

Magestry 1.3 Rules Update

Please note that only major changes are mentioned in this document. Players should re-read individual skill and spell descriptions for their character since incantations and other minor things may have changed.

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General Rule Changes

If there is more than one creature effect affecting you, each point of healing removes the most recent one. It will be further clarified that each new attack of a particular creature effect will restart the duration, but only one life point of healing is required to remove each type of creature effect no matter how many times you were hit with it. The one exception to this is with creature effects that affect a particular limb; for those, one LP of healing is required for each affected limb.

It has been clarified that you cannot deal a Final Blow to a target that moves, whether it is dragged away or it squiggles around while it is bound. A creature is unable to be dealt a Final Blow unless it is unconscious (including sleep) or paralyzed. If a player allows a Final Blow to his character even if he is conscious and not paralyzed (as in the event that he is bound and has a sword to his throat or he is tied down to the chopping block), he will almost certainly get recognized for good role-playing.

It has been clarified that a Final Blow bypasses all remaining armor points.

Grades 1-3 are no longer exceptions to the rule that a character must have the prerequisites needed to buy a skill before he can learn it.

The *Teach* skill no longer allows you to teach grade 10 skills. That requires GM permission.

The Heroic Effect now adds 8 temporary life points (which cannot be stacked with any other temp LP) to a target's restored life point total instead of doubling his LP.

A character can have his Character Level temporarily raised by up to 8 levels to match up with the rule of 8. The spell *Level Drain* still only allows up to 4 levels to be gained with it, but levels from *Absorb Life Force* or the *Heroic Effect* can now stack atop them.

For purposes of consciousness, temporary life points are the same as natural life points. If someone is unconscious with OLP and has a Health spell cast on him, he will be conscious with 1LP. But a *Dispel Magic* or *Dampening Field* would make him go down again unless he regained at least one natural LP (he can even First Aid himself). This also means that *Morale* or *Mass Morale* will allow an unconscious person to regain consciousness with 4 temporary life points (but they will vanish in 10 minutes!).

Packet-based creature effects can no longer be parried or blocked by shields, but they can be dodged with improved dodge or blocked with *Spell Immunity*. They are now countered, in all ways, like spells.

The number of the Smash attack dictates the kind of parry or dodge needed to avoid it (just as for Crits).

No single person can benefit from more than one Heroic Effect in a single day.

It has been clarified that the use of *Alertness* does not allow a character to know that someone tried to hypnotize him or cast a psionic spell at him. Also, using *Resist Poison* does not make one aware that a food, object, or attack contained poison, and *Resist Disease* does not grant its user knowledge that it came into contact with a disease. Once hypnosis is over, the target remembers everything clearly, but he will not be certain that he was hypnotized (as opposed to subjected to a psionic spell) or even be sure of who it was that affected him. (e.g. A character that was charmed will remember really liking the person who charmed him, but he cannot be certain that that person was actually the one who hypnotized him or affected him with a spell.)

Scrolls or potions of reversible spells (such as *Open* or *Close Portal*) can only be one or the other. However, for elemental spells and alchemical potions that the caster chooses the energy type for, that energy type is chosen by the user rather than the creator.

The moving through a doorway rule has been scrapped. It has never been a problem and we don't want to entice people to do it. If someone is blocking a doorway that you want to get through, you have to take him out of it using the regular rules of the game.

Normal weapons and items that are broken during an event are automatically fixed between events (it is assumed that your character did it himself, had a friend help, or made some cash and paid someone). However, any item that requires extra materials to repair (like a silver weapon or magic armor) is not fixed between events unless you pay that material cost. In some cases, your character may not even be able to find the appropriate material between games, thus resulting in your item remaining broken at the start of the next game you play with that character.

While paralyzed or otherwise bound, a character is able to use any skill that is an Attribute, and *Improved Stabilize*, *Alertness*, *Mental Focus*, *Mental Empowerment*, *Mental Healing*, and any *Hypnotize* skill may also be used. It has been further clarified that a paralyzed creature may move its eyelids (blink, wink,

flutter, etc.) but may not move its eyeballs. No other in-game movements or sounds are allowed, and if you make any OOG movement or sound, you should clarify that it was OOG.

Any weapon that is longer than 45 inches requires the use of both hands to wield. This means that if one hand becomes unusable, so does the weapon.

Magestry will now consider allowing Latex and ActionFlex weapons. These weapons must meet all safety requirements (including no striking point smaller than an eye-socket and not being so light as to be considered an ultra-light weapon) and pass inspection before each event.

Upon death, all effects (not only magical ones) vanish unless their durations are Instantaneous (like *Cripple*) or Permanent (like *Bestow Curse*). Also, dying no longer makes your character forget any amount of time before he died. However, he will forget the last 10 minutes of his life upon returning from Death unless you are told otherwise by a GM.

It has been clarified that damage reduction does not stop weapon-based spells.

To mend a silver weapon with the spell *Mending*, 5 silver pieces must be consumed just as with normal repair of a silver weapon.

Neutralize Poison and *Remove Disease* now both have a base of "Touch or Packet" instead of "None."

The foot is now a legal target and it will be noted that hand, head, and crotch shots do not have to be counted, but it is good role-playing if they are when they happen accidentally. Of course, players will still be required to not aim for these areas.

No skill that is on the Miscellaneous Skill Table and is only purchasable once can be gained as a baggage skill. This means Nature loses *Wilderness Survival* and *Speak w/ Plants or Stone*, Spiritualism loses *First Aid*, Assassin loses *Stalking*, and Wood Warden loses *Gather Components*.

There is now a minimum travel cost of 5 copper bits. A character must pay at least 5 copper even if he is traveling less than 25 miles or using *Wilderness Survival*.

Wilderness Survival remained at 2 silver for a day of travel by horse after the cost of horse travel was raised, so the skill description now specifies that it gives a one silver discount for horse travel, making the new cost 3

silver per day of travel by horse for a character with *Wilderness Survival*.

A character using *Stalking* now has to pay for his travel while stalking a target. Now, in addition to declaring the number of days spent stalking, the player needs to declare the maximum amount of money he is willing to spend on it. The GM answering the response may allow the PC to stow away on a boat or steal a horse to keep following the target at a reduced cost, but he also may not. As this lessens the skill, it now costs only 30 SP.

Prerequisite for Legend Lore becomes *Gather Information* or *Knowledge (History)*.

The cost of *Appraise* is still 20 skill points, but now it does not increase with multiple purchases.

To avoid confusion, creature effects that mirror other 10-minute effects now last the full 10 minutes instead of only 5.

The disease *Sleeping Sickness* has been changed so that the victim sleeps for one-minute out of 10, then 2 out of 10, then 3, until, after 90 minutes, he falls asleep permanently. These durations are based on 10 rather than the 5 that they used to be based on.

Spells and skills that can only be used once per day cannot be absorbed, drained, or replicated by any effect. Abilities that are only usable once per day include *Great Stamina*, *Free Action*, *Astral Projection*, *Psychic Projection*, *Elemental Form*, *Spirit Walk*, *Vengeful Spirit*, *Vile Resurrection*, *Heroism*, *Meld with Sword*, and *Lycanthropic Form*.

Now that *Sworn Enemy* has changed to broader creature categories, it may be taken multiple times for the same creature type and the character will get more Crit 4s. *Improved Sworn Enemy* has vanished.

Sworn Enemy changes to *Favored Enemy* to match with *Favored Dimension* and the language of the Open Gaming License.

A Smash attack will bypass any immunity, even if delivered with a weapon of a type that the target has complete immunity to. However, Smash will not do anything to an intangible creature unless the smashing weapon's type can affect the creature. In that case, it is considered a regular *Crit* of its type.

Alchemy and Toxicology Changes

Learning a recipe no longer gives automatic knowledge of how to harvest the components needed for the recipe; alchemists and toxicologists will now have to learn component gathering methods by being taught individual the method for a component and paying the required skill point cost as described in the skill description for *Gather Components*. However, the harvesting method for up to 4 components may be taught with a single lesson (use of the *Teach* skill).

When *Gather Components* is taught, the knowledge of how to gather up to 4 common components may be taught in the same lesson.

It has been clarified that alchemical components expire between events (after one event) if not used.

Potion stacking now has the same rules as spell stacking: potions with durations longer than instantaneous cannot be stacked with other potions or spells of similar types. There will be a new skill called *Potion Stacking*, which will allow two potions or one potion and one spell of a similar type to be stacked upon one another.

Alchemical items that are thrown (like Alchemical Arrow, Alchemical Storm, and Itching powder) will now be represented in-game by a spell packet with the potion card tied to it.

Oil of Slipperiness and Oil of Stickiness can no longer be thrown; it can only be used as contact poison. If a poison can be thrown, it is either a powder or thrown in the same exact way as a packet-based spell (just like packet-based alchemical effects).

BP Changes

Updated BP chart

BP	Reward	Redeemable Per Event	Redeemable for a New Character
5	1 Skill Point	75	250
10	1 Silver Piece	400	1,000
25	1 Day Free Horse, Boat, or Ship Travel	No Limit	No Limit
75	1 Gather Information	150	150
100	1 Legend Lore	100	300
300	“Get Out of Death Free” Card	300	300
450	1 Free Event	450	450

Each character, starting now, is allowed no more than two Get-Out-of-Death-Free cards. In addition, the first

card purchased for a specific character will cost 300 Brownie Points, and the second will cost 500.

The amount of BP that are given for monetary donations will no longer be listed in the book since that will be subject to change.

New Skills

Resist Nature (now includes any type of *Entangle* spell), *Resist Psionics* (now includes any *Mind Control* spell), *Resist Spiritualism* (now includes any *Death Word* spell), and *Resist Fear* have been added to the Miscellaneous skill chart. They each have a cost of 30^. The cost of *Resist Magic* goes up to 50^ and the cost of *Resist Hypnosis* goes down to 30^. Each one can be acquired no more than 4 times, including as baggage skills. Plus, any levels gained from these skills now count toward the maximum of +8 resistance levels. A character can never resist anything at more than 8 levels higher than his natural character level.

There is now a new skill on the Miscellaneous Skill Chart called *Natural Armor*. It costs 40^ and gives the character one natural armor point. Natural Armor points are healed in the same way as life points (though only after all natural LP have been healed) and can even be regenerated. At sunrise, one Natural Armor Point can be restored in addition to the one life point. *Fast Healing* will not speed the process and there will be no skill to restore Natural Armor more quickly (except maybe as an Add-On). A character can benefit from Natural Armor points while wearing regular armor, like chainmail.

The skill *Identify Potion* is now making a comeback. It will be purchased at 10 skill points per grade just like *Enchant Potion* and *Scribe Scroll*. The first time you buy it, you can identify grade zero potions and toxins and the 10th time you buy it you can identify grade 9 potions and toxins. Grade 10 potions can only be identified by characters with 10 acquisitions of *Identify Potion* and the ability to make at least one grade 10 *Alchemy* recipe. Grade 10 toxins can only be identified by characters with 10 acquisitions of *Identify Potion* and the ability to make at least one grade 10 *Toxicology* recipe.

