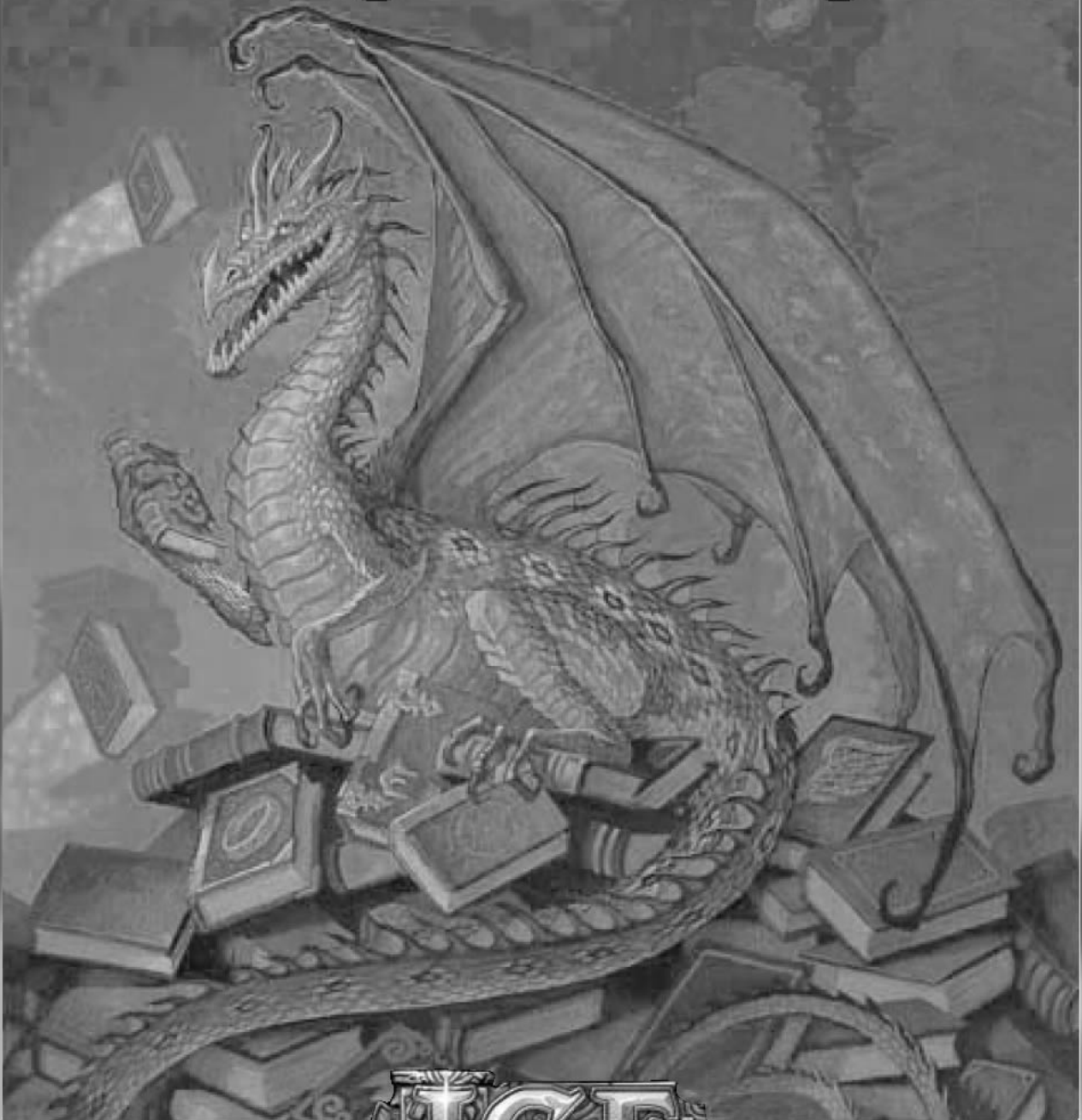


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Credits

Authors: Nicholas H. Caldwell;

Editors: Heike A. Kubasch, Tim Dugger;

Special Contributions: Heike A. Kubasch (for the initial design concepts), Tim Dugger (for lots of fiddly bits);

Cover Art: Jim Nelson;

Interior Art: Toren Atkinson, Peter Bergting, David Bezzina, Joel Biske, John Dollar, Mike Jackson, Jeff Laubenstein, Pat Ann Lewis, Jennifer Myer, Colin Thom; Keirston Vande Kraats;

Art Direction: Jeff Laubenstein;

Pagemaking: Sherry Robinson;

Proofreading: THE Howard Huggins, Lori Dugger, Bruce Neidlinger;

Playtesters: Jonathan Dale, Matt Fitzgerald, Marian Münch, Dave Prince, Aaron Smalley, Stephen Wilcoxon, David "Demetrios" Bate, Quinton "Etain" Carroll, Matt "Uther" Fitzgerald, Keith "Markus" Grainge, Dave "Anna" Prince and Stephen "Leon" Watts

ICE Staff—

President: Heike A. Kubasch;

CEO: Bruce Neidlinger;

Editing, Development, & Production Staff: Heike A. Kubasch, Bruce Neidlinger, Tim Dugger, Lori Dugger,

Web Mistress: Monica L. Wilson;

Corporate Mascots: Gandalf T. Cat, Rajah T. Cat, Phoebe T. Cat, Ember T. Cat;

ICE Cheering Section & Moral Support: Karl & Helga Kubasch, John Seal, Claudia & Alexandra Aulum, Elke Lübbert, Inge Bendfeldt, Peggy, Christoph & Helen Bendfeldt, Judy & Hasmukh Shah, John Ross, Gavin Bennet, Brad Williams, Brent Knorr, Jonathan Dale, Mario Butter, the Guild Companion (www.guildcompanion.com), and all ICE fans everywhere: Thanks for keeping the faith!



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INTRODUCTION



magic is real.

In mortal children flow the blood of angels, demons, dragons, elementals and the folk of Faerie, granting them a legacy of innate magic to use for good or ill. In the uncharted wildernesses, warrior-mages wield enruned blades against human and monstrous foes alike.

In isolated settlements, witches stir cauldrons of mystic herbs and fashion charms to ward off the evil eye. In prosperous towns, alchemists brew potions for wealthy patrons. In secret libraries, sages study the forgotten lore of arcane rituals. In sunlit temples, sacred groves, and profane sanctuaries, the clerics of a dozen pantheons channel their belief into the making of miracles. And everywhere, the magicians draw upon the mana to shape cantrips and potent spells, bending reality to their will.

Magic is real.



WHAT'S IN COLLEGE OF MAGICS?

College of Magics is the definitive and official fantasy role-playing sourcebook on magic for **High Adventure Role Playing (HARP)**. It expands on the material found in the **HARP** rulebook and introduces new types of magic. The aim is to enrich the magical dimension of **HARP** campaigns.

College of Magics explores the theory and practice of magic, presenting *one* official and consistent perspective. It defines the major and minor subtypes of magic. New types of magic are introduced and described such as Blood Magic, Natural Magic, Ritual Magic, and Rune Magic. The secrets of Spell Magic are further delineated, revealing the lowly cantrips of the apprentices, the High Magic of ley lines and nexus points, and the Great Circles of the specialist magicians. Cantrips and new spells are provided, as is guidance for Gamemasters to create their own. New rules give a comprehensive framework for temporary and permanent magical item creation using the principles of Natural Magic and the art of the Thaumaturge.

With **College of Magics**, players can choose from four new specialist magician professions (the Elementalist, the Necromancer, the Thaumaturge, and the Vivamancer) and can add extra depth to their characters

through a selection of training packages and magical traditions. New skills, Talents and methods of magical learning will further enrich the role-playing experience.

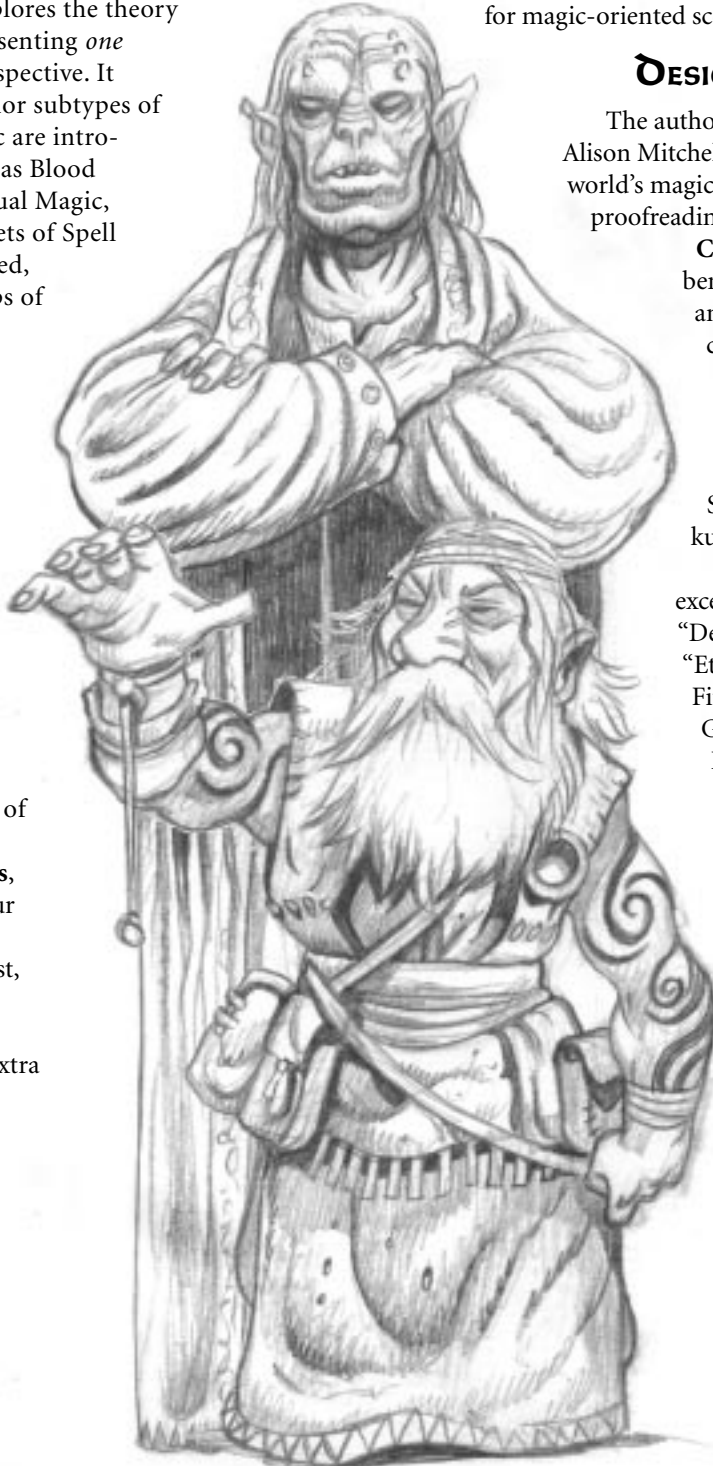
College of Magics also gives guidance for Gamemasters on how to harness and integrate this new material into their campaigns and settings, with advice on key issues such as the role and impact of magic in societies, magical organizations, and suggestions for magic-oriented scenarios.

DESIGNER NOTES

The author would like to thank Alison Mitchell for her research on this world's magic, and for her efforts in proofreading this book.

College of Magics has also benefited from the comments and critiques of an elite cadre of playtesters – Jonathan Dale, Matt Fitzgerald, Marian Münch, Dave Prince, Aaron Smalley, and Stephen Wilcoxon. Many kudos to these heroes.

And finally, my group of excellent gamers – David “Demetrios” Bate, Quinton “Etain” Carroll, Matt “Uther” Fitzgerald, Keith “Markus” Grainge, Dave “Anna” Prince, and Stephen “Leon” Watts - deserve my thanks for preserving my sanity in the struggle against the word count and the deadline.



MAGICAL THEORY & PRACTICE



Che best fantasy worlds have consistent and logical frameworks that underpin their systems of magic. This chapter proposes an official theory of magic for HARP. It is an official explanation of the supernatural, but it is not intended to be the explanation for every setting. GMs may use the premises in whole or in part as they see fit, and it has been written to facilitate this.



WHAT IS MAGIC?

At the most fundamental level, magic is a form of universal energy. This energy is frequently known as *mana* and is simultaneously subtle and potent. Mana itself simply *is*. To an individual who can manipulate mana, magic becomes the power to bend and reshape reality.

Wielding mana is essentially a three-step process. The mana is first concentrated in a person, an object, or even a place. Then a pattern, encapsulating the desired change in reality, is imposed upon the mana. Finally the mana is released, propagating the pattern through and out of the mana, affecting the alteration in the real world, while the mana relaxes from order to chaos.

Many techniques exist both to concentrate mana and to form the patterns. These are the disparate magical traditions of the world; rare indeed are the sages who have mastered more than two or three of these lores. Yet despite their diversity, all styles of magic are united in drawing upon the same mana.

THE PREMISES OF MAGIC

MAGIC IS ENERGY

Magic is mana, and mana is a form of energy. It suffuses and pervades the entire universe. Yet despite its omnipresence, mana itself is difficult to perceive except by individuals who are innately gifted or specially trained to sense it. The overt manifestations of mana manipulations are, however, readily observable.

The theoreticians of magic speculate that there are actually *at least two* universes superimposed on each other - a mundane universe and a magical universe. They claim that mana percolates through the infinitesimal interstices of the cosmos, eternally circulating between the magical and the mundane. Just as mundane matter and energy can neither be created nor destroyed, only changed in form, so it is with mana. It can be gathered, it can be temporarily ordered, and it can be released, but the quantity of mana in the universe neither increases nor decreases.

