

ROLEMASTER QUARTERLY

Issue #2

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WARNING! All Items in this PDF should be considered optional and completely unofficial.

INTRODUCTION

Welcome to the second issue of the *Rolemaster Quarterly!*

If you bought the first issue you found that a good half of it was dedicated to one article: Elementalist. In this issue, you will find the Air, Light and Water versions of the Elementalist Training Package spell lists. Earth, Fire and Ice were included in *RMQ1* along with much of the conceptual theories about how to integrate them into your world or campaign.

The NPC in this issue will take a Mentalist and give an example of how to taunt your players with a malevolent merchant. Also, we'll have a new set of Priest examples based on a "Holy Warrior" theme, one each for the *Shadow World* and *Cyradon* settings (yes, I realize this is a *HARP* setting) and a couple of generalized ones.

There are three unique magic items to round things out for this issue. They are items that I would probably term high-end magical items or lower-end "Artifacts".

On a side note, I'll be taking a break from doing full issues of the *Rolemaster Quarterly* in the near future, but fear not... the *RMQ's* will still be forthcoming as *ICE* has other authors who are willing and able to fill the need. So, until next time... on to the material...

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ELEMENTALISTS

To start the issue off, we will recap the Elementalist Training Package from the first issue, so that it is available to those who might not have it.

ELEMENTALIST (L)

The Elementalist has dedicated his life to the study of one particular element. Learning to use, control and manipulate as well as truly harness its power.

Time to Acquire: 84 months

Starting Money: Normal

Special:

Cloak (+10 protection vs. chosen element)	80
Talisman (+5 to spell mastery in chosen element)	60
Lore Book (+10 non-magic to one specific lore)	50
Spell Adder (+2)	30
Daily III item (2 nd level spell)	30
Elemental Spell Catalysts (2 gp worth)	20
Element resistant traveling cloak (non-magical)	0

Category or Skill	# of Ranks
Awareness – Senses	0
Element Awareness	2
Body Development	-
Body Development	1
Lore – Magical	1
Element Lore	2
Lore – Obscure	1
Elemental Lore	1
Power Awareness	1
Power Perception	1
Power Manipulation	0
Spell Mastery in up to two Own TP spell lists	3
Weapon Cat - 1	1
Choice of one weapon	1
Spell List – Own Realm TP spell list	0
Choice of two Own TP spell lists	2

Cost by Profession

Fighter	49	Thief	48
Rogue	45	Warrior Monk	48
Layman	39	Healer	34
Mystic	37	Warlock	38
Sorcerer	38	Runemage	37
Summoner	38	Magician	37
Illusionist	36	Essence Alchemist	33
Mana Molder	35	Cleric	34
Animist	34	Channeling Alchemist	34
Priest	35	Mentalist	35
Lay Healer	35	Mentalism Alchemist	34
Arcanist	34	Wizard	34
Ranger	36	Paladin	37
Mythic	36	Monk	37
Taoist Monk	37	Dabbler	34
Warrior Mage	34	Bard	33

Magent	35	Zen Monk	37
Chaotic	32	Mage Hunter	32
Nightblade	35	Dervish	36
Sword-Dancer	49	Seer	33
Astrologer	37	Enchanter	37
Armsmaster	35	Barbarian	48
Outrider	48	Sage	41
Swashbuckler	46	Shao-lin Monk	37
Elementalist	36	Elemental Priest	33
Elemental Champio	35	Arcane Elementalist	35
Elemental Explorer	35	Priest (Chan/Ess)	38
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TRAINING PACKAGE SPELL LIST COSTS BY PROFESSION TYPE

These are the costs associated with the Training Package Spell List concept originally published in the **Castles & Ruins** book. Keep in mind the Elementalist Spell Lists I've included here are not balanced differently for Pure Arms, Semi, and Pure Spell users, making adjusting up the costs a reasonable precaution. So, naturally, feel free to adjust these as needed in your game. I, personally, would probably not bump up the costs any further for Pure Arms Users to 10/10 and 25/25, the costs for Pure & Hybrids to 6/6/6 and 15/15, and the costs for Semi's to 8/8 and 10/10. Keep in mind the cost these professions paid for their Training Package before raising Spell List costs too high.

Pure Arms Users	8/8/8	16/16
(Fighter, Rogue, Warrior Monk, etc)		
Pure & Hybrid Spell Users	4/4/4	8/8
(Magician, Cleric, Mentalist, Alchemists, etc)		
Semi Spell Users	6/6/6	12/12
(Paladin, Dabbler, Bard, Chaotic, Mythic, etc)		

Also, depending on your view of the nature of Elementalist spell lists entirely (which is my recommendation. At most I would allow only the development of 'allied' or 'complementary' elements).



Quick note on spells with a • mark after them:

I neglected to explain the • symbol in *RMQ1*. It represents the fact that this spell, while it does need to be successfully cast, does not require the use of Power Points and is effectively "free" to cast.

Elemental Air					
Lvl	Spell	AoE	Duration	Range	Type
1.	Zephyr	caster	1min/lvl	self	E
2.	Minor Turbulence	1 target	1rnd/lvl	100'	DE
3.	Push	1 target	(C)	150'	DE
4.	Air Wall	10'x10'x1'	1min/lvl	100'	E
5.	Wind Control	25'D	1min/lvl(C)	self	BE
6.	Wind Weapon I	1 item	1rnd/lvl	touch	E
7.	Air Bolt	1 target	-	100'	DE
8.	Create Wind	varies	1rnd/lvl(C)	300'	DE
9.	Major Turbulence	1 target	1rnd/lvl	100'	BE
10.	Whirlwind	10'D	1rnd/lvl(C)	50'	E
11.	Shroud of Wind	melee	1rnd/lvl	self	BE
12.	Wind Weapon II	1 item	1rnd/lvl	touch	E
13.	Air Ball	1 target	-	100'	BE
14.	Air Wall True	20'x10'x3'	1min/lvl	100'	E
15.	Lord Wind Control	250'D	1min/lvl(C)	self	BE
16.	Greater Turbulence	1 target	1rnd/lvl	100'	BE
17.	Cone of Wind	50'Lx25'W	-	10'	DE
18.	Wind Weapon III	1 item	1rnd/lvl	touch	E
19.	Lord Shroud of Wind	melee	1rnd/lvl	self	BE
20.	Wind Storm	100'D	1rnd/lvl(C)	100'	BE
25.	Elemental Gate	10'x10'	1rnd/lvl(C)	10'	BE
30.	True Wind Control	2500'D	1min/lvl(C)	self	BE
40.	Tornado/Water Spout	varies	1d100 rnds	100'/lvl	BE
50.	Elemental Air Mastery	caster	1rnd/lvl	self	U

Elemental Air

1. Zephyr – Caster can move (on land) one category faster than normal with no maneuver roll without incurring penalties. Walking becomes a jogging pace, running becomes sprinting, etc.

2. Minor Turbulence – Creates random wind currents and eddies around a target. The target is -20 to all moving maneuvers and combat for the duration

3. Push – Caster can push against a solid, moving object or person causing it to slow by 50%. Concentrating on his spell requires full concentration (-10 to other actions of the caster).

4. Air Wall – Creates a stationary wall of dense, churning air up to 10'x10'x3'. This wall reduces all movement through it by 50. All attacks through the wall suffer a -50 penalty.

5. Wind Control – Caster is able to control naturally occurring winds and air currents within the spell's diameter (Note: Any winds that the caster is capable of controlling will have no effect on himself if he so chooses as he can merely deflect them away from himself).

6. Wind Weapon I – Caster's weapon produces a wind trail, causing an 'A' Unbalancing critical when the wielder's weapon strikes a target (i.e. causes damage).

7. Air Bolt – Shoots a bolt of Air from the caster's palm. Resolve the attack on the Ice Bolt attack table inflicting primary Unbalancing and secondary Impact criticals.

8. Create Wind – Caster calls forth a gust of wind with a maximum speed of 5mph per level of the caster. The wind may be redirected with a movement rate of 10' per round. For every 25mph it will cause one increase in severity of Unbalancing criticals.

9. Major Turbulence – Same as Minor Turbulence except the modifier is -50.

10. Whirlwind – Creates a 10'R whirlwind. This whirlwind delivers 'A' Impact criticals to all inside (every round). All movement through it is reduced to 20% of normal. The caster can move the whirlwind 10' per round if he concentrates.

11. Shroud of Wind – Caster's body is surrounded in wind, inflicting a 'B' Unbalancing critical each round to anyone who strikes or touches him in melee combat.

12. Wind Weapon II – Same as Wind Weapon I except that the weapon inflicts a 'B' critical.

13. Air Ball – Shoots a 1' diameter ball of air from caster's palm. Upon reaching its target, it explodes to affect a 25' diameter area. Resolve attack on the Cold Ball Attack Table, inflicting primary Unbalancing and secondary Impact criticals.

14. Air Wall True – Same as Air Wall except wall may be curved up to a semi-circle.

15. Lord Wind Control – Same as Wind Control except for area of effect

16. Greater Turbulence – Same as Minor Turbulence except the modifier is -100.

17. Cone of Wind – A cone of wind, originating from the caster's palm, extends outward ending in a 50' long and 25' wide cone. Resolve attack on the Void Ball Attack Table, inflicting Unbalancing criticals.

