

GDW

GARY GYGAX'S

5003

DANGEROUS JOURNEYSTM

Multigenre Roleplaying Game System



MYTHUSTM GAMEMASTER'S SCREEN

Mythus Gamemaster's Screen

Errata – 01/01/24 DWN

Damage Bonus for High PMPow

<i>PMPow</i>	<i>Damage Bonus</i>
13	1
14	2
15	3
16	4
17	5
18	6
19	7
20	8

Dmg bonus from PMPow is added to all melee weapons, but NOT to propelled missiles.

High STEEP Damage Bonus

<i>BAC</i>	<i>Damage Bonus</i>
41-45	1
46-50	2
51-55	3
56-60	4
61-65	5
66-70	6
71-75	8
76-80	10

Dmg bonus from high STEEP is added to all Weapons using that STEEP

Strike Location

<i>Roll</i>	<i>Area</i>	<i>Damage</i>
41-00	Non-vital	x1
26-40	Vital	x2
11-25	Super-vital	x3
01-10	Ultra-vital	X4

To determine final amount of damage from an attack, roll under BAC/FAC and if attack is a Success, Roll weapon damage, add damage bonuses (if any) and multiply by Strike Location modifier.

Averaged Armor

<i>Type</i>	<i>Half</i>	<i>Full</i>
Leather	6	12
Studded Leather	8	16
Metal & Leather	10	20
Chain Mail	12	24
Plate or Mithral*	16	32
Plate Armor	20	40
Shield, Small	-	5
Shield, Large	-	10

* Base armor, no additional enchantment



HAND WEAPONS ATTACKS TABLES

Hand Weapons Attack Rate

STEEP	Attack Rate
1-15	1/2
16-30	1
31-45	1 1/2
46-60	2
61+	3

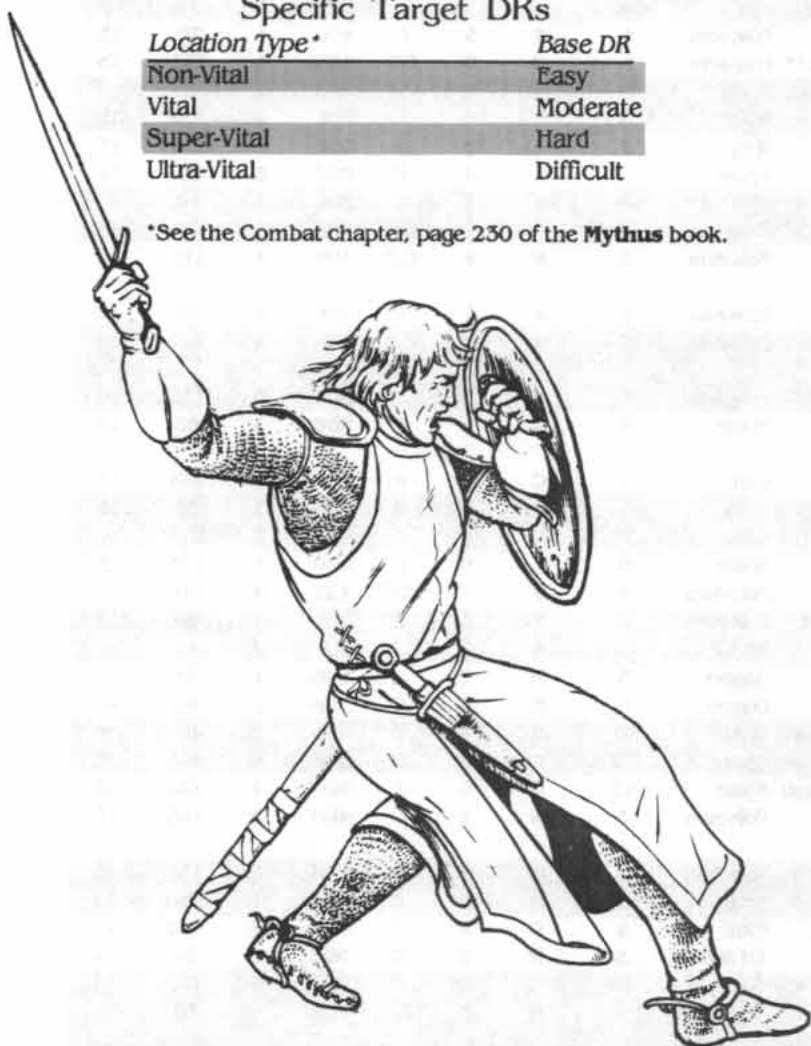
Missile ROF Modifiers

STEEP	ROF Multiplier
1-15	1/2
16-30	1
31-45	2
46-60	3
61+	4

Specific Target DRs

Location Type*	Base DR
Non-Vital	Easy
Vital	Moderate
Super-Vital	Hard
Ultra-Vital	Difficult

*See the Combat chapter, page 230 of the **Mythus** book.



MARTIAL ARTS ATTACKS TABLES

Hand Attacks

STEEP	Attacks/CT	Base Damage
1-15	2	1D3
16-30	3	1D6
31-40	4	2D6
41-50	5	2D6
51-60	6	2D6+2
61+	7	2D6+4

Foot Attacks

STEEP	Attacks/CT	Base Damage
1-15	1/2	1D6
16-30	1	2D6
31-40	2	3D6
41-50	3	3D6+2
51-60	3	3D6+4
61+	4	3D6+6

Nunchakus

STEEP	Attacks/CT	Base Damage
1-15	1	1D6+1
16-30	2	1D6+2
31-40	3	2D6+3
41-50	4	3D6+4
51-60	5	3D6+5
61+	6	3D6+6

Sais

STEEP	Attacks/CT	Base Damage
1-15	1	2D6
16-30	2	2D6+3
31-40	3	2D6+6
41-50	4	3D6+3
51-60	4	3D6+6
61+	5	4D6+3

Tui-Fa

STEEP	Attacks/CT	Base Damage
1-15	2	1D6
16-30	3	2D6
31-40	4	2D6+2
41-50	4	2D6+4
51-60	5	2D6+6
61+	5	3D6+2



Notes

*DR roll is made to dismount a mounted opponent.

**DR roll is made to hold an opponent at bay.

#1: A Special Hit indicates that the opponent is caught by the hook and thrown down (or dismounted).

#2: On a Special Hit, the weapon catches the opponent's weapon and disarms him or her.

#3: DR roll is made to disarm or destroy an opponent's weapon.

#4: In a head-to-head action, a pike will always get first strike on the initial hand-to-hand CT, no matter what the Speed Factors so involved.

*1: Weapon negates 5 points of normal armor each and every time it successfully strikes the opponent. Weapon points in excess of 5 add to the amount of armor negated. A battle axe, for example, with 8, discounts that number of factors of armor when comparing damage to armor protection.

Whenever the notation is followed by a multiplier, the negation of armor is increased by that many times. For example, a halberd is followed by "**1(x3)" which means the weapon's WP is multiplied by 3 and that is how many factors of armor is negated from the target.

*2: Before figuring the damage done on any attack, the attacker declares whether making a Cutting or a Piercing attack. In the case of pole-arms, the appropriate Sub-Area(s)—"Spear and Pole-Arm (Thrusting)" and/or "Pole-Arm (Cutting)"—must be possessed.

*3: DR roll is made to see if the opponent can be pulled down by the rope which is attached to the weapon, thereby causing difficulty in the counterattack.

*4: This weapon specializes in its unusual attack form and thereby needs a simpler DR roll than normal to accomplish its special task.

*5: This weapon does not affect an opponent who is wearing any sort of hard armor, unless a Special Hit was rolled and this then becomes a regular one.

Hand Weapons

Weapon	Sub-Area	WP	C	S	DT	Dam.	Reach	Price	Min PMFOW
Acis	Club	5	C	6	B	2D6	1	50	—
Assegai	1H Sword	5	C	3	P	3D6	1	50	13
Axe, Hand	Axe	5	C	4	C	3D6	1	110	13
Axe, Battle (2H)*1,*2	Axe	8	C	6	C/P	4D6	1	150	16
Bagh Nakh*5 (Tiger's Claw)	HTH (L)	3	M	2	C	2D6	1	60	—
Bardiche (2H)	Axe	3	C	8	C	5D6	2	250	17
Bec de Corbin (2H)*1(x4)	Axe	3	C	9	P	3D6	2	160	15
Bill-Quisarme*2,*1 (Scorpion)	Pole-Arm	4	W	10	C/P	4D6	4	80	15
Bill Hook*2	Pole-Arm	6	C	8	C/P	4D6	4	150	15
Blackjack	Club	2	W	2	S	2D6	1	25	—
Bludgeon	Club	5	W	3	B	1D6	1	25	—
Bludgeon (2H)	Club	6	W	6	B	2D6	2	40	—
Bo Stick	Spear	3	W	2	S	3D6	3	20	—
Brass Knuckles	HTH (NL)	2	M	1	S	2D6	1	50	—
Chain	Whip	4	M	7	B	2D6	2	10	—
Chopper	Axe	6	M	4	C	3D6	1	60	—
Dagger§	Dagger	5	M	2	P	2D6	1	90	—
Fang*2 (Zaghnal)	Axe	4	M	5	C/P	3D6	1	100	15
Fauchard	Pole-Arm	6	W	5	C	4D6	4	70	15
Fauchard-Fork*2,**	Pole-Arm	5	W	9	C/P	4D6	4	125	15
Feather Staff*2,**,*3	Spear	3	M	3	C/P	2D6	2	350	—
Flail*1	Whip	5	C	7	B	3D6	2	150	15
Flail (2H)*1	Whip	7	C	8	B	5D6	2	190	17
Fork*,#2	Spear	7	C	4	P	3D6	5	75	14
Garrote	HTH (L)	—	W	1	®	2D6	1	10	—
Glaive*2,**	Pole-Arm	6	W	5	C/P	3D6	4	70	15
Glaive-Quisarme *2,**,*1	Pole-Arm	5	W	8	C/P	4D6	4	115	16
Quisarme#1	Pole-Arm	6	W	7	C	4D6	4	80	16
Quisarme-Voulge *2,**,*1	Pole-Arm	5	W	10	C/P	4D6	4	100	17
Halberd*1(x3),**	Pole-Arm	8	W	6	C/P	5D6	3	175	16
Half Moon*4,*1	Spear	8	W	6	P	3D6	4	85	15
Demi Lune									
Hammer*1	Club	4	C	5	P	2D6	1	135	15
Hammer, Maul*6	Club	5	C	6	B	3D6	2	30	16
Hammer (2H)*1	Club	7	C	9	P	4D6	2	200	17
Harpoon*5	Spear	6	C	6	P	3D6	2	125	15
Hoko*2,*	Pole-Arm	7	W	7	C/P	4D6	4	110	15
Hook Fauchard#1	Pole-Arm	4	W	8	C	4D6	4	80	15
Jo Stick	Spear	2	W	1	S	2D6	2	15	—
Knife (Small)	Dagger	5	M	1	C	1D6	1	45	—
Knife (Large)	Dagger	5	M	2	C	2D6	1	85	—
Lance**1 (L. Horse)	Spear	7	C	4	P	4D6	3	85	10
Lance**1(x2) (M. Horse)	Spear	10	C	5	P	5D6	4	105	10
Lance**1(x3) (H. Horse)	Spear	12	C	6	P	6D6	4	140	15
Lochaber Axe#1 (Jedberg)	Pole-Arm	3	W	8	C	4D6	3	105	16
Lucern Hammer*1	Pole-Arm	5	W	7	P	3D6	3	120	15
Mace*1	Club	5	M	5	B	3D6	1	140	14
Mace (2H)*1(x2)	Club	9	C	8	B	4D6	1	180	17
Machete	1H Sword	5	M	6	C	3D6	1	50	14
Man-Catcher*4,*1,*3	Spear	10	C	10	P	1D6	3	165	16
Manopole*2,*3 (Blinded Gauntlet)	1H Sword	4	M	3	C/P	3D6	1	95	10



Hand Weapons

Weapon	Sub-Area	WP	C	S	DT	Dam.	Reach	Price	Min PMPow
Morningstar (2H)*1,	Club	8	C	7	P	4D6	2	220	16
Naginata	Pole-Arm	6	W	5	C	4D6	3	110	10
O-no (Pole-axe)	Pole-Arm	7	W	9	C/P	4D6	3	140	17
Partisan*1,#2,#3	Pole-Arm	6	C	8	C/P	4D6	4	190	17
Pick*1(x2) (Martel)	Axe	3	M	7	P	3D6	1	105	14
Pick (2H)*1(x3)	Axe	5	M	9	P	4D6	2	115	16
Pig's Feathers*7	Spear	0	C	7	P	2D6	2	90	—
Pike†,*1,#4	Spear	5	C	10	P	3D6	6	150	15
Pike, Awl*1(x2),#4	Spear	3	C	10	P	3D6	6	115	15
Pole-Axe*1,*2	Pole-Arm	6	C	9	C/P	4D6	3	150	17
Ransuer#1,#3 (Bohemian Ear-Spoon, Chouves Souris, Runka, etc.)	Spear	6	C	7	P	4D6	5	140	15
Sabre Axe*1,*2	Pole-Arm	7	W	7	C/P	4D6	3	320	17
Shield (Adaga)	Shield	5	C	6	B	2D6	1	1000	14††
Shield	Shield	4	M	2	B	1D3	1	200	10
Shield (Buckler, Spiked)	Shield	3	M	4	P	1D6	1	250	10
Shield (Kite, Small)	Shield	0	M	4	B	1D3	1	500	13
Shield (Kite, Large)	Shield	0	C	7	B	1D6	1	300	16
Shield (Round, Small)	Shield	0	M	3	B	1D3	1	250	13
Shield (Round, Large)	Shield	0	C	6	B	1D6	1	350	16
Shield (Tower, Small)	Shield	0	M	4	B	1D3	1	200	15
Shield (Tower, Large)	Shield	0	C	7	B	1D6	1	500	17
Spear	Spear	5	W	4	P	3D6	2-5	85	6‡
Spetum#1,#3 (Chaves Souris, Korseke)	Spear	7	W	8	P	4D6	5	145	15
Spontoon	Spear	6	C	5	P	3D6	3	100	12
Staff (Quarter)	Spear	5	W	3	S	3D6	3	20	—
Sword (Bastard, Hand-and-a-Half)	Sword, 1 or 2H	8	M	7	C	5D6	3	410	16/15‡‡
Sword (Broad)	1H Sword	7	M	6	C	4D6	2	325	15
Sword*1 (Cutlass)	1H Sword	4	M	6	C	4D6	2	200	15
Sword*5 (Epee, Foil)	1H Sword	6	M	2	P	3D6	2	275	—
Sword*1(x2) (Falchion)	1H Sword	4	M	6	C	4D6	2	500	15
Sword (Gladius, Short)	1H Sword	6	M	3	P	3D6	1	200	12
Sword*1(x2) (Great, Claymore)	2H Sword	3	M	8	C	6D6	3	500	20
Sword (Katana, Tachi)	1H Sword	7	M	4	C	4D6	2	900	12
Sword (Khopesh)	1H Sword	4	M	7	C	3D6	2	250	16
Sword*2 (Long)	1H Sword	5	M	5	C/P	4D6	2	350	15
Sword (No-Dachi)	Sword, 1 or 2H	7	M	6	C	5D6	3	500	16/15‡‡
Sword*1 (Odachi)	2H Sword	4	M	7	C	6D6	3	610	18
Sword*2,*8 (Rapier)	1H Sword	10	M	4	C/P	4D6	3	400	—
Sword*2 (Sabre, Dueling)	1H Sword	7	M	4	C/P	3D6	2	360	15
Sword (Sabre, Yatagan)	1H Sword	4	M	6	C	4D6	2	330	13
Sword (Scimitar)	1H Sword	10	M	4	C	3D6	2	420	14
Sword (Small, Dress)	1H Sword	4	M	4	P	3D6	1	300	—
Sword (Tulwar)*1	1H Sword	6	M	7	C	4D6	2	370	15
Sword*2 (Wakizashi, Short)	1H Sword	4	M	4	C/P	3D6	1	600	10
Trident#3	Spear	3	M	6	P	3D6	2	105	14
Voulge*1	Pole-Arm	4	W	12	C	4D6	4	130	17
Whip#3	Whip	1	W	7	C	1D6	4	40	—

Notes

*6: This weapon does so poorly against armor that the armor's defense values are doubled.

*7: These metal rods are placed firmly into the ground and opponents ram themselves upon the points. This assumes a special condition, of course, such as a massed block of charging infantry or cavalry (at trot, canter, or gallop). The damage inflicted by each stake is 3D6+3, 5D6+5 to a mount with a dismount chance of 2 in 6 per stake. Gamemasters may modify this up or down according to their superior knowledge of such probability in a particular situation.