There is now a new miscellaneous skill called *Learn*. It costs 25 sp and has no prerequisite. This skill presents a character with a “Learn Card” every event (which are cumulative like *Teach Cards*). A student may spend a *Learn Card* to learn from a teacher who is out of *Teach Cards* (but he can only learn from a character with the *Teach* skill). One *Learn Card* can also be used to learn an Add-on spell from a scroll or it can be used to dissect a potion or poison and learn its recipe. Like usual, a

character must have all of a skill's prerequisites before he can learn it.

Potion stacking now has the same rules as spell stacking: potions with durations longer than instantaneous cannot be stacked with other potions or spells of similar types. There will be a new skill called *Potion Stacking*, which will allow two potions or one potion and one spell of a similar type to be stacked upon one another.

New OOG Statements

Now, to avoid confusion, if you are swinging a weapon that entirely consists of an energy type and does not include another physical weapon (like a fire elemental's fire attack or a ghost's spirit attack), you must state "Pure" in front of whatever other OOG word you need to describe your attack. Example: A fire elemental would state "Pure Fire" with each attack, but a fighter with a sword enchanted with *Elemental (Fire) Weapon* would simply state "Fire," and in this way a player under the effect of *Elemental (Fire) Immunity* would know that the latter attack affected him while the former did not. *Indomitable Will* makes the user immune to "Pure Spirit" or "Pure Psychic," *Astral Immunity* makes the user immune to "Pure Astral," and *Magic Immunity* makes the user immune to "Pure [Anything but Anti-Magic]." These immunities do not prevent any other creature effects including drain effects.

"Minimal Effect" is now an OOG statement that means that some spell or attack did not have the full effect, but some effect was seen. In the case of most weapon attacks, this means the attack did one point of damage and nothing more.

All mass-effect spells will now begin their incantations with the OOG statement "To all within the sound of my voice..." This will help get everyone's attention so the incantation may be heard and it will prevent a Maestro from calling a *Counter Song* on a mass-effect spell if he doesn't yet have the skill *Improved Counter Song*.

New Control Rules

"Control" is now an official category of effect. The following effects are considered Control, no matter how they are delivered: Calm Emotions, Charm, Command, Confuse, Despair, Fear, Laughter, Morale, Enrage, and any type of Hypnotize. Additionally, Mind Control, Hypnotize Control, Control Elemental, Control Undead, Animate Dead, and Vile Resurrection are considered "Complete Control" because they allow the caster to completely control all of the target's actions. To help understand what is Control and what is not; use this handy definition:

"Any hypnosis or any spell or ability that makes a decision for you about how to act without hindering your body or making you lose consciousness."

Therefore, Laughter is considered Control because the spell decides for you that it is time to laugh; however, Uncontrollable Dance is not considered Control because, while the spell is deciding it is time for you to dance, is also technically hinders your body.

Forget will dispel any Control ability less than 10 minutes old, but it will not remove Complete Control effects.

Mind Control (or any other Complete Control) trumps all other types of Control. For one Complete Control ability to affect a creature under the effect of another, it must meet or beat the level of the existing Complete Control ability. Complete Control effects are *Hypnotize Control*, *Mind Control*, *Control Undead*, *Control Elemental*, *Animate Dead*, and *Vile Resurrection*.

Iron Will, *Indomitable Will*, and *Alertness* are now effective against any Control no matter the source (though *Alertness* cannot be used against any Complete Control unless it is from Hypnosis).

Close Calls and Settling Disputes

The below section is added to the book:

Sometimes it will be unclear if all necessary conditions were met for a certain skill or spell to affect your character. The following section describes some questionable situations you might find yourself in and explains how official decisions are made on them. These rules may only be enacted if the target of a skill or spell is honestly unsure if the proper conditions were met. Enacting them when such things are obvious (which is almost always the case) is cheating.

It is possible that, at some point in your time on Magesta, you will find yourself in a questionable situation not described here. If that happens, remember that the number one rule is to be courteous and play nicely; if you do that then the best decision will be reached.

Q: Did the weapon hit me?

A: A close call is made in favor of the target of the weapon strike.

Q: Did the spell packet hit me, my clothing, or something I was holding?

A: The decision is made by the consensus of a third party (or parties) who witnessed it. If the third party(s) decides the packet missed the target, the spell is considered missed and spent. If there is no witnessing third party, the decision is made by the target and the spell is considered unused if he decides that it missed.

Q: Did the weapon hit me in the appropriate location for the accompanying skill to be affective?

A: The decision is made by the consensus of a third party (or parties) who witnessed it. If the third party(s) decide the weapon did not strike an effective target, the skill is considered missed and unused. If there is no witnessing third party, the decision is made by the target and the skill is considered unused if he decides that it missed.

Q: Was I within line-of-sight for the entire in-game portion of the incantation of that level-based spell?

A: The caster decides in the event of a close call. If he decides he did not have line-of-sight the whole time, the spell is unused.

Q: Did the duration of the spell affecting me end yet?

A: The person affected by the spell is the one who times it with a watch or estimates if no clock is available or the duration is less than one minute.

Q: Was I in range of that mass-effect spell?

A: If the spell was cast loudly enough for you to hear it, your character was in range of it, even if the spell was cast on the other side of a wall, portal, or Magic Cage. If you heard the spell but honestly did not understand what it was, it only affects you if there is someone near you who can immediately clarify it for you.

Q: Was I actively engaged in combat?

A: If it is a close call, the decision is made in favor of the character targeted by the skill, spell, or glyph in question and the skill, spell, or glyph is considered unused.

Q: Did I make eye contact with you at the moment that you were using a *Hypnotize* skill on me? Was I close enough for you to affect me?

A: The OOG Statement for a *Hypnotize* skill need not be completed while eye contact is held. Only a moment of eye contact is required and the statement may begin anytime up to a full second after eye contact is made as long as the hypnotizer was close enough to see the whites of the target creature's eyes. The hypnotizer decides in the event of a close call on either timing or distance. If the decision is that the eye contact was not right or from too far away, the skill is unused.

Q: Did that trap affect me?

A: If you were the first person to see the white trap card, your character is subject to the effect of the trap even if you were not the first person to read the word "trap" on the card. In the event of a trapped door or chest, anyone involved in opening the door or chest is affected by any trap it contains.

Magic Rule Changes

If your target honestly cannot understand your spell incantation due to excessive noise (whether in-game or OOG) or because it was rushed or mumbled, the spell has no effect on him and is considered miscast and unused (even if it was packet-based) unless your target is kind enough to have you clarify for him. If your target cannot understand your OOG skill statement due to excessive noise or because it was rushed or mumbled, it is considered unused unless he has you clarify for him (but if the skill was a weapon skill, the weapon strike still does a point of damage even if he did not hear your OOG statement).

A "Target" heading has been added to each spell to indicate what is a valid target for a spell (e.g. One Creature, One Undead Creature, One Area). If a creature doesn't fit the description of a spell's target, that spell is still considered to have been cast, but it cannot target the creature in any way, meaning that the spell will not cause any spell protection to be spent. (Example: If you cast Control Elemental on a creature that does not fit the description of an elemental, the spell will not find what it is looking for and fade away, rejoining the magic Essence of the world.)

A spell lasts for its entire duration even if the target loses consciousness. If the target dies, all magic in effect on him is dispelled except for spells with a duration of permanent. If he loses consciousness but does not die, he must role-play that he is unconscious, but all spells are still in effect on him and may be detected, diagnosed, or dispelled. Any effects of any spells that haven't expired will resume when the target regains consciousness.

No-Base spells have been renamed "Automatic" and *Gust of Wind* is now one of those. Just like the creature effect, the Nature caster only needs to point and say "Gust of Wind, No Save." All Automatic spells will come with the OOG suffix "No Save" so the target understands that it bypasses spell protections and resistance levels do not apply. However, immunities to energy types still apply to Explosions.

Mass-Effect (Automatic) spells will bypass spell protections, but Mass-Effect (Level) spells will not.

Diagnose has been clarified. It now reveals any of 5 abnormalities: disease, poison (which includes all alchemical potions), Control, curse, or physical deformity. It will not specify the type of poison, disease, Control, or curse, but it will specify the physical deformity (e.g. broken leg, blindness, paralysis, but not level drain or life point damage). Nature will get a baggage that allows them to use their *Diagnose* to

specify the type of poison, Spiritualism will get a baggage that allows them to use their *Diagnose* to specify the type of disease, and Psionics will get a baggage that allows them to use their *Diagnose* to specify the type of Control.

Diagnose and *Identify* can now only be cast upon willing or helpless targets. Also, to cast *Identify* on an item, the caster must be in possession of that item; it cannot be possessed by another.

Fear and *Terrorize*: The fear effect has changed. It now lasts 10 minutes and causes you to cower in fear whenever you are within 50 feet of the caster (or terrorist). If you are ever within 50 feet of the caster, your primary goal is to get the heck away from him. While within 50 feet of the caster, you cannot attack at all, but you may defend yourself against any attack. Once you are at least 50 feet away, you can attack and defend normally, but you are still "shaken." If the caster moves within 50 feet of you again (or you within 50 feet of him, unknowingly), you are once again cowering and unable to attack, and your main objective is once again to get away from the caster.

When you are deafened, you cannot cast spells except by the power of the mind, nor can you be affected by level-based or mass-effect (level) spells cast by the power of Music.

Elemental Immunity, *Regeneration*, *Indomitable Will*, *Magic Immunity*, *Protection from Evil*, *Astral Immunity*, and *Mass Dampen* now last 10 minutes instead of one hour. When *Elemental Immunity* and *Astral Immunity* are used for the purpose of planar survival, they still last for an hour.

Since *Regeneration* now only lasts 10 minutes, it now only takes 20 seconds to regenerate a crippled, stunned, or frozen limb. Also, *Regeneration* can fix poison damage again.

It has been clarified that, for purposes of dispelling *Elemental Form* with *Dispel Greater Magic* or *Halt Transformation*, the level that must be met or beaten is equal to the casting level of the *Elemental Form* spell.

Indomitable Will, *Magic Immunity*, and *Astral Immunity* now provide their wearers with protection from their own spells that are spell turned back at them, no matter what school they were cast by.

A life point healed from regeneration can count as healing the point that dealt you a creature effect; however, temporary life points that are gained will not end creature effects.

Because the target does not technically die, magic in effect on it remains in effect despite *Flesh to Stone* or *Destroy Mind*. The time a target is under *Flesh to Stone* or *Destroy Mind* counts against the duration of those magic effects.

It has been clarified that, if the target of a spell turns it and it is turned back at him, he is able to use his Magic Resistance Level to resist the spell if it is high enough. However, if the target was to turn it back once more at the caster, the caster would not be able to use his Magic Resistance Level to stop it.

Spells from *Extra Casting* can no longer be cast into potions or scribed into scrolls.

The touched-based Healing category has been renamed Instantaneous to avoid confusion while stacking. *Regeneration* is now a Touch-Based (Life) spell.

A detained spirit is now able to pass on to Death after 10 minutes even if its Resistance Level is lower than the caster's. Even if the spell is recast on the spirit, he is still only required to be detained for a total of 10 minutes.

The following list of packet-based spell types and their corresponding damage will be listed in the book for the benefit of *Transform Spell*:

- Missile = 1 Damage
- Flash = 2 Damage
- Arrow = 3 Damage
- Spear = 4 Damage
- Bolt = 5 Damage
- Burst = 6 Damage
- Ball = 7 Damage
- Hammer = 8 Damage
- Blast = 9 Damage
- Swarm = 10 Damage

*Swarms, like Storms, use a number of packets up to the casting level; however, unlike Storms, a Swarm *must* be thrown all at once.