MAGIC AND THE PLANES

One popular theory describes the entire cosmos as a series of enclosing hollow shells such that each shell is a “plane of existence” (or “universe”). At the center of the multiverse and between each plane is an “ethereal” layer. The ethereal layers combine to form the magical universe, and all other planes are connected by the various portions of the ethereal plane.

The innermost shell is considered to be the mundane universe or “Mortal Plane”. The next “nearest” plane is an “Astral Plane” which to some extent reflects the mortal plane. Every sentient being, every animal, and every plant of the mortal plane has a measure of “life force”. On the astral plane, this “life force” casts a bright “shadow”. Some savants, particularly shamans, are even able to transfer their consciousness (temporarily or otherwise) to the Astral Plane and can observe the mundane plane from this enlightened vantage.

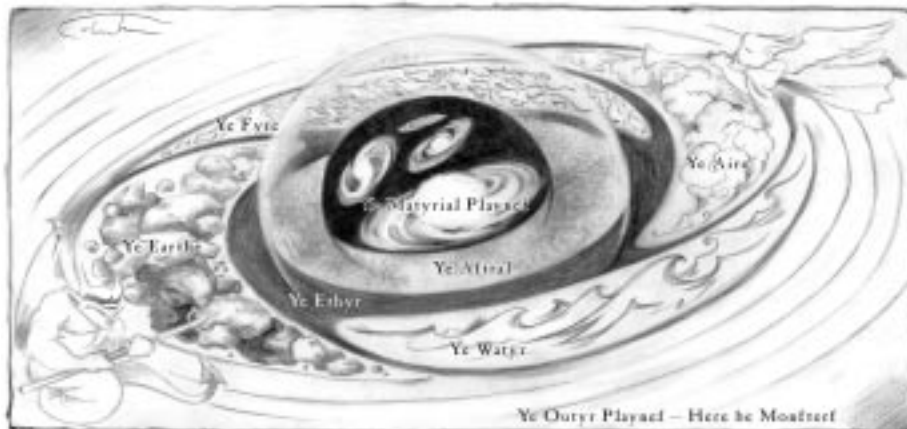
“Beyond” (in some sense) the Astral Plane is the Elemental Plane. This seems to be actually four subplanes, one for each of the four primal elements (see later) of Air, Earth, Fire and Water. These subplanes are believed to be the true home of the Elementals.

“Further out”, there are planes of alternate realities where the “natural laws” of physics, chemistry, and biology have assumed different configurations. More “distant” still are the “Outer Planes”, which are home to Demons, Devils, and perhaps the gods themselves.

The theorists agree that there are multiple planes of existence and that the Ethereal Plane connects all the planes. The majority believe that mana is the glue that binds the multiverse together. But there is as yet no consensus on how the “planes” are ordered or even on suitable analogies to describe the phenomena.

MAGIC AND THE ELEMENTS

The sages further conjecture that everything material that exists in the mundane universe also exists at a primal *elemental* level in the magical universe. (This reflection



may be limited to one layer of the Ethereal Plane.) According to these theories, the magical universe consists of a substance known as the “Primal Essence”. Different aspects of Primal Essence can manifest in various ways - the most well-known are the four pure Elemental Essences of Air, Earth, Fire, and Water. The elemental subplanes are areas of the multiverse where these normally transcendental essences are the predominant form of matter.

In some sense, Primal Essence and the Elemental Essences both reflect and underpin ordinary matter as its magical foundation. Indeed, they are considered to be mana in its material form, and that heightened concentrations of these essences may be responsible for certain materials being better able to focus and retain mana. However wild these speculations may seem, the specialist magicians known as Elementalists *apparently* tap into the Elemental Essences to create their magical effects.

“Primal Essence”, or at least a material which mages *name* as such, is occasionally found in meteorites and other objects that fall from the skies. This highly magical material (see Esoteric Substances, Chapter 7, p. 54) is thought to spontaneously appear in the gulfs between the stars. Similarly concentrations of pure Elemental Essences seem to appear in certain locations of the Mundane Plane (i.e. Water in the ocean depths, Fire in the heart of volcanoes, Earth within otherwise pure seams of precious metals, and Air in the center of great storms.) Elemental spell casting frequently involves the creation of these essences on the Mundane Plane.

THE WEB OF MANA

The entire universe is permeated by trace amounts of mana. Overlaying this magical background, however, is a complex network of much stronger magical currents, known as the Web. Through some unknown mechanism perhaps relying on concentrations of Elemental Essences, mana is focused and channeled into lines of magical force that radiate magical energy outwards, increasing the residual amount infusing the surroundings and nearby creatures.

On the grand scale, these lines are called “ley lines” and their location is much sought after by practitioners of High Magic who are able to directly tap the mana flowing in the ley lines. A “nexus point” (or earthnode) is formed where two or more ley lines intersect. Great magical workings can *temporarily* deplete even a ley line, reducing the flow of mana and creating a so-called “Magic Dead” zone until the natural cycle of mana replenishment restores the status quo.

The Web is not static. Rather it is an ever-changing and mutating pattern. Mana is chaotic. Mana is random. Over time, even the greatest ley lines will shift and move. Magical practitioners alter reality through their workings;

simultaneously their actions cause reactions in the mana, changing its flows and patterns in unpredictable fashions.

The evolving nature of the Web and the seeming interconnectedness of everything through mana have led some mystics to claim that the whole universe is alive and that mana is its soul. The association of various types of guardian spirits with mana-rich natural eddies gives credence to this belief.

THE UNPREDICTABILITY OF MAGIC

Magic is difficult to control and use, and can be unreliable.

Part of this is due to *almost* all practitioners being limited by their mundane bodies and minds. Simply by being of this universe, mortal magic wielders can never fully understand or control mana. Its truly chaotic nature is, on some deep metaphysical level, alien to life and intelligence.

The other reason for the unreliability of magic lies in the pervasiveness and interconnectivity of mana in general and the Web in particular. Magical workings in one place may only draw upon a relatively small amount of mana, but the very action of gathering, ordering, and releasing it disturbs the neighboring mana and distorts the closest tendrils of the Web. This distortion may propagate through the ley lines, like the ripples formed by dropping a stone in a pond. Likewise spell castings elsewhere may generate fluctuations in the Web, which affect the local mana, making it harder or easier to control.

Even without the interference of other mages manipulating mana, the Web is always in motion, producing natural variations that can upset the most well-crafted incantation.

REPLENISHMENT OF MANA

As mana is “used” it is “replenished”; the magic does **not** go away. To the layman, this would suggest that mana and, by extension, all magical practices, are some form of perpetual motion. This is not the case. The confusion arises from the casual association of the word “used” with “used up.” Mana is **not** used in this sense. Rather the various magical arts are simply techniques to temporarily *process* the mana to alter reality. Once the process is complete, the mana returns to its default chaotic state. (A helpful, albeit modern, analogy is to consider the process of breathing. An animal breathes in air, processing it to extract oxygen and exhales carbon dioxide. Plants process carbon dioxide, releasing oxygen back into the air. The air does not go away.)

Yet, if the mana is continuously replenished, how can a ley line be even temporarily depleted? The explanation is that any individual unit of magical energy (or *thaum* to use the terminology of the most progressive philosophers) can only be in one place at one time. A magical ritual

tapping into a ley line could conceivably divert every thaum of mana from the line into the ritual focus, leaving only trace amounts of mana along the normal course of the ley line. All other circumstances being equal, the rate at which mana infuses (i.e. percolates in from the Magical Plane) a particular locale will remain constant.

THE LIMITS OF MAGIC

Magic is extremely potent, but there are distinct limits to what can be achieved with magic. Magic **cannot** create or destroy mana. Spells can and do exist to disrupt the order patterns of other spells, but these only disperse and dissipate the mana into the background prematurely. They do not destroy the mana. Likewise it is not possible to use magic to reach into the ethereal plane to draw more mana into the mundane plane of existence. The magical patterns simply cannot survive the transition between the dimensions of existence. However, it is possible for beings to travel and objects to be transported between the planes.

The natural laws are dominant in the mundane universe. The laws and processes of physics, chemistry, and biology underpin its reality on the macroscopic and microscopic scales. This imbues reality with inertia, a resistance to change. Overcoming this inertia to alter reality requires the focusing of significant mana. Greater changes require proportionately greater amounts of mana. Once reality has been modified and the directing spell has ended, then the natural laws will assert their supremacy. For example, if there is adequate fuel and oxygen, a magically initiated fire will continue to burn; if not, it will be extinguished. (Ongoing breaches of the natural laws necessitate an ongoing supply of ordered mana - but these can be considered as merely *local aberrations* in an otherwise mundane universe.)

Theoretically given sufficient mana concentrated in a single place, the reality of an entire world could be permanently modified. Practically, flesh-and-blood individuals, physical objects, locations, and so on, can only contain so much mana. The greatest wielders of mana, whether human magicians or demon princes, can only harness so much magical energy at any one time. To gather more mana or to do it more rapidly than the body can tolerate risks permanent injury or even death by spontaneous combustion.

For most magical practitioners, the limiting factor is their lack of knowledge. Learning the necessary patterns for even slight changes can take years of arduous study.

MAGIC, SKILL, KNOWLEDGE AND CRAFT

Magic is not a substitute for craft, skill, or knowledge. A sufficiently powerful caster can transmute a sow's ear into a silk purse, but only if the caster knows what a purse should look like. Less facetiously, a magically adept craftsman could utilize magic in the forging of arms and

armor, purifying the ores, heating and cooling the metals, and so on. The quality and endurance of the weapons or armor will still depend on the craftsman's smithing skills.

While magic cannot replace talent and training, it can enhance what already exists. Spells can make their beneficiaries faster, stronger, more insightful, etc., by boosting the body's natural abilities. Skills can be improved by tapping latent potentials. Knowledge can be acquired by altering or relocating an individual's senses, by drawing upon the learning of others, and by reading the memories imbedded in the auras of people, places, and objects.

The finest mage-scholars and artificers are those who marry arcane learning with less exotic skills, crafts, and lore.

MAGIC AND BELIEF

Magic is not a function of belief. Magic is real, just like fire, electricity, and gravity. The belief of the target of a spell in the existence of magic is irrelevant. An individual who denies the existence of lightning will still be injured, perhaps even killed, if struck by lightning. It is possible to develop a resistance to hostile magic just as it is possible to minimize the chances of being hit by lightning in a storm. Such resistance is not a function of individuals' belief or disbelief in magic, **although they may think that it is**, but rather an expression of their increased reality inertia, their desire to oppose enforced change.

Conversely believing in magic is essential to being able to use magic. If a person does not believe in magic, then "studying" magic is purely an intellectual exercise. Similarly if a would-be cleric does not believe in the existence of a deity (let alone worship and strive to obey the divine being), what chance is there that the deity will grant that priest any fragment of divine power?

In most fantasy settings, the existence of magic can be considered a fact of life, even if most people's personal experience is limited to hearsay.

THE PRACTICE OF MAGIC

USING MAGIC VERSUS SPELL CASTING

The uninitiated often consider the terms "using magic" and "spell casting" to be identical in meaning. This is untrue. Spell casting is a very specific means of "using magic".

There are individuals and entire species who, by curious quirks of ancestry or through magical accidents, have inherited or acquired Talents that are similar in effect to traditional spells. Such Talents include the ability to breathe underwater without gills, the capability of becoming temporarily invisible, the gift of animal or telepathic communication, and so on. These Talents are known collectively as Blood Magic (see Chapter 6). Blood Magic is innate and frequently automatic in function. Even when a Blood Magic ability is activated by conscious trigger, the

mana within the being is drawn upon for a specific and unchangeable purpose. This is merely *using magic*.

Spell casting, on the other hand, is always directed by conscious will. The mana is drawn upon and the spell caster chooses the form by which the mana is ordered. Unlike Blood Magic and certain applications of Natural Magic (see Chapter 7), the effects of spell casting can be prevented (by “*counterspelling*”), ended prematurely, or reversed (by “*canceling*” or “*dispelling*”).

Spell casting is defined as a method of tapping and manipulating magical energy to create a specific set of results.

A *spell* is an esoteric pattern of magical energy.

Magical practitioners cast spells by shaping magical energy (mana) into a specific pattern called a *sigil*. The release of the bound mana in the sigil redefines reality, but it is the sigil that determines what the effect will be.

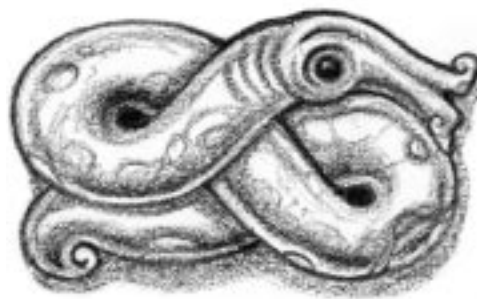
When cast, each spell leaves a unique mystic signature imbedded into the aura of the surroundings where the spell was cast. The more powerful the spell, the stronger the signature. A skilled mage can read these signatures, identifying the spell and even the caster. Over time, the signatures become fainter and more difficult to interpret, but never truly disappear.

HOW SPELL CASTING WORKS

There are two requirements for spell casting, namely a source of magic and a spell.

Firstly there are many sources of magic, from which the mana can be drawn.

“Personal” mana represents the normal circulation of mana into the body, either directly (from the magical plane) or indirectly through infusions from the environment. Personal mana represents the most common method of powering traditional spells (Spell Magic, see Chapter 9 for more details).



“Ambient” mana is that found in the surrounding environment. This mana is frequently tapped in Ritual Magic (see Ritual Magic, Chapter 8, page 58). Its diffuse nature requires a relatively long time to concentrate it into a usable sigil.

“Fixed” mana is that trapped and concentrated in certain plants, minerals, gems, and other natural materials. Fixed mana underpins the practices of Natural Magic (see Chapter 7), which includes the ability to tap certain of these objects for power and to direct the mana into one or more sigil configurations, according to their occult properties. Conversely Rune Magic (see Chapter 8, page 63) concerns the encapsulation of mana into physical manifestations of the sigils as *runes* (see below) for later use.

