

Content

Amnesia.....	2
Animation.....	2
Banish Demon.....	3
Control Entity.....	3
Detect Invisible.....	3
Enchantment.....	4
Enhance Senses.....	4
Force Analysis.....	5
Identify.....	5
Imbed Spell.....	6
Imbed Spirit.....	6
Long Whisper.....	6
Master Entity.....	7
Read Mind.....	7
Silence.....	8
Summon Entity.....	8
Telekinesis.....	8
Work Materials.....	9
Item Creation.....	9
Time Cost.....	10

This is a list of some spells my PCs or NPCs need in my current campaign.

They were created by using material from RM Spell Law 2nd Edition, RM Alchemy Companion and RM Spell Users Companion.

Some spells may not be castable without PP adders or other help (Magic Rituals) because of the high number of required PP. But to be believable, you have to show your players, how these mega-monsters could have been created ;-).

I am working on some guidelines for Magic Rituals.

The statistics for entities, constructs and golems can be taken from RM C&T I and II.

Amnesia

PP Cost	4		
Range	100'		
Duration	Permanent		
RR	Will		
Type	Attack		
Spheres	Mage, Harper		
Description	Target forgets 10 minutes totally, caster's choice.		
Scaling Options			
Forget 100 min	+4 PP	Forget 1hr/rank	+12 PP
Forget 200 min	+8 PP		

Animation

PP Cost	4		
Range	Touch		
Duration	Permanent		
RR	-		
Type	Utility		
Spheres	Alchemist		
Description	From appropriate materials, the caster forms and animates a Minor Constructs (lvl 7 or lower) body. A newly created construct is unintelligent and able to follow only simple instructions (3 words max.). The spell must be cast once every day of time needed (lvl x lvl of construct) for creation. The construct can not be of higher level as the caster. The normal level is 3. Each level higher gives -10 to the spell casting roll, each level lower gives +10. Base cost for the construct is (lvl x lvl x lvl) in GP in addition to the cost for the materials.		
Scaling Options			
Minor Golem (max. lvl 5)	+3 PP	Major Golem (max. lvl 15)	+13 PP
Lesser Construct (max. lvl 12)	+5 PP	Greater Golem (max. lvl 25)	+16 PP
Lesser Golem (max. lvl 10)	+9 PP	Golem True (any lvl)	+19 PP
Greater Construct (max. lvl 17)	+12 PP		

Banish Demon

PP Cost	6
Range	100'/Rank
Duration	Permanent
RR	Will
Type	Attack
Spheres	Mage, Alchemist
Description	Caster banishes a Type I or II Demon to its home plane.
Scaling Options	
Banish up to type IV demon	+6 PP
Banish up to type V demon	+10 PP
Banish up to type VI demon	+14 PP

Control Entity

PP Cost	5
Range	10'/Rank
Duration	Concentration
RR	Will
Type	Attack
Spheres	Mage, Alchemist
Description	Allows the caster to totally control an Elemental Servant. The entity leaves, when the caster stops concentrating. The entity will not speak with the summoner. The entity has a will-based RR against the control spell.
Scaling Options	
Summon Weak Elemental	+1 PP
Summon Type I Demon	+2 PP
Summon Type II Demon	+3 PP
Summon Type III Demon	+4 PP
Summon Guardian Elemental	+6 PP
Summon Strong Elemental	+8 PP
Summon Type IV Demon	+8 PP
Summon Type V Demon	+10 PP
Summon Type VI Demon	+12 PP

Detect Invisible

PP Cost	8
Range	50'
Duration	2 Rounds/Rank (Concentration)
RR	-
Type	Utility
Spheres	Mage
Description	Detects any invisible item or person. Caster can concentrate on a 5' radius each round. All attacks against something or someone so detected are at -50.
Scaling Options	
Increase Range	+3 PP/50'
Increase Duration (5 rounds/rank)	+4 PP
Increase Radius (10')	+3 PP
Increase Duration (10 rounds/rank)	+6 PP

Enchantment

PP Cost	6
Range	Self
Duration	24 hours
RR	-
Type	Utility
Spheres	Alchemist
Description	Allows the alchemist to enchant a weapon with a +5 bonus. This spell must be cast once per day during item creation.
Scaling Options	
Enchant Armor (+5 bonus)	+3 PP Each additional +5 bonus +6 PP
Enchant general item (+5 bonus)	+5 PP Each additional PP added +6 PP
Enchant +1 PP adder	+5 PP

Enhance Senses

PP Cost	3
Range	10'
Duration	2 Rounds/Rank
RR	-
Type	Utility
Spheres	Mage, Harper, Ranger
Description	Caster can pick a point up to 10' away and he will hear as if he were at that point (there can be intervening objects such as walls).
Scaling Options	
Increase Range (100')	+3 PP Increase Range (1 mile) +12 PP
Increase Range (500')	+8 PP Hear (Caster sees instead of hears from fixed point. Point is rotatable) +2 PP
Increase Duration (5 rounds/rank)	+4 PP Increase Duration (10 rounds/rank) +6 PP