Several spell incantations will be changing, but as changing all of them will take a long time and we will be updating them over the next few weeks, we will accept either the old incantation or the new one until after the summer, when they will all be finalized.

Enchant Ink has changed. Now, it lessens the grade of *Magic Ink* required to scribe a scroll by one (i.e. Magic Ink 5 is needed to scribe a *Spell Immunity* scroll and regular Ink is needed to scribe a *Hear Magestry* scroll). This will increase the profitability of writing scrolls from grades 1 to 10. Enchant Ink is now available on the Miscellaneous skill chart for 40 SP and is no longer

school specific. However, it cannot be used in conjunction with prestige spells.

Enchant Potion and *Scribe Scroll* now work differently: they are now Miscellaneous skills that each cost 10 skill points and their costs do not increase with additional purchases. Buying *Enchant Potion* or *Scribe Scroll* once allows you to write a scroll or enchant a potion with any grade one spell you have access to. Acquiring either skill a second time allows grade 2 spells. So on until the 10th acquisition allows for grade 10 spells. With this new rule, there is no longer a need for the Improved *Enchant Potion* skill.

Significant changes were made to *Astral Projection*, *Psychic Projection*, *Spirit Walk*, and *Elemental Form*. One of these significant changes is that they can only be cast once per day. No spell that is only able to be cast once per day can be cast into a potion, scribed into a scroll, or bestowed upon another. Look in the updated rulebook for full details.

Transform Spell no longer requires the expenditure of a skill slot that is one-grade higher.

With the changes to *Enchant Potion*, the prerequisite for *Transform Spell* becomes grade 5 spell casting.

With the shortening of certain spell durations, the rule need not stand that declared that touch-based spells of the same category cannot be stacked unless they are the same spell. This means that a caster with *Stack Spells* can stack *Spell Immunity* with *Spell Turning* and *Health* with *Great Health*. The order in which spells of similar categories cover the caster is determined by the order of casting. The spell cast first lies underneath the one cast second. Examples: If the caster wants his *Spell Turning* to lie atop his *Spell Immunity*, he needs to cast *Spell Immunity* before *Spell Turning*; then, when a spell hits him, it will hit his *Spell Turning* before the *Spell Immunity*.

Stack Spells is now clarified to be self only, meaning you cannot stack a touch-based spell over an existing spell of the same type that is in effect on another creature. The caster with *Stack Spells* is the only one who can cast a spell that stacks atop a spell already in effect on him, and the spell he puts on top cannot be a spell from a prestige class.

Casters of mass-effect spells can no longer release anyone that is affected.

Empower Spell, *Absorb Damage*, *Absorb Skill or Spell*, and *Countersong* all currently have durations of "Until Used or Until Sunrise." They have all changed to "Until

Used.” *Drain Skill or Spell* now has a duration of “Instantaneous and Until Used” instead of “Instantaneous and Until Sunrise.”

Enchant Item or Weapon is renamed *Enchant Item* and is clarified: the required skill points for the crafting of an item can come from any self-willing person who is present at the time of enchanting.

Mending will not remove *Stun*, *Freeze Limb*, or any other effects that paralyzes a limb, nor will any number of points of healing fix a *Stun*, level-based *Freeze Limb*, or other limb-paralyzing effect. *Regenerate Limb* or 2 points of healing from *Regeneration*, however, will remove any such effect.

There is now no way (in the main rulebook) for a single weapon to carry any more than one enchantment. *Mass Magic/Fire Weapon* will no longer add to an existing enchantment. If a weapon is already enchanted, *Mass Magic/Fire Weapon* will have no effect. This also means that permanently magic weapons cannot be enchanted unless they are especially designed for it.

Magestry Specific Rules

Break Limb has changed to *Cripple Limb*.

Bestow Magic has been clarified in the following ways: 1. The caster cannot use it to bestow a spell upon himself. 2. The spell *Bestow Magic* cannot be bestowed on another. 3. The skill *Stack Spells* does not allow a character to have more than one spell bestowed on him at a time.

Now when bestowing magic, instead of saying just the name of the bestowed spell at the end of the incantation, the entire incantation of the bestowed spell is recited.

If *Dispel Greater Magic* is cast upon a portal, it will be closed but not destroyed.

Identify Item has been changed to *Identify* and will now reveal all spells (except False Aura) in effect on a willing or helpless target.

Magic Bonds can no longer be dropped and raised at will while the duration lasts. Instead, the spell is able to be dropped on the arms and legs individually, but once one is dropped, it cannot be raised again.

Magic Cage no longer stops mass effect spells.

Magic Immunity is ignored by spells that have the words Anti-Magic or Anti-Magestry in their incants and those spells are the only ones that a character may cast if he is

dampened or in a dampening field. Spells available to Anti-Magicians that mimic actual spells, like the Dampener’s *Finger of Death* and *Level Drain* do not ignore Magic Immunity, nor can they be cast while dampened or in a dampening field. *Magic Immunity* no longer stops Automatic spells.

Normal Weapon Immunity is now vulnerable to Flatten and Trip no matter what weapon is used to deliver them. Also, someone under the effect of this spell can still be damaged by a smash attack. To think of it another way, you cannot cast *Normal Weapon Immunity*, jump off a cliff, and be fine just because the ground wasn’t enchanted with magic. *Normal Weapon Immunity* has been clarified to not make user invulnerable to creature effects, but a point of healing will still remove the effect, just as is the case with any creature effect that does not damage a life point (as with reducing the damage from the attack).

Circle of Protection is now Automatic instead of Touch-Based.

Entangle can now be cast in a place where there is no vegetation.

Dispel Magic clarified: it will remove any creature effect that is weapon-based or automatic as long as the duration is longer than instantaneous.

Mending changed so it can fix 6 armor points with one casting (on one piece of armor) and clarified that it can mend up to 12 arrows at once.

When you are deafened, you cannot cast spells except by the power of the mind, nor can you be affected by level-based or mass-effect (level) spells cast by the power of Music.

Nature Specific Rules

A new baggage skill has been added called *Untangle*. *Untangle* allows the nature caster to use one of his own *Entangle* spells as a No Base spell to dispel any other *Entangle* spell or *Entangle* creature effect, no matter what level the spell was cast at. Similarly, it allows the caster to undo *Mass Entangle* with one of his own *Mass Entangle* spells.

The following Nature spells can be used as weapon-based spells: *Heat or Chill Metal*, and the new spells *Freeze Limb* and *Freeze Paralyze*.

Damage Reduction (Any Element), the grade 10 Nature baggage skill, will not function for a character during the time that he is under the effect of a touch-based spell

(such as Elemental Immunity, Elemental Flare, or Aegis of Nature) of the opposing elemental type.

Elemental Flare now only deals back the amount of damage that was dealt to it, not twice the damage. However, it now grants 4 temporary armor points at the time of casting that vanish when the spell expires if not used. Those armor points are stackable with other temp AP (up to 8). Also, a flare does not begin dealing damage to an attacker until the attack that the wearer informs him that the flare is there (it can't be "oh, by the way, you've taken 10 points of damage from my ice shield"); notifying an opponent of the shield prior to his first attack is acceptable, and the wearer should be sure to inform all opponents when his shield is gone. It has also been clarified that it cannot be stacked with *Elemental Immunity* ever.

Calm Emotions now negates *Enrage* and/or *Morale* on contact just like it does to *Berserker Rage* (if cast as level-based, it must meet or beat the level). Also, *Calm Emotions* now specifies that an affected creature may not run.

Elemental Immunity, if used for immunity, is a Touch-Based (Shielding) spell. *Astral Immunity*, if used for immunity, is a Touch-Based (Spell Protection) spell. If either of them are used for planar survival, they have no base. Both of these spells can no longer be dispelled via *Dispel Magic*.

Freeze Limb: A point of fire damage will make one frozen limb moveable again, but the target will suffer that damage unless he has some ability that makes him immune to fire or allows him to reduce damage from it. 5 points of fire damage are needed to remove *Freeze Paralyze*.

Flesh to Stone: it requires 6 people to move a statue made by this spell (one *Feat of Strength* may be substituted for one person). Statues made with this spell cannot be damaged unless specified by a GM.

Heat or Chill Metal changed and clarified. Changes: Duration is reduced to one minute and it now deals one point of damage after every 10 seconds. Clarifications: Each point of damage can be reduced by appropriate reduction ability (fire reduction stops the heat, ice reduction stops the chill, and regular reduction stops either), will not make target lose consciousness unless the affected metal is in contact with his torso or head, Fire Immunity will stop the damage from heated metal, Ice Immunity from chilled, and *Spell Reduction* will stop all damage from either. Magic Immunity will not stop the damage dealt from *Heat or Chill Metal*.

Heat or Chill Metal: it is clarified that the target takes only one LP of damage every 10 seconds no matter how many heated or chilled objects he is in contact with. This damage has been clarified as a life point of either Fire or Ice damage (for purposes of immunity and damage reduction). Also, Heating a Chilled item will negate the chill effect and vice versa.

Control Elemental now has a 10-minute duration.

Stoneskin still grants its recipient 4 temporary armor points, but now it will only take one *Waylay* to damage all remaining armor points granted by *Stoneskin* (whether the target still has 1, 2, 3, or 4 left). The *Waylay* is countered, but in doing so the *Stoneskin* is completely used.

Whirlwind now has a base of Mass-Effect (Automatic). The incantation for this spell becomes, "Whirlwind, No Save!" The caster must repeat this incantation whenever he needs to during the one-minute duration (e.g. if he travels to a new area or someone approaches whom is unaware of the spell). *Whirlwind* can now be dispelled.

Wind effects (*Gust of Wind* or *Whirlwind*) will not blow away inanimate objects or creatures that are lying flat on the ground. If you are lying on the ground but are conscious during a wind effect, you will not be blown backward even if you don't use a *Feat of Strength*, but you will also be unable to move at all except to stand up, at which point you will be blown 50 feet from the caster as usual. That is to say, while you are on the ground you cannot attack, defend, cast any spells (even by the power of the mind), or use any skills that are not Attributes. You are considered helpless and can be dealt a Final Blow even if you have more than zero (0) life points. Any effect you were under the effect of before the wind effect began will remain. A wind effect will blow you out of an *Entangle*, and it will still blow you backward even if one or both of your legs are unusable (as from *Cripple*, *Freeze Limb*, *Stun*, or *Magic Bonds*).

Sunburst: There is now no way to avoid the blindness effect of this spell, even if you close/cover your eyes or you are in the room next to the room where it is released and the door between the rooms is shut. If you hear the incantation ("To all within the sound of my voice: Sunburst! No Save, Blindness 1 minute."), you are blinded for a minute, no matter what.

Entangle can now be cast in a place where there is no vegetation.

Freeze Paralyze can be used as either a level, packet, or weapon-based spell. Also, *Freeze Paralyze* no longer

needs to hit the torso when used with a weapon; it only needs to damage a life point.