*8: This weapon adds 20 points to protection when the armor it is opposed to is full metal (chain and/or plate), 10 points to three-quarter suits and 5 points when opposed to half-suits. ‡: At such time as the weapon is employed against a helpless human or humanoid opponent not larger than 8x man-sized, and not protected magically, then consider it as automatically hitting and inflicting PD sufficient to equal the P TRAIT, thus causing death.

:: Armor negation considered only when personal wielding the lance is mounted and the mount ridden is moving at a trotting or faster pace. In other cases, the weapon is treated as a spear.

†: This weapon when used in massed formation has dismounting capabilities. See *.

††: This shield also requires a minimum PNSpd of 14 to use.

‡: This will vary according to the length of the spear. See the weapon's description on page 245 for further details.

‡‡: The first number is the Min. PMPow for wielding the weapon with one hand and the second is for using two hands.

@: See the K/S area description of *Combat*, *HTH*, *Lethal* on page 162 of the *Mythus* book for details on how the damage applies.



Missile Weapons, A

Weapon	Sub-Area	WP	T	S	DT	Dam.	Price
Aclis	Sing	5	Y	6	B	2D6	50
Aklys	Darts	2	Y	3	P	2D6	10
Assegai	Spear	5	Y	3	P	3D6	50
Axe, hand	Axe	5	Y	4	C	3D6	110
Blowgun	Blowguns	0	N	6	P	1D3	50/25
Bolas	Sling	0	Y	9	B	2D6	70
Boomerang	Boomerang	1	Y	5	C	4D3	40
Bow, Self (Short)	Bow	3	Y	3	P	2D6	100/3
Bow, Self (Medium)	Bow	6	Y	4	P	3D6	150/3.5
Bow, Self* (Long)	Bow	9	Y	5	P	4D6	300/4
Bow, Self Gulail (Pellet)	Bow	5	Y	6	P	3D6	170/5†
Bow, Composite (Short)	Bow	3	Y	3	P	2D6	250/3
Bow, Composite (Medium)	Bow	5	Y	4	P	3D6	375/3.5
Bow, Composite* (Long)	Bow	7	Y	5	P	4D6	550/4
Bow, Foot* (Long)	Footbow	9	Y	9	P	5D6	400/6
Cho-ko-ru Repeating (Bolt)	Crossbow	0	N	3	P	2D6	300/1
Club (Aclis)	Sling	2	Y	4	B	2D6	25
Crossbow, Hand (Bolt)	Crossbow	7	N	2	P	2D6	100/3
Crossbow, Hand (Pellet)	Crossbow	6	N	2	B	4D3	100/5†
Crossbow, Hand (Stone)	Crossbow	5	N	2	B	3D3	100/3
Crossbow, Small (Bolt)	Crossbow	6	N	4	P	2D6	150/1
Crossbow, Small (Pellet)	Crossbow	5	N	4	B	4D3	150/5†
Crossbow, Medium (Bolt)	Crossbow	7	N	6	P	3D6	200/1.5
Crossbow, Large (Bolt)*	Crossbow	8	N	7	P	4D6	250/2 (Bolt)
Crossbow Repeating (Pellet)	Crossbow	0	N	3	B	4D3	300/5†
Dagger	Knife	2	Y	2	P	2D6	90
Dart, Small	Dart	6	Y	1	P	1D3	1
Hammer	Axe	4	Y	4	B	3D6	30
Harpoon	Spear	6	Y	7	P	3D6	125
Javelin	Spear	4	Y	4	P	3D6	60
Javelin (Thonged)	Spear	6	Y	6	P	3D6	65
Javelin (with Atlatl)	Spear	8	Y	8	P	3D6	80
Knife	Knife	3	Y	2	P	2D6	85
Rock	Dart	1	Y	1	B	2D3	—
Sling (Bullet)	Sling	0	N	8	B	4D6	5/6††
Sling (Stone)	Sling	0	N	8	B	3D6	5
Spear	Spear	0	Y	4	P	3D6	85
Staff Sling (Stone)	Sling	0	N	6	B	3D6	25
Throwing Star (Small)	T. Star	2	Y	1	P	1D3	3
Throwing Star (Large)	T. Star	3	Y	2	P	1D6	5

*Negates the first 5 points of armor per attack, with Weapon Point number adding its total above 5 to the amount negated. Thus, for example, a longbow (Bow, Self (Long)) would negate 9 points of armor.

†Cost per 20 pellets

††Cost per 12 lead bullets.



Missile Weapons, B

Weapon	ROF	Point Blank	Short	Medium	Long	Extreme	Min PMPow
Acis	1/2	—	1-2	3-4	5-6	—	—
Aklis	1	—	1-10	20	30	50	—
Assegai	1	5	10	15	20	30	13
Axe, Hand	1	4	8	12	16	20	13
Blowgun	1	4	8	12	16	20	—
Bolas	1	—	1-5	10	15	25	12†
Boomerang	1	5	10	20	40	60	—
Bow, Self (Short)	1 1/2	10	20	50	70	110	6
Bow, Self (Medium)	1	20	40	100	160	220	12
Bow, Self (Long)*1	1	30 (x6)	60 (x5)	150 (x4)	240 (x3)	330 (x2)	18
Bow, Self, Gulail (Pellet)	1	15	30	50	80	100	—
Bow, Composite (Short)	1	10	20	50	120	180	10
Bow, Composite (Medium)*1	1	20 (x2)	40 (x2)	90 (x2)	160	240	14
Bow, Composite (Long)*1	1	30 (x4)	60 (x4)	120 (x4)	240	360	18
Bow, Foot (Long)*1	1/2	40 (x7)	80 (x5)	160 (x3)	320 (x1)	440	16
Cho-ko-nu	2	5	10	20	30	50	13
Repeating (Bolt)							
Club (Acis)	1	2	4	6 *	10	15	—
Crossbow, Hand (Bolt)	1	3	9	15	21	30	—
Crossbow, Hand (Pellet)	1	3	9	15	18	27	—
Crossbow, Hand (Stone)	1	3	6	12	15	24	—
Crossbow, Small (Bolt)	1	15	30	60	90	120	—
Crossbow, Small (Pellet)	1	15	30	60	80	100	—
Crossbow, Medium (Bolt)*1	1/2	30 (x3)	50 (x2)	100 (x1)	160	240	—
Crossbow, Large (Bolt)*1	1/3	40 (x5)	70 (x3)	120 (x2)	240 (x1)	360	—
Crossbow	2	7	15	25	40	80	12
Repeating (Pellet)							
Dagger	2	2	4	8	12	20	—
Dart, Small	2	2	4	8	12	16	—
Hammer	1	4	8	12	16	20	15
Harpoon	1	5	10	15	20	25	15
Javelin	1	4	8	16	32	64	—
Javelin (Thonged)	1	5	10	20	40	80	—
Javelin (with Atlatl)*1	1	6 (x2)	12 (x2)	24	50	120	—
Knife	2	3	6	9	12	15	—
Rock	2	4	8	16	32	64	—
Sling (Bullet)*1	1/2	—	5-25 (x2)	75 (x2)	150	250	—
Sling (Stone)	1/2	—	5-20	40	80	160	—
Spear	1	4	8	16	24	32	6
Staff Sling (Stone)	1/3	—	—	10-60	120	180	—
Throwing Star (Small)	2	3	6	9	12	15	—
Throwing Star (Large)	2	4	8	12	16	20	—

* Is the maximum range for "Thonged" weapons such as an acis.

† Bolas also require a minimum PMPow of 15 to operate as well.

*1 Weapon negates 5 points of normal armor each and every time it strikes the opponent. Weapon points in excess of 5 add to the amount of armor negated. Whenever the weapon's range is followed by a multiplier, the weapon's negation of armor is increased that many times. At a range when there is no multiplier present, the weapon doesn't negate armor. For example, a bow, foot (long) is followed by "(x7)" at Point Blank which means the bow's WP is multiplied by 7 and that is how many factors of armor are negated from the target.



Human(oid) Armor Damage Protection Versus

Item	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.	AP Cat.	SF Pen.	Price	Category(ies)
Ailettes (Tartschen)	—	5	3	—	—	1	-1	UN	•	50	2,8
Armet	15	20	20	10	12	20	-10	US	•	2000	2
Back-Plate*	10	15	15	15	15	20	-10	USV	1	1500	3
Baju Emperau	2	4	1	2	2	2	5	USV	1	**	1
Banded Mail	10	12	15	12	8	15	-5	USVN	3	10,000	@
Banded Chain Mail	12	18	17	15	8	17	-12	USVN	6	20,000	@
Bavière	3	8	5	3	1	3	-2	SV	1	200	11
Bazu Bands	3	6	5	3	3	3	-4	N	•	1500	9
Boots	1	2	1	3	3	1	5	N	•	500	7
Brassarts	1	3	3	1	1	1	-2	N	•	500	9
Breastplate† (Plastron-de-fer)	10	15	15	15	15	20	-10	USV	1	2500	3
Byrnie (Sark, Hauberk)	3	5	2	5	5	1	5	USV	2	1000	1
Camail (Colf)	3	5	2	3	1	3	-3	UN	•	1000	12
Chain Mail	7	15	5	3	3	7	-8	USVN	4	10,000	@
Chausses (Greaves, Jambart)	2	3	3	1	3	1	-2	N	•	1000	7
Chukchi	2	3	2	-2	2	2	2	UN	1	250	8,11
Coudière	1	2	1	—	—	1	-1	N	•	200	9
Cuirass (Lorica)	10	15	15	15	15	20	-10	USV	2	3000	3
Cuissart, Plate	1	3	3	1	1	1	-1	N	•	500	6
Demi-Brassarts	1	2	1	1	1	1	-1	N	•	500	9
Demi-Jambarts	—	1	1	—	—	1	-1	N	•	400	7
Demi-Plate (leg)	14	18	18	18	14	18	-10	VN	1	2500	7
Demi-Vambraces	1	2	1	1	1	1	-1	N	•	500	9
Epaulières	4	7	5	3	5	3	-4	N	•	1000	8
Gambeson (Aketon)	1	2	2	2	2	2	6	USVN	•	50	1
Gauntlets	2	2	2	1	2	1	-2	N	•	1000	4
Gorget, Plate	5	8	5	5	8	5	-4	U	•	1000	11
Helmet (Helm)	5	12	10	3	6	8	-7	US	•	200	2
Helmet Crested (Combed)	5	14	12	2	4	9	-7	US	•	300	2
Helmet, Pot	12	16	15	7	6	15	-9	US	•	400	2
Helmet, Salade	6	16	15	3	3	5	-10	US	•	500	2
Helmet, (Salade) w/Mentonnière	10	17	18	5	4	8	-12	US	•	750	2,11
Hoguine	2	3	5	5	4	—	-12	N	1	250	6
Jerkin, (Vest) Boiled Leather (Cuir Bouilli)	2	2	2	5	5	1	6	USV	•	500	3
Koryak*	10	12	12	8	10	10	—	USN	5	300	12
Leather Armor	2	2	2	5	5	2	15	USVN	1	750	@
Leather Armor, Studded	4	7	5	5	5	4	12	USVN	2	1000	@
Plaquet	2	3	4	—	—	4	-10	USV	2	1500	3
Plastron	3	4	5	—	—	5	-10	USV	3	1250	3



Human(oid) Armor Damage Protection Versus

Item	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.	AP Cat.	SF Pen.	Price	Category(ies)
Plate, Armor Suit	17	20	20	20	15	30	-25	USVN	2	30,000	@
Plate Armor Suit W/Pauldrons	18	24	22	20	15	33	-27	USVN	3	55,000	@
Plate Armor Three-Quarter Suit	13	18	17	12	10	15	-20	USVN	2	25,000	@
Plate, Mail Suit	15	17	12	15	12	20	-30	USVN	5	15,000	@
Poleyn (Garde-de- Bras—W/Plate: knee protection)	1	2	2	1	1	1	-1	N	•	500	7
Ring Mail	6	10	8	7	5	8	-8	USVN	3	2500	@
Roundels	1	2	1	—	—	1	-1	N	•	300	8 or 9
Sabbatton (foot plate)	2	3	3	3	3	1	-2	N	•	500	7
Scale Mail Suit	14	16	8	10	8	10	-20	USVN	6	5000	@
Shield, Adaga++	5	12	5	3	3	15	—	USVN	2	1000	—
Shield, Buckler++	8	10	8	3	3	10	-3	USVN	•	200	—
Shield, Kite++ (Small)	10	15	12	5	5	15	-5	USVN	1	500	—
Shield Kite (Lg)++	12	18	15	8	8	18	-5	USVN	3	300	—
Shield Round++ (Small)	9	16	14	3	3	16	-5	USVN	1	250	—
Shield Round++ (Large)	11	20	17	6	6	20	-5	USVN	2	350	—
Shield Tower++ (Small)	12	15	13	8	8	15	-8	USVN	2	200	—
Shield Tower++ (Large)	14	17	12	10	10	17	-8	USVN	5	500	—
Skull-Cap, Bronze	10	15	15	3	3	5	-10	S	•	150	2
Skull-Cap, Leather	2	3	2	2	2	1	3	S	—	50	2
Skull-Cap, Iron	12	17	17	3	3	5	-10	S	•	250	2
Splinted Armor	14	20	18	14	8	20	-20	USVN	5	12,500	@
Tace (w/Plate)	6	10	8	3	3	3	-3	V	1	1,500	6
Tullies	3	5	3	1	1	1	-1	V	•	500	6
Visor (Only w/ Helmets, Salades & Bascinet)	3	2	3	5	4	4	-1	S	•	100	2

@ A suit covers every Category but more pieces of armor can be added to reinforce the suit.

• Wherever a bullet (•) appears, there is a cumulative penalty of one-third to one-half a Speed Factor. It is up to the GM to judge which, for this depends on which and how many of these items personas are utilizing in their armor protection. The smallest sorts (*aliettes* for example) are only one-third, but many fall in between, and their cumulative use pushes them upwards in Speed Factor penalty.

* This defensive piece is effective only if the attack is made from the rear of the wearer. Otherwise, ignore the points in frontal combat.

** No purchase possible; see the text description.

† This defensive piece is effective only when attacked from the front. If the persona is attacked from the rear, ignore the points given.

†† Shields may be used to parry attacks as if they were a weapon (see "Parrying," on page 228 of the *Mythus* book). Shields otherwise count as armor, except that defenders must be facing the attack, or the assault must be coming against their off hand (shield-carrying arm side). Otherwise, the points don't count. Every time an attack scores more points—more damage is taken—than the shield alone can negate, the shield loses one step against its general destruction (normally 10 hits just as standard armor pieces).



Weapon/Armor Cost Multipliers

Quality	Price
Poor	0.25
Below Average	0.5
Average	1
Above Average	2
Exceptional	4
Unsurpassed	8

Armor Categories

Category	Areas
1. Jacket, coat	Ultra, Super, Vital
2. Helmet	Ultra, Super
3. Vest, shirt	Ultra, Super, Vital
4. Gloves	Non-Vital
5. Trousers	All
6. Thigh guards	Vital, Non
7. Shin guards (greaves)	Non
8. Shoulder guards	Non
9. Arm guards	Non
10. Groin Cup	Super
11. Gorget	Ultra
12. Camail (coif)	Ultra, Super

POISON TABLES

Poison/Antidote Creation

Strength	Base DR
1-10	Easy
21-30	Moderate
31-40	Hard
41-50	Difficult
51-60	Very Difficult
61+	Extreme

Heka-Engendered Poisons

Effective Rate	Heka Cost
1-6 CTs	30
1-6 BTs	15
1-6 ATs	8
1-6 hours	8
1-6 days	15
1-6 weeks	30

Poison Longevity

Longevity*	DR Modifier
Very short (minutes)	-3
Short (hours)	-2
Medium (days)	-1
Long (weeks)	0
Very long (months)	+1
Extremely long (years)	+2

* 1D10 of the units of time listed.

Poison Speed

Speed of Effect*	DR Modifier
Instantaneous	+3
Fast (CTs)	+2
Medium (BTs)	+1
Slow (ATs)	0
Delayed (hours)	0
Very delayed (days)	+1

* 1D10 of the units of time listed.

Poison Form Table

Form	Method of Exposure
Gas	Inhaled or skin-contact.
Paste	Introduced via a sharp (cutting or piercing) weapon; some work on a contact basis as well.
Oil	Mainly a contact poison, and it's hard to see until it's too late!
Liquid	This can be either ingested or injected such as by a needle trap or the fangs of an animal.
Powder	This stuff is mainly ingested. It may be mixed with liquids or solids (food and drink).
Pill	Any of the five forms of poison, even gas, can be neatly stored in the form of a pill or capsule as well by an alchemist.



