

# The Thirteen Paths of Magic

The Grand Grimoire of Mystic Realms

**Combined Core Rules**

**Version: 2010-06-15**

## Path of the Beast

<b>speaking beast</b> status: 200 base: 1 effect: gain speech duration: 3 minutes	<b>declaw</b> status 200 (w/ prereq. 400) base: 3 effect: no body combat feats duration: 3 minutes prerequisite: speaking beast	<b>command fungus, mold and plant</b> status: 400 (w/ prereq. 800) base: 8 effect: obey and serve duration: 5 minutes prerequisite: declaw	<b>command beast (arachnid, insect and worms)</b> status: 200 (w/ prereq. 1000) base: 8 effect: obey and serve duration: 5 minutes prerequisite: command fungus, mold and plant	<b>command beast (amphibian, fish and reptile)</b> status: 200 (w/ prereq. 1200) base: 8 effect: obey and serve duration: 5 minutes prerequisite: command arachnid, insect and worms	<b>command beast (avian)</b> status: 200 (w/ prereq. 1400) base: 8 effect: obey and serve duration: 5 minutes prerequisite: command amphibian, fish and reptile
		<b>befriend beast</b> status: 400 (w/ prereq. 800) base: 1 effect: no willpower duration: 5 minutes prerequisite: declaw			<b>command beast (mammal)</b> status 200 (w/ prereq. 1600) base: 8 effect: obey and serve duration: 5 minutes prerequisite: command avian
					<b>call all beasts</b> status: 400 (w/ prereq. 2000) base: 5 effect: area effect: all beasts move [distance] to here duration: instant prerequisite: command beast (mammal)
<b>rebuke beast</b> status: 200 base: 1 effect: move [distance] duration: instant	<b>avert all beasts</b> status: 400 (w/ prereq. 600) base: 3 effect: area effect: all beasts move [distance] from me duration: instant prerequisite: rebuke beast	<b>stop beast</b> status: 200 (w/ prereq. 800) base: 4 effect: no movement duration: 3 minutes prerequisites: slow beast			
	<b>slow beast</b> status: 400 (w/ prereq. 600) base: 3 effect: slow movement duration: 3 minutes prerequisite: rebuke beast	<b>pacify beast</b> status: 400 (w/ prereq. 1000) base: 5 effect: no attacks duration: 3 minutes prerequisite: slow beast	<b>destroy beast</b> status: 200 (w/ prereq. 1200) base: [base] effect: injure [base] body duration: instant prerequisite: pacify beast	<b>kill beast</b> status: 300 (w/ prereq. 1500) base: 8 effect: injure vitals duration: 3 minutes prerequisite: destroy beast	

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## Path of the Body & Spirit

### anchor spirit

status: 200  
base: 1  
effect: stay form  
duration: 15 minutes

### damnation

status: 400 (w/ prereq. 600)  
base: 3  
effect: injure spirit  
duration: instant  
prerequisite: anchor spirit

### sever soul

status: 400 (w/ prereq. 1000)  
base: 2  
effect: corpse becomes spirit  
duration: instant  
prerequisite: damnation

### damage (harm)

status: 500  
base: 1  
effect: 3  
duration: instant

### injure body <base>

status: 500 (w/ prereq. 1000)  
base: varies  
effect: injure [base] body  
duration: instant  
prerequisite: damage (harm)

### injure mana <base>

status: 200 (w/ prereq. 1200)  
base: varies  
effect: injure [base] mana  
duration: instant  
prerequisite: injure body

### heal

status: 400  
base: varies  
effect: regain [base] body  
duration: instant

### purify food & drink

status: 100  
base: 2  
effect: remove all compounds  
duration: instant

### rebuke living being

status: 400  
base: 1  
effect: move [distance]  
duration: instant

### avert all living beings

status: 600 (w/ prereq. 1000)  
base: 3  
effect: area effect: all living beings  
move [distance] from me  
duration: instant  
prerequisite: rebuke living being

