	100'	F
17)	Tunnel	varis	10 min/lvl	touch	U
18)	Unstone	100 cu'	P	100'	F
19)	Metal Skin True	self	10 min/lvl	self	U
20)	Stone Bolt V	1 target	--	10'/lvl	Ed
25)	Tunnel True	varis	P	touch	U
30)	Stone Bolt True	1 target	--	10'/lvl	Ed
50)	Earth Mastery	self	1 rnd/lvl	self	F

EARTH MASTERY

- 1) **Stone Lore** – Gives details of where, when, and how the examined stone was worked.
- 2) **Earth Fingers** – Tentacles of earth and stone shoot up from the ground to make a +0 Large Grapple attack against all foes within the radius.
- 3) **Stone Bolt** – Caster shoots forth a shard of stone from the palm of his hand. It is resolved on the Shock Bolt attack table, with Puncture criticals.
- 4) **Earth Skin** – Caster skin become tougher and more resilient. It is the equivalent of Soft Leather (AT 6) for the duration.
- 5) **Corridor** – Caster creates a passage that is 3' x 6' x 1' per level of the caster.
- 6) **Stone/Earth (R)** – Allows the caster to transform 100 cu' of stone to packed earth or packed earth to stone.
- 7) **Stone Bolt II** – As *Stone Bolt*, except that it uses the Water Bolt table.
- 8) **Earth Fingers II** – As *Earth Fingers*, except that the caster's Grapple attack has +5 OB for each level that they caster has.
- 9) **Stone Skin** – As *Earth Skin*, except that the caster is protected as if his skin were Reinforced Leather (AT 8).
- 10) **Rock Swarm** – Caster creates a small cluster of rocks and stones that shoot forth from his hands, exploding when it reaches the target. Results are determined on the Fire Ball table, using Impact criticals.
- 11) **Stone Bolt III** – As *Stone Bolt*, except that it uses the Ice Bolt table.
- 12) **Earth/Mud (R)** – Allows the caster to transform 100 cu' of packed earth to soft mud or soft mud to packed earth.
- 13) **Unearth** – Disintegrates 100 cu' of earth.
- 14) **Metal Skin** – As *Earth Skin*, except that the caster is protected as if his skin were Chain (AT 15).
- 15) **Stone Bolt IV** – As *Stone Bolt*, except that it uses the Fire Bolt table.
- 16) **Stone/Mud (R)** – Allows the caster to transform 100 cu' of stone to soft mud or soft mud to stone.
- 17) **Tunnel** – As *Corridor*, except for the duration and the height and width dimensions may be any size up to 1' per level of the caster, and the length may be up to 10' per level of the caster.
- 18) **Unstone** – Disintegrates 100 cu' of stone.
- 19) **Metal Skin True** – As *Earth Skin*, except that the caster is protected as if his skin were Chain (AT 20).
- 20) **Stone Bolt V** – As *Stone Bolt*, except that it uses the Lightning Bolt table.
- 25) **Tunnel True** – As *Tunnel*, except that the duration is permanent and the length is up to 50' per level of the caster.
- 30) **Stone Bolt True** – As *Stone Bolt V*, except that the attack may make as many turns as possible, even going through openings as small as 6" in radius in order to reach its target. The caster's OB is halved when using this spell. And the target gains no benefits (i.e. no DB) from cover, position, shield or other things that do not provide all around coverage.
- 50) **Earth Mastery** – Caster may freely use any lower level spell from this list each round.

Note: "R" means that the spell is reversible and may be used to transform material in either direction.