Outdoor Trap Damage

Trap Type	Damage Type	Damage Amount
Deadfall	Impact	8D6+8
	Piercing	4D6+1D6 per stake or spike.
Pit	Impact	As per falling. (See Chapter 12.)
	Piercing	+1D6 per stake or spike.
Snare	Stunning	3D6 + trapped unless a "Hard" PM roll is passed.
Spring/Swing	Piercing	2D6 + 2D6/spike.

Tracking DRs

Nature Of Tracks And Signs	Base DR
Spoor is large, fresh, obvious	Easy
Spoor is small, fresh, mostly hidden	Moderate
Spoor is slight or aging	Hard
Spoor is minute, hidden, confused by crossing tracks, wind, etc.	Difficult
Spoor is faint, old, confused, or mostly obliterated by rain, snow, etc.	Very Difficult
Spoor has been concealed by an able hunter-tracker (see text)	Extreme
Each day in which some partial disturbance or obliteration occurs	+1 DR (harder)

Game Traps

Trap Type	Construction Time	Damage Inflicted & Other Results Possible
Foot Snare	1D3+1 ATs	1D6* "Impact" PD, plus caught and held upside down until able to free self or be freed by another.
Neck Snare	1D3+3 ATs	2D6+2 "Impact" PD; roll for Strike Location, and if "Super-Vital," victim has a broken neck, if "Vital" then death by strangulation will occur in 1D3+3 BTs, if "Ultra-Vital" normal PD.
Spring Trap, Spiked, Falling or Swinging	2D3+2 ATs 2D3+4 ATs	2D6 "Piercing" PD/spike, 1D3 spikes can hit. 2D6 "Piercing" PD/spike + 2D6 "Impact"; a spiked trap 6' to 8' swath, 1D3 spikes for each victim in path.
Deadfall, Spiked or Very Heavy	3D3+5 ATs	8D6 "Impact" or "Piercing"; victim(s) are pinned by spikes or weight or trap until freed by others.
Camouflaged Pit with Sharp Stakes Set in Bottom	3 hours+2D3 ATs**	1D6 "Impact" cumulative per 10' fall†, plus 2D6 "Piercing" PD/stake—1D3 stakes/victim.

* No Strike Location roll is made for this device, so damage is as determined by the die.

** The three-hour time assumes relatively soft/easily dug ground and a good digging tool. Thus, one man working hard and fast might be able to remove 1,000 cubic feet of dirt from the area, set stakes, and conceal the work and pit afterwards. Two working cuts the time in half, three to one-third. To double the length or breadth of the pit, double time required, but twice as many can work. To double depth you must *triple* time (and the work assumes ropes and buckets, ladders, etc. Note that a 5' deep pit delivers only 1D3 PD, while a 20' one gives 3D6, but stake damage is the same in either case. The gamemaster must adjust for harder ground by adding increments of one hour to the above. It would take 12+ hours to dig a 10' x 10' x 10' pit in hardpan clay! The 2D3 AT "tack-on" is for final cleaning up and hiding of the trap work and camouflaging it all.

† Remember to add together the tens of feet fallen, and that gives you the number of D6 to roll for damage: 1 for 10', plus 2 for 20', plus 3 for 30', etc.—so a 40' fall means 10D6 damage (1+2+3+4 = 10). Then make a roll for damage location.



Disease Effects

Disease STR	Effect
1	Causes a strange mutation of the skin (boils, discoloration, etc.) -2 to Attractiveness.
1	Causes the victim to spend 1 hour/week in a hallucinogenic delirium or other such state.
2	Inflicts 1 point of Physical, Mental, or Spiritual damage on the victim per week.*
5	Causes victim to suffer one of the effects of being Dazed.
10	Victim temporarily suffers a minor insanity.
20	Victim temporarily suffers a major insanity (madness).
30	Causes the victim to suffer the temporary loss of the use of hands, sight, hearing, legs, etc.
50	The victim is rendered comatose and will have trouble with starvation and dehydration unless specially cared for.
60	As above, except victim is a continual state of horrible pain, and will suffer 5D6 points of Mental and Spiritual damage per week as long as the symptoms continue. The victim may also have to make one or more insanity checks (q.v.).

* Mental and Spiritual Damage is possible due to the effects a disease can have on the mind.

Fire and Flame Damage

Fire Type	Damage	Ignite
Candle-size	1	10%
Torch-size	1D6	40%
Bonfire or larger	2D6+2	80%
Hot magickal fire	Add 1D6+1	+20%

Cold and Exposure

State	Ideal Temp.*	Tolerable Temp.*
Wet	75-95	50-130
Immersed in water	85-95	60-120
Significantly clothed and dry	60-85	30-120
Significantly clothed and wet	70-90	40-120
As above, but immersed	70-90	50-110
Bundled tightly and dry	0-30	-30-60
As above, but wet	65-85	30-100
As above, but immersed	65-85	40-95

*Degrees Fahrenheit

Mental Aberrations

Aberration	Type	Damage Level
Phobia	Insanity	1-8
Delusion	Insanity	5
Mania	Insanity	5
Hallucinations	Insanity	5
Lunacy	Insanity	8
Paranoia	Madness	10
Catatonia	Madness	15
Manic-Depression	Madness	10
Split-Personality	Madness	10
Schizophrenia	Madness	12
Melancholia	Madness	10
Homicidal Mania	Madness	15

Starvation Damage

Time	Damage
>3 Days + PMCap Score in hours	Dazed
>5 Days	1D6 PD
Each additional day beyond 5	+1D6 PD

Dehydration Damage

Time	Damage
>1 Day + PMCap Score in hours	Dazed
Each additional 4 hours	+1D6 PD

Falling Damage

For every 10 feet., 1D6 PD is inflicted.*

*Adjust the damage according to size and GM's discretion.



Electrical Damage

Source (Base Damage/CT)	Grounded	Grounding Is Water/Metal
Minor (1D6)	x 2	x 4
Metal conductor (2D6)	x 3	x 5
Major or continuous (2D6)	x 4	x 6
Lightning bolt* (6D6 to 36D6)	—	—

* A lightning strike will normally only last one CT, but there may also be burn damage to consider.

Shock

D% Roll	Effects
01-50	Unconscious for 3D6 hours. (If already unconscious, these hours are additional.)
51-60	Unconscious for 1D6 weeks. The individual will have trouble with starvation and dehydration (q.v.) if not specially cared for.
61-70	As above, but persona loses 1 from all ATTRIBUTES (including Mental and Spiritual).
71-75	As above, but persona loses 2 points from all ATTRIBUTES.
76-80	As above, but persona loses 3 points from all ATTRIBUTES.
81-85	As above, but persona loses 4 points from all ATTRIBUTES.
86-95	Comatose for 1D6 months. Lose 1D6 from each ATTRIBUTE per month, though 50% of the loss is recoverable after another 3D6 months of physical therapy.
96+	Persona dies.

Shock Modifications

Reason for Shock	Modifier
CL equalled or exceeded	+10
Small severing (finger, toe, ear)	+10
Medium severing (hand, eye)	+20
Large severing (arm, leg)	+30
WL exceeded by an exposure-based attack	+5
Special Failure of First Aid	+10
Per JF spent prior to rolling to ease effects	-10

Permanent Damage

D% Roll	Persona Effects	Rules Effects
0-50	No permanent damage	None
51-75	Scar	(Roll for severity) Possible loss of Attractiveness
76-85	Loss of finger, toe, or ear	-1 to Physical ATTRIBUTES.*
86-90	Loss of hand, foot, or eye	-50% to Physical ATTRIBUTES.*
91+	Loss of arm, leg, sight, or hearing	-75% to Physical ATTRIBUTES.*

*Loss of a finger also costs 1 Attractiveness point. A hand, foot, ear or eye will remove 3 such points, and the loss of an arm or leg will remove 5 points. GMs may add penalties to P ATTRIBUTES at their option, M or S also in severe cases.

Scar Severity

D% Roll	Severity	Attribute Loss
0-50	Negligible	None
51-70	Slight, concealable or correctable through Alchemical Magick	-1 unless concealed or corrected
71-80	Noticeable body scar	-1
81-90	Noticeable extremity scar	-2
91+	Disfiguring facial scar	-4





Mount Movement Rates

Mount Type	PD Points	Size/Armor	Endurance/ Superlative Factors	Base Speed	Price Of Mount
Ass/Donkey	150 + 1D10	small/no	10	7	3D3 × 100
Buffalo	300 + 5D10	medium/no	(draft use only)	6	3D3 × 500
Camel					
Bactrian	200 + 1D20	medium/yes*	12/3	12	6D6 × 500
Bactro-dromedary	220 + 1D10	medium/yes*	12/4	12	7D6 × 500
Dromedary	180 + 2D20	medium/yes**	11/4	13	6D10 × 500
Common Horse†					
Cart	160 + 1D10	medium/no	5	10	4D5 × 100
Draft	200 + 1D20	lg. med./no	4/2	12	3D3 × 1,000
Dray	180 + 1D20	medium/no	6/3	13	1D10 × 1,000
Jade	140 + 1D10	medium/no	4	11	2D10 × 100
Elephant††					
Afrikkian	400 + 5D10	large/yes	12/4	17	Base 125,000
Azirian	400 + 5D6	large/yes	15/3	16	Base 100,000
Mule	170 + 5D6	medium/no	12	9	3D3 × 100
Oxen	250 + 5D6	medium/no	(draft use only)	6	3D3 × 300
Pony	50 + 10D6	small/no	5	8	5D6 × 100
Riding Horse†					
Garron	190 + 5D3	medium/no	5/4	13	5D6 × 100
Palfrey	180 + 4D3	medium/no	4/1	12	6D3 × 1,000
Pony (Horse)	170 + 5D3	sm. med./no	6/2	10	4D6 × 1,000
Racer	200 + 2D3	medium/no	8/3	15	1D20 × 1,000
Warhorse†					
Charger	210 + 2D10	medium/yes	6/2	12	Base 40,000
Courser	200 + 2D5	medium/yes*	8/2	14	Base 30,000
Destrier	220 + 2D20	lg. med./yes	5/2	10	Base 50,000
Genet	190 + 2D3	sm. med./yes**	7/6	13	Base 30,000

*No more armor than will enable the mount to move at 80% or better normal speed.

**No more armor than will enable the mount to move at 90% or better normal speed.

†Horses have four gaits instead of the usual three (see below).

††Elephants running (charging) speed is sustainable only for Critical Turns of time, not Battle Turns as is true for other steeds considered here. However, unlike the others, all of which must move up in speed by degrees, Elephants can go from normal (walking) speed to running (charging) rate in the same Critical Turn.

Barding, Etc.

Damage Protection Versus

Item	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.	AP Cat.	Move Pen.	Price
Chain Mail	7	12	5	3	3	5	-12	USVM	25%	20,000
Chanfron	12	16	14	2	2	5	-3	US	5%	2,100
Demt-Chanfron	11	14	12	1	1	3	-2	U	—	900
Front Plates*	3	5	5	4	5	5	-5	N	5%	1,200
Leather	2	2	2	5	5	2	12	USVM	10%	2,300
Padded**	2	3	3	5	5	4	15	USVM	—	2,200
Plate Armor	14	16	15	12	25	25	-30	USVM	20%	15,000
Plate Mail	12	14	13	15	20	20	-25	USVM	30%	13,000
Studded Leather	3	6	4	5	5	6	12	USVM	15%	3,500

* Both rider and mount receive the protective bonuses of this piece of equipment.

** If more than 5 points of Fire damage is taken, the padding catches on fire, the mount is likely to panic, the rider must either jump and let it meet its fate or else get the armor off or put out the fire—dealing with the steed in question all the while.

LAND VEHICLES

Type of Vehicle	Price of Vehicle	Damage Points
Cart	500 + (2D3 × 100)	20 + 2D10
Buckboard	1,000 + (3D3 × 100)	50 + 1D10
Wagon	2,000 + (2D6 × 500)	100 + 5D20
Carriage	5,000 + (3D3 × 1,000)	200 + 5D20
Coach, royal	50,000 + (6D3 × 1,000)	250 + 5D20



Natural Weapon Damages

Weapon	Type	Size	Base Damage*
Claw**	Cutting	Small	1 point
		Medium	1D3, +
		Large	1D6, 2D3, +
		Huge	2D6, 3D3, +
		Gigantic	4D3, 5D3, 3D6, +
Bite	Piercing	Small	1D3
		Medium	1D6
		Large	2D6
		Huge	4D6
		Gigantic	8D6
Smash	Blunt	Small	1 point
	Blunt	Medium	1D3
	Blunt	Large	2D3
	Impact†	Huge	3D6
	Impact†	Gigantic	5D6
Horn/Tusk**	Piercing	Small	1D3
		Medium	1D6
		Large	2D6
		Huge	4D6
		Gigantic	8D6
Constricting††	Small	1 point	
		Medium	1D3
		Large	2D3
		Huge	3D6
		Gigantic	5D6

*The "+" indicates an optional progressive modifier decided upon by the GM; e.g., 3D3, 3D3+1, 3D3+2, 4D3, etc.

**Indicates that the weapon may be used for parrying, if the creature is Large to Gigantic. Horns/tusks used in charging attack do double damage, additional being Impact PD.

†Impact Physical damage cannot be absorbed by any type of armor other than that provided by Heka.

††A constricting weapon will, in addition to inflicting normal Physical damage, seize a victim on the initial strike and continue automatically to damage that victim each CT after that until the victim dies, the attacker takes over CL in Physical damage, or the attacker decides to release the victim. The PD type inflicted initially is determined by the attacker's general size, the same as for Smash attacks, but subsequent Physical damage will always be Impact.

Comparative Sizes and Physical Ratings

Size	PMCap	PMSpd	PNCap	P
Small (cat, gremlin)	5-25	10-25	10-25	20-40
Medium (human, guard dog)	12-18	9-12	10-15	50-100
Large (tiger, bear)	25-75	9-20	9-20	150-250
Huge (Drake-Wyrm)	60-150	9-11	5-8	350-800
Gigantic (Mountain)	75-250	5-8	3-5	750+



Quick Reference List of Foreign Languages

Egyptian	Farsi	Lantian Dialect	Phonecian Dialect
Egyptian Dialect	Farsi Dialect	Latin	Quechuan
Annamese	Francodeutsch	Latin Dialect	Roumanian
Armenian	French	Lemurian	Siamese
Atlantian	French Dialect	Lemurian Dialect	Skandian
Atlantian Dialect	Grecian	Lemurian-aleffa	Skandian Dialect
Bantu	Greek Dialect	Lemurian-dekasta	Slavic
Bantu Dialect	Hindic	Lemuyan	Slavic Dialect
Benlyorob	Hindic Dialect	Magyar	Soumi
Berberian	Iberian	Malayan	Soumi Dialect
Boideutsch	Iberian Dialect	Malayan Dialect	Sumerian
Brythokeltic	Iroukian	Manchurian	Sumerian Dialect
Bulgarian	Keltic	Mongolian	Suskirouk
Burmese	Keltic Dialect	Mongolian Dialect	Teclan
Camese	Khazirian	Nepalese	Tibetan
Cherokee-Iroukian	Kongolese	Neustrian	Turkic-Sumerian
Chinese	Lakota	Nipponese	Vardish
Chinese Dialect	Lakota Dialect	Nipponese Dialect	Vardish Dialect
Deutsch	Lantian	Phonecian	Vlach

Phæree Languages

Deevish
Drowish
Elvish
Fair Speech
Goblin talk
Gnomish
Hobgoblin Tongue
Oniese
Pariese
Slaughtite
Sphinxian
Trowish

Trade Phonecian Regional Vocabulary

Region	STEEP Applicable
Within 100 miles of base learning point	100%
Within 250 miles of base learning point	90%
Within 500 miles of base learning point	80%
Within 1,000 miles of base learning point	70%
Within 1,500 miles of base learning point	60%
Beyond 1,500 miles of base learning point	50%

*Many others exist but are not commonly known, let alone taught, the gamemaster might expand this list, so check to see if more are available to you.

Note: Phæree languages in italics are common languages utilized by the various folk dwelling on that world to converse with one another.