18. Wind Weapon III – Same as Wind Weapon I except that the weapon inflicts a 'C' critical.

19. Lord Shroud of Wind – Same as Shroud of Wind except a 'D' critical is inflicted.

20. Wind Storm – Summons forces of nature in a fierce thunder-storm. This storm will include heavy rain, 25-60 mph winds, lightning (random), and a blizzard (if correct climate). The storm can be delayed for up to 1hr/lvl of caster.

25. Elemental Gate – Caster opens a gate to the Elemental Plane of Air.

30. True Wind Control – Caster can control all forms of his element within the area of effect. Elements or spells under the control of another must make a RR vs. caster levels.

40. Tornado/Water Spout – Caster creates a tornado that is up to 5' wide per level of the caster. Once created the caster has no control over the tornado. The tornado takes three full rounds to appear and can only be summoned outdoors. If caught inside the tornado, a target suffers an attack on the "Trample/Stomp" table as follows (receiving no non-magical DB and receiving primary Impact and secondary Unbalancing criticals).

5'-10' = Small 55'-65' = Huge +25

15'-25' = Medium 70'-80' = Huge +50

30'-40' = Large 85'-95' = Huge +75

45'-50' = Huge 100'+ = Huge +100

50. Elemental Air Mastery – Caster may cast any of the spells on this list below 30th level once per round without expending any additional power points.

Air Manipulation

Lvl	Spell	AoE	Duration	Range	Type
1.	Stability	caster	10min/lvl	self	U
2.	Gauge Winds •	vision	-	self	U
3.	Wind Shield*	caster	1min/lvl	self	E
4.	Control Weak Elem.	1 target	C	10'R/lvl	F
5.	Repel Weak Elem.	1rnd/lvl	1min/lvl	100'	F
6.	Wind Lift I	1 object	C	100'	E
7.	Cross Wind I*	1 missile	-	100'	DE
8.	Float*	caster	1min/lvl	self	E
9.	Counter Wind I*	1 spell	-	100'	DE
10.	Repel Strong Elem.	1rnd/lvl	1min/lvl	100'	F
11.	Control Strong Elem.	1 target	C	10'R/lvl	U
12.	Wind Lift II	1 object	C	100'	E
13.	Cross Wind II*	2 missiles	-	100'	DE
14.	Lesser Air Field	50'R	1rnd/lvl	25'R	BE
15.	Repel Greater Elem	1rnd/lvl	1min/lvl	100'	F
16.	Opposing Wind	25'Lx10'W	1rnd/lvl	25'	DE
17.	Control Greater Elem.	1 target	C	10'R/lvl	F
18.	Lord Wind Lift	1 object	C	100'	E
19.	Wind Cloaking	caster	1rnd/lvl	self	BE
20.	Greater Air Field	100'R	1rnd/lvl	100'R	BE
25.	Wind Globe	25'D	1rnd/lvl	self	BE
30.	Wind Immunity	caster	1rnd/lvl	self	BE
40.	Superior Air Field	250'R	1rnd/lvl	500'R	BE
50.	Air Manip. Mastery	caster	1rnd/lvl	self	U

Air Manipulation

1. Stability – Caster's balance is improved. The caster receives a +10 on all MM rolls involving balance and a +10 to his DB vs. any unbalancing attacks.

2. Gauge Winds – Caster is able to determine the strength, direction and source of any single wind.

3. Wind Shield* – Creates a magical shield of air that hovers in front of the caster and confers a DB of +20 vs. melee and +30 vs. ranged attack. This shield also works against directed elemental attacks.

4. Control Weak Air Elemental – While the caster concentrates, he can completely control one Weak Air Elemental creature (target receives a RR).

5. Repel Weak Elemental – While the caster concentrates, Weak Elementals in the area of affect who fail a RR cannot leave and Weak Elementals outside the area of effect who fail a RR may not enter. If the caster concentrates on one specific Elemental it receives no RR. (Weak Elementals should equate to about 10th level creatures).

6. Wind Lift I – This spell allows the caster to move objects with the wind. The caster may move any object up to 5 pounds per level in weight, at a maximum rate of 10' per round. The effect of this spell is like telekinesis. Caster must make maneuver rolls using Spell Mastery, difficulty based on complexity of maneuver and strength of existing winds (GM's discretion).

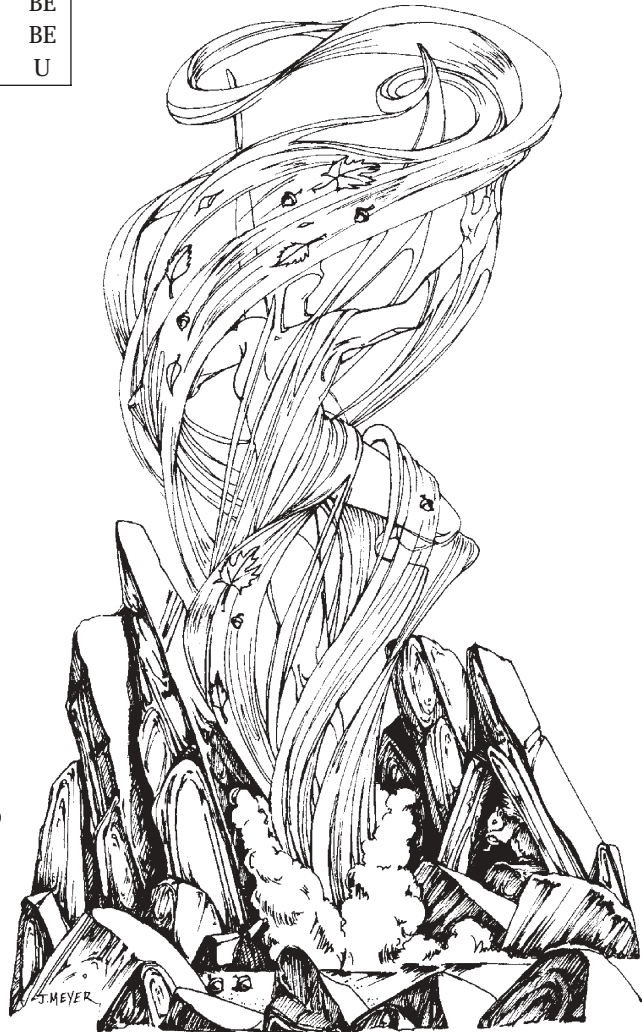
7. Cross Wind I* – Caster causes one missile attack to be blown off course, giving it a -100 attack modification or one Directed Spell attack at a -50. Caster must be able to see the missile or elemental attack.

8. Float – Caster is able to float on air. While floating the caster is at the mercy of the prevailing winds and cannot control any aspect of this flight without access to some other motive force (i.e. pulling along a rope or wall, a fan for slight movement in static winds).

9. Counter Wind* – Caster is able to counter any one Deflection-type spell. Caster must be aware of the original attacker and be able to see the deflecting target.

10. Repel Strong Elemental – Same as *Repel Weak Elemental* except that it will also affect Strong Elementals. Weak Elementals receive a penalty of -20 to their RR's (Strong Elementals should equate to about 20th level).

11. Control Strong Air Elemental – While the caster concentrates, he can completely control one Strong Air Elemental creature (target receives a RR). Weak Elementals receive a penalty of -20 to their RR's.



12. Wind Lift II – Same as *Wind Lift I* except the caster may move any object up to 10 pounds per level in weight, at a maximum rate of 20' per round.

13. Cross Wind II* – Same as *Cross Wind I** except it will effect two missile attacks at -100 or any two Directed Spells at -50.

14. Lesser Air Field – Creates an elemental field that affects spells of the same “type” as the field (air). When a caster is within the radius of the field, such a spell is treated as being two levels lower than it actually is for the purposes of spell casting (i.e., PP's, preparation, ESF, etc.). While in the field, casters of other elemental type spells have the level of those spells increased by one. Only one given field of the same type may be in effect in an area and if more than one field is in effect they will cancel each other out (until one or the others duration expires).



15. Repel Greater Elementals – As *Repel Weak Elemental* except that it will also affect Greater Elemental Creatures. Strong Elementals receive a penalty of -20 to their RR's. Weak Elementals receive a penalty of -40 to their RR's (Greater Elementals should equate to about 30th level).

16. Opposing Wind – Sets up a stationary constant wind which imposes a -50 penalty to all missile attacks directed into the wind.

17. Control Greater Air Elemental – While the caster concentrates, he can completely control one Greater Air Elemental creature (target receives a RR). Strong Elementals receive a penalty of -20 to their RR's. Weak Elementals receive a penalty of -40 to their RR's.

18. Lord Wind Lift – Same as *Wind Lift I* except the caster may move any object up to 25 pounds per level in weight, at a maximum rate of 50' per round.

19. Wind Cloaking – Caster is cloaked in a swirling mass of clouds and wind currents causing all missiles and directed spell attacks to suffer a -50 penalty and effectively obscuring the caster from visual inspection.

20. Greater Air Field – Same as Lesser Air Field, except that elemental spells of the same type are treated as 5 levels lower than normal, and spells related to other elements are treated as being 2 levels higher for casting.

25. Wind Globe – Caster is protected by a globe of wind. The globe provides protection from all natural forms of wind, storms or tornadoes. Any magical attacks receive a -30 penalty, damage is 1/2 and all Unbalancing or Impact criticals are reduced by two levels in severity.

30. Wind Immunity – Caster is immune to all forms of air or wind attacks, magical or otherwise.

40. Superior Air Field – Same as *Lesser Air Field*, except that elemental spells of the same type are treated as 10 levels lower than normal, and spells related to other elements are treated as being 4 levels higher for casting.