## Path of Conjunction

### speaking element

status: 200  
base: 1  
effect: gain speech  
duration: 3 minutes

### assemble corpse

status: 400 (w/ prereq. 600)  
base: 1  
effect: dead shuffle to [location]  
duration: 3 minutes  
prerequisite: speaking element

### assemble elemental I

status: 600 (w/ prereq. 1200)  
base: 3  
effect: becomes <air, earth, fire or water> elemental, 4 body  
duration: instant  
prerequisite: assemble corpse

### assemble elemental II

status: 400 (w/ prereq. 1600)  
base: 3  
effect: becomes <air, earth, fire or water> elemental, 6 body  
duration: instant  
prerequisite: assemble elemental I

### assemble elemental III

status: 200 (w/ prereq. 1800)  
base: 3  
effect: becomes <air, earth, fire or water> elemental, 8 body  
duration: instant  
prerequisite: assemble elemental II

### control conjuration

status: 400 (w/ prereq. 1000)  
base: 8  
effect: obey and serve  
duration: 5 minutes  
prerequisite: assemble corpse

### master conjured creation

status: 200 (w/ prereq. 1200)  
base: 10  
effect: obey and serve  
duration: instant  
prerequisite: control conjuration

### conjugate

status: 600 (w/prereq 1800)  
base: 1  
effect: gain conjuration  
classification  
duration: 5 minutes  
prerequisite: master conjured creation

### avert all conjurations

status: 400 (w/ prereq. 600)  
base: 3  
effect: area effect: all conjurations  
move [distance] from me  
duration: instant  
prerequisite: rebuke conjuration

### stop conjuration

status: 200 (w/ prereq. 800)  
base: 4  
effect: no movement  
duration: 3 minutes  
prerequisites: slow conjuration

### rebuke conjuration

status: 200  
base: 1  
effect: move [distance]  
duration: instant

### slow conjuration

status: 400 (w/ prereq. 600)  
base: 3  
effect: slow movement  
duration: 3 minutes  
prerequisite: rebuke conjuration

### pacify conjuration

status 400 (w/ prereq. 1000)  
base: 5  
effect: no attacks  
duration: 3 minutes  
prerequisites: slow conjuration

### destroy conjuration

status: 200 (w/ prereq. 1200)  
base: varies  
effect: injure [base] body  
duration: instant  
prerequisite: pacify conjuration

### kill conjuration

status: 300 (w/ prereq. 1500)  
base: 8  
effect: injure vitals  
duration: instant  
prerequisite: destroy conjuration

## Path of Depletion

### lethargy

status: 200 (w/ prereq. 600)  
base: 3  
effect: no responsive feats  
duration: 5 minutes  
prerequisites: disorient & fatigue

### enfeeble

status: 200 (w/ prereq. 800)  
base: 5  
effect: no attacks  
duration: 1 minute  
prerequisite: lethargy

### death

status: 200 (w/ prereq. 1000)  
base: 5  
effect: die in  
duration: 1 minute  
prerequisite: enfeeble

### weary

status: 200 (w/ prereq. 1200)  
base: 6  
effect: no skills  
duration: 1 minute  
prerequisite: death

### incapacitate

status: 300 (w/ prereq. 1500)  
base: 8  
effect: injure capacity  
duration: 5 minutes  
prerequisite: weary

### fatigue

status: 200  
base: 2  
effect: no melee feats  
duration: 5 minutes

### disorient

status: 200  
base: 2  
effect: no ranged feats  
duration: 5 minutes

### exhaust

status: 200 (w/ prereq. 600)  
base: 3  
effect: slow movement  
duration: 3 minutes  
prerequisites: disorient & fatigue

### weakness

status: 200 (w/ prereq. 800)  
base: 3  
effect: no strength  
duration: 10 minutes  
prerequisite: exhaust