Destroy Mind and *Flesh to Stone* become Instantaneous spells, meaning *Dispel Greater Magic* cannot undo them, nor will dying, but as any instantaneous effect, they will be gone once the target returns from the realm of Death. *Restore Mind* and *Stone to Flesh* become Automatic spells. A creature under the effect of *Destroy Mind* or *Flesh to Stone* can be affected by any spell but cannot move, speak, or react, and he will never remember anything that happened to him once he is back to normal, but spells that have not yet expired will still be in effect. (The only difference between the two is that statues cannot be damaged by damaging spells or healed by healing spells, but a creature with a destroyed mind can be.)

Elemental Immunity grants immunity to all damage from one elemental source (whether by spell or "Pure" attack). In addition, specific elements grant immunity to individual effects. Fire protects against *Heat Metal* and *Sunburst*. Lightning protects against *Gust of Wind* and *Whirlwind*. Ice protects against *Chill Metal*, *Freeze Limb*, and *Freeze Paralyze*. Acid protects against *Entangle* and *Mass Entangle*.

Psionics Specific Rules

Mind Control now includes Amnesia in addition to the complete control of the target. The target will have general knowledge, but he will not have specific knowledge about himself or his friends or enemies. This amnesia also means that he cannot use any skill that is not an Attribute.

Mind Over Body has been changed so that, before it begins, the caster must meditate for 10 uninterrupted seconds. During those 10 seconds, he may recite the incantation, which has been lengthened to a full "With the power of my mind, I trace my corde to the Psychic Realm and call down the power to overcome all vulnerability."

Mass Pain goes away and is replaced by Mass Awaken. Mass Charm goes away and Replicate Skill or Spell (modified to not require target to be asleep but to be willing or incapacitated) moves in to grade 10. *Psychic Armor* leaves and is replaced by *Fear*.

Fear and *Terrorize*: The fear effect has changed. It now lasts 10 minutes and causes you to cower in fear whenever you are within 50 feet of the caster (or terrorist). If you are ever within 50 feet of the caster, your primary goal is to get the heck away from him. While within 50 feet of the caster, you cannot attack at

all, but you may defend yourself against any attack. Once you are at least 50 feet away, you can attack and defend normally, but you are still "shaken." If the caster moves within 50 feet of you again (or you within 50 feet of him, unknowingly), you are once again cowering and unable to attack, and your main objective is once again to get away from the caster.

False Aura now lasts Until Sunrise.

Telepathy, once again, is Automatic, just like the spell *Translate*.

Psychic Emulation and *Astral Emulation* have changed. They no longer automatically turn back the spell if it is spell turned; instead, it acts as a Spell Immunity to block the spell if it is turned back. Also, bestowed spells and spells from scrolls can now be emulated. They are also level-based instead of having no base.

Iron Will and *Indomitable Will* now state that they will stop any Control (including Complete Control) no matter how it was delivered.

Mental Empowerment now allows a character to add 2 levels to his next psionic spell for 10 minutes of meditation. Also the benefits from *Mental Focus* and *Mental Empowerment* no longer vanish with the Magestream.

Delusion: like Curse the delusion now must be stated as part of the in-game portion of the incantation, before the level is stated.

The rules for Combine have changed to make the spell simpler and a little better. Now, instead of the current regression of levels, the first and second casters both add their full Character Levels to the combining and each additional combiner adds 4 levels no matter his Character Level.

Feeblemind has changed. Now the target cannot talk, attack, defend, or use any skills or spells (other than attributes). He can, however, run away from something that is attacking him.

Only tower skills can be absorbed, drained, or replicated.

Destroy Mind and *Flesh to Stone* become Instantaneous spells, meaning *Dispel Greater Magic* cannot undo them, nor will dying, but as any instantaneous effect, they will be gone once the target returns from the realm of Death. *Restore Mind* and *Stone to Flesh* become Automatic spells. A creature under the effect of *Destroy Mind* or *Flesh to Stone* can be affected by any spell but cannot move, speak, or react, and he will never

remember anything that happened to him once he is back to normal, but spells that have not yet expired will still be in effect. (The only difference between the two is that statues cannot be damaged by damaging spells or healed by healing spells, but a creature with a destroyed mind can be.)

Spiritualism Specific Rules

Spiritualism now has a baggage skill called *Remove Spiritual Effect*, which allows a spiritualist to use one of his own spells (from the school of spiritualism only) as a touch-based spell to remove a like effect without having to meet or beat a level. The spells a spiritualist may use this ability with are *Despair*, *Fear*, *Silence*, and *Command*. The spiritualist may not use this ability on himself, but he may use the *Spiritual Empathy* of another to do it.

Animated Dead: For each time you die, your first animation lasts for 1 hour while every animation after that lasts only 10 minutes. If you have been animated and then subject to *Detain Spirit*, each detainment lasts for only 10 minutes. Max amount of time you can be dead for (both dead and undead) before having to go to Death is 3 hours and you still cannot be detained through a Magestream. The time that you are detained or animated counts against your 30 minutes until having to pass to Death.

Calm Emotions now negates *Enrage* and/or *Morale* on contact just like it does to *Berserker Rage* (if cast as level-based, it must meet or beat the level). Also, *Calm Emotions* now specifies that an affected creature may not run.

Destroy Undead has always prevented a body from being reanimated. Now, it also disallows Resurrection and *Speak with Dead*. A destroyed undead creature has its body utterly obliterated (don't fall down; go OOG arm over head).

Indomitable Will no longer stops *Finger of Death*. *Protection from Evil*, however, still does.

Healing Hands now detects as magic and can be dispelled.

Morale no longer forces a target to run into battle, but causes him to aid his allies in the best way that he believes he can. Also, the only effects that *Morale* now gives immunity to are *Fear* and *Despair*. *Morale* also now grants only 4 temporary life points instead of 5; however, it has been changed so that it will give these points even if it is used to negate *Fear* or *Despair*. Also,

Morale now lasts 10 minutes no matter how many points of damage are suffered.

Speak with Dead is no longer level-based. It is Automatic.

Turn Undead is now one minute, the same caster can turn the same creature multiple times, and any attack ends the spell for the creature attacked.

Fear and *Terrorize*: The fear effect has changed. It now lasts 10 minutes and causes you to cower in fear whenever you are within 50 feet of the caster (or terrorist). If you are ever within 50 feet of the caster, your primary goal is to get the heck away from him. While within 50 feet of the caster, you cannot attack at all, but you may defend yourself against any attack. Once you are at least 50 feet away, you can attack and defend normally, but you are still "shaken." If the caster moves within 50 feet of you again (or you within 50 feet of him, unknowingly), you are once again cowering and unable to attack, and your main objective is once again to get away from the caster.

Circle of Protection is now Automatic instead of Touch-Based.

Iron Will and *Indomitable Will* now state that they will stop any Control (including Complete Control) no matter how it was delivered.

The rules for Combine have changed to make the spell simpler and a little better. Now, instead of the current regression of levels, the first and second casters both add their full Character Levels to the combining and each additional combiner adds 4 levels no matter his Character Level.

Restoration has been changed to remove any Control on the target, but it can no longer remove "Complete Control" effects.

Fighting Rule Changes

A character using *Combat Instinct* is no longer immune to anything. *Calm Emotions*, *Confusion*, *Despair*, *Pain*, *Laughter*, *Nausea*, *Blindness*, *Weakness*, and any powder will all affect him, but is able to fight normally despite them while combat lasts. However, *Calm Emotions* will still end *Berserker Rage*, even if the rager is using *Combat Instinct*.

Create Technique is a new baggage skill that has been added to grade 10 stealth and fighting. It allows fighters and thieves to create a signature technique in their school of study in much the same way *Create Spell* does for spell casters.

Improved Sturdiness is a new baggage skill for grade 10 Fighting, making the fighter immune to Disarm, Trip, and Fumble.

Weapon Specialization no longer gives unlimited Crit 2. Instead, it allows you to choose a weapon with which to use *Extra Skill* (Crit 2, Crit 3, Disarm, Trip, Stun, or Parry).

Great Stamina and any Heroic Effect will be clarified that all unusable limbs are fixed at the time of initiation.

Berserker Rage cannot be used unless the rager was actively engaged in combat during the attack that brought him to zero LP.

Berserker Rage has been clarified in the following ways: 1. A rager cannot cast spells. 2. He cannot be targeted by touch-based healing spells or potions while raging, but healing that is mass-effect or packet-based will work. He can also gain temporary life points from *Stamina* or *Great Stamina*. 3. A rager can benefit from armor points, but he cannot be the target of a touch-based spell, so any armor points he is granted must come from a Mass-Effect spell (unless he still has armor points because the attack that dropped him to zero, beginning his rage, was an attack that bypassed those armor points).

Damage Reduction can now only be used to reduce damage done to life points, not armor points.

Defensive Stance has been changed in the following ways: 1. The user cannot be affected by touch-based spells while *Defensive Stance* lasts. 2. User may cast spells while in *Defensive Stance* but will be interrupted if struck by any weapon. 3. A *Defensive Stance* cannot be initiated if the user has an unusable leg and will end if a leg becomes unusable while in the stance. 4. *Defensive Stance* does not make the user immune to Mass-Effect (Automatic) spells.

Defensive Stance has been clarified that if the user becomes subject paralysis, the *Defensive Stance* will end. It will not end, however if something is restraining the defenders limbs (such as *Entangle*, *Magic Bonds*, or *Freeze Limb*)

Stamina now gives 4 temp LP instead of 5. *Stamina* may be used by a character that is already under the effect of an earlier *Stamina*, but a new *Stamina* will completely replace an old, meaning any remaining temp LP will be lost.

Sworn Enemy: If your character truly believes a creature is his *Sworn Enemy* type, you may use your bonus Crits against it.

Feat of Strength can now allow the user to remain in position for 10 minutes of wind effects, no matter how many effects hit him during that time. He cannot move toward the caster of a wind effect, but he may move away from the caster and then replant his feet to remain in position as long as 10 minutes have not yet elapsed.

Great Parry still lets you parry a packet-based spell, but you cannot spell turn it.

Happy Hour is renamed *Great Stamina*.

Parry can no longer be used if both arms are bound or unusable. The exception to this rule is *Great Parry*.

Shatter: if a limb is struck instead of a weapon or shield, that limb will be broken as per the skill *Cripple*; however, unlike *Cripple*, this cannot be avoided with a *Parry* or *Dodge* skill. It can only be negated by the things that normally negate the skill *Shatter*.

Improved Stabilize: a character with this skill must decide if he will use it at the time he is dealt a "Final Blow." If he decides to, upon the Final Blow he will technically die (dispelling all effects that are longer than Instantaneous and shorter than Permanent), but he will also enter a state similar to the second stage of *Feign Death*. For three minutes, he will be dead and unaware of the things around him, but he will be immune to all magic (even beneficial), poison, disease, and alchemical effects, and any further damage done to his body will be "illusionary." Unlike the *Feign Death* skill, *Improved Stabilize* cannot be ended by *Dispel Greater Magic*. Once the three minutes elapse, these effects end and the user returns to life and consciousness with one life point.

Unarmed weapon skill now allows the user to fight with both hands as the skill *Florentine*, but he cannot fight

with two weapons unless at least one of them is an unarmed weapon. The cost of Unarmed has gone from 30 to 40.