50. Air Manipulation Mastery – Caster may cast any of the spells on this list below 30th level once per round without expending any additional power points.

Elemental Light

Lvl	Spell	AoE	Duration	Range	Type
1.	Special Effects* •	varies	varies	varies	U
2.	Produce Light	caster	1 rd/lvl	self	E
3.	Flash*	1 target	varies	50'	DE
4.	Light Wall	10'x10'x1'	1min/lvl	100'	BE
5.	Light Control	25'D	1min/lvl(C)	self	BE
6.	Lightning Weapon I	1 item	1rd/lvl	touch	E
7.	Lightning Circle	10'd	1min/lvl	self	E
8.	Lightning Bolt	1 target	-	100'	DE
9.	Flash II*	10'D	varies	50'	BE
10.	Lightning Bolt	1 target	-	100'	DE
11.	Lightning Shroud	melee	1rd/lvl	self	BE
12.	Lightning Weapon II	1 item	1rd/lvl	touch	E
13.	Lightning Ball	20'D	-	100'	BE
14.	Light Wall True	20'x10'x3'	1min/lvl	100'	BE
15.	Lord Elem. Control	100'R	1min/lvl(C)	self	BE
16.	Flash III*	30'D	Varies	50'	BE
17.	Lightning Cone	50'Lx25'W	-	10'	DE
18.	Lightning Weapon III	1 item	1rd/lvl	touch	E
19.	Lord Elem. Shroud	melee	1rd/lvl	self	BE
20.	Lightning Storm	100'D	1rd/lvl(C)	100'	BE
25.	Elemental Gate	10'x10'	1rd/lvl(C)	10'	BE
30.	Elem. Control True	2500'D	1min/lvl(C)	self	BE
40.	Daylight	varies	1min/lvl	sight	BE
50.	Elemental Light Mastery	caster	1rd/lvl	self	U

Elemental Light

1. Special Effects – Caster can create additional special effects when performing an action or casting a spell. These effects in no way change the result of an action, they simply lend a little more flair to them. An example might be a trail of sparks that fall to the ground behind a lightning bolt. This spell can be cast in conjunction with another spell.

2. Produce Light – Caster is able to call forth his element in its natural form, springing forth from his open palm in a beam 100' long and covering a 10' diameter at the far end.

3. Flash I* – Caster creates a flash of light directed at a specific target who must make a RR or be stunned for one round per 10 points of failure.

4. Light Wall – Creates an opaque wall of light (up to 10'x10'x3'). Anyone passing through it takes an 'A' Electricity critical (no RR).

5. Lightning Control – Caster is able to control natural occurring events of his element within the spells diameter. For example, he could direct the path of lightning.

6. Lightning Weapon – Caster causes weapon to radiate electricity, causing an additional 'A' electricity critical with any normal critical strike.

7. Lightning Circle – Creates a stationary circle of electrified air around the caster. Any being attacking through the circle will take an 'A' Electricity critical and any being attempting to cross the circle will take a 'B' Electricity critical.

8. Lightning Bolt – Shoots a bolt of lightning from the caster's palm. Resolve the attack on the Fire Bolt attack table, inflicting Electricity criticals instead of Heat.

9. Flash II* – As *Flash I** however there is an area of effect.

10. Lightning Cloud – Creates a 10' radius cloud of electrified air consisting of hundreds of energy arcs contained within a smoky, glowing edge which will drift with the wind. Any beings caught inside will take a 'B' Electricity critical each round.

11. Lightning Shroud – Caster's body is surrounded by lightning, inflicting a 'B' electricity critical each round on anyone who strikes or touches him in melee combat.

12. Lightning Weapon II – As *Lightning Weapon* except that the weapon inflicts an additional 'B' critical.

13. Lightning Ball – A 1' diameter ball of lightning is shot from the caster's palm. Upon reaching its target, it arcs out to affect a 20' diameter area. Resolve attack on the Fire Ball Attack Table, inflicting Electricity criticals.

14. Light Wall True – Same as *Light Wall* except it creates a wall of light that can be made into a line, half-circle or complete circle at will.

15. Lord Light Control – Same as *Light Control* except for area of effect.

16. Flash III* – Same as *Flash II** apart from AOE.

17. Lightning Cone – A web of lightning originating from the caster's palm extends outward ending in a 50' long cone, 25' wide at its end. Resolve attack on the Fire Ball Attack Table, inflicting Electricity criticals.

18. Lightning Weapon III – Same as *Lightning Weapon* except that the weapon inflicts an additional 'C' critical.

19. Lord Lightning Shroud – Same as *Lightning Shroud* except a 'D' critical is inflicted.

20. Lightning Storm – Caster creates a small lightning storm, causing heavy rain and natural lightning.

25. Elemental Gate – Caster opens a gate to the Elemental Plane of Light.

30. Light Control True – Caster can control all forms light or electricity within the area of effect. Elements or spells under the control of another must make an RR vs. caster levels.

50. Elemental Light Mastery – Caster may cast any of the spells on this list below 30th level once per round without expending any additional power points.



Light Manipulation				
Lvl Spell	AoE	Duration	Range	Type
1. Light Resistance*	1 target	1min/lvl	touch	U
2. Detect Element •	caster	C	10'R/lvl	U
3. Shield of Light	caster	1min/lvl	self	E
4. Control Weak Elem.	1 target	C	10'R/lvl	F
5. Repel Weak Elem.	varies	1rnd/lvl	100'	F
6. Aura of Light I	caster	1min/lvl	self	U
7. Self Preservation	caster	1min/lvl	self	U
8. Spotlight	1 target	1rnd/lvl	100'	DE
9. Lesser Absorp*	1'R	1min/lvl	100'	BE
10.. Repel Strong Elem	varies	1rnd/lvl	100'	F
11. Control Strong Elem.	1 target	C	10'R/lvl	U
12. Aura of Light II	caster	1min/lvl	self	U
13. Manipulate Reflection	caster	1min/lvl	self	F
14. Lesser Light Field	50'R	1rnd/lvl	25'R	BE
15.. Repel Greater Elem	varies	1rnd/lvl	100'	F
16. Banish Elemental	1 target	varies	100'	F
17. Control Greater Elem.	1 target	C	10'R/lvl	F
18. Minor Absorp*	10'R	-	self	BE
19. Disintegrate Elem.	1 target	-	100'	F
20. Greater Light Field	100'R	1rnd/lvl	100'R	BE
25. Greater Absorp*	30'R	-	500'R	BE
30. Blaze of Glory	1'R/lvl	-	self	BE
40. Superior Light Field	250'R	1rnd/lvl	500'R	BE
50. Light Manip. Mastery	caster	1rnd/lvl	self	U

Light Manipulation

- 1. Light Resistance** - Target is totally protected from all natural light (includes glare, sunburn, and temporary blinding; but not lightning); +10 to all RRs vs. light (electricity); -10 to elemental electricity attacks.
- 2. Detect Element** – Caster can sense any light sources, creatures or items imbued with light-based abilities within the spells radius. Direction and distance are known.
- 3. Light Shield** – Creates a magical shield of light which floats in front of the caster and confers a DB of 25. If used in a Shield Bash the shield will deliver an additional elemental critical.
- 4. Control Weak Light Elemental** – While the caster concentrates, he can completely control one Weak Light Elemental creature (target receives a RR).
- 5. Repel Weak Elemental** – While the caster concentrates, Weak Elementals in the area of affect who fail a RR cannot leave and Weak Elementals outside the area of effect who fail a RR may not enter. If the caster concentrates on one specific Elemental it receives no RR. (Weak Elementals should equate to about 10th level creatures).
- 6. Aura of Light** - Caster is surrounded by a bright light aura which makes him appear more powerful and subtracts 10 from all attacks against him.
- 7. Self Preservation** – Caster is immune to the effects of his own attack spells for the duration of this spell.

8. Spotlight - Creates a magical spotlight that tracks the movements of one target, regardless of hiding, cloaking, invisibility, or other forms of concealment (target must initially be visible to be the target of this spell). The target receives a RR and protection spells will function, but “cancel” or “darkness” spells will not have much effect on this spell as the light will simply end at the opposing spell, still giving a general, if not exact, location of the target. “Dispel” spells will cancel it (origin of this spell is the caster). The caster’s location is also pinpointed through this spell, since his location is the origin point. Both the caster and the target must remain within 100’ of one another for this spell to work.

9. Lesser Light Absorption* – Allows the caster to absorb magical elemental light (and electricity) force within a 1’ radius of the caster’s body. This absorbed elemental energy may be used in one of two ways: 1) For every point of damage the caster would normally have taken he will gain one Power Point. 2) For every point of damage the caster would have taken he gains one point of Concussion Hits. This spell cannot allow the caster to exceed his normal maximums.

10. Repel Strong Elemental – As *Repel Weak Elemental* except that it will also affect Strong Elementals. Weak Elementals receive a penalty of –20 to their RRs (Strong Elementals should equate to about 20th level).

11. Control Strong Light Elemental – While the caster concentrates he can completely control one Strong Light Elemental creature (target receives a RR). Weak Elementals receive a penalty of –20 to their RRs.

12. Aura of Light II - Same as *Aura of Light* except that it subtracts 15 from all attacks.

13. Manipulate Reflection – Caster is able to manipulate the light reflecting around his body and is therefore able to essentially create any sort of visual (and only visual) physical appearance desired.