(Again, “Ambient” and “Fixed” mana differ in their permanence. Ambient mana flows through and around all plants, minerals, etc., whereas fixed mana is magical energy that has become permanently trapped in the organic or inorganic structure. The quantity of Ambient mana in the average plant is minimal, but the amount of Fixed mana may be substantial.)

“Granted” mana from a higher power (such as a Deity, a Demigod, or a Demon Prince) is the foundation of Divine Magic as used by clerics, priests and other worshippers.

“Pure” mana is acquired by tapping the ley lines of the Web, a dangerous undertaking even for adepts. The reward is equally high as the ley lines can supply mana in huge quantities for prolonged periods. The mightiest workings require Pure mana.

The practitioner chooses the mana source according to the complexity and potency of the desired spell. Normally for conventional spell casting (i.e. Spell Magic), the mage will only be able to use one type of mana. This is



usually Personal mana. Clerics frequently rely on Granted mana even for normal spells - many seem unable or unwilling to learn how to use their Personal mana. (At initial character creation, all characters may take one free Talent relating to mana sources. See Mana Sources, Chapter 4, page 21 and The Talents of Magic, Chapter 6, page 44 for details.)

The skill, Power Point Development, represents a mage's ability to utilize this mana (Personal, Granted, or other) and withstand the effects of using it on his body. By training in this skill, mages can raise the quantity of mana, which they can safely employ in a given period. Once a Mage has reached that limit, rest is necessary before further magic may be attempted.

Returning to the requirements for spell casting, the second necessity is an actual spell. The caster must either have a spell learned or have a scroll, book, etc., available from which to cast the spell. Given knowledge of or access to the spell pattern, the mage can then attempt to actually cast the spell by imposing the matrix of the sigil upon the previously gathered mana.

This process involves intense concentration as the mage forces the mana to accept the sigil matrix. Most Mages adopt techniques known as "spell foci" to attain that degree of concentration and to achieve the requisite ordering of the magical energies. Each magical tradition has developed its own spell focus with incantations (repeated chants of seemingly arbitrary syllables), gestures, music, song, and meditation trances all finding adherents. (See Spell Focus Styles, Chapter 4, page 23 for more details.). Some spell users combine these casting styles with the use of focus items such as wands, staves, and even weapons.

To untrained observers, the spell foci may seem to be the actual act of spell casting. They are **not**; they are merely shortcuts and aids to reach the perfection of the desired sigil. They are keys to unlock the mystery of mana, but it is the caster who must turn the key in the lock.

Simply duplicating a Mage's words and gestures is pointless, as many young apprentices have discovered. "But I said all the magic words ... and nothing happened" is a refrain calculated to exasperate even the most patient mentor. Unless the mana is harnessed and the would-be caster truly understands the pattern of the sigil, nothing will ever happen.

It is undoubtedly fortunate that emulating mages without mana and sigil knowledge has no effect. If it were otherwise, if it was possible to cast spells through random words and gestures, the chaos and destruction that would result would be unimaginable. Civilization, perhaps even intelligence and life itself, might be unable to survive.

SPELL CASTING AND ARMOR

The manipulation of mana, particularly spell casting, is seriously impeded by the wearing of armor. Additional Power Points must be expended by casters who wear armor to achieve desired spell effects. Some theories suggest that this is because armor functions as a power sink, "earthing" some of the magical energy as the sigil is formed, or again that armor acts as a barrier preventing the normal infusion of mana.

The effect of armor, however, is the same, regardless of the source of mana. This means that the barrier theory cannot be correct. If armor were acting as a barrier preventing the mana being drawn in, then spells powered by Personal mana should be moderately affected (because some of this mana derives from the environment), while Ambient and Fixed mana should be severely affected (because the energy is always extrinsic to the caster.) Similarly spell casters who employ Granted mana should be unaffected - after all, the average deity should be able to ignore a few scraps of leather and metal when gifting a character with mana. In reality, all spell casting is affected equally.

If armor cannot bar the entry of mana, then it cannot bar the exit of mana. There is no difference at the thaumaturgical level between the outer surface and the inner surface of a piece of armor.

Thus armor must harm the actual process of sigil formation, when a mage harnesses the mana and seeks to



compel it into a sigil matrix. Mana is inherently chaotic and resists the imposition of order. The theoreticians of magic speculate that mana must be forced into higher degrees of order with increasing difficulty. Armor, perhaps because of its configuration (or more accurately the ordering of its primal elemental analogue), represents a lesser degree of order. Mana is therefore attracted to this less ordered state (relative to a sigil) compelling the caster to draw upon more mana to compensate for the escaped energy.

This theory also explains why wearing a full suit of armor has a lower casting penalty than the accumulated penalties associated with a set of individual pieces. The single suit represents a single distracting state; individual pieces offer multiple escape states for the mana.

According to the theory, armor provides these escape states because of its highly ordered form, its enclosing nature, and proximity to the caster. Items that are merely carried or held (such as weapons and shields) have a negligible effect - usually because they do not enclose (any part of) the caster's body.

SIGILS, GLYPHS, RUNES, SEALS AND GRIMOIRES

A **Sigil** is a spell pattern. Sigils come in two forms. The first type is the actual pattern of magical energy. The second variety is the non-magical drawing of the magical energy pattern. The complexity of the drawn sigil is proportional to the spell complexity. Intricate and/or potent spells necessitate three-dimensional patterns and special notation to represent them on two-dimensional surfaces. Some sages have represented such sigils using

wireframe polyhedrons.

A **Rune** begins as a non-magical sigil. The sigil is then invested with the necessary mana appropriate to the sigil's desired effect. Thus a Rune is a physical instantiation of a magical energy pattern and can be activated by any suitably skilled person, rather than just its creator. Runes per se are normally written onto papyrus, parchment, paper and equivalents. Rune Magic (see Chapter 8) is the proper study of rune creation.

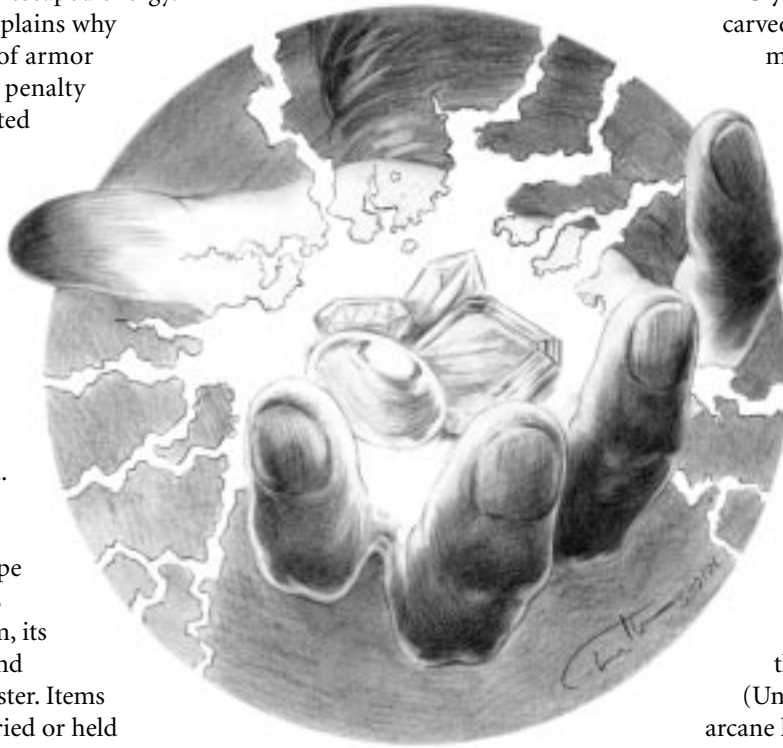
A **Glyph** is a sigil that has been carved or incised on a rock, mineral, or gem. Glyphs are almost always empowered with mana, making them a variant type of Rune.

A **Seal** is a sigil, which has been stamped or incised on wax, metal, or clay. Like Glyphs, mana is usually incorporated into the Seals, so that they too may be employed as *de facto* runes.

A **Grimoire** is a magician's spell book. Usually this tome contains the spell patterns of all of the spells that a mage has learned.

(Unless a mage has gained arcane knowledge that Man Was Not Meant To Know, of course, in

which case those spells may not be recorded in the grimoire.) Seldom will the sigils in a grimoire be invested with mana - the grimoire is rather a textbook or logbook of the mage's magical learning. A caster without a grimoire can still cast spells. To use the textbook analogy, an apprentice adds sigils to the grimoire and spends hours reading and memorizing the sigils until they are fully committed to memory. (In game terms, the character has spent Development Points to purchase skill ranks in those spells.) Thereafter, once the sigils are memorized, there is no need to consult the textbook for those spells. Indeed woe betide the adventurers whose mage must consult his grimoire before casting any magic - they had best place their trust in cold steel or low cunning when battle begins.



TYPES OF MAGIC

3



Magic takes many forms. Different traditions are dominant in different cultures and at different times. Mastering a single style can demand a lifetime of study. A thirst for knowledge or a naked desire for power leads more adventurous practitioners to delve into other branches of the art. Five of the great magical themes are defined in detail in this chapter.



BLOOD MAGIC

Blood Magic is innate magical talent, which manifests itself as specific exotic capabilities. These abilities may be similar in effect to more traditional spells, but their nature and number is fixed by heredity or the serendipitous outcome of a magical accident. Blood Magic Talents may be wholly automatic in function or may be triggered by a conscious decision by their possessors.

All members of certain species (such as Unicorns, Dragons, and the like) have common magical abilities. For these species, Blood Magic is the key ingredient of their genetic makeup that transforms a horse with a horn into a Unicorn and an overgrown winged lizard into a fierce Dragon. Among the humanoid races exotic, inherent magical abilities can indicate an equally exotic ancestry. Occasionally, extra-planar beings such as Demons and Elementals, Dragons, and minor Godlings have relationships with mere mortals. The offspring of such unions are magically potent half-breeds, but even their distant descendants may inherit a trace of the magic.

In addition to esoteric genetic heritages, Blood Magic can also be the result of random magical mutations, frequently caused by internalizing mana when a spell or a magical ritual has been badly fumbled. Blood Magic Talents can also be gifted to chosen individuals through the successful use of potent transformation rituals.

NATURAL MAGIC

Natural Magic harnesses the “Fixed” mana that is trapped and concentrated within certain plants, animals, gems, and minerals. Practitioners of Natural Magic can draw upon such objects as sources of mana. Alternatively they can arrange the mana into one or more sigil patterns, transforming the containing objects into temporary magical items. Such items can manifest the spell effect a finite number of times before the mana is fully dissipated.

ALCHEMY

Alchemy is a specialized discipline that unites natural magic with occult science. Alchemists can blend the non-magical (but frequently secret) properties of natural substances with their Fixed mana to create temporary magical items. For instance, an Alchemist could enhance the non-magical analgesic properties of willow bark to fashion a healing potion. Alchemists can also store spells in one-use items - however, these items must be used within a given time or the mana will dissipate. Alchemists specialize in the creation of potions, oils and lotions, powders, or candles.

CHARMCRAFT

Charmcraft is the practice of creating *charms*. A charm may consist of a bundle of herbs, pieces of wood, or feathers from a sacred bird, etc., bound together and imbued with ordered mana. As the ingredients of the

charm break down, its power wanes. Protective charms against illness or hostile magic are normally placed in a small pouch and worn around the neck. Offensive charms intended to cast a spell on another *always* require a lock of hair, nail clippings, or the like from the target. The effect of any charm lasts only as long as the charm’s ingredients; destroying the charm immediately ends any spell effects.

RITUAL MAGIC

Ritual Magic is the practice of creating magical effects by repeated sequences of choreographed gestures, mystical incantations, and the use of various magical objects and tools. Magical rituals are difficult and very time-consuming to perform. Rituals may involve one mage or dozens, who may add their Personal mana to the Ambient mana, which is drawn upon during the ritual. The great strength of Ritual Magic is its ability to slowly tap and shape large amounts of mana without the practitioners having to take the mana into their own bodies. Ritual Magic can be used to reproduce the effects of spells that a character may not normally have access to.

RUNE MAGIC

Rune Magic is the art of encapsulating mana into physical manifestations of the spell sigils as *runes* (if written on paper), *glyphs* (if inscribed on rock, minerals or gems), or *seals* (if etched on wax, metal, or clay). These manifestations are almost always single effect spells. Runemasters (as specialists in Rune Magic sometimes style themselves) can create runes etc., for any spell that they know from a lowly cantrip to a potent High Magic incantation. Many Runemasters make their living from creating *scrolls* (one-use runes written on a roll of parchment) that can be utilized even by non-spellcasters.

SPELL MAGIC

Spell Magic is the most common means of harnessing mana to create consistent effects (at least in theory). It is also the most diverse in its applications and levels of potency. Spell Magic represents a codified body of magical lore, carefully gathered and transmitted over millennia by generations of practitioners. In this process, Spell Magic has become divided into different branches, some of which remain widely available; others have evolved into the preserves of particular professions.

HIGH MAGIC

High Magic focuses on methods to directly manipulate the Web and the ley lines, either to tap them for mana to power other spells and rituals or to directly shape reality. High Magic is the most difficult and dangerous type of Spell Magic to employ; its failures are as spectacular as its successes.

LOW MAGIC

Low Magic is sometimes described as the study of *cantrips*. As such, arrogant magicians deride Low Magic as fit only for apprentices, hedge wizards, and other amateurs. Low Magic spells have limited potency - and *cannot* be scaled upwards to create greater alterations in reality. The cantrips also have tightly circumscribed effects, restricting their utility to specific situations, and lack any overt offensive potential.

MIDDLE MAGIC

Middle Magic is the name given to the collection of professional “Spheres of Magic”. Over the centuries, nay millennia, each spell using profession has researched a set of spells appropriate to their particular strengths and interests. These sets of spells are known as Spheres. They represent the pinnacle of magical lore for each profession. In some worlds, this knowledge is jealously guarded with potential new members of the profession having to prove their suitability to existing masters.

