

SPELL LAW II

SNEAK PEEK

INTRODUCTION

Welcome to the Sneak Peek at the upcoming ICE product for both RMC and RMX, *Spell Law II*. In this product, we are planning on providing you with a dozen professions, plenty of optional rules for spell casting, and over 55 new spell lists!

The majority of the contents can be found spread out over the many issues of *Express Additions*, there are some new items as well.

PROFESSIONS

Spell Law II will contain 12 professions; 11 are from *Express Additions*. The last profession is the Druid. We have taken the old RM2 profession and updated him, making a few minor changes to some of his spell lists and giving him his own unique set of skill costs, so that RMC will now have its very own official Druid!

Here is a complete list of the professions included:

- **Beastmaster** - Combines his animal and outdoors skills with the realm of Mentalism.
- **Dabblers** - A stealthy individual who combines his subterfuge skills with the realm of Essence.
- **Druid** - Nature's staunchest ally, the Druid is a pure Channeling user to be reckoned with.
- **Mage** - Pure essence user with a much more flexible set of base lists.
- **Magent** - Spy or Assassin? The Magent combines subterfuge with the realm of Mentalism.
- **Mentat** - The Mentat is the realm of Mentalism's equivalent of the Mage. Very Flexible.
- **Paladin** - The champion of what is right and good, the Paladin is potentially very powerful foe.
- **Pathfinder** - This fellow goes where no man has gone before, and then leads others there as well. His outdoor and survival skills combined with the realm of Mentalism make him a formidable ally or foe.
- **Priest** - This fellow is devoted to his deity, and his spells lists will reflect that!

- **Ranger (Revised)** - A protector of nature, the often got the short straw in many ways. This revision of him makes him much better able to hold his own in the wilds of the world.
- **Runemage** - This pure Essence user is a master of words, signs, runes, and names. He is a powerful magic user in his own right.
- **Warrior Mage** - Combining the ways of combat with the realm of Essence, the Warrior Mage is a force to be reckoned with.



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OPTIONAL RULES

In addition to the professions, we have also collected all of the optional rules for spell casting in one location. We have also added a few new options that have not seen print before. We are sure that you will enjoy them!

The options include the following:

- **Alternate Realms** – guidelines on using certain professions with other realms of magic.
- **Arcane Magic** - the officially recommended option for including Arcane magic in your game.
- **Casting Level** – an option that makes the casting level of the spell dependant upon how many PP you use.
- **Cleric Spell Selection** – an option for expanding the spell lists available to a Cleric.
- **Extended Semi Base Lists** – an option providing guidelines for granting a semi-spell user a 6th base spell list.
- **Fast PP Recovery** – an option that allows for magic users to be more useful over the long term, without having to rely on PP Multipliers that often make them too powerful at higher levels.
- **Folios** – rules and guidelines for creating unique groups of spell lists for the Mage and Mentat to select their base lists from.
- **Incremental Casting Times** – a new option that bases the cast time of the spell on how many power points it uses in a more granular way than the *Irregular Casting Times* option. This option also does away with preparation rounds.
- **Irregular Casting Times** – an option that bases the casting time on how many PP are used
- **Limited Overcasting** – an option to allow for casting spells above one’s level, but in only a limited fashion.
- **Realm Lists** – an option that creates a new class of spell lists – base spell lists that are not attached to any specific profession. This allows them to be chose as base lists without being available as either Open or Closed spell lists.
- **Religious Orders** – this option does for Priests what the Folios option does for Mages and Mentats.
- **Semi Spell Pick Expansion** – this is an option that allows for semi-spell users to have a slightly expanded selection of spell lists.

SPELL LISTS

And to top off the book, we provide you over dozens of spell lists, including 4 Arcane spell lists that have been updated and made an official part of **Rolemaster Classic**.

And we finish off the sneak peek with 3 spell lists. Druid’s Peace is one of the Druid’s Base Lists, from the realm of Channeling. Mirages is one of the realm lists from the realm of Essence, and Path Finding is one of the base lists for the semi-spell using Mentalism profession of Pathfinder.

CHANNELING BASE LISTS	ESSENCE BASE LISTS	MENTALISM BASE LISTS	ARCANE LISTS
Animal Law	Air Law	Air Mastery	Bladerunes
Communion	Combat Illusions	Animal Ways	Earthblood's Ways
Druid's Peace	Combat Ways	Assassin Mastery	Entity Mastery
Druidstaff	Commanding Will	Beastmastery	Ethereal Mastery
Exorcisms	Concealment Mastery	Combat	
Holy Arms	Dark Law	Crystal Ways	
Holy Healing	Earth Mastery	Disguise Mastery	
Holy Shields	Glyphs	Escapes	
Holy Symbol	Influences	Gathering Secrets	
Inspiring Ways	Inscriptions	Healing	
Major Healing	Magestaff	Misdirections	
Nature's Forms	Magic Defense	Movement Enhancement	
Stone Mastery	Mechanisms	Path Finding	
Tree Mastery	Mirages	Pathfinder's Arms	
	Movement Mastery	Pathfinder's Movement	
	Nomenclature Mastery	Poison Mastery	
	Physical Manipulations	Sensing	
	Senses	Survival Mastery	
	Symbolism		
	Thieving Law		
	Warding Mastery		
	Warrior's Enhancements		
	Warrior's Weapon		
	Will of the Warrior		