14. Lesser Light Field – Creates an elemental field that effects spells of the same “type” as the field (light). When a caster is within the radius of the field, such a spell is treated as being two levels lower then it actually is for the purposes of spell casting (i.e., PP’s, preparation, ESF, etc.). While in the field, casters of other elemental type spells have the level of those spells increased by one. Only one given field of the same type may be in effect in an area and if more then one field is in effect they will cancel each other out (until one or the others duration expires).



15. Repel Greater Elementals – Same as *Repel Weak Elemental* except that it will also affect Greater Elemental Creatures. Strong Elementals receive a penalty of –20 to their RR's. Weak Elementals receive a penalty of –40 to their RR's (Greater Elementals should equate to about 30th level).

16. Banish Elemental – This spell will banish an elemental to its own plane for one year per 5% failure on its RR.

17. Control Greater Light Elemental – While the caster concentrates, he can completely control one Greater Light Elemental creature (target receives a RR). Strong Elementals receive a penalty of –20 to their RR's. Weak Elementals receive a penalty of –40 to their RR's.

18. Minor Light Absorption* – Same as *Lesser Light Absorption** except that it allows the caster to absorb elemental light (and electricity) force within a 10' radius of the caster's body. For every point of damage anyone within this spells radius takes, the caster gains one point of Concussion Hits. This spell will not allow the caster to exceed his normal maximum.

19. Disintegrate Elemental – If the target makes its RR by 50 or more points it takes no damage. For every percent less it will take an equal percent off its current hit total. If the elemental fails its RR by 50 or more it is destroyed.

20. Greater Light Field – Same as Lesser Light Field except that elemental spells of the same type are treated as 5 levels lower than normal, and spells related to other elements are treated as being 2 levels higher for casting.

25. Greater Light Absorption* – Same as *Lesser Light Absorption** except that it allows the caster to absorb elemental fire force within a 30' radius of the caster's body. For every point of damage anyone within this spells radius would have taken the caster gains one point of Concussion Hits. This spell cannot allow the caster to exceed his normal maximums.

30. Blaze of Glory – Causes a blast of light. The attack is resolved against all within the radius of the spell as a +100 Lightning Ball delivering triple concussion hits, primary Electricity criticals and secondary Heat criticals (of two severity's less). The caster is at the center of the attack and takes damage as well (the only spell which can negate this damage is *Self Preservation*).

40. Superior Light Field – Same as Lesser Light Field, except that elemental spells of the same type are treated as 10 levels lower than normal, and spells related to other elements are treated as being 4 levels higher for casting.

50. Light Manipulation Master – Caster can use any one spell below 30th level (on this list) each round.



Elemental Water

Lvl	Spell	AoE	Duration	Range	Type
1.	Special Effects* •	varies	varies	varies	U
2.	Produce Water	caster	1 rd/lvl	self	E
3.	Purify Water	1 container	perm	touch	E
4.	Water Wall	10'x10'x1'	1min/lvl	100'	BE
5.	Water Control	25'D	1min/lvl(C)	self	BE
6.	Wave I	10'R/lvl	-	10'	F
7.	Mist Aura	caster	1rd/lvl	self	BE
8.	Water Bolt	1 target	-	100'	DE
9.	Sink	1 target	1rd/5% failure	100'	F
10.	Cloud of Fog	25'D	1rd/lvl(C)	100'	BE
11.	Favorable Current	1 vessel	10min/lvl	100'	F
12.	Wave III	10'R/lvl	-	10'	F
13.	Fog Aura	Caster	1rd/lvl	self	BE
14.	Water Wall True	20'x10'x3'	1min/lvl	100'	BE
15.	Lord Water Control	100'R	1min/lvl(C)	self	BE
16.	Banish Elemental	1 elemental	-	50'	DE
17.	Cone of Steam	50'Lx25'W	-	10'	DE
18.	Dehydration	1 target	-	50'	BE
19.	Favorable Current	1 vessel	1hr/lvl	100'	F
20.	Rain Storm	100'D	1rd/lvl(C)	100'	BE
25.	Elemental Gate	10'x10'	1rd/lvl(C)	10'	BE
30.	Water Control True	2500'D	1min/lvl(C)	self	BE
40.	Mist Form	caster	1rd/lvl	self	BE
50.	Elemental Water Mastery	caster	1rd/lvl	self	U

Elemental Water

- 1. Special Effects** – Caster can create additional special effects when performing an action or casting a spell. These effects do not change the result of an action, they simply lend a little more flair to them. An example might be a trail of water droplets that spray off of a weapon as it is swung. This spell can be cast in conjunction with another spell.
- 2. Produce Water** – Caster is able to call forth this element in its natural form, producing enough water (that will pour from his cupped hands) to fill a single flask each round.
- 3. Purify Water** – Caster permanently and completely purifies one container of water thus eliminating any poisons or other contaminations (including unholy water).
- 4. Water Wall** – Creates a wall of swirling, churning water (up to 10'x10'x3'). This wall causes a -25 modifier against melee attacks and -50 against ranged and directed spell attacks made through it. Any creatures passing through it take an 'A' Impact critical (no RR).
- 5. Water Control** – Caster is able to control natural occurring events of water within the spells' diameter. He could direct the path of a spring or river, the direction of falling snow, etc.
- 6. Wave I** – Causes a wave of water to move away from the caster across the surface of a body of water. The wave is large enough to capsize small boats (i.e. a canoe or small row boat) and give swimmers a -50 to their Swimming maneuvers.
- 7. Mist Aura** – Creates an aura of mist around the caster that distracts his attackers, making it harder for the attackers to hit him with their attacks. Subtract -10 from all physical (Melee, Ranged, and Directed Spell) attacks made against the caster. **Note:** This spell is not cumulative with other defensive spells that rely on obscuring the caster from vision such as *Blur*.
- 8. Water Bolt** – A bolt of water is shot from the caster's palm. Resolve the attack on the Water Bolt attack table, inflicting Impact criticals.

- 9. Sink** – Target must resist or be constantly pulled under by surrounding water. Target must make a Very Hard Swimming maneuver to stay afloat. Movement in any direction other than up or down is incidental (GM discretion).
- 10. Cloud of Fog** – Creates a cloud of fog up to 5'R per level of the caster each round for the duration of the spell. Fog that is blown away or destroyed is replaced the following round.
- 11. Favorable Current** – The area of effect for this spell is the water immediately surrounding any vessel targeted by this spell. For the duration of this spell, the speed of small boats is increased by 75%, medium boats by 50%, and large boats by 25%.
- 12. Wave III** – Same as *Wave I*, except it is large enough to upset large boats and give swimmers a -100 to Swimming maneuvers.
- 13. Fog Aura** – Same as *Mist Aura*, however the concentration of the mist is thickened to the consistency of a heavy fog. Subtract 20 from all physical (Melee, Ranged, and Directed Spell) attacks made against the caster.
- 14. Water Wall True** – Same as *Water Wall* except it creates a wall of water that can be made into a line, half-circle or complete circle at will.
- 15. Lord Water Control** – Same as *Water Control* except for area of effect.
- 16. Banish Elemental** – This spell will banish an elemental to its own plane for one year per 5% failure on its RR.
- 17. Cone of Steam** – A cone of steam, originating from the caster's palm, extends outward ending in a 50' long cone, 25' wide at its end. Resolve attack on the Fire Ball Attack Table, inflicting Heat criticals.
- 18. Dehydration** – Target is drained of water content. Target will lose 1 temporary point of St and Co for every 5% of failure on his RR roll. This loss is temporary and will be regained at a rate of 1 point each per day afterwards with proper hydrations. If these stats are reduced to zero the target dies.
- 19. Favorable Current II** – As *Favorable Current I* except duration.
- 20. Rain Storm** – Caster creates a small storm consisting of heavy rain, mild lightning, thunder, etc.
- 25. Elemental Gate** – Caster opens a gate to the Elemental Plane of Water.
- 30. Water Control True** – Caster can control all forms of his element within the area of effect. Elements or spells under the control of another must make an RR vs. caster levels.
- 40. Mist Form** – The spell allows the caster to transform his body into a cohesive ball of mist. The caster is aware of his surroundings and can fly at his normal walking speed. The caster can alter his shape so that he can seep through cracks in walls and under doors, etc. The caster can not physically affect the world while in this form, except through spells from this spell list and the Elemental Water spell list. While in this form, the caster can only be affected by water-destroying spells, and Heat criticals are rolled on the Slaying Critical Strike Chart.
- 50. Elemental Water Mastery** – Caster may cast any of the spells on this list below 30th level once per round without expending any additional power points.