Normal Weapon Immunity is now vulnerable to Flatten and Trip no matter what weapon is used to deliver them. Also, someone under the effect of this spell can still be damaged by a smash attack. To think of it another way, you cannot cast *Normal Weapon Immunity*, jump off a cliff, and be fine just because the ground wasn't enchanted with magic. *Normal Weapon Immunity* has been clarified to not make user invulnerable to creature effects, but a point of healing will still remove the effect, just as is the case with any creature effect that does not damage a life point (as with reducing the damage from the attack).

Fear and *Terrorize*: The fear effect has changed. It now lasts 10 minutes and causes you to cower in fear whenever you are within 50 feet of the caster (or terrorist). If you are ever within 50 feet of the caster, your primary goal is to get the heck away from him. While within 50 feet of the caster, you cannot attack at all, but you may defend yourself against any attack. Once you are at least 50 feet away, you can attack and defend normally, but you are still "shaken." If the caster moves within 50 feet of you again (or you within 50 feet of him, unknowingly), you are once again cowering and unable to attack, and your main objective is once again to get away from the caster.

Battle Readiness now always takes 10 seconds to complete no matter how many armor points you are repairing.

Stealth Rule Changes

The Stealth chart now gets a grade 9 baggage called Stealth Specialization (Improved Waylay goes to 10 and Extra Skill Backstab 4 vanishes) which allows them to choose an extra skill (*Detect Poison*, *Common Mechanics*, *Escape*, *Waylay*, *Dodge*, *Hypnotize Confuse*, or *Backstab 4*).

Create Technique is a new baggage skill that has been added to grade 10 stealth and fighting. It allows fighters and thieves to create a signature technique in their school of study in much the same way Create Spell does for spell casters.

Stealth Mastery is a new baggage skill for grade 10 Stealth. The rogue chooses one of the following: *Escape Artist*, *Avoid Glyph*, *Anti-Magic Mechanics*, or *Improved Hypnosis* (+2 levels to all Hypnotize attempts).

Dodge skills are no longer better than *Parrys* at saving a character from *Backstab* attacks. The *dodge* skills still retain their other advantages over *parrys*, including being better at avoiding magic. The following chart has been revised to reflect the changes:

	Parry	Dodge
Regular	Cripple, Crit 2-4, Disarm, Stun, Trip, any weapon bearing a spell-like ability or creature effect	Cripple, Crit 2-4, Disarm, Stun, Trip, any weapon bearing a spell-like ability or creature effect
Improved	Backstab 2-4, Crit 5-9, Crit Paralyze, Flatten, Shatter, Waylay	Backstab 2-4, Crit 5-9, Crit Paralyze, Flatten, Shatter, Waylay, any packet-based spell
Great	Backstab 5 and up, Backstab Paralyze, Crit 10 and up, Fatal Backstab, Fatal Crit, any packet-based spell	Backstab 5 and up, Backstab Paralyze, Crit 10 and up, Fatal Backstab, Fatal Crit, any non-psionic level-based or mass-effect (level) spell

Powder Poisons are *dodgeable* with regular *Dodge* but they cannot be *parried* without *Improved Parry*.

Dodge can no longer be used if both legs are bound or unusable. The exception to this rule is *Great Dodge*.

Great Dodge no longer dodges Assassinate, and it cannot avoid Automatic ("No Save" spells), which include *Gust of Wind*, *Telepathy*, *Darkness*, and *Explosions* (both magical and mundane).

Only one use of an *Escape* skill is needed to escape multiple confinements of a similar kind. For this purpose, there are three kinds of confinement: upper body, lower body, and area. If a creature has its hands bound with two separate lengths of rope and its feet bound with one length of rope in addition to a metal chain, it only needs to use one *Escape* skill to free its hands and one *Improved Escape* skill to free its feet. For the purpose of escaping an area (like a jail cell), a single use of the *Great Escape* skill is needed to squeeze around all doors, windows, or bars within one arm's length. As always, only a single use of *Improved Escape* is needed to escape from *Magic Bonds*.

Great Escape can now be used to get around a door with a great lock on it or any magic lock, no matter its level.

Thief Tools are now needed to disarm traps. They are no longer illegal to possess. The *Trap-Setting* baggage skill

will now allow a thief to not require tools for disarming simple traps. There will also be a Profession-Based skill that allows disarming without tools. Also, acquiring Grade 1 Stealth no longer gives free tools, but new PCs starting with Grade 1 Stealth will get them for free.

The Gather Information skill gained by Stealth 8 baggage is a bit different than normal: instead of using a person as it's source, you use "stealth," meaning that you got yourself into the right place to learn something. If that place is outside of town, you need to pay for travel to get there.

Alertness can be used against any Control and Sleep and Forget from any source. However, it cannot be used against any Complete Control ability except for *Hypnotize Control*. This means that the things *Alertness* can get you out of are *Calm Emotions*, *Charm*, *Command*, *Confuse*, *Despair*, *Fear*, *Laughter*, *Morale*, *Enrage*, *Sleep*, *Forget*, and any *Hypnotize* skill.

Evasion makes a rogue take only half-damage from Explosions, but *Improved Evasion* doesn't allow him to avoid explosions entirely. *Improved Evasion* will still only apply to packet-based numerical damage spells.

Mechanical Traps (including the duration of *Trap-Setting*) now last between events.

Prestige Class Rule Changes

Armor of Absorption now absorbs the next 4 attacks instead of 5; however, instead of turning the attacks into armor points, it turns weapon attacks into +1 damage to the next attack and spells into +1 casting to the next spell. Unlike *Absorb Damage*, in the case of this spell, the bonuses gained are stackable with all other like bonuses. Also, one absorption point will absorb *Dispel Greater Magic* instead of that spell dispelling the entire *Armor of Absorption*.

Absorb Damage now absorbs 4 points of damage instead of 3, and it no longer turns those damage points into armor points. Instead, it turns each one into +1 damage for an attack. These +1 bonuses must all be used on separate attacks and cannot be stacked. Points granted by this spell function like armor points, meaning spells and effects that bypass armor points will bypass the absorption.

Absorb Magic Effect becomes *Absorb Effect* and now allows an absorber to take on effects that are not magical. This spell only takes effects with durations longer than Instantaneous and shorter than Permanent; it will not take a creature "trait" (such as a troll's ability to regenerate). Also, this spell will skip over effects that the

absorber is an invalid target for (such as *Control Undead* if he is not an undead creature), including spells with targets of "Other Only." All creature effects and poisons are considered to be grade 0. Alchemical effects are the grade of the potion (written on the potion card).

Absorb Effect has been clarified: it steals spell protections, rather than the spell protections functioning normally against it as they do to *Dispel Magic*. An effect absorbed by *Absorb Effect* is not considered touch-based for the caster even if it was for the target.

Absorb Life Force has been clarified that it will work the same on undead creatures as it does on living ones. There will be no reverse Life Drain mumbo-jumbo.

Absorption Field, like *Circle of Protection*, will no longer stop *Terrorize*. Also, its ability to let the caster later use all of the skills and spells that hit the field is too much. Now, it only allows the caster to use one of the skills or spells that hit the field; the absorber must pick one. If nothing hit the field during the 10 minutes, nothing is absorbed. However, if the one skill is absorbed for later use, it may stack atop anything, even another skill or spell from *Absorb Skill* or *Spell*.

Magic Excess becomes *Absorb Excess* and gives the user one use of any grade one spell or skill upon effectual casting of *Feeblemind* or *Dampen Caster*. *Improved Absorb Excess* gives the user a number of uses of any grade one skill or spell equal to the casting level of the effective *Feeblemind* or *Dampen Caster* spell. These need not be all the same skill or spell; the user may choose a different one for each use if he wishes. Unused skills and spells still vanish after 10 minutes.

Only tower skills can be absorbed, drained, or replicated.

Aegis of Nature has been clarified that the user is vulnerable to Magestic energy.

Allied Survival is now Mass-Effect (Automatic) and does not discriminate between allies, enemies, or casual acquaintances. Because of this, the name of this spell has been changed to *Mass Dimensional Survival*.

Animal Empathy now gives immunity to *Terrorize* (but not other Fear).

If a character wants to use *Anti-Magic Mechanics* to disarm a glyph of a mass-effect (automatic) spell (like *Magic Explosion*), the glyph is considered to be Level 10 solely for the purpose of disarming. If a glyph has no level on it and it is not mass-effect, it is considered to not be in-game.

Anti-Magic Escape allows *Improved Escape* to squeeze around a magically locked door, but it requires one minute rather than 10 seconds. Also, this skill allows *Great Escape* to be used to escape *Detainment*, *Freeze Limb*, or any magical paralysis.

Avoid Glyph no longer allows its user to avoid a mass-effect spell released by a glyph; however, a mass-effect glyph can still be disarmed by a character using *Anti-Magic Mechanics*.

Animated Dead: For each time you die, your first animation lasts for 1 hour while every animation after that lasts only 10 minutes. If you have been animated and then subject to *Detain Spirit*, each detainment lasts for only 10 minutes. Max amount of time you can be dead for (both dead and undead) before having to go to Death is 3 hours and you still cannot be detained through a Magestream. The time that you are detained or animated counts against your 30 minutes until having to pass to Death.

Animate Dead and *Mass Animate Dead* can no longer be cast during the day (which is defined as any time when the sun is above the horizon), except for underground or areas where there is zero daylight.

Animal Empathy, in addition to its normal effect, also makes a Wood Warden immune to *Terrorize* from any source (but not other types of fear).

Astral Immunity has changed. It no longer can be used as an *Elemental Immunity*; however, it is unique in its ability to grant planar survival: if used for that purpose, the caster may divvy up the hour amongst any number of people (up to 12) any way he wishes (e.g. 4 people for 15 minutes each, 6 people for 10 minutes each, 2 people for 20 minutes each and 2 for 10 minutes each, etc.) - minimum duration of 5 minutes.

Astral Projection and *Psychic Projection*: after a caster is done projecting and is in a trance like sleep, nothing breaks him out of it unless a GM says otherwise.

Bestow Curse has been renamed *Curse* and the incantation has changed so that the full curse must be stated prior to the casting level. The curse is considered in-game while the casting level is an OOG statement. A fuller list of curses will be listed in the new book and accompanied by more detailed explanations. Curses are a bit different than regular magic, so *Dispel Greater Magic* will not remove them, nor will the spell *Absorb Magic Effect*.

Counter Song cannot be used to counter any spell that has an incantation with no prefix (the "By the power of..." part). Additionally, all mass-effect spells will now

begin their incantations with the OOG statement "To all within the sound of my voice..." This will help get everyone's attention so the incantation may be heard and it will prevent a Maestro from calling a *Counter Song* on a mass-effect spell if he doesn't yet have the skill *Improved Counter Song*.

Countersong can now counter automatic spells with a prefix (like Translate and Light) and touch-based spells with a prefix (like Cure Wounds 1 and Magic Immunity). However, it can no longer counter any psionic spells, not even packet-based.

The skills *Dimension Hop* and *Dream Hop* now specify that they may only be used for one round trip between games unless a GM gives permission to do more.

Dismissal can now send a caster or one of the caster's allies home from a module taking place on another dimension or realm (the place he appears is determined by a GM). This spell will be ineffective if cast on a corpse.

The assassin's *Death Word* is no longer *Death Word*. It is now called *Silent Death*.

