

# ESSENCE COMPANION™



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# CONTENTS

<b>Part I Concepts and Premises ...</b>	4	<b>11.0 Miscellaneous Rules</b>		<b>14.3 Closed Essence Spell Lists .....</b>	98
<b>1.0 Theories of Essence .....</b>	5	<b>For Spells .....</b>	53	14.3.1 Circle Mastery.....	98
<b>2.0 Schools of Magic .....</b>	6	11.1 Cost for casting spells.....	53	14.3.2 Counterspells.....	99
2.1 Herbalist.....	6	11.2 Spell Specialization .....	53	14.3.3 Earth Mastery.....	100
2.2 Corpist .....	7	<b>12.0 The Professions .....</b>	54	14.3.4 Elemental Summons .....	101
2.3 Crystallist.....	8	12.1 Runemage .....	55	14.3.5 Familiar Mastery .....	102
2.4 Nomenist.....	9	12.2 Mana Molder .....	56	14.3.6 Fire Mastery .....	103
2.5 Somaticist .....	10	12.3 Warrior Mage.....	57	14.3.7 Light Mastery.....	104
2.6 Cross Training		<b>13.0 Training Packages .....</b>	58	14.3.8 Magic Staff.....	105
Schools of Magic .....	10	13.1 Amateur Mage Revised (L)....	59	14.3.9 Matter Shaping.....	106
2.7 Applying the		13.2 Animal Handler (V).....	60	14.3.10 Mechanism's Way.....	107
Schools of Magic .....	11	13.3 Arachnamancer (L).....	61	14.3.11 Water Mastery .....	108
<b>3.0 Ritual Magic .....</b>	12	13.4 Catalyst Collector (V).....	62	<b>14.4 Runemage</b>	
<b>4.0 Learning Spell Lists .....</b>	13	13.5 Corpist Caster (L).....	63	Base Spell Lists.....	109
4.1 Books .....	13	13.6 Crystallist Caster (L).....	64	14.4.1 Commanding Will.....	109
4.2 Mentors .....	14	13.7 Demonologist (L) .....	65	14.4.2 Inscriptions.....	110
4.3 Guilds.....	14	13.8 Guild Apprentice (L) .....	66	14.4.3 Nomenclature Mastery....	111
4.4 Universities.....	14	13.9 Hedge Wizard (L).....	67	14.4.4 Physical Manipulations ...	112
4.5 Self Teaching .....	15	13.10 Herbalist Caster (L) .....	68	14.4.5 Symbolism .....	113
<b>Part II The Rules.....</b>	16	13.11 Journeying Apprentice (L)...	69	14.4.6 Warding Ways .....	114
<b>5.0 Using The Essence</b>		13.12 Librarian (V).....	70	<b>14.5 Mana Molder</b>	
<b>Companion with RMSS. ....</b>	17	13.13 Nomenist Caster (L) .....	71	Base Spell Lists.....	115
5.1 Books Not Affected .....	17	13.14 Potioner (L).....	72	14.5.1 Mana Barriers.....	115
5.2 Spell Law .....	17	13.15 Spell Researcher (V).....	73	14.5.2 Mana Items.....	116
5.3 Treasure Companion.....	17	13.16 Spell Student (V) .....	74	14.5.3 Mana Molding.....	117
5.4 Rolemaster Standard Rules....	17	<b>Part III The Tables and Lists. ....</b>	75	14.5.4 Mana Servants.....	118
<b>6.0 The Schools of Magic .....</b>	21	<b>14.0 Essence Spell Lists.....</b>	76	14.5.5 Mana Warriors.....	119
6.1 Catalyst Casting.....	21	14.1 Training Package		14.5.6 Glyphs .....	120
6.2 Herbalist .....	21	Spell Lists.....	76	<b>14.6 Warrior Mage</b>	
6.3 Corpist .....	23	14.1.1 Arachnemancy.....	78	Base Spell Lists.....	121
6.4 Crystallist .....	24	14.1.2 Brewing Lore .....	79	14.6.1 Combat Ways .....	121
6.5 Nomenist .....	26	14.1.3 Corpist Casting.....	80	14.6.2 Combat Illusions .....	122
6.6 Somaticist .....	27	14.1.4 Crystallist Casting .....	81	14.6.3 Spell Defense .....	123
6.7 Spell Categories .....	28	14.1.5 Guildcraft Mastery .....	82	14.6.4 Warrior's Enhancements....	124
<b>7.0 Learning .....</b>	29	14.1.6 Hearth Magic .....	83	14.6.5 Warrior's Weapon .....	125
7.1 Learning Spells .....	29	14.1.7 Herbalist Casting .....	84	14.6.6 Will of the Warrior .....	126
7.2 Learning Languages .....	35	14.1.8 Magical Ropes .....	85	<b>15.0 Herbal Catalysts.....</b>	127
7.3 Learning Static		14.1.9 Mending Ways .....	86	<b>16.0 Corpus Catalysts .....</b>	135
Maneuver Chart .....	37	14.1.10 Mirror Magic .....	87	<b>17.0 Crystal Catalysts .....</b>	139
<b>8.0 Researching New Spells.....</b>	39	14.1.11 Nomenist Casting .....	88	<b>18.0 Charts &amp; Tables.....</b>	140
8.1 Spell Research .....	39	14.1.12 Ocean Law .....	89	Crystal Power Chart.....	25
8.2 Using the Spell		14.1.13 Predictions.....	90	Magical Languages Chart.....	36
Research Chart .....	40	14.1.14 Traveler's Ways.....	91	Learning Static Maneuver	
<b>9.0 Using Ritual Magic .....</b>	43	<b>14.2 Open Essence Spell Lists.....</b>	92	Chart.....	38
<b>10.0 Familiars .....</b>	50	14.2.1 Air Mastery .....	92	Spell Research Chart .....	42
10.1 Normal Familiars.....	50	14.2.2 Allurement.....	93	Ritual Chart.....	43
10.2 True Familiars.....	51	14.2.3 Fey Conjury .....	94	SCSM Table 1.....	140
		14.2.4 Shadow Mastery.....	95	SCSM Table 2.....	141
		14.2.5 Sound Mastery .....	96	Essence Spell Category Table....	142
		14.2.6 Sustain Body .....	97	Amendment to Training Package	
				DP Cost Table T-2.7.....	143
				<b>19.0 Addenda.....</b>	144
				Catalyst Record Sheet.....	144
				Language Record Sheet.....	145