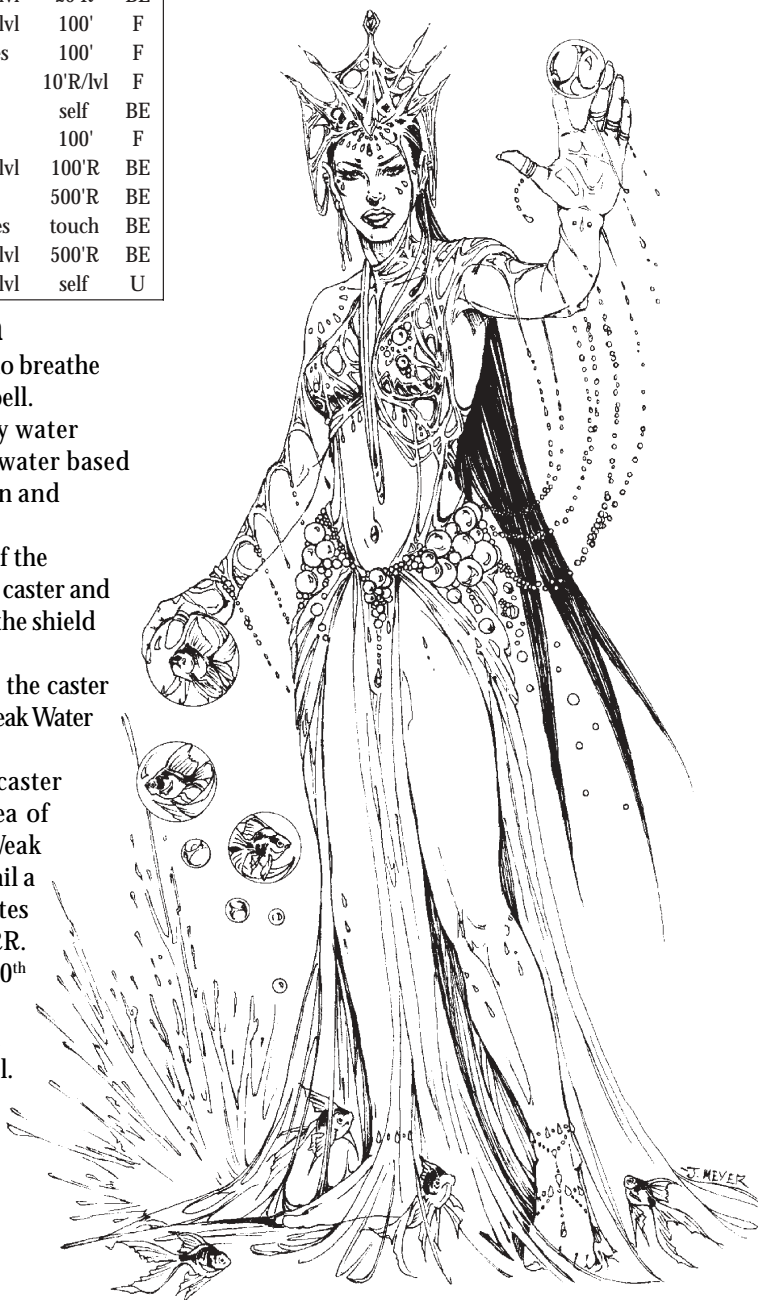
Water Manipulation					
Lvl	Spell	AoE	Duration	Range	Type
1.	Underwater Breathing*	caster	1min/lvl	touch	U
2.	Detect Element •	caster	C	10'R/lvl	U
3.	Water Shield	caster	1min/lvl	self	E
4.	Control Weak Elem	1 target	C	10'R/lvl	F
5.	Repel Weak Elemental	varies	1rnd/lvl	100'	F
6.	Water Movement	caster	1min/lvl	self	U
7.	Self Preservation	caster	1rnd/lvl	self	U
8.	Increase/Decrease Volume	Special	1 day/lvl	100'	E
9.	Lesser Absorption	1'R	1min/lvl	100'	BE
10.	Repel Strong Elemental	varies	1rnd/lvl	100'	F
11.	Control Strong Elemental	1 target	C	10'R/lvl	U
12.	Counter Pressure	caster	10min/lvl	self	U
13.	Elemental Healing	caster	varies	self	E
14.	Lesser Water Field	50'R	1rnd/lvl	25'R	BE
15.	Repel Greater Elemental	Varies	1rnd/lvl	100'	F
16.	Banish Elemental	1 target	varies	100'	F
17.	Control Greater Elem.	1 target	C	10'R/lvl	F
18.	Minor Absorption	10'R	-	self	BE
19.	Disintegrate Elem.	1 target	-	100'	F
20.	Greater Water Field	100'R	1rnd/lvl	100'R	BE
25.	Greater Absorption	30'R	-	500'R	BE
30.	Safe Passage	1 vessel	Varies	touch	BE
40.	Superior Water Field	250'R	1rnd/lvl	500'R	BE
50.	Water Manip. Mastery	caster	1rnd/lvl	self	U

Water Manipulation

- 1. Underwater Breathing*** – Caster is able to breathe water, but not air, for the duration of this spell.
- 2. Detect Element** – Caster can sense any water sources, creatures or items imbued with water based abilities within the spells radius. Direction and distance are known.
- 3. Water Shield** – Creates a magical shield of the caster's element, which floats in front of the caster and confers a DB of 25. If used in a Shield Bash the shield will deliver an additional Impact critical.
- 4. Control Weak Water Elemental** – While the caster concentrates he can completely control one Weak Water Elemental creature (target receives a RR).
- 5. Repel Weak Elemental** – While the caster concentrates, Weak Elementals in the area of affect who fail a RR cannot leave and Weak Elementals outside the area of effect who fail a RR may not enter. If the caster concentrates on one specific Elemental it receives no RR. (Weak Elementals should equate to about 10th level creatures).
- 6. Water Movement** – Caster can move and perform normally as if not underwater at all. Note: This spell does not give the caster the ability to breath underwater.

7. Self Preservation – Caster is immune to the effects of his own attack spells for the duration of this spell. For example, the caster would not be caught or caused harm in a whirlpool of his own making. However, he could drown in a second-hand flood caused by a large wave of his own making (which in itself would not harm him).

8. Increase/Decrease Volume – One small body of water has its volume increased or decreased. The effective water level raises or decreases by three inches, one day per level of the caster. Medium bodies of water have their level increased or decreased one by inch. These spells are cumulative.



9. Lesser Water Absorption* – Allows the caster to absorb elemental water force within a 1' radius of the caster's body. This absorbed elemental energy may be used in one of two ways: 1) For every point of damage the caster would normally have taken he will gain one Power Point. 2) For every point of damage the caster would have taken he gains one point of Concussion Hits. Caster may not exceed normal maximums through this spell.

10. Repel Strong Elemental – Same as *Repel Weak Elemental* except that it will also affect Strong Elementals. Weak Elementals receive a penalty of -20 to their RR's (Strong Elementals should equate to about 20th level).

11. Control Strong Water Elemental – While the caster concentrates, he can completely control one Strong Water Elemental creature (target receives a RR). Weak Elementals receive a penalty of -20 to their RR's.

12. Counter Pressure – Counters the pressures of deep water. Target does not suffer any ill effects from deep water for the duration (i.e. their body won't be crushed by the pressure).

13. Elemental Healing – With this spell the caster can heal damage to himself. The caster must first cast Underwater Breathing from the Elemental Water spell list and submerge himself entirely in water. After several minutes (GM's discretion based on the extent and type of injuries or illness) the caster is healed and may surface.

14. Lesser Water Field – Creates an elemental field that effects spells of the same "type" as the field (water). When a caster is within the radius of the field such a spell is treated as being two levels lower than it actually is for the purposes of spell casting (i.e., PP's, preparation, ESF, etc.). While in the field, casters of other elemental type spells have the level of those spells increased by one. Only one given field of the same type may be in effect in an area and if more than one field is in effect they will cancel each other out (until one or the others duration expires).

15. Repel Greater Elementals – Same as *Repel Weak Elemental* except that it will also affects Greater Elemental Creatures. Strong Elementals receive a penalty of -20 to their RR's. Weak Elementals receive a penalty of -40 to their RR's (Greater Elementals should equate to about 30th level).

16. Banish Elemental – This spell will banish an elemental to its own plane for one year per 5% failure on its RR.

17. Control Greater Water Elemental – While the caster concentrates he can completely control one Greater Water Elemental

creature (target receives a RR). Strong Elementals receive a penalty of -20 to their RR's. Weak Elementals receive a penalty of -40 to their RR's.

18. Minor Water Absorption* – Same as *Lesser Water Absorption** except that it allows the caster to absorb elemental water force within a 10' radius of the caster's body. For every point of damage anyone within this spell's radius would have taken the caster gains one point of Concussion Hits. Caster may not exceed normal maximums through this spell.

19. Disintegrate Elemental – If the target makes its RR by 50 or more points it takes no damage. For every percent less it will take an equal percent off its current hit total. If the elemental fails it's RR by 50 or more it is utterly destroyed.

20. Greater Water Field – As Lesser Water Field, except that elemental spells of the same type are treated as 5 levels lower than normal, and spells related to other elements are treated as being 2 levels higher for casting.

25. Greater Water Absorption* – Same as *Lesser Water Absorption** except that it allows the caster to absorb elemental fire force within a 30' radius of the caster's body. For every point of damage anyone within this spells radius would have taken the caster gains one point of Concussion Hits. Caster may not exceed normal maximums through this spell.

30. Safe Passage – Whatever waterborne vessel the caster is on will enjoy safe passage to its next destination. This provides protection against natural non-magical dangers only (such as rogue waves, water spouts, hurricanes, rapids on a river, etc).

40. – Superior Water Field – Same as *Lesser Water Field*, except that elemental spells of the same type are treated as 10 levels lower than normal, and spells related to other elements are treated as being 4 levels higher for casting.