## Path of Destruction

### **blast (acid blast)**

status: 200  
base: 1  
effect: 3 acid  
duration: instant

### **blast (holy blast)**

status: 200  
base: 1  
effect: 3 holy  
duration: instant

### **blast (sound blast)**

status: 200  
base: 1  
effect: 3 electric  
duration: instant

### **damage (disintegrate)**

status: 500  
base: 1  
effect: 3

### **enhance weapon (acid)**

status: 100  
base: 1  
effect: 3 acid  
duration: instant

### **enhance weapon (holy)**

status: 100  
base: 1  
effect: 3 holy  
duration: instant

### **enhance weapon (sound)**

status: 100  
base: 1  
effect: 3 electric  
duration: instant

### **blast (cold blast)**

status: 200  
base: 1  
effect: 3 cold  
duration: instant

### **blast (necromantic blast)**

status: 200  
base: 1  
effect: 3 necro  
duration: instant

### **blast (toxic blast)**

status: 200  
base: 1  
effect: 3 toxic  
duration: instant

### **damage (energy)**

status: 500  
base: 1  
effect: 3

### **enhance weapon (cold)**

status: 100  
base: 1  
effect: 3 cold  
duration: instant

### **enhance weapon (necromantic)**

status: 100  
base: 1  
effect: 3 necro  
duration: instant

### **enhance weapon (toxic)**

status: 100  
base: 1  
effect: 3 toxic  
duration: instant

### **blast (earth blast)**

status: 200  
base: 1  
effect: 3 earth  
duration: instant

### **blast (profane blast)**

status: 200  
base: 1  
effect: 3 profane  
duration: instant

### **blast (water blast)**

status: 200  
base: 1  
effect: 3 water  
duration: instant

### **damage (lacerate)**

status: 500  
base: 1  
effect: 3

### **enhance weapon (earth)**

status: 100  
base: 1  
effect: 3 earth  
duration: instant

### **enhance weapon (profane)**

status: 100  
base: 1  
effect: 3 profane  
duration: instant

### **enhance weapon (water)**

status: 100  
base: 1  
effect: 3 water  
duration: instant

### **blast (electric blast)**

status: 200  
base: 1  
effect: 3 electric  
duration: instant

### **blast (psi blast)**

status: 200  
base: 1  
effect: 3 psi  
duration: instant

### **blast (wither blast)**

status: 200  
base: 1  
effect: 3 wither  
duration: instant

### **damage (pulverize)**

status: 500  
base: 1  
effect: 3

### **enhance weapon (electric)**

status: 100  
base: 1  
effect: 3 electric  
duration: instant

### **enhance weapon (psi)**

status: 100  
base: 1  
effect: 3 psi  
duration: instant

### **enhance weapon (wither)**

status: 100  
base: 1  
effect: 3 wither  
duration: instant

### **blast (heat blast)**

status: 200  
base: 1  
effect: 3 heat  
duration: instant

### **blast (rad blast)**

status: 200  
base: 1  
effect: 3 rad  
duration: instant

### **blast (wind blast)**

status: 200  
base: 1  
effect: 3 wind  
duration: instant

### **enhance weapon (heat)**

status: 100  
base: 1  
effect: 3 heat  
duration: instant

### **enhance weapon (rad)**

status: 100  
base: 1  
effect: 3 rad  
duration: instant

### **enhance weapon (wind)**

status: 100  
base: 1  
effect: 3 wind  
duration: instant

## Path of Immobilization

### immobilize arms

status: 300 (w/ prereq. 900)  
base: 5  
effect: immobile arms  
duration: 3 minute  
prerequisite: slow

### slow

status: 300 (w/ prereq. 600)  
base: 3  
effect: slow movement  
duration: 3 minutes  
prerequisites: restrain arm

### immobilize legs

status: 300 (w/ prereq. 900)  
base: 4  
effect: immobile legs  
duration: 3 minutes  
prerequisite: slow

### immobilize body

status: 300 (w/ prereq. 1500)  
base: 8  
effect: immobile body  
duration: 3 minutes  
prerequisites: immobilize arms &  
immobilize legs

### petrify

status: 300 (w/ prereq. 2000)  
base: 10  
effect: turn to statue  
duration: instant  
prerequisites: immobilize body &  
attach