Current Event Datedness

Origin	Datedness
Immediate locale (up to city)	1 to 23 hours old
Locale's environs (county-like)	1 to 6 days old
Regional (and removed)	7 to 13 days old
National (and removed)	2 to 4 weeks old
Adjoining state	5 to 7 weeks old
Continental (and removed)	1 to 3 months old
Overseas/more than 1,000 miles	2 to 12 months old
Extremely remote location	1 to 2 years old

Ancient, Arcane, Dead & "Lost" Languages

Ancient Sumerian
Arachnidian Script
Arcane Magickal
Classic Greek
Etruscan
Exotic Afrikkan
Hiero-Egyptian
High Atlantian
Imperial Latin
Keltic Druidical
Lemurian Pictogram
Lost Farsi
Old Chinese
Unknown Tibetan
Vedic
Y'dragi Runic



STEEP Level Descriptions

STEEP Points	Description
00	No real knowledge/skill. Total or virtual ignorance.
01-10	Rudimentary knowledge or skill only.
11-15	Novice-level study. A grasp of basic principles (grammar school). Trainee skill.
16-20	Lower-intermediate range knowledge (middle school). Low average working skill.
21-25	Middle-intermediate skill (high school). Average and normal ability to apply the skill.
26-30	Upper-intermediate knowledge. A grasp of some advanced principles (Associate's Degree). Journeymen's ability in a skill.
31-35	Full, professional competence. A level of knowledge equivalent to a Bachelor's Degree. A near-master's skill ability.
36-40	Above-average professional competence. Master's Degree knowledge. Skill of master level.
41-50	Expert-level knowledge or Doctor's Degree. Skill of a full master of the ability.
51-60	Master-level knowledge. Expert-master skill.
61-80	Pioneer-level knowledge and mastery. Past-master skill.
81-90	Grand master of field. The persona is capable of Nobel prize-winning work. A creator of prized items.
91+	Ultra-genius ranking. Einstein had math and physics STEEP levels in this range. Fabrege's jeweler skill was in this range.

Mental Knowledge/Skill Areas

Area	ATTRIBUTE
Agriculture (137)	MMCap s
Apotropaism* (137)	(MMCap + MRCap) × 0.5 •
Appraisal (138)	MRCap s
Architecture (139)	MMCap
Astronomy* (139)	MMCap
Biography/Genealogy (139)	MMCap
Biology (139)	MMCap
Botany (139)	MMCap
Business Administration (139)	(MMCap + MRCap) × 0.5
Chemistry (139)	MMCap
Criminal Activities, Mental (139)	MMCap •s
Criminology (139)	MRCap
Cryptography (140)	(MMCap + MRCap) × 0.5
Current Events (140)	(MRPow + MMPow) × 0.5
Deception (140)	MRCap •
Demonology* (141)	MMCap •
Domestic Arts & Sciences (142)	(MMCap + MRCap) × 0.5 •s
Dweomercraft* (142)	MMCap •s
Ecology/Nature Science (143)	MMCap
Economics/Finance/Investing (143)	(MMCap + MRCap) × 0.5
Education (143)	(MMCap + MRCap) × 0.5
Engineering (143)	(MMCap + MRCap) × 0.5
Engineering, Military (143)	(MMCap + MRCap) × 0.5
Espionage (144)	(MMCap + MRCap) × 0.5 s
Etiquette & Social Graces (144)	MMCap
Foreign Language† (144)	MMCap •
Fortification & Siegecraft (144)	MRCap
Gambling (150)	(MMCap + MRCap) × 0.5 •s
Games, Mental (150)	MRCap s
Gemology (150)	MMCap

Area	ATTRIBUTE
Geography/Foreign Lands (150)	MMCap
Geology/Mineralogy (150)	MMCap
History (150)	MMCap •
Hypnotism (150)	MRPow •
Influence (151)	MRCap s
Journalism (154)	MRCap
Law (154)	(MMCap + MRCap) × 0.5 •s
Linguistics (154)	MRCap
Lip Reading & Sign Language (154)	MMCap •s
Literature (154)	MMCap
Logic (154)	MRCap
Magick* (154)	MRCap •
Mathematics (155)	MMCap
Medicine, Veterinary (155)	MMCap
Military Science (155)	(MMCap + MRCap) × 0.5
Native Tongue (155)	MMCap •
Navigation (155)	(MMCap + MRCap) × 0.5
Perception (Mental) (155)	PNCap s
Phaerie Flora & Fauna (158)	MMCap
Political Science (158)	(MMCap + MRCap) × 0.5
Public Administration (158)	MRPow
Rarities (158)	MMCap
Sociology/Culture (158)	MRCap
Spellsongs* (158)	(MMSpd + MRSpd) × 0.5 •
Subterranean /Earth (159)	MMCap s
Surveying/Topography (159)	MRCap
Trade Language (159)	MMCap •
Toxicology (160)	MMCap
Weapons, Military, All Other (160)	(MMCap + MRCap) × 0.5 s
Zoology (159)	MMCap



Physical Knowledge/Skill Areas

Area	ATTRIBUTE
Acupuncture (162)	PNCap
Acrobatics/Gymnastics (162)	(PMCap + PNCap) × 0.5 s
Arms & Armor (162)	(PMCap + PNCap) × 0.5 s
Boating (162)	(PMCap + PNCap) × 0.5
Clothwork (162)	PNCap
Combat, Hand-to-Hand, Lethal (162)	(PMCap + PNCap) × .5 s
Combat, Hand-to-Hand, Non-Lethal (162)	(PMCap + PNCap) × 0.5
Combat, Hand Weapons (162)	(PMCap + PNCap) × 0.5 s
Combat, Hand Weapons, Missile (164)	(PMCap + PNCap) × 0.5 s
Construction (164)	PMCap
Construction, Naval (164)	PMCap
Construction, Transport (164)	PMCap
Criminal Activities, Physical (164)	(PMCap + PNCap) × 0.5 •s
Cultured Palate (165)	PNCap s
Disguise (165)	PNCap
Drawing (165)	PNCap
Endurance* (165)	(PMPow + PNPow) × 0.5 •
Escape (165)	(PMCap + PNCap) × 0.5
First Aid (165)	PNCap •
Games, Physical (166)	(PMCap + PNCap) × 0.5 s
Gemsmith/Lapidary* (166)	(PMPow + PNPow) × 0.5 s
Handicrafts/Handiwork (166)	PNCap
Heka-Forging* (166)	(PMPow + PNPow) × 0.5 •s
Hunting/Tracking (168)	PNCap
Jack-Of-All-Trades (168)	PMCap •s
Juggling (169)	(PMSpd + PNSpd) × 0.5•s
Leatherwork (170)	PNCap
Legerdemain (170)	PNCap
Masonry (170)	PMCap
Mechanics (170)	PMCap
Mines & Mining (170)	PMCap
Mountain Climbing (170)	(PMPow + PNPow) × 0.5
Music (171)	PNCap •s
Perception (Physical) (171)	MRCap s
Police Work (171)	(PMCap + PNCap) × 0.5 s
Printing (171)	PNCap
Riding (171)	PNCap •s
Seamanship (172)	(PMCap + PNCap) × 0.5
Smithing/Welding* (172)	PMCap
Speleology (172)	PMCap
Sports (172)	(PMCap + PNCap) × 0.5 •s
Subterranean Orientation (172)	PNCap •
Surveillance/Security (173)	PNCap
Survival (173)	PMCap •
Swimming/Diving (173)	(PMCap + PNCap) × 0.5
Tolerance (173)	PNPow
Travel (174)	(PMCap + PNCap) × 0.5
Weapons, Special Skills (174)	PNCap •s

Spiritual Knowledge/Skill Areas

Area	ATTRIBUTE
Alchemy* (175)	SMCap •
Animal Handling (177)	SPPow
Astrology* (179)	SMCap •
Buffoonery (179)	SPSpd •s
Charismaticism (182)	SPCap •
Conjuration* (182)	(SMPow + SPPow) × 0.5 •
Divination* (183)	SPCap •s
Exorcism* (184)	SMCap •
Fortune Telling* (187)	SPCap •s
Herbalism* (187)	SMCap •
Impersonation (188)	SMPow
Jury-Rigging (189)	SMCap
Leadership (189)	SMCap
Magnetism (189)	SPPow
Medicine, Oriental (189)	(SMCap + SPCap) × 0.5
Mediumship* (189)	SPCap •
Metaphysics* (190)	SMCap •
Multiversal Spheres & Planes (190)	SPCap s
Musical Composition* (190)	SMCap •
Mysticism* (190)	SPCap •
Nature Attunement (193)	SPCap •s
Necromancy* (193)	SMPow •
Occultism* (193)	SMCap •
Painting (Artistic) (194)	SMCap
Pantheology* (194)	SMCap •s
Phæree Folk & Culture (194)	(SMCap + SPCap) × 0.5 s
Philosophy (194)	SMCap
Poetry/Lyrics* (194)	SMCap •
Priestcraft* (195)	SMCap •
Religion* (196)	SMCap •
Sculpture (196)	(SMCap + SPPow) × 0.5
Sorcery* (196)	SMCap •
Street-Wise (198)	SPCap •s
Thesplanism (198)	SPCap
Witchcraft* (198)	SMCap •
Writing, Creative (198)	SMCap
Yoga* (200)	SMCap •

*Heka-producing K/S Area. (See Chapter 13 and the **Mythus Magick** book.)

† See page 16 for a complete list of Foreign Languages of Ærth. See the *Foreign Language* K/S Area description (page 144 of the **Mythus** book) for complete information regarding cross-language ability, etc. The Language Interrelations table is found on pages 17-18 in this book.



SPECIALLY CONSTRUCTED ITEMS TABLES

Clothing

Description	BUC Value
Beaver, cape or jacket	2,000
Beaver, coat	4,000
Beaver, trimming on garment	200
Ermine, cape or jacket	27,000
Ermine, coat	54,000
Ermine, trimming on garment	900
Fox, cape or jacket	3,000
Fox, coat	6,000
Fox, trimming on garment	300
Marten, cape or jacket	4,000
Marten, coat	8,000
Marten, trimming on garment	400
Mink, cape or jacket	9,000
Mink, coat	18,000
Mink, trimming on garment	600
Muskrat, cape or jacket	1,000
Muskrat, coat	2,000
Muskrat, trimming on garment	100
Sable, cape or jacket	45,000
Sable, coat	90,000
Sable, trimming on garment	1,500
Seal, cape or jacket	1,250
Seal, coat	2,500
Seal, trimming on garment	250

Miscellaneous

Description	BUC Value
Beacon	400
Bell, large	1,000-5,000
Bottle or flask	2-20
Box, iron, large	500-600
Box, iron, small	100-300
Chain, iron, fine, small, foot	2
Crampons, each	2
Crowbar	25
Dice/knucklebones, 1 pair, loaded	50
Drill, iron	25
Glue, 8 oz. pot	2
Grapnel	20
Grappling hook (for ships)	5
Lantern, bull's-eye	20
Lantern, waterproof	50
Manacles, pair & key	200
Metal file	20
Mirror, large metal	350
Oil, waterproofing, pint	5
Padlock w/poison reservoir & key	500
Pliers	10

Musical Items

Description	BUC Value
Bandore	150-750
Chime	20
Harp	500-5,000
Lyre	275-3,000
Mandolin	280-4,000
Rebec & bow	300-3,500

Furniture

Description	BUC Value
Armchair, padded	750
Armchair, wooden	350
Bed, four-poster	1,750
Bench, padded	500
Bookcase, 4' x 5' x 1'	1,250
Bowl, silver	100-1,000
Buffet	2,350
Cabinet	750-4,000
Chair, padded	500
Chandelier	5,000+
Chest of drawers	500-2,500
Cup, silver	100-1,000
Cutlery, silver	50/piece
Decanter, silver	400-4,000
Desk	500-5,000
Goblet, crystal	100-250
Goblet, silver	200-2,000
Kettle, iron, various sizes	25-250
Loom	300-700
Mattress, down-filled	2,000
Plate, silver	150-300
Rug, large	1,500-10,000
Sofa or couch	1,500-5,000
Tub	200-500
Wardrobe, plain	500-1,000
Wardrobe, with mirror(s)	1,000-5,000

Thieves' Items

Description	BUC Value
Climbing hook and line	100
Drills and chisels	100-300
Hearing cone	5
Key-making set	250
Magnifying lens	10
Thieves' picks & tools	300
Utility suit	150

Torture Items

Description	BUC Value
Branding iron	20
Cage, human-sized	150-250
Chair with straps	300
Clamp	30
Iron boots	50
Iron maiden	1,500-3,000
Stocks	250-1,000
Thumb screws	100
U-rack	250
Vise	75



STANDARD ITEMS TABLES

Clothing Table

Description	BUC Value
Belt	10
Boots, high, hard	150
Boots, high, soft (or fine shoes)	100
Boots, low, hard	75
Boots, low, soft (or shoes)	50
Cap	15
Cloak	75
Girdle, broad	75
Girdle, normal	50
Hat	50
Robe	50
Cape	50
Cloth, cotton, bolt	15
Cloth, linen, bolt	15
Cloth, wool, bolt	25
Dress	75
Gloves, cloth	5-10
Gloves, leather	25-50
Needle, sewing	1
Scissors	10
Shirt/blouse	50
Thread, 1 spool	2
Trousers/skirt	25

Fur

Description	BUC Value
Beaver, pelt	200
Ermine, pelt	200
Fox, pelt	300
Marten, pelt	200
Mink, pelt	100
Muskrat, pelt	100
Sable, pelt	500
Seal, pelt	500

Musical Items

Description	BUC Value
Drum	50-500
Pipe	50-500
Flute	50-500
Gong	50-500
Horn	75-750
Lute	100-1,000
Pipes	50-500
Recorder	50-500

Miscellaneous

Description	BUC Value
Backpack, leather	50
Bag	5-25
Barrel	25
Basket, large (bushel)	5
Basket, small	1
Bird cage	20-100
Blanket	10-25
Bucket/pail	5-20
Candle snuffer	2
Candle, tallow	0.5
Candle, wax	1
Cask	10
Chain, iron, heavy	1/foot
Chain, iron, light	0.5/foot
Chain, iron, medium	0.75/foot
Charcoal, 10-lb. bag	2
Chest, wooden, large	125
Chest, wooden, small	50
Coal, 10-lb. bag	1
Comb	0.5
Dice/knuckebones, 1 pair	1
Grindstone	10-25
Hacksaw	5
Hairbrush	5
Jar	1
Jug	5
Key	25
Ladder, 15'	75
Lamp, oil	15
Lantern, hooded	75
Lard, pint	1
Nails, iron, 100	10
Oil, lamp, quart	5
Padlock & key	50
Paintbrush, medium-large	10
Paint, 1 gallon	50
Pepper, pound	100
Pick axe, mining	50-60
Pipe, smoking	15
Pipeweed/tobacco, 8 oz. pouch	5
Pole, 10'	5
Pouch, belt, large	10
Pouch, belt, small	7
Powder, chalk	1
Pulley	5-25
Quilt	50-150
Quiver, 1 doz. arrows cap.	15
Quiver, 1 score arrows cap.	25
Quiver, 1 score bolts cap.	20
Quiver, 2 score bolts cap.	35
Rope, 50'	10
Sack, large	8
Sack, small	5
Salt, pound	1-5
Scabbard, broad	100
Scabbard, long	100
Scabbard, short	60
Scabbard, sword, bastard	150
Sheath, dagger or knife	50
Skin for water or wine	5
Soap, 8 oz. bar	1-5
Spade/shovel	25-50
Spike, iron, large	1
String, 50'	0.1
Tinderbox, with flint & steel	5
Torch	1
Whetstone	5
Whistle	2

Thieves' Items

Description	BUC Value
Beeswax, 1 pound	5

Provisions

Description	BUC Value
Ale or beer, pint	1-3
Brandy, pint	5-15
Bread, loaf	0.5-1
Flour, 10-lb. sack	5
Grain, horse meal, 1 day	2
Rations, standard, 1 week	50
Rum, pint	5
Wine, quart, good	20
Wine, quart, watered	10

Livestock

Description	BUC Value
Chicken	5
Cow	550
Dog, guard	150
Dog, hunting	100
Goat	50
Hawk, large	200
Hawk, small	100
Ox	500
Pig	200
Pigeon	1
Piglet	25
Sheep	75
Songbird	10+

Furniture

Description	BUC Value
Bench, wooden	50
Bowl, pewter	20
Bowl, pottery	5
Carpet, small	50-250
Chair, wooden	100
Cup, pewter	15
Cup, pottery	1
Curtains/drapes	25-100
Cushion	5-25
Cutlery, copper	2
Cutlery, pewter	5
Decanter, crystal	500
Decanter, pottery	10
Goblet, pewter	25
Mattress, straw-filled	25
Mattress, down-filled	250
Pillow, feather	25-50
Plate, pewter	10
Plate, pottery	5
Sconce, wall	4
Stool	15
Table	200

Tack

Description	BUC Value
Bit and bridle	75-150
Harness	50-60
Saddle	200-1,000
Saddlebags, large	50-250
Saddlebags, small	50-150
Saddle blanket	5



GENERAL DWEOMERCRÆFT

107 Total Castings

Grade I Castings

20 Total

Base Heka Cost: 20

Armor, Physical Cantrip (34)	Avoid Deadly Attack Formula (34)
Bounce Charm (34)	Detect Heka Spell (34)
Disembodied Voice Formula (34)	Disjunction Charm (34)
Lock Charm (34)	Lock-Open Charm (35)
Magick Lock Spell (35)	Quicken Cantrip (35)
Reflections Ritual (35)	Shutfast Charm (35)
Spiderwalk Spell (35)	Summon Mascot Ritual (35)
Tangle/Untangle Cantrip (35)	Trigger Effect Formula (36)
Trudge Cantrip (36)	Understanding of Ur Spell (36)
Vranx's Annoying Itch Charm (36)	Wickafame Charm (36)