One of the guides called back to his employer, "It's over here. I found it." Rumil the Mage hurried to the spot the guide indicated. The door to the ancient temple was barely discernible behind the tangled mass of thick vines that grew all over the area. Once again, Rumil was impressed with the abilities of the men who accompanied him. They were amazingly adept at moving through the seemingly impenetrable jungle. Rumil would never have found the temple or its entrance without them. As an added bonus, because they had lived in isolation for centuries their language was virtually unchanged. They had been friendly and very willing to teach it to someone as eager to learn as Rumil.

"How long will it take you to chop through those vines?" asked Rumil in their lilting tongue. After only a month of instruction, his accent had all but disappeared.

"Probably until sundown," said the guide, "Maybe longer."

Rumil was impatient to get inside the temple. He only had one more month to return or his ship would leave without him. "Stand away," he said.

The natives obeyed immediately. They had seen the Magician at work against the winged snakes and knew that his magic was powerful.

Rumil began chanting, softly at first, his voice growing louder with each word. The words he spoke could in no way be considered a language. They were a patchwork, culled from dozens of different languages that he had learned. These words of power could unlock the Essence, allow it to flow through Rumil, and direct it as he saw fit. As he continued his foreign litany, the air around the vines began to cool. Within a minute, the vines were frosty and white and quite thoroughly frozen. Although he had stopped chanting, Rumil continued to concentrate.

"Cut the vines quickly," he said in the native's speech. They moved to obey, although the chill they felt could not be entirely attributed to the frigid temperature surrounding the vines. They struck at the thick vines with their machetes and to their surprise, the plants shattered and fell away like pottery shards. Soon, the door to the ancient temple was unobstructed.

Rumil ceased concentrating and stepped closer to the door. A fog rolled off the door where the chill still clung to the stone, obscuring Rumil's vision. The sweltering heat of the jungle soon warmed the stone, revealing writing of some kind cut into the door. Rumil was elated. Until now, there was no concrete evidence that the ancient civilization that inhabited these islands several millennia ago even used writing. Now Rumil knew this trip had not been wasted.

He performed a quick incantation that would allow him to hear the words carved by the ancients. The air resonated as the disembodied voice provided by the spell spoke. Rumil immediately discerned this as a very old dialect of the language spoken by the natives today. The voice boomed, "Be warned, he who dares violate the sanctity of this temple shall know pain and despair and damnation. Ye shall know the wrath of Tzelecar."

Rumil turned to ask the guides who Tzelecar was, only to find them fleeing into the jungle screaming in terror. Apparently they knew who he was all too well. Rumil returned his gaze to the door of the temple.

He said quietly in his own native Elven, "Well Tzelecar, your secrets are about to be mine."

## ◆ 6.5 ◆

### NOMENISTS

Nomenists are spell users who control the Essence through their knowledge of words of power, also known as the Primal Tongue. Because the Primal Tongue is ever changing and impossible to catalogue, Nomenists must continuously study languages old and new to find resonances of this Primal Tongue. Nomenists may study alone in libraries or venture abroad to experience language in its natural state. Primal Tongue cannot be taught like any other language because it is not a true language. Certain words, sounds, or concepts

must be rediscovered over and again. The word or sound may hold power, but only certain individuals can unlock it. Not all words or sounds work for all individuals because the Primal Tongue is a living language that interacts with the individual in mysterious ways. Any book written about the Primal Tongue is only true for the individual who wrote it, though parts of the book may also be true for others.