### restrain arm

status 300  
base: 2  
effect: restrain [left or right] arm  
duration: 3 minutes

### attach

status: 200 (w/ prereq. 800)  
base: 5  
effect: restrain legs to location  
duration: 3 minutes  
prerequisite: slow

### immobilize vocals

status 300 (w/ prereq. 600)  
base: 3  
effect: immobile vocals  
duration: 3 minute  
prerequisite: restrain arm

### halt

status: 200 (w/ prereq. 800)  
base: 4  
effect: no movement  
duration: 3 minutes  
prerequisite: slow

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## Path of Injury

### hemorrhage

status: 400  
base: 1  
effect: no healing  
duration: 3 minutes

### maim arm

status: 400 (w/ prereq. 800)  
base: 5  
effect: injure [left or right] arm  
duration: instant  
prerequisite: hemorrhage

### kill

status: 400 (w/ prereq. 1600)  
base: 9  
effect: injure vitals  
duration: instant  
prerequisite: hobble leg & maim arm

### hobble leg

status: 400 (w/ prereq. 800)  
base: 4  
effect: injure [left or right] leg  
duration: instant  
prerequisite: hemorrhage

### dull senses

status: 200  
base: 1  
effect: no sensing  
duration: instant

### deafen

status: 200  
base: 2  
effect: injure hearing  
duration: instant

### mute

status: 400 (w/ prereq. 1000)  
base: 4  
effect: injure vocals  
duration: instant  
prerequisite: dull sense, deafen, snuff

### blind

status: 400 (w/ prereq. 1400)  
base: 7  
effect: injure vision  
duration: instant  
prerequisites: mute

### snuff

status: 200  
base: 1  
effect: injure smell and taste  
duration: instant

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## Path of Items

### **mend**

status: 600  
base: varies  
effect: regain [base] structure  
duration: instant

### **form tool**

status: 400  
base: varies  
effect: form [tool]  
duration: 10 minutes

### **form melee weapon**

status: 400 (w/ prereq. 800)  
base: varies  
effect: form [melee weapon]  
duration: 10 minutes  
prerequisite: form tool

### **form shield**

status: 200 (w/ prereq. 1000)  
base: varies  
effect: form [shield]  
duration: 10 minutes  
prerequisite: form melee weapon

### **form ranged weapon**

status: 200 (w/ prereq. 1200)  
base: varies  
effect: form [ranged weapon]  
duration: 10 minutes  
prerequisite: form shield

### **weight decrease**

status: 200  
base: 2  
effect: decrease weight 1  
duration: 1 minute

### **weight increase**

status: 400 (w/ prereq. 600)  
base: 4  
effect: increase weight 1  
duration: 1 minute  
prerequisite: weight decrease

### **drop all**

status: 200 (w/ prereq. 800)  
base: 6  
effect: open hands  
duration: 1 minute  
prerequisite: weight increase

### **deteriorate item**

status: 400  
base: 1  
effect: break 1  
duration: instant

### **disenchant item**

status: 200 (w/ prereq. 400)  
base: 1  
effect: end [item] enhancements  
duration: instant  
prerequisite: deteriorate item

### **open lock**

status: 200  
base: varies  
effect: lock with complexity [base]  
opens in [base] time  
duration: varies

### **disable item**

status: 400 (w/ prereq. 800)  
base: 3  
effect: [item] no function  
duration: 1 minute  
prerequisite: deteriorate item

### **fragment item**

status: 400 (w/ prereq. 1200)  
base: varies  
effect: fragment [base]  
duration: instant  
prerequisite: disable item

### **find items**

status: 200  
base: 1  
effect: reveal all items  
duration: instant

## Path of the Machine

### speaking machine

status: 200  
base: 1  
effect: gain speech  
duration: 3 minutes

### assimilate corpse

status: 400 (w/ prereq. 600)  
base: 1  
effect: dead shuffle to [location]  
duration: 3 minutes  
prerequisite: speaking machine