Grade II Castings

16 Total

Base Heka Cost: 35

Armor, Mental Cantrip (36)	Buttress Charm (36)
Circle of Magic Ritual (36)	Directed Force Cantrip (37)
Easyspeak Charm (37)	Forcedart Charm (37)
Halefellow Charm (37)	Heka Trap Spell (37)
Hold Effects Spell (37)	Levitate Cantrip (37)
Maximus Spell (37)	Minimus Spell (38)
Prolongation Charm (38)	Ritual of the Heart Ritual (38)
Slow Gravity Charm (38)	Translate Script Formula (38)

Grade III Castings

12 Total

Base Heka Cost: 50

Alert Ritual (38)	Armor, Spiritual Cantrip (39)
Avoid Heka Attack Ritual (39)	Dispel Invisibility Cantrip (39)
Flight Cantrip (39)	Heka Darts Charm (39)
Implant Spell (39)	Magick Trail Formula (39)
Multilingual Spell (40)	Resist Temperatures Spell (40)
Ritual of the Archer Ritual (40)	Untie Charm (40)

Grade IV Castings

12 Total

Base Heka Cost: 75

Armor, Heka Cantrip (40)	Attractive Force Cantrip (40)
Barrier Formula (40)	Bedlam Cantrip (40)
Daylight Cantrip (**)	Detect Heka Sources Cantrip (41)
Literate Formula (41)	Mask Heka Spell (41)
Negative Gravity Charm (**)	Parascopy Spell (41)
Thought Message Charm (41)	Wound, Mental Charm (41)

Grade V Castings

10 Total

Base Heka Cost: 100

Armor, Full Persona Heka Cantrip (41)	Cloud of Magick Spell (41)
Heka Bolt Charm (42)	Invisible Alert Formula (42)
Invisible Chains Charm (42)	Object Teleportation Formula (42)
Pythagoras' Non-Dimension Formula (42)	Reverse Attack Charm (42)
Weapon of Defense Charm (43)	Wound, Spiritual Charm (**)

Grade VI Castings

10 Total

Base Heka Cost: 125

Aetheral Travel Formula (43)	Arcane Lore Formula (43)
Disperse Heka Flow Cantrip (44)	Double Barrier Spell (44)
Pythagoras' Extra-Dimensional Door Spell (45)	Heka Blast Charm (44)
Heka Shield Spell (44)	Phase Shifting Spell (44)
Quickcast of Inhetep Charm (45)	Sphere of Secrecy Formula (45)

Grade VII Castings

10 Total

Base Heka Cost: 150

Doublecast Charm (45)	Escape Hatch Charm (45)
Forcewall Cantrip (45)	Heka Shell Cantrip (45)
Juxtaposition Charm (45)	Mind Mask Cantrip (46)
Returning Charm (46)	Scramblelongue Charm (46)
Spirit Alert Spell (46)	Teleport Cantrip (46)

Grade VIII Castings

10 Total

Base Heka Cost: 200

Aura of Spell Failure Spell (47)	Heka Beam Cantrip (47)
Mask Heka Flow Formula (47)	Merlin's Tower Ritual (47)
Needed Things Formula (47)	Object Transformation Formula (48)
Pitfall Charm (48)	Point of Joss Charm (48)
Poisonous Charm (48)	Triple Heka Barrier Cantrip (48)

Grade IX Castings

7 Total

Base Heka Cost: 250

Create Portal Ritual (48)	Full Alert Cantrip (49)
Heka Absorb Cantrip (49)	Heka Binding Spell (49)
Heka Redirection Formula (49)	Magick Resistance Spell (49)
Setne's Reverse Casting Cantrip (49)	

THE BLACK SCHOOL

52 Total Casting

Grade I Castings

6 Total

Base Heka Cost: 20

Acclused Cantrip (50)	Cause Discord Cantrip (50)
Prignt Charm (50)	Paralysis, Physical Spell (50)
Pox Spell (51)	Vertigo Cantrip (51)

Grade II Castings

6 Total

Base Heka Cost: 35

Ambush Ritual (51)	Degrade Cantrip (51)
Pulldark Cantrip (51)	Pilfer Charm (51)
Ringer Charm (51)	Treacherous Blow Formula (51)

Grade III Castings

6 Total

Base Heka Cost: 50

Badfeelings Charm (51)	Blindness Cantrip (52)
Body Control Spell (52)	Malediction Formula (52)
Memory Drain Spell (52)	Weakness Cantrip (52)

Grade IV Castings

6 Total

Base Heka Cost: 75

Disfigure Formula (52)	Field of Hysteria Spell (52)
Missile Trap Formula (52)	Netherblight Ritual (52)
Petrifying Gaze Cantrip (53)	Venomcloud Cantrip (53)

Grade V Castings

6 Total

Base Heka Cost: 100

Adderguards Formula (53)	Badwill Spell (53)
Derange Charm (54)	Mind Numb Charm (54)
Paralysis, Mental Charm (54)	Wound, Spiritual Charm (54)



Grade VI Castings

6 Total

Base Heka Cost: 125

Bane Spell (54)	Blackwhips Charm (54)
Mind Control Charm (54)	Soulstone Formula (54)
Strength Drain Spell (55)	Willpower Drain Spell (55)

Grade VII Castings

6 Total

Base Heka Cost: 150

Darkplague Ritual (55)	Destruction Ritual (55)
Ebonclaws Charm (55)	Evil Reflections Spell (56)
Lycanthropy Ritual (56)	Ratpack Cantrip (56)

Grade VIII Castings

5 Total

Base Heka Cost: 200

Circle's Transformation Spell (56)	Death Hound Formula (57)
False Witness Spell (57)	Mind Transfer Ritual (57)
Wymform Ritual (57)	

Grade IX Castings

5 Total

Base Heka Cost: 250

Curse Mundane Spell (58)	Death Magic Ritual (58)
Heka Drain Formula (58)	Hex Spell (58)
Oppressive Ebon Spell (58)	

THE ELEMENTAL SCHOOL

72 Total Castings

Grade I Castings

10 Total

Base Heka Cost: 20

Airbubbles Charm (59)	Commune with Inanimate Ritual (59)
Diffusion/Cohesion Spell (59)	Elemental Shield Formula (60)
Fireknives Charm (60)	Frost Spell (60)
Icearrows Charm (60)	Hotmetal Formula (60)
Slingstones Cantrip (60)	Thermology Spell (60)

Grade II Castings

10 Total

Base Heka Cost: 35

Acidspray Cantrip (61)	Alter Gravity Spell (61)
Aurora Cantrip (61)	Cold Ray Cantrip (61)
Elemental Armor Cantrip (61)	Elemental Force Formula (61)
Know Element Cantrip (62)	Magnetic Field Spell (62)
Earth Lore Spell (62)	Water Spider Formula (62)

Grade III Castings

10 Total

Base Heka Cost: 50

Absorb Element Ritual (62)	Elemental Augury Formula (62)
Fireflash Cantrip (63)	Icewall Cantrip (63)
Quegmire Cantrip (63)	Summon Elementary Cantrip (63)
Stonebarrier Spell (64)	Vaporization Spell (64)
Windblast Charm (64)	Zephyrigo Cantrip (64)

Grade IV Castings

10 Total

Base Heka Cost: 75

Dissipate Spell (64)	Electrify Cantrip (64)
Elemental Hands Charm (65)	Firebarrier Cantrip (65)
Fireflies Spell (65)	Mole tunnel Formula (65)
Pyrokinesis Cantrip (65)	Shatter Cantrip (65)
Summon Elemental Aid Cantrip (65)	Wizardwind Spell (66)

Grade V Castings

10 Total

Base Heka Cost: 100

Elemental Missile Charm (66)	Elemental Pathway Spell (66)
Energy Transfer Spell (66)	Globelight Cantrip (67)
Lava home Cantrip (67)	Quicklime Spell (67)
Shockbolt Cantrip (68)	Solidification Spell (68)
Thales' Elemental Cloak Formula (68)	Vortex Spell (68)

Grade VI Castings

6 Total

Base Heka Cost: 125

Abram's Elemental Manipulation Formula (68)	Cagliostro's Sheet Lightning Cantrip (68)
Elemental Storm Spell (69)	Elemental Walk Spell (69)
Lightningbugs Cantrip (69)	Pass Through Stone Spell (69)

Grade VII Castings

6 Total

Base Heka Cost: 150

Cloudkin Charm (69)	Energy Drain Spell (69)
Repel Elemental Force Cantrip (69)	Scorpionfire Cantrip (70)
Stoning Spell (70)	Triton Formula (70)

Grade VIII Castings

6 Total

Base Heka Cost: 200

Aristotle's Matter Alteration Spell (70)	dePayne's Disintegration Spell (70)
Fallingstar Spell (70)	Lightningwalk Cantrip (70)
Resist Disintegration Cantrip (70)	Work Base Element Ritual (71)

Grade IX Castings

4 Total

Base Heka Cost: 250

Deluge Spell (71)	Elemental form Formula (71)
Newton's Negative Gravity Spell (71)	Pythagoras' Heka Diversion Formula (71)

THE GRAY SCHOOL

66 Total Castings

Grade I Castings

10 Total

Base Heka Cost: 20

Audial Trickery Charm (72)	Bedazzling Lights Cantrip (72)
Dimlights Spell (72)	Distraction Charm (72)
Illusory Image Cantrip (73)	Penumbrate Armor Formula (73)
Phantom Coachman Cantrip (73)	Shadowing Charm (73)
Sound Effects Cantrip (73)	Umbrage Spell (73)

Grade II Castings

10 Total

Base Heka Cost: 35

Blinding Flash Charm (73)	Disguise Formula (73)
Fleetingshadow Charm (74)	Intoxicating Gaze Spell (74)
Moonglow Cantrip (74)	Shadowface Spell (74)
Shadowscript Cantrip (74)	Thickshadows Cantrip (74)
Tricks Charm (74)	Well Tenebroused Blade Spell (74)

Grade III Castings

10 Total

Base Heka Cost: 50

Illusory Scene Charm (75)	Imaginary Things Ritual (75)
Leave No Trail Spell (75)	Mimic Physical Spell (75)
Moonbeams Charm (75)	Reveal Illusion Spell (75)
Shadowboxer Spell (75)	Shadow Forms Cantrip (76)
Sonic Blast Cantrip (76)	Ventriloquistic Mastery Spell (76)



Grade IV Castings

7 Total

Base Heka Cost: 75

Chameleon Cantrip (76)	Duplicate Self Charm (76)
Illuminate Enemy Cantrip (76)	Palpable Shade Formula (76)
Perfect Mimicry Spell (76)	Shadowcloak Cantrip (76)
Transparency Formula (76)	

Grade V Castings

6 Total

Base Heka Cost: 100

Erase Runes Spell (77)	Hallucination Spell (77)
Misdetection Formula (77)	Phantasms Charm (77)
Sensory Overload Cantrip (77)	Sleepshadows Formula (78)

Grade VI Castings

6 Total

Base Heka Cost: 125

Doppelganger Cantrip (78)	Miranda's Magick Maze Spell (78)
Runic Symbol Spell (78)	Shadow Self Formula (78)
Shadow Warriors Spell (79)	Sonic Barrage Charm (79)

Grade VII Castings

6 Total

Base Heka Cost: 150

Bacon's Invisibility Charm (79)	Louhi's Shadowtouch Cantrip (79)
Negative Illusion Spell (79)	Physical Illusion Spell (79)
Reflective Circle Charm (79)	Tenebrous Assassin Ritual (80)

Grade VIII Castings

6 Total

Base Heka Cost: 200

Aura of Invisibility Spell (80)	Illusory Terrain Spell (80)
Pale Shadow Ritual (80)	Planar Barriers Cantrip (80)
Shadowdoors Charm (81)	Shadow Weaving Formula (81)

Grade IX Castings

5 Total

Base Heka Cost: 250

Joss Reversal Ritual (81)	Mass Invisibility Charm (81)
Plato's Grandeception Ritual (82)	Socrate's Instant Illusion Formula (82)
Shadowplate Cantrip (82)	

THE GREEN SCHOOL

62 Total Castings

Grade I Castings

10 Total

Base Heka Cost: 20

Animal Mimicry Cantrip (83)	Birdflock Charm (83)
Call Fog Spell (83)	Commune with Nature Spirits Formula (84)
Elements Shield Formula (84)	Environmeld Spell (84)
Locate Flora Spell (84)	Protection from Insects Cantrip (84)
Protection from Plants Cantrip (84)	Sense Weather Change Formula (84)

Grade II Castings

12 Total

Base Heka Cost: 35

Animal Service Spell (84)	Beeline Charm (84)
Blending Cantrip (84)	Pinneyscale Spell (85)
Hornet's Nest Charm (85)	Protection from Animals Cantrip (85)
Sense Weather Magick Spell (85)	Spiderfly Formula (85)
Stillness Spell (85)	Temperature Shift Spell (85)
Thornspear Cantrip (86)	Weathercast Spell (86)

Grade III Castings

6 Total

Base Heka Cost: 50

Call Breezes Spell (86)	Foglight Cantrip (86)
Locate Fauna Spell (86)	Spiderscreeping Charm (86)
Tanglebriars Cantrip (86)	Wolf-Stag Formula (87)

Grade IV Castings

6 Total

Base Heka Cost: 75

Animalfriends Formula (87)	Call Rainstorm Spell (87)
Fauna Telepathy Cantrip (87)	Hawk-Owl Formula (87)
Polsongrowths Spell (87)	Silthear Charm (88)

Grade V Castings

6 Total

Base Heka Cost: 100

Adaptation Spell (88)	Predators Charm (88)
Prospero's Full Storm Spell (88)	Treemeld Charm (88)
Venomvine Cantrip (89)	Weatherlord Formula (89)

Grade VI Castings

6 Total

Base Heka Cost: 125

Call Up Nature Spirits Ritual (89)	Pungirof Cantrip (89)
Hiddenpassage Charm (90)	Plant Telepathy Formula (90)
Snare, Pit, & Deadfalls Spell (90)	Swancloak Formula (90)

Grade VII Castings

6 Total

Base Heka Cost: 150

Bearfeet Cantrip (90)	Direct Lightnings Charm (90)
Hostilefauna Ritual (90)	Tentacleroots Cantrip (91)
Thunderclap Charm (91)	Treedoors Charm (91)

Grade VIII Castings

5 Total

Base Heka Cost: 200

Aging/Ageless Formula (91)	Hostileland Ritual (92)
Isolation by Weather Formula (92)	Natureremedy Charm (92)
Onenature Revenge Spell (93)	

Grade IX Castings

5 Total

Base Heka Cost: 250

Phaereedoor Formula (93)	Plagueswarm Spell (93)
Rejuvenate Ritual (93)	Rotgrow Charm (94)
Vegetate Charm (94)	

THE WHITE SCHOOL

65 Total Castings

Grade I Castings

10 Total

Base Heka Cost: 20

Aid Charm (95)	Balm Formula (95)
Comfort Spell (95)	Comprehend Cantrip (95)
Endurance Formula (96)	Firesglow Charm (96)
Harmony Spell (96)	Magickal Marker Charm (96)
Pleasant Dreams Formula (96)	Preservation Spell (96)

Grade II Castings

10 Total

Base Heka Cost: 35

Convey Cantrip (96)	Daylight Cantrip (96)
Fortitude Formula (96)	Helping Hand Charm (96)



Hospice Ritual (97)	Purify Spell (97)
Repair Cantrip (97)	Silver Spears Charm (97)
Strength Cantrip (97)	Tutelage Formula (97)

Grade III Castings

10 Total

Base Heka Cost: 50

Clearsight Charm (97)	Dispel Evils Spell (98)
Intensification Cantrip (98)	Lift Fear Cantrip (98)
Parakinesis Cantrip (98)	Skywalk Charm (98)
Sunbeam Charm (98)	Sustenance Formula (99)
Telepathize Spell (99)	Truespeak Formula (99)

Grade IV Castings

6 Total

Base Heka Cost: 75

Circle of Accord Spell (99)	Communicate Spell (99)
Memory Restoration Formula (99)	Possess Knowledge/Skill Ritual (99)
Reverse Petrification Ritual (100)	Zoroaster's Moonsblaze Cantrip (100)

Grade V Castings

6 Total

Base Heka Cost: 100

Astral Eyes Cantrip (100)	Auspices Spell (100)
Beastame Charm (100)	Lift Curse Formula (100)
Psychokinesis Cantrip (101)	Sphere of Influence Cantrip (101)

Grade VI Castings

6 Total

Base Heka Cost: 125

Heka Giving Formula (101)	Inner Beauty Cantrip (101)
Lightspectrum Charm (101)	Positive Heka Spell (102)
Soaring Intellect Spell (102)	Suneagle Charm (102)