50. Water Manipulation Mastery – Caster can use any one spell below 30th level (on this list) each round.



WARRIOR PRIESTS

Paladins, and variations of them, have long been a recurring theme throughout the history of gaming. Entire sets of Paladins have been published for a single system representing various beliefs, alignments, or whatever form of categories they were broken down into. "Holy Warriors" are the sword arm of the faith they belong to, the god they pray to, or the ideal they represent. The possibilities are almost endless. They are not Priests of the Church, but are the Soldiers. Paladins, Templars, Holy Warriors, Crusaders, Champions, whatever you want to call them... they will almost always be a Semi-Spell User in regards to their skill and abilities. I like to call them the Warrior Priests.

It's easy to create a group of Semi-Spell using Holy Warriors that appear very similar. Like most soldiers, they are going to have some common themes in ability and skills. We can differentiate Holy Warriors, by adjusting their skills, abilities and purposes.

The **Monk** is an excellent example of a potential Holy Warrior. A Character doesn't have to be wearing a hundred pounds of armor and wielding a sword and shield to be recognized as a full fledged militant representative of its god(s). As a matter of fact, in many cultures and in many histories Monks *are* the Holy Warriors of their faith. Check out this link for a Channeling Monk (the Shaolin Monk) variant published in the March, 1999 issue of *The Guild Companion* that uses some customized spell lists different then those included in the *Channeling Companion*. It is very much the "Paladin" of Monks for RMSS:

<http://www.guildcompanion.com/scrolls/1999/mar/chanmonk.html>

MONSTER HUNTERS

Monster Hunters are always a popular theme in various settings, whether in a Hollywood movie, a book, or a "setting" that you might find in more then one game system. In a world that contains Vampires, Werewolves, or any number of nasty and unnatural beasts running around it's nice to have a group whose life's work is to rid that world of them. They are the "Van Helsing" Church-Knights of the land. If there's something dark and mysterious feeding on the local population, this is the Semi for the job.

You can use the Mythic template for this Semi, as their vocation might lend a little to being quiet and sneaky on occasion. However, if straightforward killing is your style, the Semi-Spell Using Priest Template or the Paladin would work just fine because potential talents and flaws can depend on the specifics of the creature(s) hunted. If the Knight is accomplished at hunting one form of beast—Werewolves, for example—then the Bane talent and the Animal Bane flaw against wolves might be appropriate.

The Faith's Shield spell list is a good defensive choice, since the Knight would frequently be hunting a singular beast. Holy Defenses is a good all-around defensive list, providing protections from more then one foe at a time, possible help for innocent bystanders, and even a little defensive reinforcement for structures if needed. The Holy Weapon list is an obvious choice for anyone combating "evil" foes. Horse Mastery can often prove useful since many "beasts" to have a faster movement rate then the Knight on foot. Being able to fight effectively from horseback is essential. Hunting Mastery provides a longer range attack option that normally would not be associated with a "Paladin-like" character. But when you're fighting Werewolves or worse yet, a Vampire which might be able to fly, such an ability would come in very handy. The Hunter gets down to specifics, letting the Knight gain a bit of footing on something unique that might otherwise normally outclass a "mere mortal's" abilities.

Generic: Monster Hunter	
Profession Bonuses	
Armor Group	+10
Lore Group	+5
Power Point Development	+5
Body Development	+10
Spell Group	+10
Weapon Group	+10
Spell List Picks	
Faith's Shield (Channeling Companion)	
Holy Defenses (Channeling Companion)	
Holy Weapon (Channeling Companion)	
Horse Mastery (Channeling Companion)	
Hunting Mastery (Channeling Companion)	
The Hunter (Channeling Companion)	



LORD CRUSADER

The **Lord Crusader** is one of the leaders of large-scale battles. The template for this Priest variant could be filled using either the Semi-Spell User Priest template or the Paladin template. Looking at the talents and flaws in the core rules, Knighted is a possibility, along with the various levels of the Commanding talent. Look of Eagles and Sharp Eyes are also logical picks. There are no flaws that jump out for this character concept, so choose flaws suited to the character's background history.

Appropriate spell lists for the Lord Crusader include: Inspiring Ways (from the Paladin base lists) and Crusade is for directing the army and battle. Divine Aura provides some personal defense and also a "symbol" of power on the battlefield. Holy Wrath is for personal offense if the leader is caught in battle. Horse Mastery is for moving about the battle quickly and charging attacks. Spiritual Vision is to attempt to "foresee" the future during the battle and to help to make wise.

Lord Crusader	
Profession Bonuses	
Armor Group	+10
Lore Group	+5
Power Point Development	+5
Body Development	+10
Spell Group	+5
Weapon Group	+15
Spell List Picks	
Inspiring Ways (Paladin Base List)	
Crusade (Channeling Companion)	
Divine Aura (Channeling Companion)	
Holy Wrath (Channeling Companion)	
Horse Mastery (Channeling Companion)	
Spiritual Vision (Channeling Companion)	

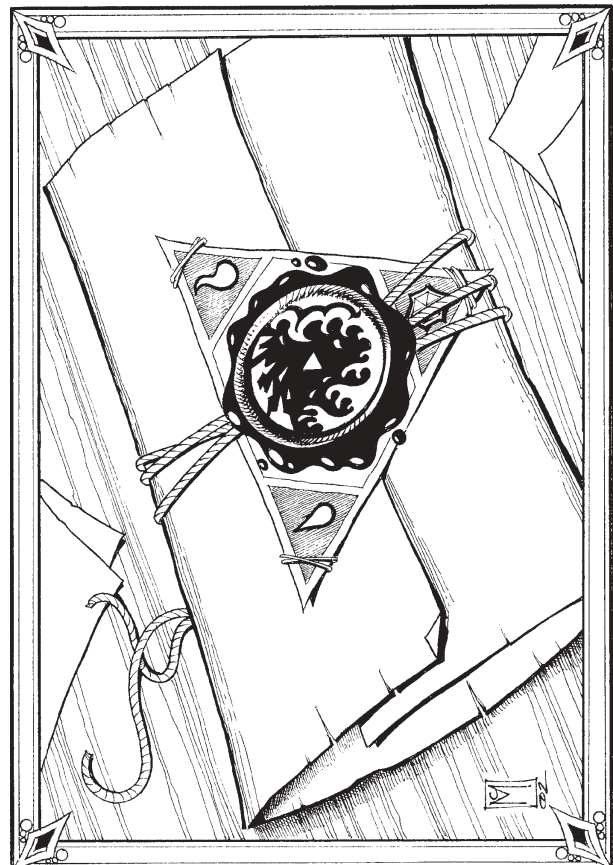
SISTERS OF EISSA

Shadow World has a group known as the Sisters of Eissa (only female members are allowed) whose members are not permitted to kill except in self-defense or to protect other devout followers. Their temples are places of peace and healing. The Sisters are a nonviolent order and this branch of the order exists only for the defense of churches, temples, and those belonging to the church—possibly a "bodyguard" for a high ranking official within the church that does not want a non-Sister filling the role. As such, their spell selection is almost wholly defensive, and Warrior-Priestesses are fairly rare in the order.

The Semi-Spell User Priest template would work well for this Priest since it is more generic in talents and skills. A character based on this variation would have some obvious potential flaws if run as a Player Character. Chivalrous and passive are two flaws from the core rules that would work well.

Suitable spell lists for the Sisters of Eissa include: Holy Healing (from the Paladin base lists), Divine Aura, Divine Magic, Faiths Shield, and possibly Holy Defenses. While offensive lists could be useful, the entire point of the Sisters is to protect others and a strong defense will ensure that the sister remains standing when those around her may fall, enabling her to protect her faith's followers that much longer. Holy Symbol is the one list that has some offense to it, but this offensive ability can often be used in a defensive manner to help protect those around her.

Sisters of Eissa	
Profession Bonuses	
Armor Group	+10
Power Point Development	+10
Body Development	+5
Spell Group	+15
Weapon Group	+10
Spell List Picks	
Holy Healing (Paladin Base List)	
Divine Aura (Channeling Companion)	
Divine Magic (Channeling Companion)	
Faith's Shield (Channeling Companion)	
Holy Defenses (Channeling Companion)	
Holy Symbol (Channeling Companion)	

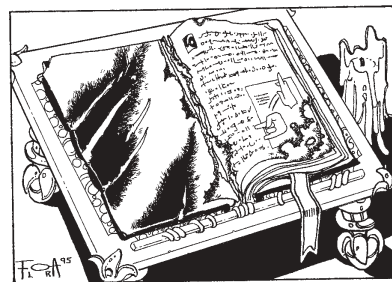


BROTHERS OF THE EARTH

The Brotherhood of the Earth from the *Cyradon* setting for **HARP** is an example of a holy order that a ranger might belong to. The philosophy of the order is to respect nature. The order teaches that while one does not need to be a vegetarian to show reverence for animal life, killing for sport or other wasteful purposes is evil. While the order does mundane work, such as teach agricultural skills to locals, it stands to reason that they would have wardens or guardians of nature. What many would consider the very definition of a Ranger could very well be the Paladins of the forests.

Obviously, the Ranger template would be almost ideal for this profession. The list of relevant talents and flaws for this concept are long: Animal Friend, Animal Empathy, Odor Masking, Outdoorsman, etc. There aren't many flaws that stand out in the core rules; however, Part Animal is one of the more dramatic Flaws that could easily be worked into such a character concept.

Useful spell lists include: Nature's Summons, Nature's Way, Path Mastery, Land Forms and Holy Defenses. If chosen, The Hunter is a spell list that should be modified. Normally the list would be for hunting a specific creature or being. For the Brotherhood of the Earth, the list should redefine the targets as those whose intent is to harm the environment the ranger is protecting.