### assimilate automaton I

status: 600 (w/ prereq. 1200)  
base: 3  
effect: become automaton 4 body  
duration: instant  
prerequisite: assimilate corpse

### assimilate automaton II

status: 400 (w/ prereq. 1600)  
base: 3  
effect: become automaton 6 body  
duration: instant  
prerequisite: assimilate automaton I

### assimilate automaton III

status: 200 (w/ prereq. 1800)  
base: 3  
effect: become automaton 8 body  
duration: instant  
prerequisite: assimilate automaton II

### control machine

status: 400 (w/ prereq. 1000)  
base: 8  
effect: obey and serve  
duration: 3 minutes  
prerequisite: assimilate corpse

### master mechanical creation

status: 200 (w/ prereq. 1200)  
base: 10  
effect: obey and serve  
duration: instant  
prerequisite: control machine

### machinate

status: 600 (w/prereq 1800)  
base: 1  
effect: gain machine classification  
duration: 5 minutes  
prerequisite: master mechanical creation

### avert all machines

status: 400 (w/ prereq. 600)  
base: 3  
effect: area effect: all machines  
move [distance] from me  
duration: instant  
prerequisite: rebuke machines

### stop machine

status: 200 (w/ prereq. 800)  
base: 4  
effect: no movement  
duration: 3 minutes  
prerequisites: slow machine

### disrupt machine

status: 400 (w/ prereq. 1400)  
base: 6  
effect: no skills  
duration: 1 minute  
prerequisites: pacify machine

### rebuke machine

status: 200  
base: 1  
effect: move [distance]  
duration: instant

### slow machine

status: 400 (w/ prereq. 600)  
base: 3  
effect: slow movement  
duration: 3 minutes  
prerequisites: rebuke machine

### pacify machine

status: 400 (w/ prereq. 1000)  
base: 5  
effect: no attacks  
duration: 3 minutes  
prerequisites: slow machine

### destroy machine <base>

status: 200 (w/ prereq. 1200)  
base: varies  
effect: injure [base] body or  
fragment [base] structure  
duration: instant  
prerequisite: pacify machine

### kill machine

status: 300 (w/ prereq. 1500)  
base: 8  
effect: injure vitals  
duration: instant  
prerequisites: destroy machine

## Path of Mana

### drain mana

status: 200  
base: 2  
effect: lose ½ mana  
duration: instant

### dispel

status: 200 (w/ prereq. 400)  
base: 1  
effect: end [SP&P]  
duration: instant  
prerequisite: drain mana or mete  
mana

### snuff

status: 200 (w/ prereq. 600)  
base: 2  
effect: no casting  
duration: 5 minutes  
prerequisite: dispel

### mete mana

status: 200  
base: 1 + varies  
effect: gain [base] mana  
duration: instant

### attenuate

status: 100 (w/ prereq. 500)  
base: 1  
effect: no negate  
duration: 5 minutes  
prerequisite: dispel

### seal source

status: 100 (w/ prereq. 500)  
base: 1  
effect: no regain mana, no  
replenishment  
duration: instant  
prerequisite: dispel

### shell

status: 500  
base: 3+  
effect: protective shell  
duration: 5 minutes w/  
concentration

### pass exposure

status: 200  
base: 2  
effect: prevent exposure damage  
duration: 1 minute

### fortitude

status: 400  
base: 1  
effect: prevents extra damage from  
critical melee or ranged  
duration: 5 minutes

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## Path of the Mind

### dazzle

status: 200  
base: 2  
effect: stun, 5 count  
duration: instant

### fugue

status: 200 (w/ prereq. 400)  
base: 1  
effect: flee <distance>  
duration: instant  
prerequisites: dazzle

### bewilder

status: 200 (w/ prereq. 600)  
base: 3  
effect: no responsive feats  
duration: 5 minutes  
prerequisites: fugue

### pacify being

status: 400 (w/ prereq. 1000)  
base: 5  
effect: no attacks  
duration: 3 minutes  
prerequisite: bewilder