Grade VII Castings

6 Total

Base Heka Cost: 150

Empyrean Guards Spell (103)	Celestial Chime Charm (103)
Da Vinci's Temporal Distortion Formula (102)	Da Vinci's Temporary Portal Formula (102)
Destroy Evil Spirit Ritual (103)	Reduplication Formula (103)

Grade VIII Castings

6 Total

Base Heka Cost: 200

Expanded Spectrum Cantrip (103)	Galileo's Spheres Shuffle Formula (104)
Good Fortune Charm (104)	Mass Telepathic Command Spell (104)
Stasis Formula (104)	Telepathy Charm (104)

Grade IX Castings

5 Total

Base Heka Cost: 250

Celestial Chorus Spell (106)	Egar's Sixth Sense Charm (106)
Planar Walk Formula (106)	Vanish Charm (106)
Vox Populi Cantrip (106)	

GENERAL TUTELARY CASTINGS

9 Total Castings

Grade I

Base Heka Cost: 20

Rites Ritual (107)

Grade II

Base Heka Cost: 35

Blessing, Minor Spell (107)

Grade III

Base Heka Cost: 50

Consecration Formula (107)

Grade IV

Base Heka Cost: 75

Blessing, Major, Ritual (108)

Grade V

Base Heka Cost: 100

Guidance Spell (108)

Grade VI

Base Heka Cost: 125

Excommunicate Ritual (108)

Grade VII

Base Heka Cost: 150

Enter Sanctum Formula (108)

Grade VIII

Base Heka Cost: 200

Anathema Ritual (109)

Grade IX

Base Heka Cost: 250

Enter Realm Spell (109)

BASIC TUTELARY CASTINGS

42 Total Castings

Grade I Castings

10 Total

Base Heka Cost: 20

Alms Cantrip (110)	Awe Charm (110)
Influence Formula (110)	Lightsee Charm (110)
Phosphor Spell (111)	Prayer Cantrip (111)
Produce Meal Ritual (111)	Pronouncement Spell (111)
Resist Physical Harm Cantrip (111)	Smokecloud Formula (111)

Grade II Castings

6 Total

Base Heka Cost: 35

Draw Heka Formula (111)	Healing, Minor Formula (112)
Heal Mental damage Ritual (112)	Meditate Spell (112)
Rightcourse Cantrip (112)	Smiting Charm (112)

Grade III Castings

5 Total

Base Heka Cost: 50

Bounds of Action Spell (112)	Enhance Spiritual Power Formula (112)
Enlightenment Formula (112)	Heka Defenses Cantrip (112)
Resist Paralysis Spell (112)	

Grade IV Castings

4 Total

Base Heka Cost: 75

Forcestaff Charm (113)	Protection From Lightnings Spell (113)
Sanctification Ritual (113)	Wound, Spiritual Charm (113)

Grade V Castings

4 Total

Base Heka Cost: 100

Heal The Soul Spell (113)	Holy Terror Cantrip (113)
Thunderbolt Cantrip (114)	Word of Command Charm (114)



Grade VI Castings

4 Total

Base Heka Cost: 125

Entital Guidance Ritual (114) Iron Will Cantrip (114)
Sanctum Ritual (114) Symbol Of Entital Power Spell (114)

Grade VII Castings

4 Total

Base Heka Cost: 150

Minor Miracle Ritual (114) Questing Spell (115)
Return to Sanctum Charm (115) Willpower Cantrip (115)

Grade VIII Castings

3 Total

Base Heka Cost: 200

Entital Aid Ritual (115) Retribution Formula (115)
Total Recall Spell (116)

Grade IX Castings

2 Total

Base Heka Cost: 250

Intervention Ritual (116) Miracle Spell (116)

THE ETHOS OF BALANCE

36 Total Castings

Grade I Castings

5 Total

Base Heka Cost: 20

Burlstone Charm (117) Contingency Formula (117)
Detect Life Charm (117) Discourse Cantrip (118)
Rapport Formula (118)

Grade II Castings

5 Total

Base Heka Cost: 35

Contemplation Ritual (118) Drain Water Formula (118)
Enhance Aura Spell (118) Protection from the Elements Charm (118)
Response Cantrip (118)

Grade III Castings

4 Total

Base Heka Cost: 50

Circle of Equity Spell (118) Focal Point Charm (119)
Mask Life Cantrip (119) Return Karma Spell (119)

Grade IV Castings

4 Total

Base Heka Cost: 75

Aural Reflection Spell (119) Meliorate Cantrip (119)
Sanctuary of the Scales Ritual (119) Sphere of Confusion Cantrip (119)

Grade V Castings

4 Total

Base Heka Cost: 100

Directed Consciousness Spell (120) Enhance Purpose Spell (120)
Rebuttal Charm (120) Wind of Change Cantrip (120)

Grade VI Castings

4 Total

Base Heka Cost: 125

Balance of Power Cantrip (120) Che Alignment Formula (120)
Dual Consciousness Spell (121) Word of Dazing Charm (121)

Grade VII Castings

4 Total

Base Heka Cost: 150

Elementary Opposition Cantrip (121) Light of Truth Ritual (121)
Ritual of the Scales Ritual (121) Swinging Door Formula (121)

Grade VIII Castings

3 Total

Base Heka Cost: 200

No Time Formula (122) Return Service Spell (122)
Scales of Time Formula (122)

Grade IX Castings

3 Total

Base Heka Cost: 250

Earthquake Ritual (122) Soul Search Spell (122)
Telling Point Cantrip (122)

THE ETHOS OF GLOOMY DARKNESS

36 Total Castings

Grade I Castings

5 Total

Base Heka Cost: 20

Cause Pain Cantrip (123) Dark Vision Cantrip (123)
Gloomy Spell (123) Petrify Formula (123)
Spider on the Wall Ritual (124)

Grade II Castings

4 Total

Base Heka Cost: 35

Aura of Deception Formula (124) Serpentstaff Charm (124)
Venomtouch Spell (124) Violence Cantrip (124)

Grade III Castings

4 Total

Base Heka Cost: 50

Circle of Lurid Darkness Spell (124) Palpable Gloom Cantrip (124)
Stenchcloud Formula (125) Webs of Fear Spell (125)

Grade IV Castings

4 Total

Base Heka Cost: 75

Brittlebreak Spell (125) Confuse Direction Charm (125)
Gloomcloak Cantrip (125) Willpower Drain Charm (125)

Grade V Castings

4 Total

Base Heka Cost: 100

Derange Charm (126) Heart of Darkness Ritual (126)
Taunting Formula (127) Webs of Madness Cantrip (128)

Grade VI Castings

4 Total

Base Heka Cost: 125

Malaise Spell (127) Viperune Formula (127)
Webs of Constriction Cantrip (127) Withering Cantrip (128)

Grade VII Castings

4 Total

Base Heka Cost: 150

Gloomcloud Cantrip (128) Monstrosity Spell (128)
Unholy Word Charm (129) Webs of Pain Cantrip (129)



Grade VIII Castings

4 Total

Base Heka Cost: 200

Deathgrip Charm (129) Goblingate Spell (129)
Subversion Charm (129) The Black Wind Cantrip (130)

Grade IX Castings

3 Total

Base Heka Cost: 250

Psychic Agony Charm (130) Summon Evil Ritual (130)
Webs of Death Spell (130)

THE ETHOS OF MOONLIGHT

53 Total Castings

Grade I Castings

12 Total

Base Heka Cost: 20

Abundant Game Ritual (131) Annoyance Cantrip (131)
Bigbug Spell (131) Goodhunt Formula (132)
Growstaff Ritual (132) Magical Cudgel Charm (132)
Night Vision Cantrip (132) Owleaves Cantrip (132)
Slumber Cantrip (132) Snarevine Spell (132)
Starlight Formula (133) Whisper Charm (133)

Grade II Castings

6 Total

Base Heka Cost: 35

Blursight Cantrip (133) Enlarge Plant Formula (133)
Mists of Silence Spell (133) Odorlessness Spell (133)
Stardust Spell (133) Summon Help Ritual (134)

Grade III Castings

6 Total

Base Heka Cost: 50

Animal Hypnosis Charm (134) Enlarge Animal Formula (134)
Circle of Moonbeams Spell (134) Display Aura Cantrip (134)
Lift Charm Formula (134) Mist & Rain Spell (135)

Grade IV Castings

6 Total

Base Heka Cost: 75

Call Swarm Formula (135) Confidence Cantrip (135)
Fix Deadfalls Formula (135) Lunarbeam Spell (135)
Repel Charm (135) Treemeld Charm (136)

Grade V Castings

6 Total

Base Heka Cost: 100

Displacement Cantrip (136) Florapass Formula (136)
Ghostly Structure Charm (136) Light of the Silvery Moon Ritual (136)
Mists of Sleep Cantrip (137) Monstrous Speech Cantrip (137)

Grade VI Castings

6 Total

Base Heka Cost: 125

Animal Paralysis Cantrip (137) Contrainfluence Charm (137)
Earthmother Formula (137) Floraform Charm (138)
Stoneguise Spell (138) Will Over Matter Ritual (138)

Grade VII Castings

6 Total

Base Heka Cost: 175

Faerie Ring Formula (138) Mists of Delusion Cantrip (139)
Plant Paralysis Spell (139) Regeneration Ritual (139)
Stormseye Ritual (140) Vanish Charm (140)

Grade VIII Castings

3 Total

Base Heka Cost: 200

Banshee Wind Cantrip (140) Grasping Plants Spell (140)
Restore Free Will Formula (140)

Grade IX Castings

3 Total

Base Heka Cost: 250

Alter Aura Ritual (141) Spiritprism Cantrip (141)
Swanscoat Formula (141)

THE ETHOS OF SHADOWY DARKNESS

42 Total Castings

Grade I Castings

6 Total

Base Heka Cost: 20

Changescript Charm (142) Falsetrap Cantrip (142)
Illusory Alchemy Formula (142) Penumbra Spell (142)
Shadow Armor Cantrip (143) Shadowwells Spell (143)

Grade II Castings

6 Total

Base Heka Cost: 35

Depression Cantrip (143) Deteriorate Cantrip (143)
Hide Aura Spell (143) Hinder Spell (143)
Penumbra Points Charm (144) Thicken Shadows Cantrip (144)

Grade III Castings

6 Total

Base Heka Cost: 50

Circle of Shadows Spell (144) Cloud Sense Cantrip (144)
Flitting Shadows Cantrip (144) Hilarity Spell (144)
Illusory Surface Formula (144) Shadow Darts Charm (144)

Grade IV Castings

6 Total

Base Heka Cost: 75

Constraint Charm (145) Hideyhole Spell (145)
Penumbra Palace Spell (145) Shadow Steed Cantrip (145)
Shadow Walking Formula (145) Umbrate Servant Formula (146)

Grade V Castings

5 Total

Base Heka Cost: 100

Folds of Shadow Ritual (146) Haze of Entrapment Cantrip (146)
Mind Reading Spell (146) Shadowarm Charm (146)
Shadow Shield Charm (146)

Grade VI Castings

4 Total

Base Heka Cost: 125

Cloud All Senses Spell (147) Demoralize Charm (147)
Shadowcasting Cantrip (147) Underhill Ritual (147)

Grade VII Castings

3 Total

Base Heka Cost: 150

Glamorous Charm (147) Haze of Agony Cantrip (148)
Spiritual Submission Cantrip (148) Underworld Formula (148)

Grade VIII Castings

3 Total

Base Heka Cost: 200

Feed On Shadows Spell (148) Visual Screen Charm (149)
Umbrate Wind Cantrip (149)



Grade IX Castings

3 Total

Base Heka Cost: 250

Haze of the Benighted Spell (149) Savage-Faced Messengers Ritual (149)
Shades of Probability Formula (149)

THE ETHOS OF SUNLIGHT

49 Total Castings

Grade I Castings

6 Total

Base Heka Cost: 20

Alleviation Ritual (150) Discover Bane Cantrip (150)
Lightstaff Formula (150) Remove Pain Spell (151)
Shelter Ritual (151) Warmbreeze Charm (151)

Grade II Castings

6 Total

Base Heka Cost: 35

Circle of Entital Protection Spell (151) Clear Direction Cantrip (151)
Cure Phobia Formula (151) Positive Corona Spell (152)
Protection from Netherforces Charm (152) Ripecrop Ritual (152)

Grade III Castings

6 Total

Base Heka Cost: 50

Combust Cantrip (152) Antidote Charm (152)
Divine Light Cantrip (152) Feathersteel Spell (152)
Magick Pane Formula (152) Shield of Belief Spell (153)

Grade IV Castings

6 Total

Base Heka Cost: 75

Aerial Chariot Charm (153) Cure Disease Cantrip (153)
Hauberk of Dedication Spell (153) Know K/S Formula (154)
Light of Peace Spell (154) Restore Purpose Formula (154)

Grade V Castings

6 Total

Base Heka Cost: 100

Auspice Spell (154) Cure Insanity Spell (154)
Hawkeyes Charm (154) Helm of Conviction Formula (154)
Pillar of Faith Ritual (154) Remove Blindness Cantrip (155)

Grade VI Castings

6 Total

Base Heka Cost: 125

Atone Ritual (155) Clearskies Formula (155)
Light of Understanding Spell (155) Rainbow Spectrum Charm (155)
Sundog Charm (156) Sunray Cantrip (156)

Grade VII Castings

6 Total

Base Heka Cost: 150

Faygrace Cantrip (156) Netherslay Charm (157)
Psychic Balm Spell (157) Regeneration Formula (157)
Summon Good Ritual (157) Wyrd Formula (157)

Grade VIII Castings

4 Total

Base Heka Cost: 200

Remove Madness Ritual (158) Stillative Spell (158)
Sunstroke Formula (158) Wind of Hope Cantrip (158)

Grade IX Castings

3 Total

Base Heka Cost: 250

Astral Journeying Spell (158) Light of the Avatar Spell (159)
Restoration Ritual (159)

ALCHEMIST ARCHETYPICAL CASTINGS

48 Total

Grade I Castings

6 Total

Base Heka Cost: 20

Alter Complexion Spell (160) Decipher Writing Charm (160)
Know Chemical Spell (161) Question Elemental Formula (161)
Reveal Invisible Writing Cantrip (161) Rope Homunculus Formula (161)

Grade II Castings

6 Total

Base Heka Cost: 35

Acid Jet Cantrip (161) Alter Hair Properties Spell (161)
Charmok's Corpse Golem Formula (161) Decryption Spell (162)
Know Chemical Compound Spell (162) Summon Elementary Ritual (162)

Grade III Castings

6 Total

Base Heka Cost: 50

Alkaline Shower Cantrip (163) Alter Skin Spell (163)
Heka Reading Cantrip (163) Homunculus Ritual (163)
Identify Potion Spell (163) Lightning Rod Charm (163)

Grade IV Castings

6 Total

Base Heka Cost: 75

Alter Eyes Charm (163) Pludd's Fire Spell (164)
Know Alchemical Work Spell (164) Non-Conductivity Cantrip (164)
Wateracid Spell (164) Wood Golem Ritual (164)

Grade V Castings

6 Total

Base Heka Cost: 100

Alter Facial Features Formula (164) Braccoco's Artificial Elemental Ritual (165)
Conductivity Spell (165) Invisibility Cantrip (165)
Leather Golem Ritual (165) Metagrow Formula (165)

Grade VI Castings

5 Total

Base Heka Cost: 125

Clay Golem Ritual (166) Control Elementary Formula (166)
Heka Binding Ritual (166) Ironwood Spell (166)
Reduce Heka Flow Cantrip (166)

Grade VII Castings

5 Total

Base Heka Cost: 150

Alfabri's Eldritch Fire Cantrip (167) Change Heka Energy Charm (167)
Control Elemental Formula (167) Increase Lifespan Ritual (167)
Stone Golem Ritual (167)

Grade VIII Castings

4 Total

Base Heka Cost: 200

Da Vinci's Reverse Motion Charm (168) Metal Golem Ritual (168)
Reverse Result Cantrip (168) Work Tau Ritual (169)



Grade IX Castings

4 Total

Base Heka Cost: 250

Alcahest Formula (169)	Enchantment Ritual (169)
Remove Years Ritual (169)	Simulacrum of Parcelus Ritual (169)

APOTROPAIST ARCHETYPICAL CASTINGS

50 Total

Grade I Castings

6 Total

Base Heka Cost: 20

Abram's Safekeep Formula (170)	Iron Nails Charm (170)
No Surprise Spell (170)	Protection From Blindness Spell (170)
Protection From Fire Cantrip (171)	Safe Passage Ritual (171)

Grade II Castings

6 Total

Base Heka Cost: 35

Ham's Hidden Passage Spell (171)	Minor Consecration Formula (171)
Protection From Animal Attack Spell (171)	Protection From Deception Cantrip (171)
Protection From Paralysis Charm (171)	Warning Alert Formula (171)