By virtue of the greater enthusiasm and ability of members of the Mage profession for magical research, the Sphere of the Mage incorporates a number of more in-depth and exotic specialties. In keeping with the geometric analogies favored by magical practitioners, the spells are considered to be grouped in arcs sweeping across the surface of the Sphere. Hence they are known as the “Great Circles”.

GREAT CIRCLE OF ELEMENTALISM

The practitioners of this Circle specialize in spells pertaining to the four great magical Elements of Air, Earth, Fire, and Water.

GREAT CIRCLE OF MAGERY

The adepts of this Circle are the consummate generalists of magic, who study all aspects of the lore without committing themselves to a single discipline. Their Circle is described as being the Equator of the Magical Sphere, intersecting all the other Great Circles.

GREAT CIRCLE OF NECROMANCY

This Circle encompasses spells dealing with death and destruction as well as the creation and control of Undead beings.

GREAT CIRCLE OF THAUMATURGY

Instruction in the Circle of Thaumaturgy is sought after by anyone who seeks to manipulate both magic and matter or to combine them into permanent magical items.

GREAT CIRCLE OF VIVAMANCY

Adherents of this Circle are specialists in magic dealing with life, healing, and the natural world of plants and animals.

SPHERES OF THE CLERICS

Each deity has its own particular domains of influence, and most are supported in the mortal planes by dedicated priesthoods, religious orders, cults, etc. These organizations have accumulated spell lore appropriate to the aims and responsibilities of their patron deities. Thus the spell sets known by Clerics of different deities may have nothing in common. Even different sects worshipping the same god can vary in their magical capabilities. Thus there is no single unified Clerical Sphere, but rather a constellation of Spheres serving the needs of many gods, religions, and cults.

SPHERE OF THE HARPER

The Sphere of the Harper encompasses spells to confuse and charm unsuspecting individuals, create simple illusions, garner information from the past, and grant the gift of tongues.

SPHERE OF THE RANGER

This Sphere focuses on assisting the Ranger in terms of outdoor survival, tracking, enhanced movement, and obtaining information and assistance from natural creatures.

SPHERE OF THE WARRIOR MAGE

The Sphere of the Warrior Mage concentrates on spells to enhance the martial abilities of the caster, aiding in both offense and defense.

UNIVERSAL SPHERE

Universal Magic represents the common strands of Spell Magic that are available to anyone, regardless of profession, who is willing to undertake the necessary tuition. Universal Magic is equal in potency to the other forms of Middle Magic, and as such is considered to be Middle Magic in all but name. The range of effects is narrower as the focus is on boosting body and mind, detection, aiding defense and movement, and similar utilitarian needs.

OTHER TYPES OF MAGIC

Sorcery is the invocation of the evil and dark powers of the universe, and the bargaining with those terrible beings for information and magical abilities. Divine Magic is the term denoting magical powers given directly to the faithful, both to aid the pious and to further the goals of the deity. (It is a sacred equivalent of unholy Sorcery.) Ceremonial Magic is the name given to magical and supernatural effects produced through the celebration of religious rites and observances, mass prayer, and sacrifice by devout worshippers. These types of magic will be covered in future HARP supplements.

THE PRACTITIONERS OF MAGIC

4



Chis chapter is essential reading for anyone who wishes to create a spell using character. The first half introduces new professions that replace the Mage profession from the HARP core rulebook as well as new training packages representing different types of magical education and routes to the mastery of the exotic varieties of magic found in this book. The second half presents rules for mana sources and spell focus styles - key to personalizing any spell user still further.

GMs should read this chapter in conjunction with Chapter 11, and inform their players in advance as to which options will be available in their campaign.



PROFESSIONS

In the **HARP** core rulebook, the Mage profession is introduced as the quintessential master of magic and bearer of occult knowledge. However, compared to other **HARP** spell using professions, Mages are generalists with no single focus to the spells of their Sphere. Legends and literature suggest other spells and magical abilities, which could legitimately form part of the Mage Sphere.

At the metagame level, simply adding more spells to the Mage Sphere without any restraining factors on availability would eventually unbalance the Mage profession in comparison to the others - and “rebalancing” the system by adding new spells to all the others to compensate will just cause system bloat.

The solution in this work is to redefine the Mage profession as a set of five distinct professions, namely the Magician, the Elementalist, the Necromancer, the Thaumaturge, and the Vivamancer. The Magician is identical to the original Mage as the generalist practitioner; the other professions are specialists in certain magical themes, concentrating on their chosen areas, sacrificing breadth of knowledge for depth. This expands the variety of choices to the aspiring mage player.

Yet, there are instances of Mages in myth and fantasy fiction who appear to have mastered all types of magic,



becoming Archmages. Characters who wish to pursue this route through training will need to take the Additional Profession Talent multiple times. Those who envision their characters as having an inherent grasp of magic should consider the Arcane Circle Talent (see Talents, Chapter 6, page 45). This Talent grants a specialist Mage access to the Circle of another Mage profession. Thus an Elementalist could gain access to the Circle of Thaumaturgy with one purchase of this Talent. (Note that the Arcane Power Talent provides access to an entirely different *Sphere*.)

THE ELEMENTALIST

The Elementalist seeks mastery in magic through the hidden powers of the four great magical elements of Air, Earth, Fire, and Water. According to their traditions, the manipulation of mana is most effective when the spells are in harmony with the elemental essences. Spells of the Circle of Elementalism evoke these essences, producing some of the most spectacular effects in all Middle Magic. Elementalist sometimes specialize still further in a single element, becoming Aeriomancers (Air), Geomancers (Earth), Pyromancers (Fire), or Hydromancers (Water).

FAVORED CATEGORIES:

General:	4	Influence:	2
Mystical Arts:	10	Outdoor:	2
Physical:	2		

KEY STATS: Reasoning, Insight.

PROFESSIONAL ABILITIES: Elementalist may learn any spell from the Circle of Elementalism. All Elementalist have the Sense Magic Talent, and may choose **one** Talent from the following list: Affinity of Air, Affinity of Earth, Affinity of Fire or Affinity of Water.

THE MAGICIAN

The Magician is a consummate generalist, who studies all branches of arcane lore, without committing himself to any particular area. As adepts of the Circle of Magery, their potential breadth of knowledge is unsurpassed with master Magicians literally having a spell for every occasion. Magicians are frequently very curious and will seek opportunities to acquire both knowledge and power. Archmages are often former Magicians.

FAVORED CATEGORIES:

Artistic:	2	General:	4
Influence:	2	Mystical Arts:	10
Physical:	2		

KEY STATS: Reasoning, Insight.

PROFESSIONAL ABILITIES: Magicians may learn any spell from the Circle of Magery. All Magicians have the Sense Magic Talent.

Note: The Circle of Magery is the Mage Sphere from the **HARP** rulebook.

THE NECROMANCER

The Necromancer is the unchallenged virtuoso of death magic in all its forms. Followers of the Circle of Necromancy learn spells to harm, to slay, and to destroy everyone and everything. However their repertoire extends beyond simply dealing out death and destruction. It encompasses the powers of creating Undead beings from the corpses of their victims, forcing these unfortunates to do their bidding in a hideous parody of life. In most societies, Necromancers are considered evil.

FAVORED CATEGORIES:

Combat:	2	General:	2
Influence:	2	Mystical Arts:	10
Physical:	2	Subterfuge:	2

KEY STATS: Reasoning, Insight, Self Discipline, Agility.

PROFESSIONAL ABILITIES: Necromancers may learn any spell from the Circle of Necromancy. All Necromancers have the Sense Magic Talent and a +10 bonus to all Attack spells.

THE THAUMATURGE

The Thaumaturge is the acknowledged expert in the direct manipulation of magic and matter. Members of the Circle of Thaumaturgy achieve mastery in such arts as teleportation and transmutation. Thaumaturges are, however, justly famed as the creators of permanent magical items and the molders of mana into physical form as objects and creatures. Their interests in item creation and mana shaping leads many Thaumaturges to study the crafts of Natural Magic and the lore of High Magic.



FAVORED CATEGORIES:

General:	6	Influence:	2
Mystical Arts:	10	Physical:	2

KEY STATS: Reasoning, Insight.

PROFESSIONAL ABILITIES: Thaumaturges may learn any spell from the Circle of Thaumaturgy. All Thaumaturges have the Sense Magic Talent and the Master Craftsman Talent.



THE VIVAMANCER

The Vivamancer is the undisputed adept of all aspects of life magic. Adherents of the Circle of Vivamancy have specialized in the healing arts, being able to cure the injuries and ailments of man and beast alike. Their other powers include the ability to summon and to take on the capabilities and even forms of any living creature. Vivamancers frequently complement their arcane expertise with mundane knowledge of healing, herbcraft, and animal-related skills.

FAVORED CATEGORIES:

General:	4	Influence:	2
Mystical Arts:	10	Outdoor:	2
Physical:	2		

KEY STATS: Reasoning, Insight.

PROFESSIONAL ABILITIES: Vivamancers may learn any spell from the Circle of Vivamancy. All Vivamancers have the Sense Magic Talent and the Physick Talent.

TRAINING PACKAGES

The aim of the Training Packages (TPs) in this book is to represent the different routes to magical expertise and varied magical lifestyles. They are intended as templates which should be tuned to the GM's setting. The Alchemist, Charmweaver, Enchanter, Ritualist, Runemaster, and Wizard TPs should only be available if their focused type of magic is also available.

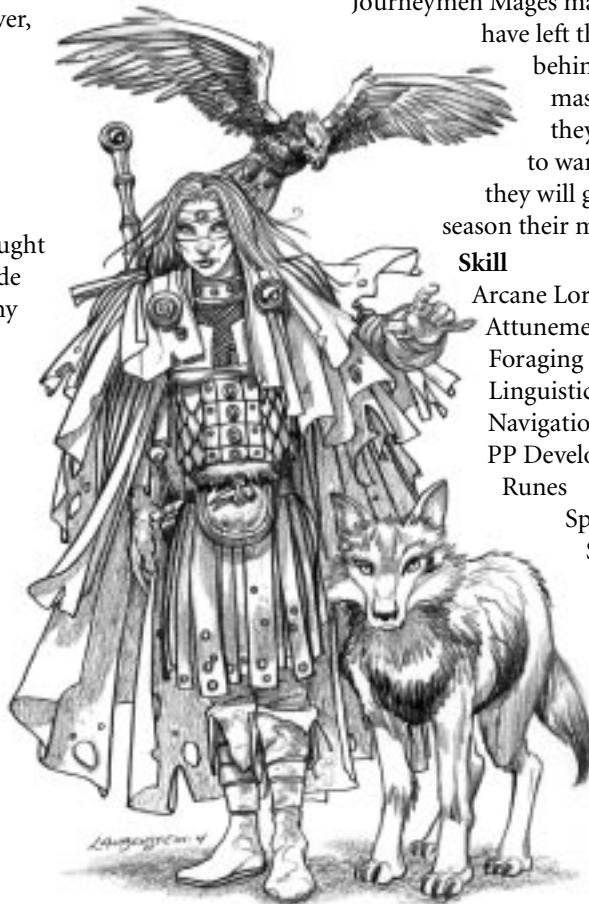
AMATEUR MAGE

The Amateur Mage is a self-taught practitioner of magic, who has made the occult arts into a hobby. Wealthy amateurs may even have accumulated a small library of magical works in the course of their avocation. Natural talent and determined study has brought them significant success so far, but a little learning is a dangerous thing ...

Skill

Ranks

Arcane Lore (Spell Lore)	2
Cantrips	4
PP Development	2
Runes	2
Spell Casting (Universal Spells only)	3



APPRENTICE MAGE

Guild Apprentices receive a broad education in the magical arts in the cloistered halls of the guild house. Their training is overseen by a number of experienced mages; their well-being is sometimes placed in the pastoral care of senior students. The insular guild lifestyle can be one of routine chores, ossified rules and regulations, and unsavory academic politics, but it can also be the springboard for lasting friendships and rivalries with fellow students.

Skill	Ranks
Alchemy	2
Arcane Lore (Spell Lore)	3
Cantrips	3
PP Development	2
Resistance (Any)	3
Runes	2
Spell Casting (Universal or Professional Sphere/Circle only)	5

Skill ranks in Alchemy may be swapped for Divination, Magical Ritual, or Power Projection according to the guild's focus.

JOURNEYMAN MAGE

Journeyman Mages may be former Apprentices who have left the ivory towers of the guild behind to seek training with other masters elsewhere. Alternatively they may be students apprenticed to wandering Mages. In both cases, they will gain a practical education to season their magical skills.

Skill	Ranks
Arcane Lore (Spell Lore)	2
Attunement	2
Foraging / Survival	2
Linguistics	2
Navigation	2
PP Development	2
Runes	3
Spell Casting (Professional Sphere/Circle only)	5

Skill ranks in Attunement and Runes may be swapped for Alchemy, Divination, Magical Ritual, or Power Projection according to the focus of Journeyman's organization.

SPELL SIGNATURES

When a magic user casts a spell, the shaping and manipulation of the mana leaves behind a resonance that other spell-users may pick up using certain spells. This resonance, known as a spell signature, is unique to the individual caster, although mages who have trained under the same mentor will have similarities.

Not only does the casting of a spell leave a resonance, but the resonance is also linked to the mage who cast the spell. These resonances fade away over time, but never really fade completely. Mage Hunters and others can use the resonance and the link it has to the caster in order to track that caster. This is accomplished through the use of the spell, Detect Signature.

It is rumored that some spell-users have learned spells that mask their individual signatures or that leave false traces. One renowned scholar has even postulated that it may be possible to imitate the signature of another caster, but this has yet to be proven.