### confuse being

status: 400 (w/ prereq. 1400)  
base: 6  
effect: no skills  
duration: 1 minute  
prerequisite: pacify being

### dominate being

status: 600 (w/ prereq. 2000)  
base: 8  
effect: obey and serve  
duration: 5 minutes  
prerequisite: confuse being

### amnesia

status: 200 (w/ prereq. 600)  
base: 3  
effect: no memories formed  
duration: 10 minutes  
prerequisite: fugue

### compliant

status 400 (w/ prereq. 1000)  
base: 1  
effect: no willpower  
duration: 5 minutes  
prerequisite: bewilder

### manipulate being

status: 400 (w/ prereq. 2400)  
base: 10  
effect: obey and serve, covert  
duration: 5 minutes  
prerequisite: confuse being

### awaken

status: 200  
base: 1  
effect: conscious  
duration: 3 minutes

### distract

status: 200 (w/ prereq. 400)  
base: 2  
effect: distract, 5 count  
duration: instant  
prerequisites: awaken

### emotions

status: 200 (w/ prereq. 600)  
base: 2  
effect: roleplay intensified emotions  
duration: 10 minutes  
prerequisite: distract

### laughter

status: 200 (w/ prereq. 800)  
base: 3  
effect: no speaking, laugh instead  
duration: 1 minute  
prerequisite: emotions

### aggression

status: 400 (w/ prereq. 1200)  
base: 6  
duration: 1 minute  
effect: attack someone now  
prerequisite: laughter

### sleep

status: 400 (w/ prereq. 1600)  
base: 8  
effect: unconscious  
duration: 3 minutes  
prerequisite: aggression

### spook

status: 200  
base: 2  
effect: stun, 5 count  
duration: instant

### fear

status: 200 (w/ prereq. 400)  
base: 1  
effect: flee [distance]  
duration: instant  
prerequisites: spook

### tremble

status: 200 (w/ prereq. 600)  
base: 3  
effect: no responsive feats  
duration: 5 minutes  
prerequisite: fear

### screaming

status: 200 (w/ prereq. 800)  
base: 3  
effect: no speaking scream instead  
duration: 1 minute  
prerequisite: tremble

### cower

status: 200 (w/ prereq. 1000)  
base: 5  
effect: no attacks  
duration: 1 minute  
prerequisite: screaming

## Path of Movement

### flee smell (body odor)

status: 200  
base: 1  
effect: flee [distance]  
duration: instant

### mass flee smell (body odor)

status: 600 (w/ prereq. 800)  
base: 3  
effect: area effect: all with smell  
flee [distance]  
duration: instant  
prerequisite: flee smell (body odor)

### flee smell (chemical aroma)

status: 200  
base: 1  
effect: flee [distance]  
duration: instant

### mass flee smell (chemical aroma)

status: 600 (w/ prereq. 800)  
base: 3  
effect: area effect: all with smell  
flee [distance]  
duration: instant  
prerequisite: flee smell (chemical aroma)

### flee smell (rotting stench)

status: 200  
base: 1  
effect: flee [distance]  
duration: instant

### mass flee smell (rotting stench)

status: 600 (w/ prereq. 800)  
base: 3  
effect: area effect: all with smell  
flee [distance]  
duration: instant  
prerequisite: flee smell (rotting stench)

### flee smell (foul stink)

status: 200  
base: 1  
effect: flee [distance]  
duration: instant

### mass flee smell (foul stink)

status: 600 (w/ prereq. 800)  
base: 3  
effect: area effect: all with smell  
flee [distance]  
duration: instant  
prerequisite: flee smell (foul stink)

### flee sound (boom)

status: 200  
base: 1  
effect: flee [distance]  
duration: instant

### mass flee sound (boom)

status: 600 (w/ prereq. 800)  
base: 3  
effect: area effect: all with hearing  
flee [distance]  
duration: instant  
prerequisite: flee sound (boom)