Grade III Castings

6 Total

Base Heka Cost: 50

Alchindus' Sigil Formula (172)	Eviltrack Agony Charm (172)
Full Consecration Ritual (172)	Protection From Poison Spell (172)
Protection From Venomous Creatures Spell (172)	Unseen Sentinel Spell (172)

Grade IV Castings

6 Total

Base Heka Cost: 75

Backbiting Cantrip (172)	Disrupt Casting Effect Cantrip (173)
Invisibility To Undead Cantrip (173)	Protection From Disease Spell (173)
Protection From Drowning Charm (173)	Protection From Fear Spell (173)

Grade V Castings

6 Total

Base Heka Cost: 100

Abjure Spell (173)	Chant of Guarding Cantrip (173)
Invisibility To Werethings Cantrip (173)	Protection From Curses Spell (173)
Protection From Petrification Spell (174)	Protection From Storms Spell (174)

Grade VI Castings

6 Total

Base Heka Cost: 125

Abjure Cantrip (174)	Airuy's Spiritguard Ritual (174)
Doublesalt Charm (174)	Protection From Natural Accidents Spell (174)
Protection From Subversion Spell (174)	Undead Bane Formula (174)

Grade VII Castings

5 Total

Base Heka Cost: 150

Invisibility to Heka Spell (174)	Ironspikes Charm (175)
Protection From Madness Spell (175)	Protection From Theft Charm (175)
Unseen Guardian Cantrip (175)	

Grade VIII Castings

5 Total

Base Heka Cost: 200

Hallowing Ritual (175)	Prevent Formula (175)
Protection From Evil Spirits Spell (175)	Protection From Impact Charm (176)
Silveriron Cantrip (176)	

Grade IX Castings

4 Total

Base Heka Cost: 250

Invisibility To Netherbeings Cantrip (176)	Netherbottle Spell (176)
Protection From Ill-Luck Charm (176)	Spirit Trap Cantrip (176)

ASTROLOGIST ARCHETYPICAL CASTINGS

44 Total

Grade I Castings

6 Total

Base Heka Cost: 20

Astromancy Spell (177)	Heka Sense Spell (177)
Influence of Scorpio Spell (178)	Know Disposition Cantrip (178)
Minor Horoscope Formula (178)	Star Chart Place Formula (178)

Grade II Castings

6 Total

Base Heka Cost: 35

Best Time Formula (178)	Chart Alchemical Operation Spell (178)
Elementscan Spell (178)	Influence of Venus Cantrip (178)
Influence of Virgo Ritual (179)	Star Chart Item Spell (179)

Grade III Castings

6 Total

Base Heka Cost: 50

Ascendant Cantrip (179)	Chart Heka-Forging Formula (179)
Influence of Cancer Formula (179)	Influence of Mars Spell (179)
Know Truth Charm (179)	Major Horoscope Formula (179)

Grade IV Castings

6 Total

Base Heka Cost: 75

Heka Sight Spell (180)	Influence of Aquarius Cantrip (180)
Influence of Libra Spell (180)	Influence of Mercury Spell (180)
Influence of the Moon Cantrip (180)	Kayyam's Wisdom Ritual (180)

Grade V Castings

5 Total

Base Heka Cost: 100

Aetherscan Cantrip (181)	Arago's Influence of the Sun Cantrip (181)
Influence of Aries Cantrip (181)	Influence of Gemini Spell (181)
Influence of Sagittarius Cantrip (181)	

Grade VI Castings

5 Total

Base Heka Cost: 125

Decan Cantrip (181)	Detect Evil Influence Formula (181)
Influence of Jupiter Spell (182)	Nostradamus' Circle of the Zodiac Ritual (182)
Trevyn's Star Portents Ritual (182)	

Grade VII Castings

4 Total

Base Heka Cost: 150

Discover Gate Spell (183)	Incantation of Saturn Ritual (183)
Influence of Capricorn Formula (183)	Influence of Taurus Spell (183)

Grade VIII Castings

5 Total

Base Heka Cost: 200

Discover Portal Ritual (183)	Influence of Leo Ritual (183)
Nostradamus' Forewarning Ritual (183)	

Grade IX Castings

3 Total

Base Heka Cost: 250

Astralcan Spell (184)	Influence of Pisces Formula (184)
Shadzur's Foredooming Ritual (184)	



CONJUROR ARCHETYPICAL CASTINGS

62 Total

Grade I Castings

10 Total

Base Heka Cost: 20

Conjure Animal Formula (185)	Energy Gift Charm (186)
Miniature Pentacle Ritual (186)	Pullout Charm (186)
Recall Spirit Ritual (187)	Ring of Truth Cantrip (187)
Receptive Circle Cantrip (187)	Sigil of Avoidance Spell (187)
Spellbind Cantrip (187)	Symbol of Suggestion Cantrip (187)

Grade II Castings

10 Total

Base Heka Cost: 35

Airuy's Phantom Spell (188)	Cipher of Protection Spell (188)
Circle of Invisibility Charm (188)	Detect Malign Aura Charm (188)
Elementary Circle Formula (188)	Nature Spirit Service Formula (188)
Phaeree Cord Cantrip (188)	Shadow Belt Cantrip (188)
Symbol of Deceit Spell (189)	Symbol of Summoning Ritual (189)

Grade III Castings

6 Total

Base Heka Cost: 50

Chokecloud of Balaam Spell (189)	Deadspirit Summoning Spell (189)
Exclusive Pentacle Ritual (189)	Glyph of Harm Cantrip (190)
Symbol of Influence Spell (190)	Waterdrops Formula (190)

Grade IV Castings

6 Total

Base Heka Cost: 75

Cipher of Shielding Charm (190)	Conjured Mountain Cantrip (190)
Firewand Formula (190)	Glyph of Terror Spell (191)
Symbol of Madness Ritual (191)	Thunderbird Formula (191)

Grade V Castings

6 Total

Base Heka Cost: 100

Conjure Lightning Stroke Formula (191)	Heka Seeing Cantrip (191)
Inclusive Pentacle Ritual (191)	Rune of Weakness Formula (192)
Symbol of Coercion Spell (192)	Windbag Ritual (192)

Grade VI Castings

6 Total

Base Heka Cost: 125

Conjure Ghosts Ritual (192)	Conjure Phaeree Creatures Formula (193)
Dee's Spirit Charm Cantrip (193)	Elementary Array Ritual (193)
Oath Spell (193)	Symbol of Control Cantrip (193)

Grade VII Castings

6 Total

Base Heka Cost: 150

Conjure Storm Ritual (193)	Fix Elemental Effect Formula (194)
Loophole Charm (194)	Painmist of Balaam Spell (194)
Power Pentacle Ritual (194)	Sigil of Abjuration Cantrip (194)

Grade VIII Castings

6 Total

Base Heka Cost: 200

Airuy's Abomination Cantrip (194)	Circle of Expulsion Spell (195)
Conjure Heka Bolt Cantrip (195)	Merlin's Entropical Links Spell (195)
Possession Ritual (195)	Rune of Capture Formula (196)

Grade IX Castings

6 Total

Base Heka Cost: 250

Conjure Heka Elemental Spell (197)	Deathmist of Balaam Spell (197)
Dimension Trap Formula (197)	Egar's Three-Ring Circuit Ritual (197)
Symbol of Banishment Ritual (197)	Earthboots Spell (197)

DIVINER ARCHETYPICAL CASTINGS

33 Total

Grade I Castings

6 Total

Base Heka Cost: 20

Augury Formula (198)	Chartomancy Cantrip (198)
Detect Glyph Spell (199)	Detect Heka Spell (199)
Geomancy Formula (199)	Sounding Spell (199)

Grade II Castings

6 Total

Base Heka Cost: 35

Detect Heka Trap Spell (199)	Dowsing Spell (199)
Hydromancy Formula (199)	Locate Direction Spell (199)
Object Reading Cantrip (200)	Path of Wisdom Spell (200)

Grade III Castings

5 Total

Base Heka Cost: 50

Detect Displacement Cantrip (200)	Detect Invisible Object Cantrip (200)
Path of Direction Spell (200)	Spiritrede Formula (200)
Universal Tongue Spell (200)	

Grade IV Castings

4 Total

Base Heka Cost: 75

Detect Danger Formula (200)	Empathy Cantrip (200)
Heka Reading Cantrip (201)	Identify Spell (201)

Grade V Castings

3 Total

Base Heka Cost: 100

Penetrate Illusion Cantrip (201)	Psychometry Formula (202)
Seeking Spell (202)	

Grade VI Castings

3 Total

Base Heka Cost: 125

Know Properties Formula (202)	Legend Formula (202)
Telepathy Cantrip (202)	

Grade VII Castings

2 Total

Base Heka Cost: 150

Foretell Ritual (203)	Retrocognition Ritual (203)
-----------------------	-----------------------------

Grade VIII Castings

2 Total

Base Heka Cost: 200

Prevision Formula (203)	Prophecy Ritual (204)
-------------------------	-----------------------

Grade IX Castings

2 Total

Base Heka Cost: 250

Aura of Awareness Ritual (204)	Precognition Spell (204)
--------------------------------	--------------------------



FORTUNE TELLER ARCHETYPICAL CASTINGS

30 Total

Grade I Castings

5 Total

Base Heka Cost: 20

Augur Change Spell (209) Background Spell (209)
Influences Spell (209) Omen Ritual (210)
Sense Vitality Spell (210)

Grade II Castings

4 Total

Base Heka Cost: 35

Dreams Ritual (210) Find Lost Object Spell (210)
Instruction Formula (210) Motivation Spell (210)

Grade III Castings

4 Total

Base Heka Cost: 50

Aural Sight Cantrip (210) Detect False Presence Cantrip (212)
Know Ethos Spell (212) Nemesis Spell (212)

Grade IV Castings

4 Total

Base Heka Cost: 75

Chance of Success Formula (212) Conjure Smoke Spell (212)
Foresee Danger Formula (212) Psychomancy Cantrip (212)

Grade V Castings

4 Total

Base Heka Cost: 100

Crystal Gaze Formula (212) Monition Cantrip (212)
Oracle of Bigoils Ritual (213) Second Sight Spell (213)

Grade VI Castings

3 Total

Base Heka Cost: 125

Bell's Minor Arcana Formula (213) Soulmirror Cantrip (213)
Visions Formula (214)

Grade VII Castings

2 Total

Base Heka Cost: 150

Past Life Memory Ritual (214) Premonition Spell (214)

Grade VIII Castings

2 Total

Base Heka Cost: 200

Predict Event Ritual (215) Seeing Eye Cantrip (215)

Grade IX Castings

2 Total

Base Heka Cost: 250

Imhotep's Major Arcana Formula (215) Limited Omniscience Ritual (215)

HEKA-FORGER ARCHETYPICAL CASTINGS

33 Total

Grade I Castings

6 Total

Base Heka Cost: 20

Cleanse Item Ritual (216) Defense Bonus I Formula (216)
Evaluate Item Formula (216) Prepare Item Ritual (217)
Touchstone Spell (217) Volition Ritual (217)

Grade II Castings

4 Total

Base Heka Cost: 35

Attack Bonus I Formula (217) Charm Forging Ritual (217)
Damage Bonus I Formula (217) Resiliency Ritual (217)

Grade III Castings

4 Total

Base Heka Cost: 50

Clearmetal Ritual (218) Defense Bonus II Formula (218)
Skill Bonus I Ritual (218) Springblade Ritual (218)

Grade IV Castings

4 Total

Base Heka Cost: 75

Attack Bonus II Formula (218) Damage Bonus II Formula (218)
General Pool Ritual (219) Purity Spell (219)

Grade V Castings

3 Total

Base Heka Cost: 100

Amulet Ritual (219) Defense Bonus III Formula (220)
Skill Bonus II Ritual (220)

Grade VI Castings

3 Total

Base Heka Cost: 125

Attack Bonus III Formula (220) Damage Bonus III Formula (220)
Dedicated Pool Ritual (220)

Grade VII Castings

3 Total

Base Heka Cost: 150

Item Invulnerability Formula (220) Link Knowledge/Skill Ritual (220)
Skill Bonus III Ritual (221)

Grade VIII Castings

3 Total

Base Heka Cost: 200

Heka Binding Ritual (221) Link Casting Ritual (221)
Link Mask Ritual (221)

Grade IX Castings

3 Total

Base Heka Cost: 250

Link Spirit Ritual (221) Permanence Ritual (221)
Unbinding Formula (221)

HERBALIST ARCHETYPICAL CASTINGS

43 Total

Grade I Castings

6 Total

Base Heka Cost: 20

Auraread Spell (222) Botanomancy Spell (222)
Chiromancy Spell (222) Detect Poison Charm (223)
Healing Poultice Spell (223) Love Potion Spell (223)

Grade II Castings

6 Total

Base Heka Cost: 35

Detect Disease Spell (223) Identify Disorder Spell (223)
Identify Poison Cantrip (223) Parasitesrid Cantrip (223)
Pestrid Cantrip (223) Sleep Potion Formula (223)



Grade III Castings

6 Total

Base Heka Cost: 50

Adjust Chi Ritual (224)	Herbal Poison Formula (224)
Ointment of Speed Formula (224)	Paralyzing Oil Formula (224)
Resist Disease Formula (224)	Resist Poison Formula (224)

Grade IV Castings

6 Total

Base Heka Cost: 75

Animal Attractant Formula (224)	Identify Potion Charm (224)
Minimize Poison Spell (225)	Ointment of Strength Formula (225)
Painkiller Formula (225)	Spikesprout Charm (225)

Grade V Castings

6 Total

Base Heka Cost: 100

Antitoxin Formula (225)	Flying Potion Formula (225)
Healing Infusion Formula (225)	Hekaberry Spell (225)
Oil of Infection Formula (225)	Truth Serum Formula (226)

Grade VI Castings

5 Total

Base Heka Cost: 125

Add Chi Ritua (226)	Arrest Disease Spell (226)
Neutralize Poison Spell (226)	Oil of Invisibility Formula (226)
Psychic Infusion Formula (226)	

Grade VII Castings

4 Total

Base Heka Cost: 150

Beast Repellant Spell (226)	Effluvium of Delusion Formula (226)
Mystic Oil Formula (226)	Powercrystal Spell (227)

Grade VIII Castings

2 Total

Base Heka Cost: 200

Balm of Regeneration Formula (227)	Elemental Oil Formula (227)
------------------------------------	-----------------------------

Grade IX Castings

2 Total

Base Heka Cost: 250

Effluvium of /Ethereality Formula (227)	Rejuvenating Draught Ritual (227)
---	-----------------------------------

MEDIUM ARCHETYPICAL CASTINGS

36 Total

Grade I Castings

6 Total

Base Heka Cost: 20

Ancestral Spirit Formula (228)	Apports Cantrip (228)
Calling Ritual (229)	Contact Other Sphere Ritual (229)
Shade Formula (229)	Spirit Lights Spell (229)

Grade II Castings

6 Total

Base Heka Cost: 35

Levitation Cantrip (229)	Materialization Cantrip (230)
Nature Essence Formula (230)	Reduplication Formula (230)
Soothing Spirit Formula (230)	Spirit Guide Spell (230)

Grade III Castings

5 Total

Base Heka Cost: 50

Goodspirit Ritual (230)	Mental Shield Cantrip (231)
Messenger Spirit Spell (231)	Muse Formula (231)
Plasmaform Ritual (231)	

Grade IV Castings

4 Total

Base Heka Cost: 75

Channel Vision Ritual (231)	Cleansing Spirit Formula (231)
Ghostwriting Spell (231)	Healing Spirit Formula (231)

Grade V Castings

3 Total

Base Heka Cost: 100

Phantom Hand Charm (231)	Spirit Helper Spell (232)
Warding Spirit Formula (232)	

Grade VI Castings

3 Total

Base Heka Cost: 125

Deva Ritual (232)	Spirit Guardian Spell (232)
Tracking Spirit Formula (233)	

Grade VII Castings

3 Total

Base Heka Cost: 150

Haunt Formula (233)	Spirit Hunter Spell (233)
Spiritual Shield Cantrip (233)	

Grade VIII Castings

3 Total

Base Heka Cost: 200

Psychic Shield Cantrip (234)	Spirit's Power Spell (234)
Spirit Warrior Cantrip (234)	

Grade IX Castings

3 Total

Base Heka Cost: 250

Freespirit Spell (234)	Oracular Spirit Ritual (234)
Tesseract Ritual (234)	

MYSTIC ARCHETYPICAL CASTINGS

60 Total

Grade I Castings

10 Total

Base Heka Cost: 20

Clairaudience Formula (235)	Clairvoyance Formula (235)
Crystalomancy Spell (235)	Faith Healing Ritual (236)
Fakir Cantrip (236)	Hemisphere of Yin Cantrip (236)
Mah Chi Spell (236)	Materialization Cantrip (236)
Mystic Dreams Spell (236)	Ophidian Hypnosis Charm (236)