THE MAGE HUNTER

The Mage Hunter is dedicated to tracking down individuals who abuse magic and use magic to break the law and inflict injury and death. The Mage Hunter is not opposed to the use of magic; in fact, he or she is usually a Mage. Mage Hunters are most often found in armies or among law enforcement agencies in large cities. Some individuals act as private detectives and vigilantes, working in the shadows. There are even occasional Mage Hunters working for evil orders, devoted to tracking down pesky, magic-using do gooders.

These Mages have honed their detect magic talent and spells to a fine art, and use them to track spell casters who have committed crimes using magic. Once they have tracked their quarry, they spring into action.

Skill	Ranks
Arcane Lore (Spell Lore)	2
Foraging/Survival	2
Stalk & Hide	2
Tracking	2
Universal Spell (Counterspell)	4
Universal Spell (Detect Magic)	4
Universal Spell (Detect Signature)	4

PROTÉGÉ

The chosen pupil of a learned spell user, the Protégé studies directly with his mentor, gaining a deep understanding of magic and, in particular, the Mentor's specialist areas

of expertise. Such a close association will shape the Protégé's outlook for the rest of his career. Student and mentor may remain lifelong friends and allies or may become bitter enemies if the pupil rejects the master's ideals.

Skill	Ranks
Arcane Lore (Spell Lore)	3
Attunement	2
Cantrips	2
PP Development	2
Resistance (Any)	3
Runes	3
Spell Casting (Professional Sphere/Circle only)	5

Skill ranks in Attunement and Runes may be swapped for Alchemy, Charmcraft, Magical Ritual, or Power Projection according to the focus of the mentor.

TRADITIONALIST MAGE

With skills and lore passed down through the generations, a Traditionalist Mage is frequently healer, soothsayer and wise man or woman for an isolated settlement or nomadic tribe. Their skills reflect the diversity of their roles, but their expertise is often rudimentary and fragmented.

Skill	Rank
Cantrips	5
Divination	2
Healing	2
Herbcraft	2
Mundane Lore (Fauna Lore or Flora Lore)	2
Perception	2
PP Development	2
Spell Casting (Universal and/or Professional Sphere/Circle spells)	3

Divination, Healing and/or Spell Casting ranks may be replaced by Alchemy and/or Charmcraft skill ranks.

ALCHEMIST

Alchemists study the art of creating potions using spells and occult formulae. Their need for obscure organic ingredients to supply mana for potions and to serve as the key constituents broadens their learning to encompass related mundane lore. Some Alchemists apply their knowledge of toxins to create poisons rather than antidotes. All Alchemists must specialize in a specific branch of alchemy: potions, lotions, candles, or powders.

Skill	Ranks
Alchemy	5
Arcane Lore (Spell Lore)	2
Herbcraft	2
Mundane Lore (Fauna Lore)	2
Mundane Lore (Flora Lore)	2
Poisoning	2
PP Development	2
Spell Casting (Universal and/or Professional Sphere/Circle spells)	3

CHARMWEAVER

Often serving as tribal shaman and “medicine man” in more primitive cultures, the Charmweaver’s charms are relied upon by young and old alike to preserve them from magical and monstrous threats. When uncanny misfortune befalls the tribe or disease strikes down the healthy, the malice of an angered Charmweaver may be blamed and respect turn to superstitious fear and revenge.

Skill	Ranks
Cantrips	2
Charmcraft	5
Divination	2
Healing	2
Herbcraft	3
Mundane Lore (Fauna Lore)	2
Mundane Lore (Flora Lore)	2
PP Development	2

ENCHANTER

The Enchanter is an accomplished craftsman as well as an experienced magical practitioner, and combines both in the making of magical items.

Skill	Ranks
Arcane Lore (Spell Lore)	2
Attunement	2
Crafts (Any)	5
Power Projection	5
PP Development	2
Spell Casting (Universal and/or Professional Sphere/Circle)	4

RITUALIST

The Ritualist has chosen to follow the path of Ritual Magic, spending months ensconced in libraries and in consultation with other spell users. This time in study and research has also augmented the Ritualist’s facility with languages and improved more mundane knowledge skills.

Skill	Ranks
Arcane Lore (Spell Lore)	4
Linguistics (normally written)	4
Magical Ritual	5
Mundane Lore (Any)	3
PP Development	2

GMs and players should determine the nature of any rituals learned by the character.



RUNEMASTER

The Runemaster seeks mastery of magic through the physical representation of the sigil patterns. Experiments and/or formal training gives the Runemaster a basic grasp of the crafts of paper and parchment manufacture, while the need for clear inscriptions prompts an improvement in their calligraphy and writing skills.

Skill	Ranks
Arcane Lore (Spell Lore)	2
Cantrips	2
Crafts (Paper-maker or Parchment-maker)	3
Linguistics (written language)	2
PP Development	2
Runes	5
Spell Casting (Universal and/or Professional Sphere/Circle)	4

WIZARD

Wizards are the undisputed scholars of High Magic. However, their arcane powers are useless unless they can locate a nexus point or a ley line, so most are well-versed in the navigational arts.

Skill	Ranks
Arcane Lore (Spell Lore)	4
Crafts (Cartography)	2
Mundane Lore (Geography)	3
Navigation	4
PP Development	2
Spell Casting (High Magic spells only)	5

Note: The Wizard Training Package does not include the Arcane Power (High Magic) Talent required to learn High Magic. This Talent must be purchased prior to or simultaneously with the gaining of the Wizard Training Package.

MANA SOURCES

As described in Chapter 2 (How Spellcasting Works, page 10), all characters require access to a source of mana to power their conventional spellcasting. While it is possible for a character to train his body to withstand ever-greater quantities of magic use (through the Power Point Development skill), actually tapping a mana source requires a knack (represented by a Talent). Every **HARP** character obtains one such Talent (at no Development Point cost) during initial character creation. (If the character never learns any magic, this talent will remain latent.) Existing **HARP** characters should also receive one of these free talents.

The GM should determine which mana sources are appropriate for the world setting (see Which Types of

Magic, Chapter 11, page 121). Normally players should then choose the initial mana source for their characters. Access to other power sources may be acquired by purchasing other tapping Talents.

The advantages, disadvantages and mechanics of each mana source are given below.

4

PERSONAL

As Personal Mana represents the combination of the normal circulation of mana into the body and natural infusions from the environment, it has the principal advantage of always being available for immediate harnessing. The spell caster's body can be considered as a battery of stored mana – spell casting is then powered by drawing upon this stored “charge”. Once all the stored mana has been used, the Mage must wait on his body “recharging”. The disadvantage is that in areas of low mana, the recovery process will be slower than normal. Despite this, Personal Mana is the most commonly used source of power for secular spell users.

Required Talent: Tap Personal Mana.

AMBIENT

Spell users who tap Ambient Mana draw this power in as they need it rather than storing mana within their bodies for later use. As Ambient Mana is relatively diffuse, spell casters who rely on it take much longer to cast their spells as they must draw in the magical energy as well as focusing and shaping it into a sigil. Ambient Mana users require one round for every 2 Power Points (or portion thereof) used in the casting of a spell (the normal casting time is one round per 5 Power Points). Casters can reduce the time taken to cast spells at a penalty of -10 for each round that the casting time is reduced (to a minimum of one round).

Example: *An ordinary Arcane Bolt requires 2 Power Points (or one round of casting) for Caspian, an Ambient Mana user. The same Arcane Bolt with scaling for one level of extra damage and one range increase requires 5 Power Points, and will take 3 rounds to cast by Caspian, but still only one round for a caster employing Personal Mana. By taking a -20 penalty to the casting roll, Caspian can cast his improved Arcane Bolt in a single round.*

Instantaneous spells are not affected by this ruling. Magical theoreticians believe that the subconscious mind of an Ambient Mana user is capable of drawing the energy inward faster in emergencies - and instantaneous spells (e.g. *Landing*, *Bladeturn*, and *Deflections*) are almost always triggered *in extremis*.

In areas of low mana, the process of internalizing Ambient Mana can be even slower, such that spell casting can take one round per Power Point.

Users of Ambient Mana do have two advantages over other spell casters. Firstly, because they do not store the mana within their bodies, they can recover much more quickly from the stresses of magic. An Ambient Mana-using character regains one quarter of his power points for every **one** hour of complete rest. Secondly, such characters will not be registered by *Detect Magic* spells or Sense Magic Talents, unless they are in the process of casting a spell or have cast a durational spell targeted on themselves. This is again owing to the absence of any significant dormant mana in their bodies.

Required Talent: Tap Ambient Mana.

GRANTED

Those casters, most frequently Clerics, who utilize Granted Mana, obtain their reserves of magical energy as gifts or boons from spiritual beings of immense power. These are usually deities, demigods, or even demon princes. As Granted Mana is directly channeled from the higher power to the devout spell caster, the density of mana in the environment has no bearing on the caster's use of or recovery from magic. The disadvantage is that the character must strive to adhere to the aims of the spiritual being, which may involve membership in a particular religion, formal religious observances, and so forth. Should the spell caster fail seriously or repeatedly in such striving, the higher power may withhold some or all of the Granted Mana until absolution has been obtained.

The GM and the player should cooperate to develop the religious framework for such characters. For official guidelines on this subject, please see the upcoming **HARP** supplement on religions.

Required Talent: Tap Granted Mana.

FIXED

Those who employ Fixed Mana for spell casting purposes require a supply of mana-bearing components from which to extract magical energy. These components may be plant fragments, small pieces of animals' corpses, natural minerals or even gems.

Organic components (i.e. plant and animal material) contain a finite quantity of mana. Once all of this has been extracted, the component will crumble to dust. Organic components also have a limited lifespan before the natural processes of decomposition render them unusable. However, they are frequently inexpensive to obtain.

Inorganic components (i.e. minerals and crystals) also contain a finite quantity of mana. Unlike their organic equivalents, these appear to have a limited ability to “recharge” their mana. Thus they can be drained of mana, allowed to recover, and then drained again. Like “rechargeable” batteries, this process cannot be repeated indefinitely and eventually they too must be replaced. Inorganic

components are more expensive and may be coveted due to their intrinsic worth by thieves and pickpockets.

The mana content of components varies according to their size and nature. See Esoteric Substances and Occult Properties, Chapter 7, page 54 for details.

It is perfectly possible for a mage to have more potential mana available in his components than he can actually use. A Mage's Power Point total represents the maximum limit on how much magic can be cast within a given time. Once this has been used, the Mage must recuperate - his body will simply be unable to withstand further magical manipulation until then.

As with Ambient mana users, those who tap Fixed Mana must first draw the magical energy from their component into their body. This requires them to be in physical contact with their component(s), either by wearing, carrying, or holding them. The process of internalizing the mana slows down spell casting.

Fixed Mana users require one round for every 3 Power Points (or portion thereof) used in the casting of a spell (the normal casting time is one round per 5 Power Points). Casters can reduce the time taken to cast spells at a penalty of -10 for each round that the casting time is reduced (to a minimum of one round).

Example: *An ordinary Blur spell requires 3 Power Points (or one round of casting) for Donna, a Fixed Mana user. The same Blur scaled to give a +15 bonus requires 9 Power Points, and will take 3 rounds to cast by Donna, but only two rounds for a caster employing Personal Mana. By taking a -20 penalty to the casting roll, Donna can cast her improved Blur spell in a single round.*

Instantaneous spells are not affected by these rules.

Users of Fixed Mana do have three advantages over other spell casters. Firstly, because they do not store the mana within their bodies, they can recover much more quickly from the stresses of magic. A Fixed Mana-using character regains one quarter of his power points for every **one** hour of complete rest. Secondly, such characters will not be registered by *Detect Magic* spells or *Sense Magic* Talents, unless they are in the process of casting a spell or have cast a durational spell targeted on themselves. (Their spell components will register as containing dormant mana, however.) Thirdly, with a sufficient supply of components, Fixed Mana practitioners may operate normally even in areas of low magical energy.

Required Talent: Tap Fixed Mana.

PURE

The remaining type of mana source, Pure Mana, may not be tapped directly. Access to Pure Mana requires proximity to ley lines and nexus points, and the use of High Magic spells to manipulate it. Practitioners of High

Magic employ other mana sources to power the spells that they use to direct the Pure Mana. It is too "rich" to be safely internalized.

SPELL FOCUS STYLES

Visualizing a sigil matrix and compelling the mana to accept the matrix requires intense concentration. Achieving that level of concentration takes great effort. Techniques have been developed to assist in this task. These are known as "spell foci". Each magical tradition has its own preferred pair of spell foci. Through centuries of magical practice, mages have discovered that any single spell focus is insufficient to really ease the process of spell casting, but by combining two spell focus styles, sigils can be formed much more reliably.

All spell users are required to choose two spell focus styles when they first choose a spell using profession. In game mechanics, this is represented by the acquisition of two free Spell Focus Talents (no Development Points cost). Thereafter, characters may gain the ability to use other spell foci styles in their spell casting by purchasing the relevant talent, but few Mages do this in practice.

Six sample spell focus styles are presented below. GMs should select which are available in the campaign setting. The Gestural and the Verbal focus style are the default style pair for spell users as described in *Customizing Your Magic User* in the **HARP** core rulebook. They should be used if the GM does not wish to incorporate casting styles into the game.

When employed properly, a casting style can give a modest bonus to spell casting attempts. When a character can only use the style with difficulty (i.e. a Verbal user who is forced to whisper), the spell user will suffer a modest penalty to their spell casting. When a character cannot use one of their styles at all (i.e. a Verbal user who is unable to speak, a Somaticist who is in a straitjacket), then the caster suffers a -50 penalty to spell casting for being unable to utilize their normal shortcut. If the character cannot use either style at all, the Mage will be unable to cast any spells.

Spell users may combine casting styles with the casting focus items introduced in the **HARP** core rulebook.

GESTURAL

In the Gestural focus style, the caster attempts to create the sigil by making gestures with one hand (or arm). The gestures range from simply pointing at a target to complex finger movements.