Warlord's *Fatal Crit* has been replaced with *Fatal Attack*, which gives either a *Fatal Crit* or a *Crit 9*. Their Happy Hour has become *Heroism*, which is a spell that he can cast on either himself or another.

Great Attack no longer gives unlimited Crit 2. Instead, it increases the damage of any numerical Crit skill by one. It will not increase the damage of a regular attack that deals one damage because that would be unlimited Crit 2, which it does not do anymore...as you can tell from the first sentence.

The duration of *Level Drain* is changed from Until Sunrise to Permanent and the book will specify that one Magestream returns one drained level. However, the levels that were gained by the drainer have a duration of Until Sunrise.

Life Drain now specifies that only up to 8 temp LP can be gained with it. However, LP from *Life Drain* can be stacked with any other temp LP to a maximum of 8.

Magic Immunity is ignored by spells that have the words Anti-Magic or Anti-Magestry in their incants and those spells are the only ones that a character may cast if he is dampened or in a dampening field. Spells available to Anti-Magicians that mimic actual spells, like the Dampener's *Finger of Death* and *Level Drain* do not ignore Magic Immunity, nor can they be cast while

dampened or in a dampening field. *Magic Immunity* no longer stops Automatic spells.

Mass Magic Weapon has changed to *Mass Fire Weapon* for the Magestic Smith class. *Magic Conversion* can be used to change the energy to Magestry, but *Transform Spell* cannot be used with this spell.

Mass Weave Dream now allows one casting of the spell to weave different dreams for different creatures. They need not all be the same dream.

Meld with Sword has been clarified: it cannot be bestowed or cast into a potion.

Control Undead now has a 10-minute duration.

A Dream Weaver under the effect of *Power Nap* cannot be awoken except by a *Restore Mind* spell or a *Dispel Greater Magic* spell. Also, when the character awakens naturally from real OOG sleep, the effect ends unless he continues to role-play that he is asleep. *Power Nap* ends with the passing of the Magestream if not sooner.

Protection from Undead and *Protection from Lycanthropes* now gives Damage Reduction 4 vs. each attack instead of complete immunity or immunity from just normal attacks. All fighting (and stealth) skills are still effective against the target.

Psychic Emulation and *Astral Emulation* have changed. They no longer automatically turn back the spell if it is spell turned; instead, it acts as a Spell Immunity to block the spell if it is turned back. Also, bestowed spells and spells from scrolls can now be emulated. They are also level-based instead of having no base.

Shining Armor and *Armor of Darkness* have both dropped a grade and now give 6 AP rather than 7.

Sleep Control and *Sleepwalk* now end if the subject is awakened by anything that normally awakens someone from sleep.

Song of Opening leaves Maestro and perhaps becomes an add-on.

Song of Healing can now be cast on a person in combat. However, the person must be able to hear the song for the healing to continue to work, so if he is deafened, goes unconscious, gets too far away, or the noise level rises to the point that he can no longer hear the Maestro, the healing will end until he can hear the maestro again. Also, the maximum duration of *Song of Healing* is 10 minutes.

Undead Construct currently grants 10 temporary armor points in the morning to a necromancer who does not use his construct the night before. Since that violates the stacking limit of 8 temp armor points, it has been changed to 5 temp armor points and 5 temp life points. These points are not available to the necromancer on the first day/night of an event.

Undead Resistance no longer gives Damage Reduction 1 against undead attacks. Now, it makes the spirit hunter immune to weapon-based undead creature effects. *Undead Resistance* now has an OOG statement of "Undead Minimal Effect" to inform his opponent that he has an ability that gives him some kind of protection from the undead creature type. After this is said to a particular enemy, giving the player of that enemy a chance to clarify if the ability is not functioning against his particular creature, the OOG statement can become simply "Minimal Effect" or, if everyone involved in the combat is aware of the ability, nothing at all. In a similar manner, *Protection from Undead* and *Protection from Lycanthropes* now have OOG statements of "Undead Reduction 4" and "Lycanthropes Reduction 4" respectively.

Empower Spell, *Absorb Damage*, *Absorb Skill or Spell*, and *Countersong* all currently have durations of "Until Used or Until Sunrise." They have all changed to "Until Used." *Drain Skill or Spell* now has a duration of "Instantaneous and Until Used" instead of "Instantaneous and Until Sunrise."

Skills from *Drain Skill or Spell* and *Absorb Skill or Spell* are considered bestowments and cannot be stacked with each other, nor can they stack with any other bestowment, such as from *Bestow Magic*.

Fighting Skills Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
1	Crit 2, Disarm, Trip	Heavy Armor	10	Light Armor, Any Weapon Skill
2	Damage Reduction, Feat of Strength, Stun	Toughness	20	2 grade 1 slots
3	Battle Readiness, Crit 3, Parry	Stabilize	30	2 grade 2 slots
4	Berserker Rage, Cripple, Sturdiness	Toughness	40	2 grade 3 slots
5	Combat Instinct, Crit 4, Stamina	Favored Enemy	50	2 grade 4 slots
6	Crit 5, Flatten, Terrorize	Resist Fear, Toughness	60	2 grade 5 slots
7	Crit Storm, Improved Parry, Magic Attack	Weapons Master	70	2 grade 6 slots
8	Crit Paralyze, Shatter, Spell Reduction	Toughness	80	2 grade 7 slots
9	Fatal Crit, Improved Stabilize, Riposte	Weapon Specialization	90	2 grade 8 slots
10	Defensive Stance, Great Parry, Great Stamina	Create Technique, Improved Sturdiness, Toughness,	100	2 grade 9 slots

Magic Baggage Skills Table

Level	Magestry	Nature	Psionics	Spiritualism
1	Extra Casting (<i>Light</i>)	Extra Casting (<i>Light</i>)	Extra Casting (<i>Darkness</i>)	Extra Casting (<i>Light</i>)
2	Magic Conversion	Untangle	Mental Empowerment	See Spirit
3	Scribe Scroll	Resist Poison	Resist Hypnosis	Resist Disease
4	Enchant Potion	Natural Armor	Mental Healing	Enchant Potion
5	Transform Spell	Communicate with Animals	Telepathic Link	Remove Spiritual Effect
6	Resist Magic, Scribe Scroll	Focused Diagnosis, Resist Nature	Focused Diagnosis, Resist Psionics	Focused Diagnosis, Resist Spiritualism
7	Stack Spells	Stack Spells	Stack Spells	Stack Spells
8	Enchant Item	Enchant Item	Enchant Item	Enchant Item
9	Extra Casting (Any Spell)	Extra Casting (Any Spell)	Extra Casting (Any Spell)	Extra Casting (Any Spell)
10	Create Spell, Essence Attunement	Create Spell, Damage Reduction (Any Element)	Create Spell, Hardened Mind	Courage, Create Spell

Stealth Skills Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
1	Backstab 2, Detect Poison, Simple Mechanics	Spot 1	10	Appraise, Any Weapon Skill
2	Backstab 3, Escape, Waylay	Spot 2	20	2 grade 1 slots
3	Common Mechanics, Dodge, Hypnotize Confuse	Resist Poison, Spot 3	30	2 grade 2 slots
4	Avoid Trap, Backstab 4, Improved Escape	Spot 4, Trap-Setting	40	2 grade 3 slots
5	Backstab 5, Hypnotize Charm, Slow Poison	Extra Skill (Backstab 2), Spot 5	50	2 grade 4 slots
6	Complex Mechanics, Great Escape, Improved Dodge	Resist Hypnosis, Spot 6	60	2 grade 5 slots
7	Alertness, Backstab Paralyze, Hypnotize Sleep	Evasion, Spot 7	70	2 grade 6 slots
8	Backstab 8, Feign Death, Great Mechanics	Gather Information, Spot 8	80	2 grade 7 slots
9	Fatal Backstab, Great Dodge, Hypnotize Paralyze	Stealth Specialization, Spot 9	90	2 grade 8 slots
10	Battle Finesse, Free Action, Hypnotize Control	Create Technique, Spot 10, Stealth Mastery	100	2 grade 9 slots

Weapon Skills Table

Weapon Skill (Flat)	Cost
Bow/Crossbow	10
Florentine	40
One-Handed Axe	20
One-Handed Club/Mace	20
One-Handed Sword	20
One-Handed Warhammer	20
Shield	40
Shield, Buckler	15
Small Weapon	10
Spear/Polearm	30
Staff	25
Thrown Weapon	15
Two-Handed Axe	30
Two-Handed Club/Mace	30
Two-Handed Sword	30
Two Handed Warhammer	30
Unarmed	40

Miscellaneous Skill Table

Miscellaneous Skill (Flat)	Cost	Teach	Prerequisite
Alchemy	40	Yes	<i>Knowledge (Nature)</i>
Appraise	20	Yes	None
Astrology	40 [^]	Yes	<i>Knowledge (Future)</i>
Enchant Ink	40	Yes	<i>Scribe Scroll</i>
Enchant Potion	10	Yes	None
Fast Healing	30 [^]	No	None
First Aid	25	Yes	None
Gather Information	30 [^]	No	<i>Knowledge (Any Subject)</i>
Gather Components	20	Yes	<i>Knowledge (Nature)</i>
Identify Potion	10	Yes	None
Knowledge	20	No	None
Learn	25	No	<i>Knowledge (Any Subject)</i>
Legend Lore	40 [^]	No	<i>Gather Information or Knowledge (History)</i>
Light Armor	20	No	None
Literacy	20	Yes	None
Mental Focus	40	No	None
Natural Armor	40 [^]	No	None
Profession	30 [^]	Yes	None
Read Magic	20	Yes	<i>Literacy</i>
Resist Disease	40 [^]	No	None
Resist Fear	30 [^]	No	None
Resist Hypnosis	30 [^]	No	None
Resist Magic	50 [^]	No	None
Resist Nature	30 [^]	No	None
Resist Poison	40 [^]	No	None
Resist Psionics	30 [^]	No	None
Resist Spiritualism	30 [^]	No	None
Scribe Scroll	10	Yes	<i>Read Magic</i>
Speak w/ Plants	40	Yes	None
Speak w/ Stone	40	Yes	None
Spiritual Empathy	40 [^]	No	None
Stabilize	25 [^]	No	None
Stack Potions	50	No	None
Stalking	30	No	<i>Gather Information or Wilderness Survival</i>
Teach	10	No	None
Thickness	30 [^]	No	None
Toughness	30 [^]	No	None
Toxicology	40	Yes	<i>Knowledge (Nature)</i>
Transform Spell	30 [^]	Yes	<i>Grade 5 Spell-Casting</i>
Wilderness Survival	30	No	<i>Knowledge (Nature)</i>