Force Analysis

PP Cost	3	
Range	10'/Rank	
Duration	varies	
RR	Will	
Type	Attack	
Spheres	Alchemist	
Description	Forces a Type I or II demon to analyze one item. The chance is 10% (Type I) / 25% (Type II) for each property. If a demon does not know an item's power it may say so or make something up.	
Scaling Options		
Force up to type IV demon	+6 PP	The chance is 40% (Type III) / 55% (Type IV) for each property.
Force up to type V demon	+10 PP	The chance is 70% for each property.
Force up to type VI demon	+14 PP	The chance is 90% for each property.
Force Information	+1 PP	Force demon to answer one „yes“ „no“ question, whose answer is in someone's unshielded mind.
Force Search	+3 PP	Force demon to conduct a search for a specific person, place or thing.

Identify

PP Cost	3	
Range	Touch	
Duration	Permanent	
RR	-	
Type	Utility	
Spheres	Mage, Harper, Alchemist	
Description	Caster can assess the value of an item to within 10%.	
Scaling Options		
Learn Abilities	+4 PP per 25% chance per enchanted ability	
Learn Significance	+5 PP Caster learns the cultural and historical significance of an item	
Learn Origin	+6 PP Caster learns the area of origin of the item, the race of the being who made it and when it was made (within 100 years).	

Imbed Spell

PP Cost	3		
Range	Self		
Duration	24 hours		
RR	-		
Type	Utility		
Spheres	Alchemist		
Description	Caster imbeds a spell worth 2 PP in an item or potion. The Daily scaling option allows the spell to be cast once per day. This option can be applied more than once, to create a Daily II+ item. To imbed a spell it is necessary to cast the spell and the appropriate imbed spell once per day during item creation.		
Scaling Options			
Each additional PP	+2 PP	Charge Staff	+6 PP
Charge Wand	+2 PP	Daily	+5 PP
Charge Rod	+4 PP	Constant	+20 PP

Imbed Spirit

PP Cost	7		
Range	Touch		
Duration	Permanent		
RR	-		
Type	Utility		
Spheres	Alchemist		
Description	Allows a caster to call and imbed a 1 st level spirit within a construct or a golem of maximum 3 rd level.		
Scaling Options			
Each additional Level of construct or golem	+2 PP	Converse (allows caster to communicate with the spirit)	+2 PP
Each additional level of spirit	+3 PP		

Long Whisper

PP Cost	3
Range	100'
Duration	C
RR	-
Type	Utility
Spheres	Harper
Description	Caster can whisper and the whisper can be heard at any point he chooses within the range.
Scaling Options	
Increase Range (per 100')	+3 PP

Master Entity

PP Cost	7
Range	10'/Rank
Duration	varies
RR	Will
Type	Attack
Spheres	Mage, Alchemist
Description	Allows the caster to totally control an Elemental Servant. The entity will remain and obey the caster until the caster dies or the entity is outside the range limit or the caster releases him. A maximum of two entities can be mastered at one time by one being. The entity will give information to the summoner. The entity has a will-based RR against the control spell.
Scaling Options	
Summon Weak Elemental	+1 PP
Summon Type I Demon	+2 PP
Summon Type II Demon	+3 PP
Summon Type III Demon	+4 PP
Summon Guardian Elemental	+6 PP
Summon Strong Elemental	+8 PP
Summon Type IV Demon	+8 PP
Summon Type V Demon	+10 PP
Summon Type VI Demon	+12 PP

Read Mind

PP Cost	7
Range	100'
Duration	2 Rounds/Rank (Concentration)
RR	Will
Type	Attack
Spheres	Mage, Harper
Description	Caster receives surface thoughts from target. If the target makes his RR by more than 25 he realizes what is happening. Caster can concentrate on one target each round.
Scaling Options	
Increase Duration (5 rounds/rank)	+4PP
Learn reasoning and thoughts patterns	+3 PP
Read conscious memories (1 scene/rnd)	+6 PP
Increase Duration (10 rounds/rank)	+6 PP
Read subconscious experiences (1 exp./rnd)	+10 PP

Silence

PP Cost	6
Range	100'
Duration	2 Rounds/Rank
RR	Magic
Type	Attack
Spheres	Cleric, Mage, Harper
Description	Target is silenced and cannot speak or cast any spells
Scaling Options	
Increase Duration (5 rounds/Rank) +4 PP	Add target +4 PP