Unlike the Somatic style, users of the Gestural style are not penalized for wearing armor as they do not need full freedom of movement for their entire body.

If the user has no free hands, then the mage is deemed to be unable to use this style (-50 to spell casting).

Required Talent: Focus Style (Gestural).

SOMATIC

In the Somatic focus style, the caster uses hand and head gestures as well as full body movements. The performance of each gesture keys the caster's mind (by association) into a particular facet of a sigil - the complete sequence aligns the caster's will with the desired sigil form. The style has the advantage of silence, but requires relatively unrestricted movement on the part of the caster. Hence wearing armor interferes with this spell focus style.

If the user is unable to move, then the mage is deemed to be unable to use this style (-50 to spell casting).

Required Talent: Focus Style (Somatic).

SONG

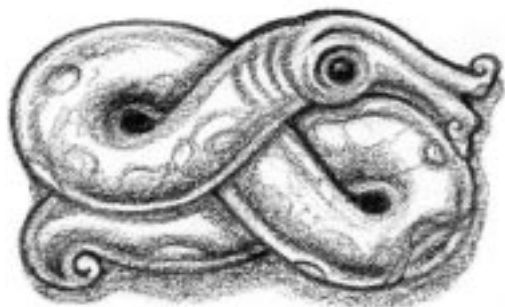
Favored by Harpers, the Song focus style (and its Music variant) associates particular snatches of song and/or musical notes with the different parts of a sigil. The caster combines these into a complete lyric and/or melody during a spell casting, literally "tuning" himself into the right state of mind. Spell users with this style are sometimes called "spellsingers" - some troubadours even pair Song and Music focus styles.

Users of this style must develop either the Singing or the Play Instrument skill. For every Power Point invested in a spell, the caster must have at least as many skill ranks in either Singing (Song style) or Play Instrument (Music style), e.g. to cast a 4 Power Point spell, the caster must have 4 or more ranks in either Singing or Play Instrument.

To use this style properly, the caster must make an All-or-Nothing Singing or Play Instrument maneuver at Medium Difficulty. If the caster succeeds, he may add the number of skill ranks in Singing or Play Instruments to his casting roll. If the caster fails, a -20 penalty is applied to the casting roll, representing a potentially badly formed sigil.

If the user is unable to sing (gagged, temporarily dumb, lost voice, etc.) or cannot play the chosen instrument (e.g. lost it or does not have it to hand), then the Mage is deemed to be unable to use this style (-50 to spell casting).

Required Talent: Focus Style (Song) or Focus Style (Music).



TRANCE

In the Trance focus style, the caster attempts to reach the necessary state of mind, simply by placing himself into a light meditative trance and willing the sigil into being by pure enlightened thought. Trance practitioners must develop the Mental Focus skill. For every Power Point invested in a spell, the caster must have at least as many skill ranks in Mental Focus, e.g. for a 4 Power Point spell, the caster must have 4 or more ranks in Mental Focus.

To use this style, the caster must make an All-or-Nothing Mental Focus maneuver at Hard Difficulty (-20). (The heightened difficulty level is a consequence of the speed with which the caster must slip in and out of the contemplative state.) If the caster succeeds, he may add the number of skill ranks in Mental Focus to his casting roll. If the caster fails, a -20 penalty is applied to the casting roll.

If the user is unable even to attempt to enter the trance state (e.g. is drugged, is doing something else, etc), then the Mage is deemed to be unable to use this style (-50 to spell casting).

Required Talent: Focus Style (Trance).

VERBAL

Casters espousing the Verbal focus style chant incantations (often of seemingly arbitrary syllables) or mantras, throughout the casting of a spell. Through long practice, these spell users have trained themselves to associate certain words with aspects of sigil formation. By combining the words into phrases, the caster reaches the final effect.

If the caster is unable to vocalize the necessary words, then the Mage is deemed to be unable to use this style (-50 to spellcasting).

Required Talent: Focus Style (Verbal).

COMBINING THE STYLES

The casting styles have to be combined into more complex foci, such as Gestural/Verbal, Somatic/Verbal, Song/Trance, etc. The blended styles require the caster to adhere to the requirements of both styles, but in doing so, the spell user develops a more robust aid to sigil creation. Failure to meet the requirements imposes penalties, and inability to use both styles prevents the Mage from casting spells.

Rarely, Mages choose to learn additional spell focus casting styles. These additional styles must be purchased using Development Points. The character can only use two of his known casting styles for any given spell casting attempt.

Example: *Having escaped from the dungeon, Caspian decides that learning the Trance style would be a good investment for the future and duly expends the Development Points. Caspian can now cast spells using Somatic/Verbal, Somatic/Trance, or Trance/Verbal style pairings. Caspian cannot, however, combine all three styles.*

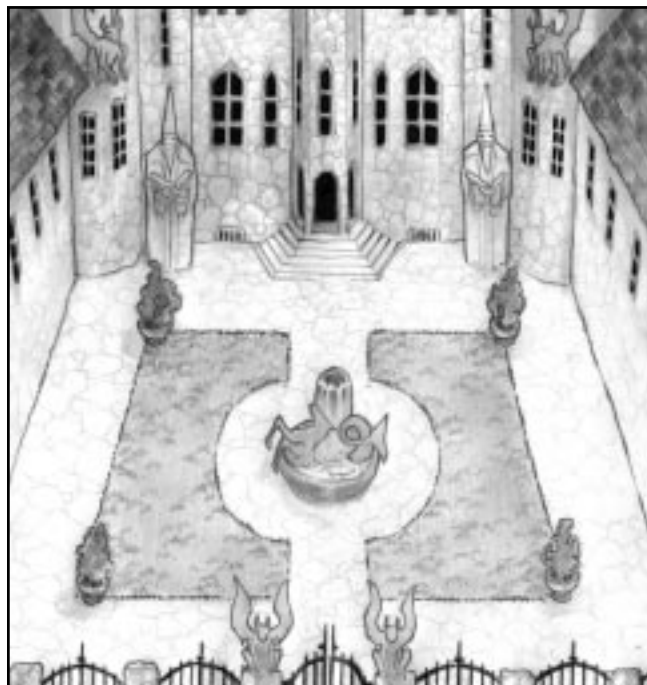


TABLE 4.1 SPELL FOCUS STYLE

Focus Style	Conditions	Modifier to Casting Roll
Gestural	Unable to Gesture	-50
	One Free Hand	+0
Somatic	Unable to Move	-50
	Wearing Armor	- minimum armor penalty
	One Free Hand	+0
Song	Unable to Sing or Play Instrument	-50
	Failed Singing or Play Instrument Maneuver	-20
	Successful Singing or Play Instrument Maneuver	+1 per Singing or Play Instrument rank
Trance	Unable to Use Trance	-50
	Failed Mental Focus Maneuver	-20
	Successful Mental Focus Maneuver	+1 per Mental Focus rank
Verbal	Unable to Speak	-50
	Whispers	-20
	Normal Voice	0



THE STUDY OF MAGIC



Heroes in HARP do not simply appear from nowhere miraculously endowed with skills and spells. Even a lowly 1st-level adventurer has gained a wealth of expertise from his childhood upbringing, adolescence, and the training of his apprenticeship. This is represented in-game by cultural adolescence skill ranks, a doubling of initial Development Points at 1st level, and a score of free skill ranks in the favored categories of their first profession. Characters may choose in later levels to turn aside from their starting profession, but they will never again receive such easy benefits. This chapter looks into the hidden years of the apprenticeship to reveal how spell users gain their knowledge of magic, then explores rules by which they may learn or research new magical effects in later life, and finally explores the mechanics of creating spells and other magical effects.



LEARNING MAGIC

MENTORING

Perhaps the most common way of learning magic is by prolonged study with a more powerful spell user, known as a *Mentor*. Parents or others will sponsor a gifted youth into the service of the mentor, who will serve as teacher, master, and surrogate parent to the student for a number of years, in the same way that mundane craftsmen will take the sons and daughters of fellow villagers as apprentices. Mentors may require financial inducements to take on their apprentices or even demand that potential students prove themselves in some way. Mentors may train apprentices singly or simultaneously teach up to a dozen— in the latter case, the students will be at different stages of their novitiate.

For the duration of the apprenticeship, the mentor will demand obedience from the novice Mage, and in return, will provide board, lodgings, and tuition in the magical arts and related skills. Frequently mentors will require apprentices to perform all the household chores and tedious preparation of magical ingredients, usually claiming that this work provides valuable lessons in patience. Eventually the mentor will trust the student with true magical secrets. According to their personalities and styles, a mentor may simply tutor an apprentice in the basics of a spell and expect the novice to struggle through esoteric volumes of arcane lore for the more advanced aspects. Alternatively, the mentor may take a keen interest in the pupil's studies, spending long hours in discussion, explaining and demonstrating, encouraging and cajoling until the apprentice has understood everything.

How a mentor treats the student will influence what replaces the teacher-pupil relationship once the apprenticeship ends. Harsh masters or those who were miserly with tuition and their time need not expect their erstwhile students to remain any longer than they must. (Evil spell users are sometimes slain by the arrogant graduates.)

Those wizards who have proven themselves to be wise teachers may gain the lifelong friendship of their Protégés. Having completed their apprenticeship period, some newly trained Mages may remain in the service of their masters, teaching the new apprentices, performing other services such as obtaining magical items and components for the mentor, and increasing their own knowledge.

The following tables may be used to randomly generate mentors, apprentices, and their magical resources. GMs should feel free to adjust the profession levels as appropriate for their setting. A mentor's level only reflects his main profession - he may have levels in additional professions. "Journeyman" are past apprentices of a mentor who may still be in the mentor's service or be willing to aid their master. Roll first to determine the mentor's level, next for

the number of apprentices, thirdly for the number of Journeyman spell users, and finally make a separate roll for each Journeyman to determine their levels. GMs should alter any level results for Journeyman that exceed their mentor's level to be one level lower than the mentor.

TABLE 5.1 MENTOR & JOURNEYMEN LEVELS

D100 Roll	Mentor Level	Journeyman Level
01-05	5th	1st
06-15	6th	1st
16-25	7th	1st
26-35	8th	2nd
36-45	9th	2nd
46-55	10th	3rd
56-65	11th	3rd
66-75	12th	4th
76-85	13th	5th
86-95	14th	6th
96-00	15th*	7th

*= (alternatively roll again, adding 10 levels to the result of the second roll)

TABLE 5.2 NUMBER OF APPRENTICES AND JOURNEYMEN

D100 Roll*	# of Apprentices	# of "Journeyman"
01-05	None	None
06-30	One	None
31-45	Two	One
46-60	Three	One
61-70	Four	Two
71-80	Five	Two
81-85	Six	Three
86-89	Seven	Three
90-92	Eight	Three
93-95	Nine	Four
96-97	Ten	Four
98-99	Eleven	Four
00	Twelve	Five

*For mentors of 10th level or higher, GMs may choose to add the mentor's level to this roll.

The number of volumes in a mentor's magical library is $2d10 + (3 \times \text{mentor's level})$.

Spell users who have studied under a mentor may take the Protégé Training Package (see Chapter 4, page 20), or one of the more specialized training packages such as Alchemist, Charmweaver, etc., detailed in Chapter 4.

GUILDS

A Magical Guild is an organization of like-minded spell users who have formed an association for mutual benefit, which may be greater wealth, security, influence

and/or power. Some of the most successful guilds can trace their history back to long-dead wizard-mentors whose pupils stayed together to form schools to carry on their master's teaching traditions. Other guilds were created by necessity rather than shared ethos and their goals alter with changes in the organization's leadership.

Not all guilds style themselves as "Guilds". Mages of one or more Circles may belong to an archetypal Guild, but Harpers may train in a College, Warrior Mages may study sword and sorcery at an Academy, while Rangers may be enrolled in the ranks of Secret Societies and elite Mystical Orders. In some places and times, magical guilds may combine with more mundane associations for greater concealment. Knowledge of an organization's inner magical circle may be withheld even from most of its members.

One of the prime functions of any guild is to initiate worthy candidates into the magical mysteries. Some guilds may demand cash (or equivalents) from apprentices or their sponsors in return for housing, feeding, and teaching the students. Others may require that graduates of the school serve the guild for an extended period after the completion of their training. This is particularly true of organized academies where the ruler pays for the students' tuition and maintenance - the new mages join the nation's military services. Secret organizations may recruit their trainees according to specific criteria - candidates may have little say in the matter!

Unlike mentoring with its one-on-one or one-to-

several teaching methods, a guild apprentice will normally receive instruction from multiple masters of varying degrees and fields of expertise. In many ways, a guild education is just like attending a boarding school with many teachers, dozens of other students, and lots of irritating rules and regulations. While a guild apprentice might find an individual teacher particularly inspirational, close teacher-student bonds are rare and an organizational esprit-de-corps must be instilled through "school" traditions and the like.

Loyalty to the guild after apprenticeship will depend on the nature of the guild and its impact on characters' lives. Some magical guilds are so entrenched politically and economically that all magical practitioners must remain guild members, paying annual dues in return for a license to practice magic in areas "influenced" by the guild. Secret and/or illegal Guilds may expect their members to actively serve their purposes for the rest of their lives.

The following tables may be used to generate magical Guilds. Decisions as to whether a guild is open or secret, exists only in a single location or has sites throughout a kingdom, and the aims of the guild (and its members) must be made by the GM as they are too important to be determined by a dice roll.

Use the table on the next page to randomly generate the number of full guild members. These include guildmasters, senior guild members, and former apprentices (who may still live in the guild house or may merely pay annual dues). It does not include current apprentices, servants, or guards.