DRUID'S PEACE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Calm I	1 target	1 min/lvl	100'	Fm
2)	Question	1 target	—	10'	Fm
3)	Calm II	2 targets	1 min/lvl	100'	Fm
4)	Hold Kind	1 target	C	100'	Fm
5)	Calm III	3 targets	1 min/lvl	100'	Fm
6)	Befriend	1 target	1 hr/lvl	100'	Fm
7)	Calm V	5 targets	1 min/lvl	100'	Fm
8)	Mass Anim. Calming I	varies	2 min/lvl	100'	Fm
9)	True Hold	1 target	C	100'	Fm
10)	Calm X	10 targets	1 min/lvl	100'	Fm
11)					
12)	Persuasion	1 target	1 day/lvl	1'/lvl	Fm
13)	Calm XV	15 targets	1 min/lvl	100'	Fm
14)	Shout Of Calm *	varies	1 min/lvl	50'	Fm
15)	Mass Anim. Calming II	varies	1 min/lvl	50'	Fm
16)	Earth Calm	10'R/lvl	1 min/lvl	self	F
17)	Lord Calm	varies	1 min/lvl	10'/lvl	Fm
18)	Lord Persuasion	varies	1 day/lvl	50'	Fm
19)	Long Calm	1 target	1 day/lvl	300'	Fm
20)	Mass Calm	varies	1 min/lvl	100'	Fm
25)	Calm True	1 target	P	100'	Fm
30)	Earth Calm True	100'R/lvl	1 min/lvl	self	F
50)	Battle Calm	50'R/lvl	1 hr/lvl	self	Fm

1. **Calm I** — Target will take no aggressive/offensive action, and will fight only if attacked.
2. **Question** — Target must answer one single concept question.
3. **Calm II** — As *Calm I*, except 2 targets may be affected.
4. **Hold Kind** — Humanoid target is held to 25% of normal action.
5. **Calm III** — As *Calm I*, except 3 targets may be affected.
6. **Befriend** — Target believes caster is a good friend.
7. **Calm V** — As *Calm I*, except 5 targets may be affected.
8. **Mass Animal Calming I** — Caster can calm a number of animals equal to their level.
9. **True Hold** — As *Hold Kind*, except it will affect any target.
10. **Calm X** — As *Calm I*, except that 10 targets may be affected.
12. **Persuasion** — Target is convinced of a single fact expressed by the caster (unless irrefutable counter evidence is given).
13. **Calm XV** — [RR Mod: -20] Allows Caster to calm up to 15 targets.
14. **Shout Of Calming** — All targets in radius must resist or they are calmed.
15. **Mass Animal Calming II** — As *Mass Animal Calm I*, except RRs are modified by -20 and the range is 10'/lvl.

16. **Earth Calm** — Within the radius, caster may “calm” a natural phenomena (quakes, storms, winds, etc).

17. **Lord Calm** — [RR Mod: -20] Allows Caster to calm up to 20 targets.

18. **Lord Persuasion** — As *Persuasion*, except that caster may persuade up to 20 targets.

19. **Long Calm** — [RR Mod: -20] Caster can calm any 1 target.

20. **Mass Calm** — Caster can calm a number of targets equal to their level.

25. **Calm True** — Caster can calm any 1 target.

30. **Earth Calm True** — As *Earth Calm*, except for the radius and the caster also may cancel a magically created natural phenomena.

50. **Battle Calm** — Caster calms everyone within the radius.