Spells by School Table

Magestry	Nature	Psionics	Spiritualism
Grade 1	Grade 1	Grade 1	Grade 1
Detect Magic	Awaken	Awaken	Cure/Inflict Wounds 1
Hear Magestry	Barkskin	Confuse	Detect Poison
Magic Missile	Detect Poison	Laughter	Health
Magic Shield	Elemental Missile	Psychic Missile	Identify Spirit
Grade 2	Grade 2	Grade 2	Grade 2
Awaken	Diagnose	Despair	Despair
Confuse	Entangle	Fumble	Diagnose
Diagnose	Purify Food or Drink	Pain	Purify Food or Drink
Entangle	Sunbeam	Psychic Shield	Turn Undead
Grade 3	Grade 3	Grade 3	Grade 3
Acid Arrow	Elemental Arrow	Diagnose	Calm Emotions
Empower Spell	Freeze Limb	Psychic Arrow	Cure/Inflict Wounds 2
Magic Armor	Gust of Wind	Telepathy	Fear
Pain	Translate	Weakness	Feat of Strength
Grade 4	Grade 4	Grade 4	Grade 4
Feat of Strength	Calm Emotions	Empower Spell	Detain Spirit
Magic Lock & Key	Elemental Weapon	Fear	Empower Spell
Magic Weapon	Empower Spell	Release	Remove Disease
Resist Magic	Regenerate Limb	Silence	Speak w/Dead
Grade 5	Grade 5	Grade 5	Grade 5
Bestow Magic	Elemental Bolt	Charm	Cure/Inflict Wounds 4
Cripple Limb	Heat or Chill Metal	Command	Neutralize Poison
Lightning Bolt	Neutralize Poison	Psychic Bolt	Silence
Silence	Remove Disease	Psychic Weapon	Spiritual Weapon
Grade 6	Grade 6	Grade 6	Grade 6
Dispel Magic	Charm	Combine	Combine
Identify	Control Elemental	Forget	Command
Magic Bonds	Feign Death	Iron Will	Iron Will
Spell Immunity	Stoneskin	Sleep	Morale
Grade 7	Grade 7	Grade 7	Grade 7
Blind/ Deafen	Elemental Ball	Delusion	Cure/Inflict Wounds 6
Fireball	Elemental Storm	False Aura	Destroy Undead
Glyph	Spell Immunity	Feeblemind	Great Health
Mending	Whirlwind	Mind Over Body	Remove Curse
Grade 8	Grade 8	Grade 8	Grade 8
Ice Storm	Elemental Flare	Amnesia	Harm/Heal
Magic Cage	Elemental Immunity	Indomitable Will	Healing Hands
Paralyze	Freeze Paralyze	Mind Control	Indomitable Will
Spell Turning	Heal	Paralyze	Restoration
Grade 9	Grade 9	Grade 9	Grade 9
Circle of Protection	Elemental Explosion	Destroy/Restore Mind	Circle of Protection
Finger of Death	Flesh to Stone	Mass Awaken	Death Word
Magic Explosion	Regeneration	Normal Weapon Immunity	Mass Cure/Inflict Wounds
Open or Close Portal	Remove Curse	Spell Turning	Resurrection
Grade 10	Grade 10	Grade 10	Grade 10
Astral Projection	Elemental Form	Mass Silence	Mass Despair
Dispel Greater Magic	Mass Entangle	Psychic Emulation	Mass Remove Disease
Magic Immunity	Nature's Refuge	Psychic Projection	Regeneration
Normal Weapon Immunity	Sunburst	Replicate Skill or Spell	Spirit Walk

Prestige Class Tables

Absorber Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	Absorb Damage, Absorb Magic, Life Drain	<i>Draw from Nature</i>	60	Fighting 2, Magestry 3, Nature 2, Psionics 2, Spiritualism 2 , Stealth 2
7	Drain Resistance, Feeblemind, Level Drain	Absorb Excess	70	2 grade 6 slots
8	Absorb Skill or Spell, Dampen Caster, Vampiric Weapon	<i>Resist Magic</i>	80	2 grade 7 slots
9	Absorb Effect , Armor of Absorption, Drain Skill or Spell	<i>Bottle Absorbed Ability</i>	90	2 grade 8 slots
10	Absorb Item's Ability, Absorb Life Force, Absorption Field	Improved Absorb Excess	100	2 grade 9 slots

Assassin Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	Forget, <i>Great Escape</i> , Sleep	<i>Resist Poison</i>	60	Psionics 2, Stealth 5, Stalking , <i>Toxicology 2</i>
7	Backstab Paralyze , <i>Complex Mechanics</i> , <i>Improved Dodge</i>	<i>Extra Skill (Hypnotize Confuse)</i>	70	2 grade 6 slots
8	<i>Magic Attack</i> , Paralyze , <i>Feign Death</i>	<i>Improved Detect Poison, Resist Poison</i>	80	2 grade 7 slots
9	Crit Paralyze , <i>Fatal Backstab</i> , Hypnotize Paralyze	<i>Assassinate, Escape Artist</i>	90	2 grade 8 slots
10	<i>Battle Finesse</i> , <i>Great Dodge</i> , Silent Death	<i>Poison Immunity</i>	100	2 grade 9 slots

Dampener Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	Anti-Magic Bolt, Dispel Magic, Spell Immunity	<i>Avoid Glyph</i>	60	Read Magic, Resist Nature, Resist Psionics, Resist Spiritualism, Stealth 6
7	Dampen Caster, Level Drain , Spell Turning	Anti-Magic Mechanics	70	2 grade 6 slots
8	Amnesia, Disenchant Item, Improved Spell Immunity	Anti-Magic Escape, Resist Magic	80	2 grade 7 slots
9	Dispel Greater Magic, Finger of Death, Mass Dispel Magic	Extra Casting (Dispel Magic)	90	2 grade 8 slots
10	Dampening Attack , Dampening Field, Mass Dampen	<i>Anti-Magic Casting</i>	100	2 grade 9 slots

Improved Spell Immunity: Smart Spell Immunity – self only.

Dampening Attack: For 10 minutes, everything the dampener hits with a weapon he wields becomes dampened for 10 minutes (whether it be a person or an item).

Hopper Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	Astral Bolt, Astral Weapon, Open or Close Portal	Extra Casting (Translate)	60	Knowledge (The Dimensions), Magestry 5, Nature 4, Transform Spell
7	Astral Immunity, Detainment, Dismissal	Dimension Survival	70	2 grade 6 slots
8	Astral Storm, Blink, Mass Dimension Survival	Dimension Hop	80	2 grade 7 slots
9	Astral Projection, Banishment, Dimensional Blinking	Dimensional Conversion	90	2 grade 8 slots
10	Circle of Protection, Create or Destroy Portal, Dimensional Emulation	Dimension Seed, Summoning	100	2 grade 9 slots

Blink: Allows hopper to use one Improved Escape or Improved Dodge.

Dimensional Blinking: Lasts 10 minutes and allows the hopper to walk through anything (Circle of Protection, Magic Cage, locked door). He also gains a number of Dodges equal to the casting level, but they will disappear if unused by the end of the spell. While he can pass through Entangles or blink out of Magic Bonds, this spell is not Free Action and effects that paralyze him or make his limbs unusable will still halt his movement. He also cannot escape from Detainment.

Dimensional Conversion: Includes the old Astral Conversion (which apparently could not be used on weapon enchantments but probably should), but also allows the hopper to cast any of his Hopper spells by the power of the dimension he is on, as long as he knows the dimension's name and/or natural energy type (on Magesta, he could cast by the power of Magestry; on Hyjula, by the power of Hyjula, in the Psychic Realm, with the power of his mind)

Dimensional Emulation: Like Psychic Emulation, except the power it is cast by is either The Dimensions or the name/energy of the dimension he is on. If it is used in conjunction with Astral Projection, the hopper will be able to cast any of his Hopper spells while projecting

Spirit Hunter Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	Crit 5, Destroy Undead, Spiritual Weapon	Resist Disease, Favored Enemy (Undead)	60	Resist Disease (x2), Fighting 4, Spiritualism 5
7	Cure Wounds 6, Protection From Undead, Shining Armor	Extra Casting (Sunbeam), Resist Evil	70	2 grade 6 slots
8	Healing Hands, Improved Parry, Protection From Evil	Resist Disease, Toughness	80	2 grade 7 slots
9	Crit 9, Mass Cure Wounds, Sunburst	Resist Evil, Undead Resistance	90	2 grade 8 slots
10	Mass Destroy Undead, Regeneration, Vengeful Spirit	Disease Immunity, Toughness	100	2 grade 9 slots

Vengeful Spirit: Spirit Walk plus Regeneration plus Protection From Evil, but only 10 minutes and only if you are killed by an undead or someone you have seen cast by the power of Evil.

Dream Weaver Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	Hypnotize Sleep, Sleepwalk, Weave Dream	Sleep Resistance	60	Astrology, Psionics 6, Resist Spiritualism, Spiritual Empathy
7	Combine, Mass Awaken, Nightmare	Extra Casting (Sleep)	70	2 grade 6 slots
8	Restoration Sleep, Sleep Control, Sleeping Sickness	Favored Dimension (Dream Realm)	80	2 grade 7 slots
9	Destroy/Restore Mind, Heroic Dream, Mass Weave Dream	Dream Hop, Sleep Immunity	90	2 grade 8 slots
10	Mass Sleep, Psychic Projection, Replicate Skill or Spell	Power Nap	100	2 grade 9 slots

Sleep Resistance: +2 vs. Sleep effects and immunity to Sleeping Sickness.

Restoration Sleep: Level-based spell that puts target into a restorative slumber. If he sleeps for 10 uninterrupted minutes, he will benefit from Restoration at the level of the spell.

Sleeping Sickness: Either give one creature the Sleeping Sickness disease or bring an already-sleeping creature to the final stage of the disease immediately.

Maestro Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	Charm, Countersong, Sleep	Combat Casting	60	Legend Lore, Nature 4, Spiritualism 5
7	Remove Curse, Song of Healing, Uncontrollable Dance	Extra Casting (Morale)	70	2 grade 6 slots
8	Restoration, Mass Cure Wounds, Song of Shielding	Song of Awakening	80	2 grade 7 slots
9	Heroic Song, Mass Morale, Mind Control	Music Casting	90	2 grade 8 slots
10	Mass Charm, Mass Sleep, Resurrect	Improved Countersong	100	2 grade 9 slots

Necromancer Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	Animate Dead, Control Undead, Life Drain	Bolster Undead	60	Magestry 2, Resist Disease (x2), Spiritualism 6
7	Armor of Darkness, Disease, Harm	Extra Casting (Inflict Wounds 2), Resist Disease	70	2 grade 6 slots
8	Death, Level Drain, Vampiric Weapon	Extra Casting (Bestow Magic on Undead), Improved Animation	80	2 grade 7 slots
9	Bestow Curse, Mass Inflict Wounds, Mass Pain	Evil Casting, Undead Construct	90	2 grade 8 slots
10	Degeneration, Mass Animate Dead, Vile Resurrection	Evil's Blessing, Greater Animation	100	2 grade 9 slots

Degeneration: Regeneration that inflicts wounds instead of healing them. Touch only.

Warlord Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	Enrage, Flatten, Morale	Resist Fear, Toughness	60	Fighting 6, Spiritualism 1, Stabilize (x2), Thickness, Toughness (x4)
7	Crit Storm, Shatter, Shining Armor	Extra Casting (Great Health), Toughness	70	2 grade 6 slots
8	Crit Paralyze, Heal, Spell Reduction	Combat Casting, Toughness	80	2 grade 7 slots
9	Fatal Attack, Improved Stabilize, Mass Morale	Great Attack, Toughness	90	2 grade 8 slots
10	Heroism, Mass Enrage, Normal Weapon Immunity	Toughness, War's Blessing	100	2 grade 9 slots

War's Blessing: Immunity to Fear and the Warlord will also benefit from any temporary benefit spell he casts on another by the power of War as long as both the target and the caster actively engage in combat (with anyone, not necessarily with each other) within one minute after the spell is cast (if both do not engage in real combat, the benefits will end for the caster as he has let Armego down). Spells that can be used with this are Morale, Great Health, Shining Armor, Mass Morale, and Heroism (which we will make an Other Only spell). Temp LP and AP gained in this way are stackable for the Warlord, up to the maximum of +8 of each.