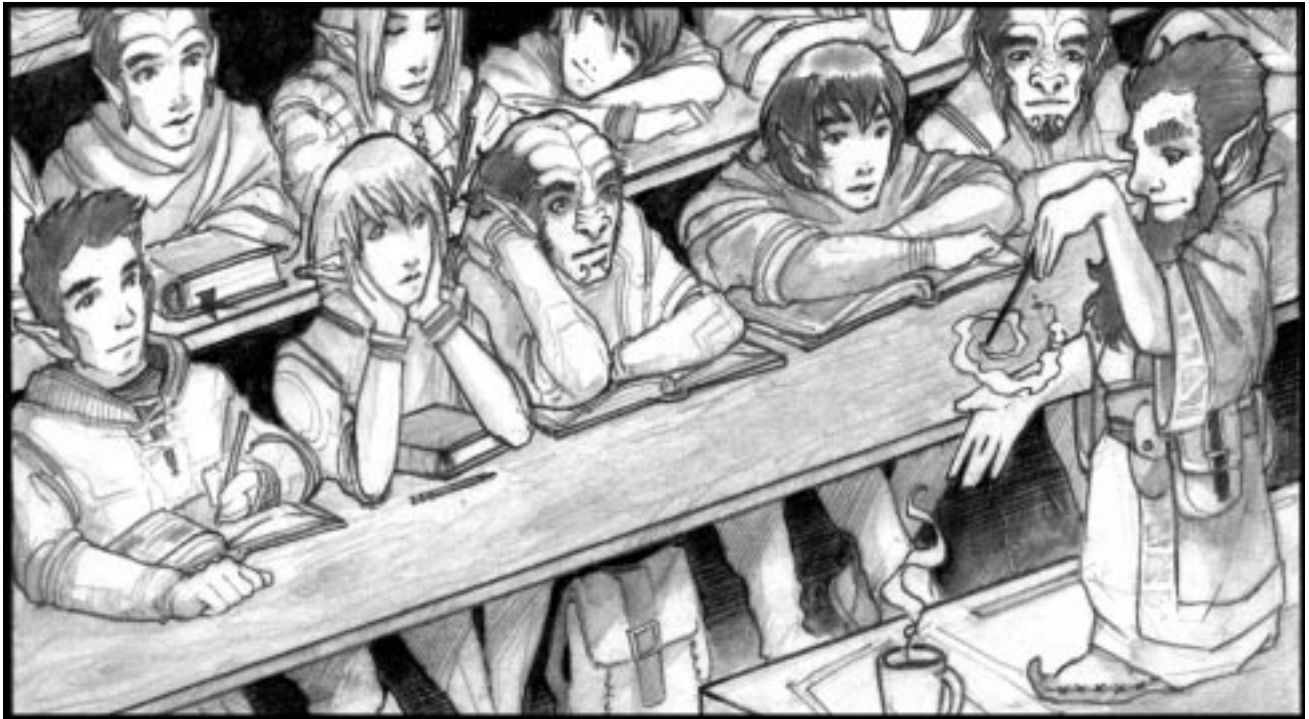


TABLE 5.3 GUILD SIZE

D100 Roll	Number of Guild Members
01-05	3 or fewer
06-10	4-6
11-20	7-10
21-30	11-15
31-40	16-20
41-50	21-25
51-60	26-30
61-70	31-40
71-80	41-50
81-85	51-60
86-90	61-70
91-95	71-80
96-97	81-90
98-99	91-100
100	100+ members

For every five full guild members, at least one will be a guildmaster or senior member with (some) responsibility for teaching.

Determine the levels of guildmasters and senior members by rolling on the Mentor column of Table 5.1 (one roll per mage) - the highest level individual will normally be the guild's leader. The levels of other full guild members can either be rolled using the Journeyman column of Table 5.2 or simply assigned as follows: 25% as 1st, 20% as 2nd, 20% as 3rd, 10% as 4th, 10% as 5th, 10% as 6th, and 5% as 7th level.

The ratio of current apprentices to guildmasters and senior members is given by the table below. Multiply the number of guildmasters and senior members by the Apprentice Multiple to determine the number of current apprentices.

TABLE 5.4 APPRENTICE TO MASTER RATIO

D100 Roll	Apprentice Multiple
01-05	x0.5
06-35	x1
36-65	x1.5
66-85	x2
86-95	x2.5
96-00	x3

The number of volumes in a guild's magical library is $5d10 + (3 \times \text{number of full guild members})$.

Characters who have studied with a magical Guild may choose to represent this with the Apprentice Mage and/or the Journeyman Mage Training Packages (see Chapter 4, page 20 for details).

GRIMOIRES AND LIBRARIES

Many mentors will require their apprentices to learn at least some magic from reading grimoires. Other students may choose their guild on the basis of the quantity and quality of the tomes in its library as much as by the expertise of the instructors. Some Mages learn all their magic by deep study of books on magical lore - these Mages normally take the Amateur Mage Training Package (see Chapter 4, page 19).

A grimoire is normally a book of one or more spells, containing the sigils for the base forms and the associated scaling options inscribed using runic notation. The best grimoires will not only include carefully drawn "professional runes" (see Professional Runes, Chapter 8, page 63) but also discussions of the effects and uses of the spells by the book's author. Grimoires need not just contain spells; similar tomes exist for magical rituals, potions, charms, runes, and exotic permanent magical abilities for items.

Although the sigils in a grimoire are rarely empowered, the pages are usually of Rune Paper quality (see Rune Paper and Scrolls, Chapter 8, page 66). In size, a grimoire may range from 12" by 6" to 12" by 12" and at least 1" in thickness (approximately 50 parchment sheets). They weigh at least 3 pounds plus 1 or 2 lbs per inch of thickness depending on size. The binding is normally leather, which may be reinforced with metal for greater protection. Some have physical locks to prevent unauthorized reading and Trap Runes (see page 63) are occasionally placed before important pages - the owner simply must remember never to open the grimoire at the wrong place.

Typically a spell will require one page for the sigil of the base form, one page for the sigil of each scaling option (if any), and up to one page of description for every PP in the base form. Runes, Battle Runes, and Circles require one page for their sigil and at least one page of description. Magical rituals require one page for every 5 PPs (round up) required by the ritual. Everything else including magical abilities for item creation (see the *Imbue Bonus* spell, page 94 and Chapter 10), potions, charms, etc., requires one page per PP of the magical effect.

Apprentices are normally encouraged to create their own grimoire, containing the sigils of all the spells and abilities that they have learned (or are in the process of learning.) Sometimes mentors or guild masters will inscribe the professional runes for base spells on an apprentice's behalf. (This generosity is sometimes motivated by a desire to stop the student from continually borrowing the same library tome for private study.) Through lengthy study and experimentation, the apprentice will eventually learn the spell or magical effect (with the character expending Development Points to represent this committal to memory.)

It is possible (albeit extremely foolhardy) to cast a non-instantaneous Middle Magic or High Magic spell

using a grimoire. Cantrips cannot be cast this way and any Middle Magic or High Magic spell must be cast in its base form (no scaling permitted).

The minimum requirements are that the caster have at least **one** skill rank in the spell to be cast **and** have sufficient PPs to cast the spell **and** the caster must be able to read a professional rune of the spell in its base form. (It is not good enough to have a sketch of the sigil - the spell pattern must be recorded in an accurate professional rune.)

The caster must then cast the spell while reading the professional rune. The casting time is multiplied by 5, e.g. a caster using Personal mana normally requires one round for every 5 PPs in a spell, but if relying on a grimoire, requires one round for every one PP.

The casting roll is then made with a -20 penalty for every missing rank.

Example: *A neophyte Magician attempts to cast Boost Reasoning from a grimoire but only has 1 skill rank in the spell. That's 2 ranks short for the 3 PP base form, so the penalty is -40 (-20 x2). If his spell succeeds, perhaps he'll be smart enough to realize how stupid he was.*

A "Fail" result on the RR or Utility columns of the Maneuver Table should be treated as a Fumble instead.

ORAL TRADITIONS

In some isolated areas and primitive cultures, magical practitioners gain their training through oral tradition and long practice under the tutelage of a more powerful spell user, who may be the village or tribe's shaman, healer, or wise woman. The methods emphasize rote learning, the need to preserve the lore unchanged from generation to generation, and the maintenance of local customs and religious practices. The teacher's *understanding* of magic may be as limited as the student's, as the magical secrets become enshrouded in layer upon layer of superstition. Magical scholars and guild Mages should not scorn these hedge wizards - their spells are no less potent for being learned by rote and sometimes buried in their lore are lost pearls of magical wisdom.

Mages trained by the oral tradition may take the Traditionalist Mage Training Package or one of the specialized Training Packages (see Chapter 4, page 20) to represent this.

RESEARCHING MAGIC

The pursuit of knowledge motivates many mages, some for the sheer joy of learning, others ensorcelled by the mantra that knowledge is power. Throughout their lives, mages will increase their store of memorized sigils and some will even research new rituals, spells, and abilities.

Prolonged study is perhaps the most efficient way of developing new magical effects. Its success relies on access to the right kind of books. While it is possible to find a

single tome that has (almost) all of the answer, it is usually necessary to consult many tomes, each containing a fragment of the puzzle that must be painstakingly pieced together. Mages who have remained friendly with their mentor or are in good standing with a guild will have the potential advantage of access to a magical library. Others will have to pay "reading fees" (of at least 10 gp per day) or hunt through their own book collection.

A problem shared can be a problem halved. If the researcher is willing to talk about the proposed effect to other knowledgeable practitioners, they may be able to shed some light on the work. Guild members have an advantage over other spell users in that there is a greater chance that a fellow guild member has expertise in the relevant field. Persuading that individual to assist may be a simple matter of diplomacy or an adventure in itself.

It is also possible, although difficult, for an isolated mage bereft of books and fellow casters to develop a solution from first principles through inspiration, contemplation, experimentation, and dogged determination.

Regardless of method, research is most successful when it is uninterrupted. A normal research day will require the mage to spend at least eight hours working on the problem. Mages can take days out from research, but each break for a day off constitutes an "interruption" (-5 modifier per interruption). Mages who research alternate days will be the most penalized.

Researching a magical effect takes a variable amount of time proportionate to the potency of the effect:

Magical Rituals require one day per PP required by the ritual;

Spells require two weeks per PP required in the spell's base form (but this period also covers research into any potential scaling options);

Charms, Potions, Runes, Battle Runes, and Circles require one week per PP required by the magical effect in its base form

(Spell Circles use the base PP cost of the spell, Protection Circles have a base of 10 PP, and Containment Circles have a base of 15 PP);

Magical item abilities (i.e. those imbedded using the Imbue Exotic spell, see page 94) require one week per DP or Ability cost point.

At the end of the research period, an All-or-Nothing Medium maneuver must be made using one of the following skills:

Spell Lore for all new spells and magical item abilities;

Magical Ritual for new magical rituals;

Charmcraft for new charms;

Alchemy for new potions;

Runes for all Runes and Circles;

Battle Runes for all Battle Runes.

Apply the following modifiers:

- 40 if the researcher has no access to any books of magical lore.
- 20 if the researcher has access to a limited number (<10) of lore books on the general subject, but not on the particular area of interest.
- +0 if the researcher has access to a sizable library (10+ books) on the general subject, but not specifically on the area of interest.
- +20 if the researcher has access to a limited number (<10) of lore books on the particular area of research.
- +40 if the researcher has access to a sizable library (10+ books) on the area of interest.
- +variable if the researcher can consult with other more knowledgeable practitioners (they must have more skill ranks in the requisite skill than the researcher) - add in the difference in skill ranks between the researcher and the expert(s).
- 5 for every interruption.
- 20 if researcher has never experienced or seen the desired effect.
- +0 if researcher has seen or experienced the magical effect.
- +20 if researcher knows a similar effect (GM's discretion as to what constitutes "similar").
- +0 if researcher is creating a new cantrip.
- 20 if creating a new Universal Spell.
- 40 if creating a new Middle Magic Spell (researcher must belong to the correct profession or have the Arcane Power or Arcane Circle Talents).
- 80 if creating a new High Magic Spell.
- +40 if learning an existing cantrip.
- +20 if learning an existing Universal Spell.
- +0 if learning an existing Middle Magic Spell.
- 20 if learning an existing High Magic Spell.
- +60 if researcher has access to a professional rune for a spell, a book describing the exact desired magical ritual, etc. (Only use this modifier if research rules are being used for all magical learning.).
- (Final PP Cost - number of Magical Ritual skill ranks) x 5 (if researcher has fewer ranks in Magical Ritual than Final PP Cost of ritual).

Of course, a researcher may stumble across a tome with exactly the desired magical ritual or a professional rune, etc. In these circumstances, there is no need to make the skill maneuver (unless the GM is using the research rules for all magical study) and the character need merely pay the Development Points cost.

Example: *The GM has decided that the new Universal Spells introduced in this book do not form part of the "existing" canon of spells. However, he is*

DEVELOPMENT POINT COSTS FOR MAGICAL RESEARCH

HARP uses Development Points to reflect the time, effort, and difficulty for learning new skills and spells. Researching new magical rituals, spells, potions, charms etc. is time consuming and costly. It also requires a great deal of effort. This effort, used in creating new rituals, spells and other spell effects for items is reflected in the extra Development Points characters must pay when they research new magic. Upon successful completion of research, the character must pay a number of DPs equal to one half (rounded up) of the Power Point cost when they purchase the first skill rank for that spell. For things like potions and charms, where the character knows a number formulas based on his total number of ranks, this cost must be paid when the research is completed, as the new formula cannot be added to the character's repertoire until he purchases at least one more rank in the proper skill.

willing to permit PCs to research these spells as "new spells". Dave has decided that he would like Anna, his Ranger character, to learn the Water Breathing spell. This has a base cost of 4 PPs, so it will take at least four weeks to research. Fortunately Anna, a member of the Imperial Scout Service, has several months of accrued leave to take, and is a member in good standing with the Service, so has access to their library while in the capitol. Anna has 6 ranks in Spell Lore and a +5 bonus in Reasoning, so a total bonus of +40. The library has dozens of magical books but none on the specific topic (+0), Anna has never seen the desired effect (-20), and the spell is a new Universal spell (-20). Net result is +0 so far. Feeling dispirited, Anna takes a break in the middle of her research (-5), but chances to meet her old comrade-at-arms Uther. He's well-versed in magic with 35 skill ranks. They discuss the problem and Uther makes a number of suggestions (+29 from difference in skill ranks). Anna resumes her research and Dave makes a final roll with a +24 modifier.