Brothers of the Earth

Profession Bonuses

Awareness	+10
Body Development	+10
Outdoor	+15
Subterfuge	+5
Weapon	+10

Spell List Picks

Nature's Summons (Ranger Base List)
Nature's Way (Ranger Base List)
Path Mastery (Ranger Base List)
Holy Defenses (Channeling Companion)
The Hunter (Channeling Companion)
Land Forms (Channeling Companion)

MAGIC ITEMS

GREATER ELEMENTAL SWORD (BASTARD SWORD +10*)

The Greater Elemental Sword embodies the powers of all of the elements. The following guidelines may also be used to create normal Elemental Swords, as the process of activating their powers is the same, but is limited to a single element.

The Elemental Sword can be wielded as a one or two-handed weapon and is of Laen. The Greater Elemental Sword is a chaotic mixture of each element active within it. The sword has a limited intelligence, meaning that it imparts knowledge to the wielder and can also interpret the wielder's intentions when the sword is in hand. Once a wielder becomes attuned to the weapon they can activate any the sword's powers by thought. The knowledge imparted to the weapon's wielder will be a vague knowledge of how to power the weapon and how to trigger a power once it's activated.

When found the Greater Elemental Sword will "merely" be a +10 weapon, albeit an unbreakable one. Its powers manifest themselves as the weapon is exposed, in various ways, to the various elements. Unknown to many,

the level of power which the sword is capable of, and the length of time that power is active, is directly related to the type and duration of elemental exposure. For example, combating a Fire Elemental for several minutes might temporarily activate a Lesser or Minor Fire power on the weapon, but killing a Fire Elemental may activate a Major Fire power. However, bathing the sword in a pool of fresh molten lava may awaken all the Fire powers for a period of years. It will be up to the GM to determine the level of power and duration of any activated abilities. Activating a certain power level will automatically activate all lower power levels as well.

Naturally the GM can alter the requirements to make them easier or harder to attain, but here are some basic suggestions on how to activate various power levels:

LESSER

There are many ways to temporarily activate the Lesser powers. Some possibilities include: placing the weapon in a fire, plunging it into the snow, sharpening it with a piece of flint, tying it to a windmill, submerging it in water, etc.

MINOR

Activating Minor powers requires placing the weapon in specific locations for a matter of days (at least four or more). Some of these locations can include a blacksmith's kiln, freezing the weapon in solid ice, burying it in the ground, placing it in a location with natural constant winds, leaving it sunken in a lake, etc. This kind of "charge" lasts for a few weeks.

MAJOR

Major powers are activated by killing the appropriate type of elemental creature. The strength of the creature would also determine the length of time the power would manifest itself. Major powers activating for 2 weeks for each level that the elemental creature had is common. Each Major power activated will also add +5 to the weapon's magical bonus. If all five Major powers are activated the weapon will gain an extra +5 in magical bonuses.

GREATER

Greater powers are activated epic events. Killing an elemental Dragon would activate a Greater power. Bathing the weapon in the fresh lava of an erupting volcano would be a good example of an event also activating a Greater power of Fire. A hurricane or tornado might be appropriate for Air, a tsunami or whirlpool for Water, an earthquake or mountain-slide for Earth, etc. An event such as this will power that element of the weapon for many years. Each Greater power will add another +5 to the weapons magical bonus (resulting in a +10 for that particular element). If all five Greater powers are activated the weapon will gain an extra +10 in magical bonuses.

Elemental Swords focusing on a single element will start as a +5 weapon and each power, Lesser through Greater, will each grant an additional +5 bonus. While easier to attain bonuses initially, the weapon does not have the potential that the Greater Elemental Sword has).

CONSTANT POWERS

- Unbreakable
- Low Intelligence

CHARGED OR ACTIVATED POWERS

Fire

- Lesser:
 - Secondary "Fire" critical: Weapon inflicts a secondary "Fire" critical two severities less up to 10 times per day.
- Minor:
 - Fire Aura: Five times per day for up to 10 minutes for those engaged in combat, or closer than 10' from the caster, will suffer an 'A' "Fire" critical each round.

- Major:
 - +5 Magical Weapon Bonus*
 - Fireball: Five times per day the wielder can make a Fireball attack using the current bonus as the attack modifier.
- Greater:
 - +5 Magical Weapon Bonus*
 - Fire Absorption: Once per day the weapon will protect its wielder from 20 points of fire damage per round for up to 10 minutes.

Ice

- Lesser:
 - Secondary "Cold" critical: Weapon inflicts a secondary "Cold" critical two severities less up to 10 times per day.
- Minor:
 - Ice Shield: Five times a day for up to 10 minutes a magical shield appears that protects the caster a Full Shield (+30) which does not require the use of a hand. The shield is effective against up to two foes within roughly a 120 degree arc.
- Major:
 - +5 Magical Weapon Bonus*
 - Ice Bolt: Five times per day the wielder can make an Ice Bolt attack using their current OB with the weapon.
- Greater:
 - +5 Magical Weapon Bonus*
 - Freeze: Once per day target must make a RR vs. Magic (at -50) or be frozen in place (encased in ice) for one round per 5 points of failure.

Earth

- Lesser:
 - Crush: Weapon can inflict x1.5 concussion damage 10 times a day upon a successful strike.
- Minor:
 - Stoneskin: Five times per day for up to 10 minutes, the wielder is protected as if wearing AT12 and suffers no penalties.
- Major:
 - +5 Magical Weapon Bonus*
 - Cut: Weapon can cut through earthly materials (packed dirt, stone) like a hot knife through butter.
- Greater:
 - +5 Magical Weapon Bonus*
 - Fissure: Once per week the wielder can create a great crack in the earth, measuring 100 feet long, 50 feet deep and 30 feet wide.

Air

- Lesser:
 - Deflection: Ten times per day the wielder can cast "Deflections" and apply a -100 penalty to one visible missile attack. (100' range)
- Minor:
 - Bladeturn: Ten times per day the wielder can cast "Bladeturn" and apply a -100 penalty to one visible melee attack. (100' range)
- Major:
 - +5 Magical Weapon Bonus*
 - Spellturn: Ten times per day the wielder can cast "Spellturn" and apply a -100 penalty to one directed spell attack. (100' range)
- Greater:
 - +5 Magical Weapon Bonus*
 - Fly: Five times per day the wielder can fly, moving at a rate of 100" per round.

Water

- Lesser:
 - Condense: Weapon absorbs moisture from the air, ground, or from any number of sources. If collected in a container or vessel it will be enough to sustain the weapon's owner on a daily basis. It will also purify or remove poisons from liquids.
- Minor:
 - Waterwalking: Wielder can move across water as if it were solid land.
- Major:
 - +5 Magical Weapon Bonus*
 - Waterbreathing: Wielder can breathe underwater.
- Greater:
 - +5 Magical Weapon Bonus*
 - Wave: Once a day causes a wave of water to move away from the caster across the surface of a body of water. The wave is large enough to upset large boats and give swimmers a -100 to their Swimming maneuvers.

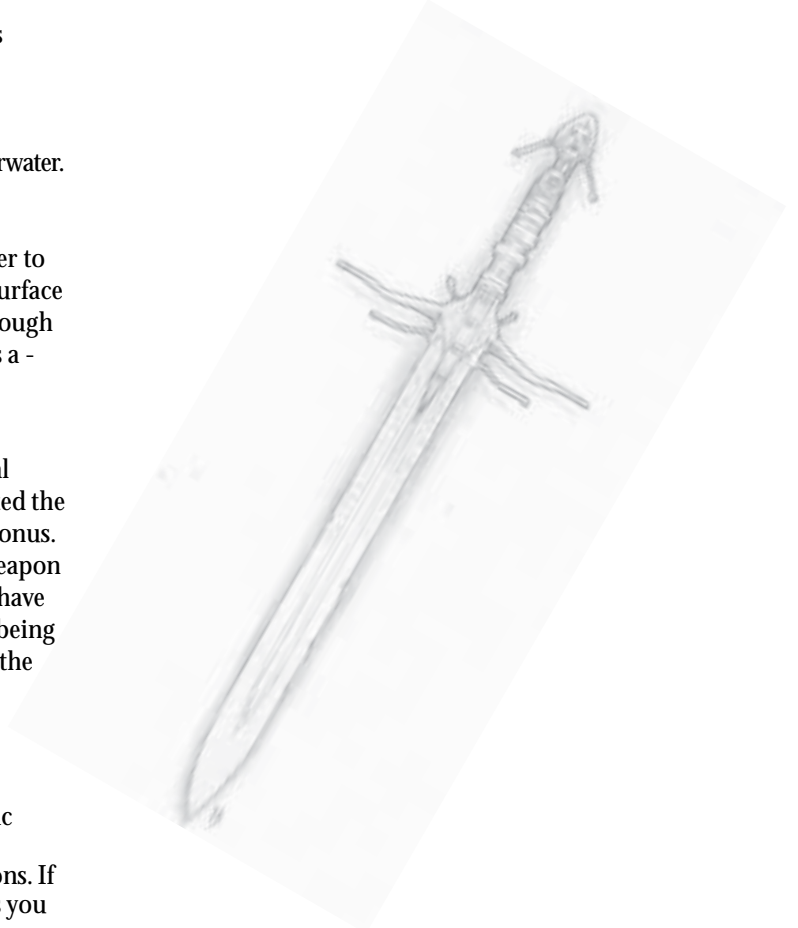
***Special Bonuses:** If all five Major Powers are activated the weapon gains an additional +5 Magical Weapon Bonus. If all five Greater Powers are activated the weapon gains an additional +10 Magical Weapon Bonus. In the end, if all Greater powers are activated, the weapon will be a +75 weapon. You have the initial +10, you have +5 for each Major power and the +5 of all of them being active and you have +5 for each Greater power and the +10 for all of them being active.