Summon Entity

PP Cost	4
Range	100'
Duration	2 Rounds
RR	-
Type	Utility
Spheres	Mage, Alchemist
Description	Caster summons an <i>Elemental Servant</i> that gradually appears over the course of 2 rounds. If it is not „controlled“ or „mastered“ it will attack random targets until it fades away after 2 – 20 rounds. For Elemental Entities, the caster can choose the specific element (fire, earth, water, air, light).
Scaling Options	
Summon Weak Elemental +1 PP	Summon Strong Elemental +8 PP
Summon Type I Demon +2 PP	Summon Type IV Demon +8 PP
Summon Type II Demon +3 PP	Summon Type V Demon +10 PP
Summon Type III Demon +4 PP	Summon Type VI Demon +12 PP
Summon Guardian Elemental +6 PP	

Telekinesis

PP Cost	3
Range	100'
Duration	C
RR	Magic
Type	Attack
Spheres	Universal
Description	Can move one object, up to 5lb in mass, up to 1'/second with no acceleration. Living beings or items in contact with a living being get a normal RR based on the living being. With the Hold scaling option, the caster can exert pressure on an object or person in one direction.
Scaling Options	
Increase Mass (per 5lb) +2 PP	Increase Speed (5'/sec) +3 PP
Increase Range (per 100') +3 PP	Hold Object (per 5lb) +2 PP

Work Materials

PP Cost	3		
Range	Self		
Duration	24 hours		
RR	-		
Type	Utility		
Spheres	Alchemist		
Description	Allows caster to flawlessly create and/or work non-magical cloth, non-magical stone or non-magical liquids. The time normally required to work the material is halved. All required tools and materials must be present.		
Scaling Options			
Work Leather, Base Metals	+3 PP	Make Wand	+7 PP
Work Wood, Base Alloys,	+4 PP	Make Rod	+9 PP
Work Iron	+5 PP	Make Staff	+11 PP
Work Organic, Low Steel, Gas	+6 PP	Work magic materials	+15 PP
Work Gemstone	+11 PP	Work High Steel	+8 PP
Work Poison, per level	+2 PP	Work Potion, per level	+3 PP
Create gaseous poison	+10 PP	Work Rune Paper, per PP capacity	+1 PP
Work Mithril	+15 PP	Work precious Metals (gold, silver)	+8 PP
Note: Other metals and alloys have to be rated dependent on the specific setting (White Steel, Black Steel etc.)			

Item Creation

This information is based on ICE #1530 Alchemy Companion, Chapter 3.2.

This is a very short summary of the required procedures. For more information refer to the Alchemy Companion.

Making a magic item consists of simultaneously:

- Creating the base item (always required)
- Enchanting the item (optional)
- Imbedding spells into the item (optional)

Making the base item requires that the appropriate Work Material spell be cast once per day (24 hour period).

Enchanting the item with magical bonuses or special permanent abilities, requires that the appropriate Enchantment Spell be cast once per day (24 hour period) in addition to the Work Material Spell.

Imbedding spells requires

1. the appropriate Imbed Spell to be cast once per day
2. the spell to imbedded to be cast once per day (can be cast be Alchemist, item or other spell user)
3. if the item is a Wand, Rod or Staff, the Charge xxx Scaling Option must be used
4. if the item is a daily or constant item, the Daily or Constant Scaling Option must be used

Capacity of charges:

Wands: 10, Rods 30, Staves 100

Wands, Rods and Staves can be re-charged by casting the appropriate Imbed/Charge spell once per day for a number of consecutive weeks equal to the [PP requirement]/2 of the Imbed/Charge spell.

Time Cost

Base Item Time Cost: One week per [PP requirement]/2 of spells used in creating the base item

Capability Time Cost: This refers to Enchantments or Imbedded Spells.

The 1st capability costs [PP requirement]/2 weeks for each spell cast for creating that capability.

The 2nd capability costs ([PP requirement]/2)*2 weeks for each spell cast for creating that capability.

The 3rd capability costs ([PP requirement])*3 weeks for each spell cast for creating that capability.

Etc.

Example 1: Wand of Arcane Bolts

Required spells:

Work Material + Make Wand scaling option: 10 PP

Imbed Spell + Charge Wand scaling option: 4 PP

Arcane Bolt : 2 PP

Total time cost = 5 weeks + 3 weeks = 8 weeks

Re-Charging this wand would take 2 weeks.

Example 2: +5 Low-Steel Longsword with Daily 1 Hammer Strike

Required spells:

Work Material + Low Steel scaling option: 9 PP

Imbed Spell + Daily scaling option: 8 PP

Hammer Strike : 3 PP (someone must be able to cast this spell !)

Enchantment: 6 PP (base form)

Total time cost = 5 weeks + 6 weeks + 6 weeks = 17 weeks

If the +5 bonus would have been chosen for the 1st capability the Total Time Cost would be:

5 weeks + 3 weeks + 12 weeks = 20 weeks

The same sword with Daily 3 Hammer Strikes would take 20 weeks.