MIRAGES

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Light Mirage	10' R	10 min/lvl	100'	P
2)	Sound Mirage	10' R	10 min/lvl	100'	P
3)	Strike I	1 target	-	100'	Pd
4)	Smell/Taste Mirage	10' R	10 min/lvl	100'	P
5)	Feel Mirage	10' R	10 min/lvl	100'	P
6)	Presence Mirage	10' R	10 min/lvl	100'	P
7)	Light Glamour	1 object	1 day/lvl	50'	P
8)	Sound Glamour	1 object	1 day/lvl	50'	P
9)	Strike III	1 target	-	300'	Pd
10)	Feel/Taste/Smell Glamour	1 object	1 day/lvl	50'	P
11)	Unpresence I	1 target	10 min/lvl	10'	P
12)	Terrain Mirage I	1000' R	1 day/lvl	100'	P
13)	Mirage True	10' R	10 min/lvl	100'	P
14)	Strike V	1 target	-	500'	Pd
15)	Feel Mirage True	10' R	10 min/lvl	100'	P
16)	Terrain Mirage II	1000' R	1 day/lvl	100'	P
17)	Misfeel	1 target	10 min/lvl	10'	P
18)	Unpresence V	5 targets	10 min/lvl	10'	P
19)	Mass Glamour	1 target/lvl	1 day/lvl	50'	P
20)	Glamour	1 target	1 day/lvl	50'	P
25)	Unpresence True	1 target/lvl	10 min/lvl	10'	P
30)	Misfeel True	1 target	1 hour/lvl	10'	P
50)	Glamour True	1 target	P	50'	P

- Light Mirage** — Creates any simple immobile image or scene up to an area of 10' R. The visual aspects of the scene are really created (no RR) and detecting that it is an illusion can normally be accomplished only through spells or the use of a sense other than sight.
- Sound Mirage** — Creates any simple immobile set of sounds in up to an area of 10' R.
- Strike I** — Target is struck with the equivalent of a bare fist attack. This attack is invisible unless combined with the visual sense in an Illusion or Phantasm. The Directed Spell skill is used to develop skill in this attack. It does a Small attack on the *Martial Arts Strikes* attack table, and does Strikes criticals.
- Smell/Taste Mirage** — Fills the area with a set of immobile smells or with a set of tastes (i.e. anything eaten within the area has that taste). The sense aspects are really created (no RR) and detecting that it is an illusion can normally be accomplished only through spells or the use of the other senses. The caster has to decide which mirage to set when the spell is cast.
- Feel Mirage** — As *Light Mirage*, except that all the objects and surfaces in a 10' R area can be made to feel differently than they really are. Striking an object or surface will cancel one "feel aspect" for that object or surface. This spell allows surfaces and objects to be struck 1 time for every 3 levels that the caster has.
- Presence Mirage** — Creates a false presence, for the purposes of magical detections, in the area of effect.
- Light Glamour** — One object (up to 10 lbs per level) has its visual appearance altered for the duration of the spell. Note that no other aspect of the object changes.
- Sound Glamour** — As *Light Glamour*, except that the spell changes the sound of an object is altered.
- Strike III** — As *Strike I*, except for the range.
- Feel/Taste/Smell Glamour** — As *Light Glamour*, except that the caster can change the feel, smells, or taste of an object. The caster has to decide which to change at the time of casting.
- Unpresence I** — Target appears to have no presence to magical or mental detections.
- Terrain Mirage I** — The caster is able to change one aspect of the terrain within the area of effect in one way. The caster gets to designate in what manner the terrain is different. He could make smooth ground feel rocky, rocky ground feel smooth, make an open field look thickly forested, or make an open field sound like a rustling forest, he could make a forest smell like an ocean, etc.
- Mirage True** — This spell combines the effects of a *Light Mirage*, a *Sound Mirage*, a *Smell/Taste Mirage* and a *Feel Mirage* into a single spell.
- Strike V** — As *Strike I*, except for the range.
- Feel Mirage True** — As *Feel Mirage*, except that it may be struck once for each level that the character has.
- Terrain Mirage II** — As *Terrain Mirage*, except that the caster may change one aspect of the terrain for every 5 levels that he has. Thus, if the caster is 16th level, he can change 3 aspects, if he were 20th level, he could change 4 aspects, etc.
- Misfeel** — For the purposes of magical or mental detections, the target appears to be of any race and profession of the caster's choosing. The caster is also able to make the target appear to be up to 10 levels more or less powerful than they actually are.
- Unpresence V** — As *Unpresence I*, except for the number of targets.
- Mass Glamour** — As *Light Glamour*, *Sound Glamour*, or *Feel/Taste/Smell Glamour*, except for the number of targets. The caster must select which type of glamour he is using when this spell is cast.
- Glamour** — As *Light Glamour*, *Sound Glamour*, or *Feel/Taste/Smell Glamour*, except that all three spell effects are applied at once.
- Unpresence True** — As *Unpresence I*, except for the number of targets.
- Misfeel True** — As *Misfeel*, except for the duration.
- Glamour True** — As *Glamour*, except for the duration.