Recommended (Optional) drawback:

The one optional (GM choice to use or not) drawback of this weapon is that as it has a very basic intelligence (rated as: Low Intelligence) and has the potential to initiate a Will Contest in certain situations. If you want to make it more dangerous for characters you can raise the intelligence level of the weapon.

At times the weapon will want to absorb nearby elemental power. Simply having a camp fire or stream nearby will not trigger this desire, but the presence of an Elemental of some form could. If a powerful source is close the weapon will surely draw the player towards it. This could be a useful tool in directing a player towards sources, but at times could become a serious problem. For example: what if the player doesn't *want* to fight that fire-breathing one hundred foot long dragon in the cave nearby? The sword is drawn to the power, like a moth to flame, and doesn't grasp the concept that its wielder would surely perish in the task. How about that "eternal elemental flame" in the city square that was created by a powerful wizard to honor fallen heroes? Imagine the power a spell of that magnitude would allow the sword to absorb...but the character would probably be in hot water with the city for destroying it.

The weapon's modifier for the contested roll is -21 (yes, that's a negative). A Will Contest chart and rules can be found in the *Treasure Companion* and the *Channeling Companion* but I included a slightly customized one here for this weapon in particular based on them. Simply put, a character would total his from his Empathy, Intuition, Presence, Reasoning, and Self Discipline stats, then add in the weapon's modifier and make an open-ended roll on the chart. If the character does poorly the item may force the player to do its bidding.



WILL CONTEST TABLE	
(-50) or less	Sword masters the character. The character is completely under the sway of the weapon and will pursue its purpose to the end, even fighting friends that get in the way of its goal. The character suffers a permanent -25 penalty to all future Will Contests with this item. Controlled characters will not voluntarily be separated from the weapon. (Note: Killing a friend will initiate another Will Contest).
(-49)-35	Sword is in control of the character. The character is influenced by the weapon. He attempts to convince the party that what it wants is in everyone's best interest. Controlled characters will not voluntarily be separated from the sword. The next Will Contest with this item suffers a penalty of -25. (Note: Another Will Contest will may be initiated under certain circumstances, usually when separated from the weapon, or some traumatic experience is caused by the items desires).
36-50	Character is struggling. Although presently influenced by the sword, the character realizes that his mind is being influenced and makes a valiant effort to resist the item. The effected character may immediately initiate another Will Contest (with no extra modifications). Character must now initiate a Will Contest to use powers on the weapon that require activation.
51-75	Item gains. The sword is gaining influence over the character. Although not compelled to comply the character feels biased by the weapon's desire to absorb elemental power. Friends may notice a change. The next time a Will Contest occurs with this sword the wielder suffers a penalty of -10.
76-125	Contest is in question. The struggle is still undecided. For the moment the character may wield the sword as he desires. The character may not even be aware that a Will Contest has taken place.
126-150	Character gains. Character is gaining influence over the sword. Although not compelled to comply the item is biased by the character's will. For the moment the character may wield the weapon as he desires. The next time a Will Contest occurs with this item, it wielder gains a +10 bonus.
161-165	Item struggling. The sword makes a strong effort to resist the character, but it remains under the control of the character. The weapon may initiate another Will Contest immediately (with no extra modifications).
166-249	The sword falls under the strong influence of the character. The character may wield the item as he desires. The weapon will begin to act in accordance with the character's desires, although the control is not absolute. The weapon receives a taint through interaction with the PC. The item may initiate another Will Contest under certain circumstances (GM's discretion). The next time a Will Contest occurs between the weapon and character the wielder receives a +25 bonus.
250+	The sword is completely under the control of the character. It is overcome by the characters influence and obeys his will. The character receives a permanent modifier of +25 to all future Will Contests with the sword.



Vicar (Broadsword/'weapon' +25)

The Vicar broadsword is decorated with designs that relate to healing and life. The hilt has a "Tree of Life" design with the tree's "head" as the pommel, which is covered with tiny green leaves. The grip is the tree trunk, which appears to be real bark. The roots of the tree entwine the quillion, (the crossbar), and continue down the blade.

The symbol for medicine or healing is incised at base of the blade (in modern times this would often be represented by the intertwined snakes around a winged staff). The roots of the tree seem to emerge from within the blade to shape the design.

If the blade is examined by an accomplished alchemist or a sufficient "Delving" type spell is used, it reveals that the hilt can actually be removed and attached to any prepared weapon's tang of the proper quality, resulting in the exact same magical weapon in a different form. When disengaged from a blade, the hilt's roots are fully visible. When attached to a new blade, they will grasp that blade and they will "grow" into the blade. This means that the weapon could take any form you, the GM want it to take when the PCs discover it.

Constant Powers

- Total bleeding is reduced to 1 hit per round. Spells and criticals that cause Bleeding appear to function when inflicted, but the wounds close as soon as the wielder of the weapon has lost a single hit through the bleeding.
- Wielder regenerates hits at a rate of 1 Concussion Hit per minute. This effect will eventually bring the character back from death if the sword is still in contact with the owner. This power is incapable of re-growing limbs (i.e. decapitation is death). Severed limbs may, however, be reattached within ten minutes of being severed (with the exception of the head). Reattaching a limb reduces the character's Constitution by 1 point permanently.

Charged or Activated Powers

Charged powers require a certain number of charges to activate. Using such a power temporarily reduces the weapon's total number of charges by the number of charges required to activate the power. The charges regenerate at a rate of one charge per half day (1 every 12 hours or 2 per day in a standard 24 hour day). This sword normally has 100 charges.

Power A: Cure Poison

Charges: 1

Duration: Permanent

Description: Wielder is cured of any one poison inflicted or ingested in the last ten minutes. If the poison is life-threatening or the wielder is unconscious the effect is triggered automatically. When triggered the snakes on the weapon's hilt or haft animate and bite the hand of the wielder, thereby absorbing the poison into the weapon and neutralizing it, and inflicts one point of damage.

Power B: Leech

Charges: 5

Duration: 10 minutes

Description: Wielder adds 20% of the damage he does to an enemy with this sword to his own concussion point total. The total hits may not exceed the character's maximum total.

Power C: Vicar

Charges: 1 per level of spell used

Duration: Varies

Description: The weapon is capable of storing up to 50 levels worth of Healing spells. These spells can then be recast through the weapon by the wielder, but only by actually striking the intended target of the spell. Characters need not normally be able to cast these spells themselves, as they can be cast into the weapon by others. Upon "re-casting" the spell it performs as intended once such a spell is successfully cast, costing 1 charge per level of the spell being cast. In the case where a spell's end result is partially determined by the caster's level or skill, use the spell's level.

It is capable of storing reversed healing spells, but will only do so when the wielder is the actual target of such a spell. To store such an incoming attack the character must effectively "parry" the spell. These stored reversed spells may only be recast on the original caster of the spell and will disappear from storage once the battle is over.

Recommended Drawbacks

- While in possession of this weapon the wielder permanently loses a single constitution point, which is stored within the weapon. This is what enables the weapon to regenerate the character back from death.
- Wielder cannot know or attempt to learn any spells dealing with direct destruction of life (Harm, Bleed, Wound, etc) or the creation of Unlife. Nor can the wielder possess any items, scrolls, potions, etc that have similar effects.

Optional Drawbacks

- The weapon will not function for an individual who has slain any of the weapon's owners.
- This can be the only weapon the wielder possesses.
- Weapon does only temporary damage (although it appears as real to the target).

Mist Armor (Magical Armor +10)

This "armor" appears to be a thin suit of eel or shark skin that is slightly damp or clammy to the touch. When donned, it molds itself to the body of the person wearing it. When the "Mist" power is activated the wearer will be surrounded by a thick mist or fog approximately five feet in diameter.

Constant Powers

- Protects as AT4 (+10 DB) with no Moving Maneuver, Spell Casting or Quickness penalties.
- Allows an underwater-only creature to survive on dry land while the 'armor' is worn.

Activated Powers

- Mist: Five times per day for a duration of 10 minutes the wearer is surrounded by mist.
 - +10 DB "Blur" type effect (increasing the overall armor bonus to +20)
 - Resist Fire ability which grants a bonus of +20 RR or DB against Fire based attacks.
 - Inflicts 1d10 damage per round to purely fire based creatures (such as Fire Elementals) within a 5' radius of the wearer.
 - If the armor's current "Mist" activation has not expired it may be collected into a vessel for use as pure drinking water in enough quantity for one person for one day.

Recommended Drawbacks

- It takes a 50% action to activate and deactivate the armor.

Optional Drawbacks

- Cold based attacks have a "slow" effect on the wearer. The wearer is slowed by 50% for one round for every 10 points in "Cold" damage that the wearer suffers. The only way to remove the slow effect before it expires is to deactivate the mist and then reactivate it, and this is only if the Recommended Drawback is used, otherwise there is no way to remove the slow effect other than waiting it out.