Because a Nomenist derives his power and knowledge of the Essence by virtue of his mastery of the Primal Tongue, he cannot learn any spell that has a higher level than the number of ranks he has in Primal Tongue. The principal

advantage to using this method of casting is speed, as shown on the Modified Spell Casting Static Maneuver Chart.

For a Nomenist to learn about the Primal Tongue, he must learn many languages and sounds to find which ones speak to him. While all languages can reveal insights to the Primal Tongue, certain languages are closer to the Primal Tongue than others. To classify how much of the Primal Tongue a character knows, the GM should assign a tier for each language in his campaign. All of the languages in the *RMSS* are assigned a tier.

A tier 1 language is assumed to be a fairly modern language in common usage. The higher the tier, the more ancient and magical the language (i.e., closer to the Primal Tongue). The Language Tracking Sheet, found at the back of this book, should be used for organizing the languages by tier.

A character's skill ranks in the Primal Tongue is equal to:

$$\begin{aligned} & \text{[# ranks spoken of tier 1 languages (x1) +} \\ & \text{\# ranks spoken of tier 2 languages (x2) +} \\ & \text{\# ranks spoken of tier 3 languages (x3)] / 10} \end{aligned}$$

The rank of Primal Tongue should be recalculated each time a character develops more ranks of spoken languages. When developing these new languages the character should obey all rules in the section on Learning Languages and in the section on Magical Languages.

*Creativity should not be confused with intelligence or skill. Intelligence and skill can go nowhere by itself. It takes a creative mind to apply intelligence and skill in new directions.*

—Ulnor Riawe,  
Vizier to  
Relinsingersonlear  
of Raven Rock





Part II

Section 13.8

◆ 13.8 ◆

GUILD APPRENTICE (L)

Guild  
Apprentice (L)

A guild apprentice is taught the lessons of magic by either a mercantile group of magicians or by a member of an established guild. Guild apprentices spend a lot of time studying magic in great detail, from books and from direct instruction from one or more masters. Guild apprentices tend to be well educated and prepared for a career in a city. Guild apprentices are generally taught magic that will assist their master in the day to day maintenance of a business as well as spells that assist them in their studies.

*These chores will be a distant memory when I become head of the guild.*

**Time to Acquire:** 86 months

**Starting Money:** Normal

**Special:**

- Favor from a guildmaster.....40
- Lore Book (+10 non-magic to one specific lore) ...40
- Rival apprentice .....50
- Lore Book (+10 non-magic to one specific lore)....30
- Spell Adder (+1).....40
- Daily II item (1st level spell) .....30
- Friendly contact at local library .....60
- Friendly contact at local pub.....0

**Category or Skill # of Ranks**

- Lore • Magical skill category.....2
  - Choice of up to 2 skills..... 2 (total)
- Power Awareness skill category.....2
  - Choice of Attunement or Read Runes..... 3 (total)
- Science/Analytic • Basic skill category ..... 1
  - Research ..... 1
- Spell List • Own Realm TP List..... n/a
  - Guildcraft Mastery ..... 3
- Technical/Trade • General skill category .....2
  - Choice of up to 2 skills..... 2 (total)
- Urban skill category.....1
  - choice of 1 skill..... 1

**Professional Qualifiers:** Total temporary stats for Memory and Reasoning of 180 or greater [-5 points]

**Lifestyle Skill(s):** None

**Stat Gains:** Memory and realm stat.

**COST BY PROFESSION**

Fighter.....51	Lay Healer.....33
Thief.....46	Healer.....33
Rogue.....46	Mystic.....32
Warrior Monk.....52	Sorcerer.....33
Layman.....41	Ranger.....41
Magician.....30	Paladin.....43
Illusionist.....30	Monk.....38
Cleric.....33	Dabbler.....34
Animist.....34	Bard.....35
Mentalist.....33	Magent.....37
Arcanist.....31	Chaotic.....36
Wizard.....31	Magehunter.....33
Channeling Alchemist.....33	Mentalism Alchemist.....33
Essence Alchemist.....30	
Taoist Monk.....42	Zen Monk.....42
Runemage.....30	Warrior Mage.....36
Mana Molder.....30	
Academic (Modern).....170*	Scientist (Modern).....142*
Fighter (Modern).....288*	Technician (Modern).....158*
Layman (Modern).....191*	Thief (Modern).....245*
Rogue (Modern).....248*	Warrior Monk (Modern) 288*
Academic (Pulp).....75†	Warrior Monk (Pulp).....94†
Fighter (Pulp).....109†	Healer (Pulp).....51
Layman (Pulp).....62†	Mystic (Pulp).....46
Noble Savage (Pulp).....108	Sorcerer (Pulp).....51
Rogue (Pulp).....75†	Bard (Pulp).....52
Technician (Pulp).....52†	Monk (Pulp).....56
Thief (Pulp).....86†	Ranger (Pulp).....54

\*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.