### flee sound (howl)

status: 200  
base: 1  
effect: flee [distance]  
duration: instant

### mass flee sound (howl)

status: 600 (w/ prereq. 800)  
base: 3  
effect: area effect: all with hearing  
flee [distance]  
duration: instant  
prerequisite: flee sound (howl)

### flee sound (shriek)

status: 200  
base: 1  
effect: flee [distance]  
duration: instant

### mass flee sound (shriek)

status: 600 (w/ prereq. 800)  
base: 3  
effect: area effect: all with hearing  
flee [distance]  
duration: instant  
prerequisite: flee sound (shriek)

### flee sound (roar)

status: 200  
base: 1  
effect: flee [distance]  
duration: instant

### mass flee sound (roar)

status: 600 (w/ prereq. 800)  
base: 3  
effect: area effect: all with hearing  
flee [distance]  
duration: instant  
prerequisite: flee sound (roar)

### moving force

status: 200  
base: 1  
effect: move [distance]  
duration: instant

### mass moving force

status: 600 (w/ prereq. 800)  
base: 3  
effect: area effect: all to my front  
move [distance]  
duration: instant  
prerequisite: moving force

### moving wave

status: 200  
base: 1  
effect: move [distance]  
duration: instant

### mass moving wave

status: 600 (w/ prereq. 800)  
base: 3  
effect: area effect: all in liquid  
move [distance]  
duration: instant  
prerequisite: moving wave

## Path of Undeath

### speaking corpse

status: 200  
base: 1  
effect: gain speech  
duration: 3 minutes

### animate corpse

status: 400 (w/ prereq. 600)  
base: 1  
effect: dead shuffle to [location]  
duration: 3 minutes  
prerequisite: speaking corpse

### animate skeleton or zombie I

status: 600 (w/ prereq. 1200)  
base: 3  
effect: become [skeleton or zombie]  
4 body  
duration: instant  
prerequisite: animate corpse

### animate skeleton or zombie II

status: 400 (w/ prereq. 1600)  
base: 3  
effect: become [skeleton or zombie]  
6 body  
duration: instant  
prerequisite: animate undead I

### animate skeleton or zombie III

status: 200 (w/ prereq. 1800)  
base: 3  
effect: become [skeleton or zombie]  
8 body  
duration: instant  
prerequisite: animate undead II

### feign death

status: 100  
base: 1  
effect: may appear dead  
duration: 10 minutes

### control undead

status: 400 (w/ prereq. 1000)  
base: 8  
effect: obey and serve  
duration: 5 minutes  
prerequisite: animate corpse

### master undead creation

status: 200 (w/ prereq. 1200)  
base: 10  
effect: obey and serve  
duration: instant  
prerequisite: control undead

### corpsify

status: 600 (w/ prereq. 1800)  
base: 1  
effect: gain undead classification  
duration: 5 minutes  
prerequisite: master undead creation

### beckon corpses

status: 200 (w/ prereq. 400)  
base: 1  
effect: area effect: all corpses dead  
shuffle [distance] to here  
duration: instant  
prerequisite: speaking corpse

### avert all undead

status: 400 (w/ prereq. 600)  
base: 3  
effect: area effect: all undead move  
[distance] from me.  
duration: instant  
prerequisite: rebuke undead

### stop undead

status: 200 (w/ prereq. 800)  
base: 4  
effect: no movement  
duration: 3 minutes  
prerequisites: slow undead

### rebuke undead

status: 200  
base: 1  
effect: move [distance] duration:  
instant

### slow undead

status: 400 (w/ prereq. 600)  
base: 3  
effect: slow movement  
duration: 3 minutes  
prerequisite: rebuke undead

### pacify undead

status: 400 (w/ prereq. 1000)  
base: 5  
effect: no attacks  
duration: 3 minutes  
prerequisites: slow undead

### destroy undead

status: 200 (w/ prereq. 1200)  
base: varies  
effect: injure [base] body  
duration: instant  
prerequisite: pacify undead

### kill undead

status: 300 (w/ prereq. 1500)  
base: 8  
effect: injure vitals  
duration: instant  
prerequisite: destroy undead