Wood Warden Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	Combat Instinct, Heat or Chill Metal, Terrorize	Draw from Nature, Favored Enemy	60	Fighting 3, Nature 5, Spiritualism 2, Wilderness Survival
7	Crit Storm, Cure/Inflict Wounds 6, Elemental Flare	Extra Casting (Entangle)	70	2 Grade 6 slots
8	Freeze Paralyze, Heal/Harm, Shatter	Extra Casting (Stoneskin), Toughness	80	2 Grade 7 slots
9	Fatal Crit, Improved Stabilize, Mass Entangle	Entangle Mastery	90	2 Grade 8 slots
10	Aegis of Nature, Nature's Refuge, Regeneration	Animal Empathy	100	2 Grade 9 slots

Entangle Mastery: Upon gaining this skill, a Wood Warden becomes immune to all *Entangle* effects and can use any *Entangle* as a weapon-based spell (as per the wood troll creature effect). Also, in place of its normal function, he can use the spell *Mass Entangle* to swing unlimited *Entangle* effects for 10 minutes.

Elemental Archer Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	Bow of the Elements, Elemental Ball, <i>Shatter</i>	<i>Arrow Casting</i>	60	<i>Bow</i> , Fighting 4, <i>Mental Focus</i> , Nature 5
7	<i>Fatal Crit</i> , Dismissal, <i>Freeze Paralyze</i>	<i>Extra Casting (Elemental Bolt)</i>	70	2 Grade 6 slots
8	Blind, <i>Elemental Blast</i> , <i>Elemental Flare</i>	<i>Improved Bow of the Elements</i>	80	2 Grade 7 slots
9	<i>Elemental Immunity</i> , Finger of Death, <i>Magical Riposte</i>	<i>Extra Skill (Crit 5)</i>	90	2 Grade 8 slots
10	Bow of Elemental Smiting, Circle of Protection, <i>Destroy Elemental</i>	<i>Great Bow of the Elements</i>	100	2 Grade 9 slots

*All of the offensive skills and spells on this chart can only be used with a bow (and not a crossbow).

Improved Bow of the Elements (change): Gives unlimited Bow of the Elements, but when Bow of the Elements is cast, for one hour the archer can choose either a regular weapon enchantment or an Elemental Missile with each arrow.

Great Bow of the Elements: Every arrow fired can be either a normally enchanted arrow or an Elemental Missile. Casting Bow of Elements will give Elemental Arrows for one hour.

Lycanthrope Hunter Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	<i>Crit 5</i> , Magic Silver Weapon, <i>Stamina</i>	<i>Favored Enemy (Lycanthropes)</i> , <i>Toughness</i>	60	Fighting 5, <i>Natural Armor</i> , Nature 3, <i>Spiritualism 2</i>
7	<i>Improved Parry</i> , Protection from Lycanthropes, <i>Remove Curse</i>	<i>Lycanthrope Resistance</i>	70	2 Grade 6 slots
8	Halt Transformation, <i>Silver Flare</i> , Silver Storm	<i>Extra Skill (Feat of Strength)</i> , <i>Toughness</i>	80	2 Grade 7 slots
9	<i>Fatal Crit</i> , <i>Heal</i> , Purge Lycanthropy	<i>Lycanthropy Immunity</i>	90	2 Grade 8 slots
10	<i>Defensive Stance</i> , <i>Lycanthropic Form</i> , Mass Halt Transformation	<i>Kaybin's Fury</i> , <i>Toughness</i>	100	2 Grade 9 slots

Lycanthrope Resistance: DR1 vs. all lycanthrope attacks (special skills still have normal effects). Also, this allows the hunter to keep fighting even if affected by a lycanthrope's Terrorize.

Lycanthropic Form: hunter transforms into a lycanthrope for one hour. Gains +8 temp LP and +4 natural AP. Swings Crit 2 every swing. Regenerates 1 LP/ 10 seconds. Gain a number of uses of Terrorize (at the casting level) equal to the casting level). Immunity to Fear. Does not regenerate silver damage. Can only be used once per day.

Kaybin's Fury: This new skill includes the old Silver Attack skill, but also has one added ability: for every Terrorize that a lycanthrope effects the hunter with, the hunter gets one free use of *Berserker Rage* against that creature upon reaching OLP. Multiple Terrorizes will result in a chain use of *Berserker Rage* until either the lycanthrope is dead or the hunter runs out of rages. During these rages, the hunter must ignore all other attackers and focus on the lycanthrope that terrorized him (glaring at it with smoldering intensity). Once that lycanthrope falls to the ground and stops moving, the hunter must also fall unconscious within 10 seconds (just enough time for a final blow).

Magestic Smith Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	Heat Metal, Identify, Mending	Animate Tools, Enchant Item	60	Great Heavy Armor Repair, Craft Masterwork Metal Weapon, Magestry 4, One or Two-Handed Warhammer
7	Magestic Weapon, Shatter, Shining Armor	Extra Casting (Fire Weapon)	70	2 Grade 6 slots
8	Fire Flare, Magic Hammer, Mass Magic Armor	Damage Reduction (Fire), Improved Animate Tools	80	2 Grade 7 slots
9	Crit 9, Magic Cage, Spell Turning	Smashing Hammer	90	2 Grade 8 slots
10	Mass Fire Weapon, Mass Mending, Normal Weapon Immunity	Forge Magestic Weapon, Great Animate Tools	100	2 Grade 9 slots

Animate Tools (new): Since the spell lasts Until Sunrise anyway, this is now a spell-like ability that can be used once per day. If the smith spends 10-minutes repairing something, he can then cast the Animate Tools spell and his tools will continue to work on their own for up to 6 armor points of repairs. After those 6 points are repaired, the spell ends and cannot be cast again that day. If the tools are moved or dispelled before they have repaired 6 points, the smith can restart them using the same method as before. (If tools are left unattended, the smith must leave an OOG note on them to explain they are repairing things and explain that, if someone wants to move or dispel them, he or she should also remove the OOG note. If a smith returns to find his note removed, he must assume that the tools stopped working as soon as he left them.) Also, it will be clarified that, once an item is completely repaired, the animated tools will automatically move to repair the next item as long as that item is in contact with the first.

Improved Animate Tools (new): This can now only be used to repair one weapon in addition to repairing 15 AP at 4 minutes each.

Great Animate Tools (new): This can repair any number of broken weapons or AP (and repairing one AP takes only 3 minutes). Also, if the smith casts a Mending spell, the tools will go to work all at once to repair a number of items equal to his character level.

Smashing Hammer (solution to weapon specialization problem): Smith gains a number of uses of Smash 2 each day equal to character level, but they must be made with a hammer (to use with throwing hammer, smith must have thrown weapon skill). Additionally, smith may spend a Magic Hammer spell to deal a Smash 5. None of these smashes can be raised by a Feat of Strength, nor can multiple Magic Hammers be used to make a Smash attack greater than 5.

Forge Magestic Weapon: In addition to making the magestic smith the only person in the world who can even attempt to work with Magestite, this skill now allows the smith to make any [metal] weapon, shield, or piece of armor self-repairable. To do so, he must spend one Pure Magestry per pound of metal used (minimum of one) in the forging of the item, and the creation time is doubled. A self-repairable item has no special function except this: it will be completely and instantly repaired by the Magestream. A self-repairable item (which will be accompanied by an item card) will not detect as magical, nor will it be appraised as any more valuable than a regular item of its kind, but an Identify spell will reveal its self-repairable nature. A smith may use this skill to make a permanently magical metal item self-repairable, but instead of Pure Magestry, Powdered Magestone components (Very Rare, with an value of 4 gold each) must be used.

Mass Mending: “To all within the sound of my voice: By the power of Magestry, I repair all mundane weapons and armor up to 6 armor points!” (The word “mundane” will be described in the book to mean any item that is not magical, not made of a special metal, and does not have special properties. This means Mass Mending won’t work on silver weapons or weapons with the self-repairing ability.)

Portaljacker Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	<i>Backstab 5, Great Escape, Open or Close Portal</i>	<i>Anti-Magic Mechanics, Evasion</i>	60	<i>Knowledge (The Dimensions), Magestry 2, Stealth 6, Wilderness Survival</i>
7	<i>Astral Weapon, Blink, Spell Immunity</i>	<i>Avoid Glyph, Extra Casting (Telepathy)</i>	70	2 Grade 6 slots
8	<i>Backstab Paralyze, Dismissal, Redirect Portal</i>	<i>Anti-Magic Escape, Favored Dimension</i>	80	2 Grade 7 slots
9	<i>Dimensional Blinking, Fatal Backstab, Great Mechanics</i>	<i>Dimension Survival</i>	90	2 Grade 8 slots
10	<i>Banishment, Battle Finesse, Great Dodge</i>	<i>Improved Evasion</i>	100	2 Grade 9 slots

Sword Speaker Skills/Spells Table

Grade	Tower Skills	Baggage Skills	Cost	Prerequisite
6	<i>Combat Instinct, Elemental Weapon, Magic Attack</i>	<i>Speak w/Sword</i>	60	<i>Fighting 5, Magestry 4, Mental Focus, One or Two-Handed Sword</i>
7	<i>Astral Weapon, Improved Parry, Mending</i>	<i>Extra Casting (Magic Weapon)</i>	70	2 Grade 6 slots
8	<i>Crit Paralyze, Magestic Weapon, Shatter</i>	<i>Toughness</i>	80	2 Grade 7 slots
9	<i>Fatal Crit, Riposte, Vampiric Weapon</i>	<i>Weapon Specialization (One or Two-Handed Sword)</i>	90	2 Grade 8 slots
10	<i>Great Parry, Meld with Sword, Parry Finesse</i>	<i>Sword Singing</i>	100	2 Grade 9 slots

Meld with Sword: Now can only be used once per day. Also, the one skill that is given to the wielder at the time of casting must be a weapon-based skill and must be used with the sword (it cannot be a spell). Using this skill no longer spends it for the sword speaker. Also, a sword speaker who melds with his sword is subject to Heal and Restoration while inside the sword. Nothing can break the sword except for a Magestic shatter, but if the sword *is* shattered, the sword speaker will die and, at the end of the spell's one-hour duration, reappear at the feet of the original wielder (whether that wielder still has the sword or not) and have 30 minutes until he will proceed to Death unless he is resurrected.

Sword Singing: If the sword speaker spends 10 minutes in a meditative state while listening to the sounds of his sword and humming or singing in harmony with them, he gains the ability to use the skill *Magic Attack* at will for the remainder of the day. Every hour, the sword speaker must spend one minute "re-attuning" himself with his sword in a similar mediation or he will lose this ability. Though *Magic Attack* is not technically magic, the sword speaker will immediately lose this ability if affected by *Dispel Magic* or any dampening effect. If he falls unconscious (for any reason), he will also find himself unable to activate this ability once he regains consciousness. After losing the ability, whether from *Dispel Magic*, dampening, or losing consciousness, the sword speaker can regain it with the regular one-minute re-attunement meditation.