Grade II Castings

8 Total

Base Heka Cost: 35

Aural Sight Cantrip (236)	Discern Presences Spell (237)
Hemisphere of Yang Cantrip (237)	Hour of the Rooster Ritual (237)
Hyperaesthesia Formula (237)	Penetrate Disguise Formula (238)
Sending Ritual (238)	Transfer Consciousness Ritual (238)

Grade III Castings

8 Total

Base Heka Cost: 50

Etheric Sight Spell (238)	Astral Projection Formula (239)
Clairsentience Formula (240)	Mah Chi Wind Spell (240)
Mystic Skill Bonus Formula (240)	Mystic Visions Spell (240)
Power of Wood Charm (241)	True Sight Cantrip (241)



Grade IV Castings

8 Total

Base Heka Cost: 75

Circle of Balance Cantrip (241)	Heka Sight Spell (241)
Hour of the Goat Ritual (241)	Mass Hypnosis Cantrip (241)
Mystic Bullets Charm (241)	Phase Shifting Spell (242)
Telepathy Cantrip (242)	Torlify Charm (244)

Grade V Castings

6 Total

Base Heka Cost: 100

Baraka Ritual (244)	Hour of the Cat Ritual (244)
Hour of the Horse Ritual (244)	Mah Chi Mower Spell (244)
Mystic Missile Charm (245)	Power of Earth Charm (245)

Grade VI Castings

6 Total

Base Heka Cost: 125

Expanded Consciousness Cantrip (245)	Hour of the Boar Ritual (245)
Hour of the Dog Ritual (246)	Hour of the Rat Ritual (246)
Mystic Circle Ritual (246)	Power of Water Charm (246)

Grade VII Castings

6 Total

Base Heka Cost: 150

Celestial Sight Spell (246)	Good Fortune Formula (247)
Hour of the Buffalo Ritual (247)	Hour of the Monkey Ritual (247)
Hour of the Snake Ritual (247)	Power of Metal Charm (248)

Grade VIII Castings

5 Total

Base Heka Cost: 200

Hour of the Tiger Ritual (248)	Mah Chi Season Spell (248)
Misfortune Spell (249)	Power of Fire Charm (249)
Sixth Sense Charm (249)	

Grade IX Castings

3 Total

Base Heka Cost: 250

Astral Sight Ritual (249)	Dimension Track Ritual (249)
Hour of the Dragon Ritual (249)	

NECROMANCER ARCHETYPICAL CASTINGS

66 Total

Grade I Castings

11 Total

Base Heka Cost: 20

Discover Tomb Wards Formula (250)	Find Corpse Cantrip (250)
Find Skeleton Spell (250)	Imbue Remains With Strength Formula (251)
Open Alibiers Cantrip (251)	Protection From Charnalrats Charm (251)
Protection From Dead Spell (251)	Questiondead Formula (251)
Revitalize Bones Formula (251)	Revitalize Corpse Formula (251)
Skeletagui Spell (251)	

Grade II Castings

10 Total

Base Heka Cost: 35

Animate Corpse Spell (251)	Animate Skeleton Spell (251)
Call Corpses Formula (252)	Call Skeletons Formula (252)
Chamelreek Cantrip (252)	Imbue Remains With Speed Formula (252)
Protection From Deadspirits Cantrip (252)	Protection From Deathrot Cantrip (252)
Query Deadspirit Spell (252)	Unhallowed Path Spell (252)

Grade III Castings

6 Total

Base Heka Cost: 50

Arrowbones Charm (252)	Disarm Tombtrap Cantrip (253)
Find Deadspirit Cantrip (253)	Locate Hidden Tomb Spell (253)
Pass Through Stonetomb Spell (253)	Protection From Undead Spell (253)

Grade IV Castings

6 Total

Base Heka Cost: 75

Compatibility With Deadspirits Spell (253)	Find Undead Cantrip (253)
Imbue Remains With Cunning Spell (253)	Necropire Formula (253)
Rolflesh Spell (253)	Stoneskeleton Formula (254)

Grade V Castings

6 Total

Base Heka Cost: 100

Compatibility With Undead Ritual (254)	Find Unliving Formula (254)
Ghostlyguards Formula (254)	Shrouds Of Iron Spell (254)
Ultrazombie Formula (254)	Wraithform Formula (254)

Grade VI Castings

6 Total

Base Heka Cost: 125

Command Corpse Company Formula (254)	Compatibility With Unliving Spell (255)
Ghoulsfeast Formula (255)	Hekasafe Charm (255)
Hide Desecration Spell (255)	Rigormortis Cantrip (255)

Grade VII Castings

6 Total

Base Heka Cost: 150

Command Skeletal Company Formula (255)	Horrid Charm (255)
Summon Deadspirits Spell (255)	Unsanctify Ground Ritual (256)
Withertouch Spell (256)	Wormspague Formula (256)

Grade VIII Castings

5 Total

Base Heka Cost: 200

Deathstouch Formula (256)	Deathstouch Spell (256)
Feed On Death Spell (256)	Summon Undead Formula (256)
Undead Lieutenant Formula (257)	

Grade IX Castings

5 Total

Base Heka Cost: 250

Compatibility With Netherlife Spell (257)	Enter Deadrealms Formula (257)
Reapersblade Cantrip (257)	Summon Unlife Ritual (257)
Unalive Lieutenant Formula (257)	

Special Grade Castings

5 Total

Base Heka Cost: 300

Cheat Death Cantrip (257)	Chamel Juggernaut Ritual (258)
Gravesink Spell (258)	Spectral Form Formula (258)
Unliving Counsellor Formula (258)	



SORCERER ARCHETYPICAL CASTINGS

46 Total

Grade I Castings

6 Total

Base Heka Cost: 20

Call Up Ritual (259)	Plattery Cantrip (259)
Irritate Charm (259)	Muddlemist Cantrip (259)
Negotiation Charm (260)	Pentagram Ritual (260)

Grade II Castings

6 Total

Base Heka Cost: 35

Beguile Netherling Formula (260)	Cardan's Treacherytrap Formula (260)
Darkspeak Charm (260)	Dismiss Spell (260)
Sorcerous Star Ritual (260)	Trueanswer Cantrip (260)

Grade III Castings

7 Total

Base Heka Cost: 50

Barpath Spell (260)	Castlow Charm (261)
Infernal Circle of Flame Cantrip (261)	Minor Power Ritual (261)
Obedience Spell (261)	Oneservice Formula (261)
Power Ring Ritual (261)	

Grade IV Castings

5 Total

Base Heka Cost: 75

Cagliostro's Force Duty Spell (262)	Doubleservice Formula (262)
Feed Darkling Ritual (262)	Summoning of Power Ritual (262)
Weaken Formula (262)	

Grade V Castings

5 Total

Base Heka Cost: 100

Arcane Bolt Charm (262)	Dazeall Cantrip (263)
Darkdespair Cantrip (263)	Needlepangs Charm (263)
Powerbribe Formula (263)	

Grade VI Castings

5 Total

Base Heka Cost: 125

Bugform Spell (263)	Drawfangs Charm (263)
Nethermull Formula (263)	Silverchains Cantrip (264)
Spiritspain Cantrip (264)	

Grade VII Castings

4 Total

Base Heka Cost: 150

Animalform Spell (264)	Ironshackles Charm (264)
Netherslay Cantrip (264)	Timegain of Belloc Cantrip (264)

Grade VIII Castings

4 Total

Base Heka Cost: 200

Beastform Spell (264)	Leechforce Charm (265)
Silvercell Cantrip (265)	Tearwings Charm (266)

Grade IX Castings

4 Total

Base Heka Cost: 250

Drawpower Ritual (266)	Ironcrypt Cantrip (266)
Oubliette of Eternity Formula (266)	Wrackbeast Cantrip (266)

SPELLSINGER ARCHETYPICAL CASTINGS

116 Total

Grade I Castings

21 Total

Base Heka Cost: 20

Acclused Ode Cantrip (268)	Avies Warble Spell (268)
Bar Couplet Cantrip (268)	Calm Aire Spell (268)
Camaraderie Chorus Spell (268)	Convince Harmony Spell (268)
Discover Ditty Spell (268)	Dreamhaunter Melody Formula (269)
Drowsiness Lullaby Spell (269)	Drying Oratorio Cantrip (269)
Farvoice Yodel Cantrip (269)	Faunacare Warble Spell (269)
Faunalter Dissonance Spell (269)	Flat Ode Spell (269)
Florachange Pastoral Spell (270)	Misdirect Limerick Cantrip (270)
Ready Canon Charm (270)	Sharp Ballad Spell (270)
Sorrow Lament Spell (270)	Sour Ditty Spell (270)
Warming Peal Cantrip (270)	

Grade II Castings

15 Total

Base Heka Cost: 35

Alto Aire Spell (271)	Amplification Aria Spell (271)
Bramblepath Refrain Cantrip (271)	Bravery Measure Spell (271)
Chancefix Motif Charm (271)	Cliffclimb Bravura Spell (271)
Fairwind Chanty Formula (271)	Freemuscles Strain Spell (271)
Gooddrink Measure Cantrip (272)	Goodfeast Carol Formula (272)
Longwalk Strain Spell (272)	Newcloth Motif Formula (272)
Notable Aire Spell (272)	Shelter Aria Formula (272)
Sleepheal Nocturne Formula (272)	

Grade III Castings

12 Total

Base Heka Cost: 50

Animalfear Pibroch Spell (272)	Conceal Ditty Spell (273)
Cowardice Refrain Formula (273)	Darting Dags Adagio Spell (273)
Distractionless Tune Spell (273)	Forestfriend Couplet Spell (273)
Freenerves Strain Spell (273)	Major Chord March Spell (273)
Polsongone Tocsin Cantrip (274)	Puissance Canticle Spell (274)
Revitalize Paen Spell (274)	Safeplace Aria Spell (274)

Grade IV Castings

12 Total

Base Heka Cost: 75

Battlesong Bravura Formula (274)	Blue Prospects Ballad Spell (274)
Falseview Ditty Spell (274)	Freebreath Chant Spell (275)
Freemind Aire Formula (275)	Full Stop Refrain Spell (275)
Hekahedge Refrain Spell (275)	Ironstead Ballad Spell (275)
Lightlygo Aire Spell (275)	Volunteer Chorus Spell (275)
Walklong March Formula (275)	Warningcall Peal Cantrip (276)

Grade V Castings

12 Total

Base Heka Cost: 100

Alleymazes Ode Spell (276)	Faet Plada Canticle Spell (276)
Headwrench Chorus Spell (276)	Inspire Bravura Spell (276)
Javelin Volley Ditty Spell (276)	Monstersfear Pibroch Cantrip (277)
Piper's Prance Adagio Cantrip (277)	Quaver Pibroch Spell (277)
Shielding Song Spell (277)	Spirithedge Refrain Spell (277)
Staff Verse Formula (277)	Sympathy Lament Spell (277)



Grade VI Castings

10 Total

Base Heka Cost: 125

Arrowstorm Air Spell (278)	Bonfire Ballad Cantrip (278)
Cry of the Valkyrie Air Spell (278)	Doublequick March Cantrip (278)
Fogveil Barcarole Formula (278)	Jangle Jingle Spell (278)
Merriment Limerick Spell (278)	Quenchfire Limerick Cantrip (279)
Rallyround Bravura Spell (279)	Sirensong Lay Spell (279)

Grade VII Castings

10 Total

Base Heka Cost: 150

Beastcharm Serenade Cantrip (279)	Bridging Measure Spell (279)
Cacaphony Chorus Spell (279)	Creepingcord Serenade Cantrip (280)
Deepditch Rondo Spell (280)	Deepseas Chanty Formula (280)
Freebonds Strain Spell (280)	Icespears Canon Cantrip (280)
Shadowdance Couplet Spell (280)	Smoothway Lyric Spell (280)

Grade VIII Castings

10 Total

Base Heka Cost: 200

Aerial Refrain Spell (281)	Brighthunters Yodel Spell (281)
Chasmleap Madrigal Cantrip (281)	Firebrand Ballad Spell (281)
Formguise Tune Spell (281)	Pikehedge Refrain Spell (281)
Rondo Susicato Formula (281)	Unbarring Jingle Cantrip (282)
Vocal Cords Strain Spell (282)	Winddarts Canon Cantrip (282)

Grade IX Castings

7 Total

Base Heka Cost: 250

Boulderbring Barcarole Cantrip (282)	Cloudwalker Air Spell (283)
Coolflames Ditty Spell (283)	Distantdoor Yodel Spell (283)
Flyingblade Canon Cantrip (283)	Sleepsteal Nocturne Spell (283)
Weathermage Tune Formula (283)	

SPECIAL GRADE CASTINGS

7 Total

Base Heka Cost: 300

Faraway Song Spell (284)	Firebeing Rhapsody Spell (284)
Noplace to Hide Chant Formula (285)	Portalopen Air Cantrip (285)
Quicktree March Spell (285)	Safesleep Air Spell (285)
Shadowling Motif Spell (285)	

WITCHCRÆFTER ARCHETYPICAL CASTINGS

95 Total

Grade I Castings

13 Total

Base Heka Cost: 20

Batsears Spell (287)	Bluebum Cantrip (287)
Catseyes Spell (287)	Creepie-Crawlies Spell (287)
Makeface Eyebite (287)	Mumble Eyebite (287)
Pang Eyebite (287)	Rotfiber Cantrip (287)
Stare Eyebite (287)	Witchmark Cantrip (287)
Witchride Formula (288)	Witchtongue Charm (288)
Witherplant Eyebite (288)	

Grade II Castings

13 Total

Base Heka Cost: 35

Auraswitch Eyebite (288)	Bodynoises Eyebite (288)
Doubt Charm (288)	Fireflare Eyebite (288)
FireSmoke Charm (288)	Flameleap Charm (288)
Fumbleslip Eyebite (289)	Mal Omens Cantrip (289)

Slamlock Eyebite (289)	Sourwine Eyebite (289)
Stirhatred Cantrip (289)	Trip Eyebite (289)
Witchspeak Charm (289)	

Grade III Castings

13 Total

Base Heka Cost: 50

Anger Eyebite (290)	Blightcrop Spell (290)
Drunkhead Charm (290)	Gluttony Charm (290)
Hex Eyebite (290)	Lightsout Eyebite (290)
Netherspeak Charm (290)	Poisondrink Cantrip (290)
Reversed Pentagram Ritual (290)	Sicken Charm (291)
Spillfood Charm (291)	Stun Animal Eyebite (291)
Tumblefall Eyebite (291)	

Grade IV Castings

13 Total

Base Heka Cost: 75

Avarice Charm (291)	Callstorm Formula (291)
Doublewitch Cantrip (292)	Doze Eyebite (292)
Envy Eyebite (292)	Hexagain Spell (292)
Liespeaking Charm (292)	Lust Eyebite (292)
Oilfire Spell (292)	Poisonspit Charm (292)
Rotwood Cantrip (292)	Talking Frog Formula (293)
Witchbolt Eyebite (293)	

Grade V Castings

13 Total

Base Heka Cost: 100

Badluck Ritual (293)	Damaging Winds Spell (293)
Evil Eye Eyebite (293)	Fadeinks Charm (293)
Painting Eyebite (293)	Heavy Precipitation Spell (293)
Hextrap Cantrip (294)	Jealousy Eyebite (294)
Maggots Ritual (294)	Poisonbreath Spell (294)
Prettylooks Formula (294)	Rustmetal Spell (294)
Witching Hour Spell (294)	

Grade VI Castings

9 Total

Base Heka Cost: 125

Cacklefear Charm (294)	Damaging Hall Spell (295)
Hidehut Formula (295)	Nighthide Spell (295)
Poisonfare Charm (295)	Seagale Spell (295)
Slowdeath Eyebite (296)	Vomit Flames Charm (296)
Waterscry Formula (296)	

Grade VII Castings

9 Total

Base Heka Cost: 150

Breach Circle Spell (296)	Bringlightnings Spell (296)
Inanimation Charm (296)	Panicksteed Eyebite (296)
Ratpack Formula (297)	Scorpionsting Cantrip (297)
Throwflames Charm (297)	Toadstool Spell (297)
Whichwitch Charm (297)	

Grade VIII Castings

6 Total

Base Heka Cost: 200

Blindness Cantrip (297)	Breaklimb Cantrip (298)
Evilspirit Spell (298)	Frogform Spell (298)
Haghaunt Formula (298)	Knifewound Eyebite (298)

Grade IX Castings

6 Total

Base Heka Cost: 250

Evilbeast Spell (298)	Frogprince Spell (299)
Ghostblight Cantrip (299)	Spiritforge Cantrip (299)
Timeflies Spell (299)	Trippespace Formula (299)