PATH FINDING

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Compass	caster	-	self	I
2)	Path Tale	caster	C	self	I
3)	Clear Path	5' R	10 min/lvl	self	F
4)	Hazard Sense	50' R	10 min/lvl	self	I
5)	Path Finding I	caster	-	self	I
6)	Path Sight I	caster	C	self	I
7)	Destination Sense	caster	10 min/lvl (C)	self	I
8)	Make Path	5' R	10 min/lvl	self	F
9)	Path Finding V	caster	-	self	I
10)	Bridge	10'x50'	1 min/lvl	10'	F
11)	Greater Hazard Sense	100' R	10 min/lvl	self	I
12)	Greater Path Tale	caster	C	self	I
13)	Path Finding X	caster	-	self	I
14)	Greater Make Path	10' R	10 min/lvl	self	F
15)	Path Sight II	caster	C	self	I
16)	Destination Sense True	caster	10 min/lvl	self	I
17)	Path Finding XV	caster	-	self	I
18)	Hazard Sense True	300' R	10 min/lvl	self	I
19)	Bridge True	10' x 10'/lvl	10 min/lvl	10'	F
20)	Path Finding True	caster	-	self	I
25)	Make Path True	10' R	P	self	F
30)	Path Sight True	caster	C	self	I
50)	Path Master	caster	1 hr/lvl	self	F

- 1. Compass** — Caster knows which direction is magnetic north.
- 2. Path Tale** — Caster acquires visual image of any user(s) of a given path, up to 1 hour in the past per level of caster. The vision is centered on the same point of the path that the caster is occupying.
- 3. Clear Path** — As the caster walks the path, the leading edge of the radius will clear the path of minor obstructions, even if overgrown. At the end of the duration, everything is returned to how it was originally.
- 4. Hazard Sense** — Caster is able to detect any danger (e.g. trap, ambush, natural danger, etc.) within the radius. Caster is not aware of the nature of the danger or how far away it is, only that it exists, and the general direction that it is in.
- 5. Path Finding I** — Caster learns the location(s) of any path(s) within 1 mile. This spell reveals the nearest point on the path, but not its course.
- 6. Path Sight I** — Caster may send his point of vision down any one path within 10'. He is able to move his point of vision along the path for up to 10 miles. His vision may move at a rate of 50 mph (75'/rnd). He is able to stop and rotate his point of vision at any spot along the path, but it cannot leave the path.
- 7. Destination Sense** — Caster must spend one minute concentrating on a goal/destination. Afterwards, for the duration of the spell, the caster will, when concentrating, know in which direction that goal or destination is in and feel a pull towards it. The goal or destination must be a person, place, or thing that the caster is very familiar with. The following chances for failing exist: Never seen goal (only described) = 50%; been briefly (1 hr) = 25%; Studied (24 hr) = 10%; Studied carefully (1 week) = 1%; Lived in (1 yr) = .01

% Failure means that the caster either cannot find the goal or that he heads in a completely wrong direction.

- 8. Make Path** — As the caster moves, the leading edge of the radius of this spell will open a trail before him, wide enough for a single person. Like the spell, *Clear Path*, this spell will move small obstacles from the path, or go around them. At the end of the duration, the path will close up, reverting to the form it had prior to being touched by this spell.
- 9. Path Finding V** — As *Path Finding I*, except that the spell will locate all paths within a 5 miles radius.
- 10. Bridge** — Caster creates a smoky crystalline bridge up to 10' wide by 50' long over an obstacle like a river or a chasm. This bridge will support up to 100 lbs of weight per level of the caster. It dissolves when its duration expires.
- 11. Greater Hazard Sense** — As *Hazard Sense*, except that the caster also learns distance and general nature (e.g. natural danger, trap, ambush) of the danger.
- 12. Greater Path Tale** — As *Path Tale*, except that the caster also hears any noises or sounds made at the same time as the visions.
- 13. Path Finding X** — As *Path Finding I*, except that it finds all paths within 10 miles.
- 14. Greater Make Path** — As *Make Path*, except that the path can be up to 10' wide if the caster desires it.
- 15. Path Sight II** — As *Path Sight*, except that maximum distance that a caster may send him point of vision is 100 miles, and his point of vision will travel at a rate of 100 mph (150'/rnd).
- 16. Destination Sense True** — As *Destination Sense*, except that the caster need not concentrate to know the direction or feel the pull of his goal or destination.
- 17. Path Finding XV** — As *Path Finding I*, except that it finds all paths within 15 miles.
- 18. Hazard Sense True** — As *Greater Hazard Sense*, except that the caster also knows the exact nature of the danger (e.g. quicksand, or an ambush by 12 orcs, etc.)
- 19. Bridge True** — As *Bridge*, except for the overall distance that the bridge may span and the duration of the bridge.
- 20. Path Finding True** — As *Path Finding I*, except that it finds all paths within 1 mile per level of the caster.
- 25. Make Path True** — As *Greater Make Path*, except that the duration of the path is permanent.
- 30. Path Sight True** — As *Greater Path Sight*, except the maximum distance for the caster to move his point of vision is the end of the path being followed, and the speed at which he may move his point of vision is 200 mph (300'/rnd).
- 50. Path Master** — Caster is able to use any one lower level spell from this list each round.