GM's Option: Learning Existing Magical Effects using Research

The GM may decide that all spell users must spend time to learn **existing spells** in addition to paying the Development Points cost to buy the skill ranks. The Research rules may be used in such settings. As it is assumed that the spell user will have gained a basic grounding in their Sphere or Circle during their apprenticeship or in the transition to a new profession, the modifiers are weighted in favor of the spell user. GMs should note that using this option will substantially reduce spell users' rate of magical development and may make them untenable professions in campaigns with little "down-time" between adventures.

NEW MAGIC

This section is devoted to rules and guidelines for GMs and players to create original spells of their own devising. These rules also form the basis for calculating the PP requirements of Ritual Magic (see Chapter 7, page 58), Formula Potions (see Chapter 7, page 51), and were used by the author to create the base cost of magical charms (see Charmcraft, Chapter 7, page 52).

Methods for player-characters to research and learn spells were discussed in Researching Magic (see page 30); this section concerns the metagame level of creating the spells in terms of their parameters, scaling options, and power point requirements.

All the cantrips and spells in Chapter 9 were created using the methods detailed here. The spells introduced in the **High Adventure Role Playing** core rulebook were **not** created using this system, and so "reverse engineering" those spells using it will reveal discrepancies in the Power Point requirements. GMs and players should not worry about this. In terms of an explanation internal to a campaign world, the original spells may need less mana than newly created spells of equivalent potency because generations of practitioners have invested their time in making the matrices of commonly used spells more efficient. In terms of the metagame, power point costs were adjusted during the playtesting of **HARP** - likewise *GMs* (not players!) may need to modify the results produced by the spell creation system here, either to better fit the setting or to compensate for spells with particularly useful or weak powers.

THE MECHANICS OF SPELL CREATION

The process of creating a new spell can be divided into a number of discrete steps.

Step 1: Define the core concept

This is absolutely crucial. Write down a sentence that encapsulates the idea of the spell.

Step 2: Translate the concept into Aspects

Spells are a means by which reality is altered. It is necessary to identify *what* part of reality is altered ("the Object Aspect") and *how* it is altered ("the Action Aspect"). Every spell has at least one Action Aspect and at least one Object Aspect. Every Aspect has an associated cost - and the individual costs of the specific Aspects representing the spell must be totaled according to the rules given in this step.

Step 3: Determine the Attributes

The "Attributes" of a spell are its parameters in its



simplest form (the “base spell”). Thus the default values for casting time, duration, range, area of effect, and so forth must be selected. Each possible value of an Attribute has an associated cost with higher values being more expensive. Again, these costs must be added together.

Step 4: Calculate the Base PP Cost

The costs from Step 2 (Aspects) and Step 3 (Attributes) are added and converted using a simple formula to yield the Power Point of the base (unscaled) spell.

Step 5: Determine the Scaling Options

With the exception of cantrips, all HARP spells can be scaled. The final step is to select one or more parameters of the base spell and allow these to be scaled upwards. The Power Point costs for all scaling options are precalculated.

Step 6: Apply the Finishing Touches

All that is left to do is to write up the remaining spell details neatly.

The first five steps will now be considered in greater detail, with two worked examples, namely the cantrip *Glowing Eyes* and the Universal spell *Water Breathing*.

STEP 1: DEFINE THE CORE CONCEPT

Every spell has a central idea that can be summed up in a single sentence. For example, consider *Elemental Bolt*. This can be succinctly described as “Fires a bolt of elemental energy”. Likewise *Boost Agility* is “Improves the Agility bonus”.

In defining a spell, the aim is to state what the spell will achieve in general terms. It is not necessary to encumber the definition with details constraining the effect. (For example, an Elemental Bolt should **not** be defined as “Fires a bolt of elemental energy with an attack size of Tiny and a range of 50’.) The parameters will be decided in due course during Step 3. **Note:** No spell may directly affect more than a single stat.

Example: *The cantrip Glowing Eyes is defined as “Enable the caster’s eyes to glow a chosen color”.*

Example: *The definition of the Universal spell, Water Breathing, is “Enable the recipient to breathe both water and air”.*

STEP 2: TRANSLATE THE CONCEPT INTO ASPECTS

Having defined the spell’s concept, the next step is to match that concept against the appropriate Aspects.

Simply put, the Aspects identify what will be effected

TABLE 5.5 ASPECTS AND COSTS

Action Aspects	Cost	Object Aspects	Cost
Alteration	10	Acid	5
Age	5	Animal	5
Animate (Simple Action)	10	Barrier	10
Animate (Complex Action)	30	Body	5
Animate (Spirit)	40	Bonus	5
Call	10	Cloud	15
Close	5	Creature	10
Command	30	Darkness	5
Conceal	10	Death	15
Control	20	Demon	15
Create	30	Divination	10
Discuss	5	Element	5
Enhance	15	Emotions	10
Feel	5	Food	5
Harm	5	Force	10
Heal	5	Illusion	10
Increase	10	Item	5
Influence	10	Life	15
Instill	15	Light	5
Levitate	10	Location	10
Merge	10	Magic	10
Move	5	Malus	5
Negate	15	Mass	10
Open	5	Mind	5
Perceive	5	Path	5
Reduce	15	Plant	5
Return	10	Resistance	10
Shrink	5	Senses	5
Stop	5	Shape	15
Store	20	Sound	5
Teleport	20	Spirit	15
Trace	5	Stat	5
Transform (minor)	15	Time	15
Transform (major)	30	Weather	40
Travel	10		

by a spell and how it will be changed. Object Aspects encompass what is changed by a spell, and include physical objects, the elements, creatures, states of mind, locations, and so forth. Action Aspects represent the action to be performed by the magic - such actions include creating, negating, healing, harming, etc.

Every spell has at least one Action Aspect as all spells must perform an action. Likewise every spell has at least one Object Aspect as all spells must act on something, someone, or somewhere. For example, an Elemental Bolt (Water) can be considered to consist of the Harm Aspect (Action) and the Element (Water) Aspect (Object) because it concentrates a quantity of elemental Water into an attack.

Every Aspect has an associated cost (see Table 5.5), which reflects the inherent difficulty of performing the manipulation. Add these costs to form a total cost for the spell under construction.

All the Aspects are described below. Note that this is not an exhaustive set; GMs may find it necessary to add further Aspects if a spell concept does not fit any of the categories below. Some of the Aspects are not used in any spells in this book, but they are included for the GM's use in creating new effects and will be used in future HARP supplements.

There are also a few rules to follow when determining the total cost of all the aspects.

1. A spell may only have a single active effect. The active effect is what the spell actually does when cast. It is made up of at least one Action Aspect and one Object Aspect, and sometimes more than one of each.
2. All spells must contain at least one Action Aspect and one Object Aspect.
3. The cost for all Aspects beyond the first Object and first Action Aspect is doubled. The first Aspects are **always** the one with the lowest cost.
4. For spells that have multiple effects that the caster may select from, total the Aspect cost for each effect separately using the above rules, and then add the cost of the default effect plus ½ of the cost of all other effects to get the total Aspect cost.
5. For spells that have multiple effects, where the effect is determined randomly, total the cost of each effect separately, and then add ½ of cost of each effect to get the total Aspect cost.

Note: All Aspects, both Action and Object, deal only with the smallest unit possible for a given spell. Thus, you cannot create a spell that, in its base form, summons a Large or Huge creature, only a Tiny creature. This same principle applies to any and all spells created.

ACTION ASPECTS

Alteration: This aspect covers the making of extremely minor, cosmetic changes to an appropriate Object Aspect, such as removing dirt from an item, or letting out a seam on a pair of pants. This is used in the cantrips, Clean Body, Clean Item, and the various Dry cantrips. Simply put, this Aspect allows the transformation of an Object Aspects natural state to another natural state. As such, this could be used to change ink that has been blurred and smudged by time back to being clear and crisp.

Age: This aspect allows for the aging of an object. This could allow something to reach maturity quicker. Each use of this Aspect will age something by 3 months. A

good example of this is a spell of Plant Growth, which allows a caster to bring a plant to maturity quickly.

Animate (Simple Action): This aspect is required for any spell that concerns non-living items moving on their own. Use of this aspect allows the object to perform very simple tasks. This aspect must be added once for each task to be performed. A simple task is defined as an action requiring only one or two physical actions such as a shield that automatically blocks an incoming attack.

Animate (Complex Action): This aspect is required for any spell that concerns items moving on their own. Use of this aspect allows the object to perform more complex tasks. This aspect must be added once for each task to be performed. A complex task is defined as a task that requires multiple actions such as the mixing of several ingredients or the picking of a lock.

Animate (Spirit): This aspect animates an item or object with a disembodied spirit. The spirit is not controlled by the caster. A separate spell is required for that. Unless controlled in some form, such spirits are normally hostile to the one who bound them to the object. This aspect requires the use of the object Spirit. This Aspect is often used in the creation of Undead and various constructs.

Call: This aspect allows a caster to call an Object Aspect to him. It does not give the Object Aspect the means by which to get to the caster. Other aspects, such as Travel and Teleport or Fly must be used to give inanimate object the means to respond, or to allow animate objects to arrive quicker than their normal mode of transportation. This aspect does not compel the object being called to answer such a summons. Living, thinking beings may ignore this unless this aspect is combined with others such as Influence, Control, and Command to force compliance.

Close: This aspect is used to close or block some sort of opening or portal with something that already exists. This includes spells that would shut a door or chest, and prevent them from being opened. This does not include Wall spells or other spells that create barriers.

Command: This aspect allows the caster to impose his will upon an Object Aspect, and to have that follow his commands without concentration upon it. Spells with this aspect also require the use of the Control aspect in order to gain control of the object in the first place. The use of this aspect limits the spell to very simple commands only and cannot force the recipient of the command to do something that would cause themselves harm.

Conceal: This aspect allows a caster to obscure or hide some trait or attribute from an object or of the object of the spell. This Aspect is often utilized for spells that prevent current or later scrying.

Control: This action is used to forcibly impose the caster's will upon the Object Aspect of the spell. A single use of this aspect requires concentration throughout the spell in order to affect such control. The use of this aspect limits the spell to very simple commands only and cannot force the recipient of the command to do something that would cause themselves harm.

Create: This aspect allows a caster to create an item out of existing materials and/or energy in the surrounding area. That which is created will be Tiny in size, or the equivalent, meaning that it is the smallest or least amount possible. This aspect is used in many spells such as the Acid Bolt and Acid Ball spells.

Discuss: This aspect allows a caster to be able to talk with the Object Aspect of the spell. If the caster does not have the physical means to be able to communicate, then other aspects must be added to account for this. If the caster wanted to create a spell that allowed him to talk to plants, he would have to include the Object Aspect, Mind, since plants would not communicate like a person does. For animals, so long as the caster can approximate the proper sounds, this Aspect will aid in communication and understanding for its duration.

Enhance: This aspect allows some trait or attribute of an Object Aspect to be made better than previously. This may also be used to add a "little something extra" without changing the base Object Aspect. For example, the cantrip Glowing Eyes uses Enhance as an aspect since the eyes are enhanced and made to glow and stand out more than normal. This Aspect can also be used to heighten emotions or attitudes that already exist.

Feel: This aspect allows for the target of the spell to experience a given sensation or emotion. Thus a target could be made to "feel" pain or fear, but once the spell ended the "feeling" would disappear.

Harm: This aspect is used when the purpose of the spell is to hurt or be detrimental in some way to the target of the spell. This could be through direct damage such as with the Arcane Bolt and Ball spells or by hurting some other aspect of a target such as one of his stats or the target's Resistance Rolls. This aspect may also be used to turn a temporary bad effect into something more permanent.

Heal: This aspect repairs damage to the Object Aspect, returning it to its natural, undamaged state. Since a spell using this aspect returns an Object back to its original state, such spells normally do not have a duration since once the damage has been repaired, there is nothing more for the spell to do.

Increase: This aspect is used to make an Object Aspect be larger than before. This is used for effects such as increasing the size and/or mass of something. This is used with the Vivamancer spell, Growth.

Influence: This aspect is similar to the Control aspect, but not quite as powerful. It allows only the caster to influence an Object Aspect, not fully control it. The use of this aspect limits the spell to very simple suggestions only and cannot force the recipient of the effect to do something that they would not normally do. For example, this Aspect cannot be used in a spell that would make a farmer attack a city guard if he would not do so under normal circumstances or provocations.

Instill: This aspect adds something to the Object Aspect that was not previously there. This aspect is often used in spells that grant abilities to items.

Levitate: This aspect allows for an Object Aspect to be able to be lifted up into the air. It requires the Move aspect in order for any movement other than up or down. The spell High Platform uses this Aspect, among others, to create the floating disc.

Merge: This aspect is used to allow the merging of a target with an Object Aspect. The target of spells using this Aspect enters and becomes part of a larger item. In its basic form, this does not allow the caster to move other than for the actual merging and unmerging.

Move: This aspect is used to move an Object Aspect or to allow it to move under its own power. This is often combined with the Levitate Aspect to allow something to fly. It is also used in such spells as Deflections and Bladeturn, which allows the deflection of an item that is already moving.

Negate: This aspect removes or cancels out something in an Object Aspect. The new Harper spell, Silencing, uses this aspect to negate its target's hearing or speech while the spell, Dispel Magic, uses it to cancel out another spell after it has already been cast.

Open: This aspect is used to remove a barrier or to open a closed portal. The spell, Unlocking Ways, uses this Aspect for opening various types of locks.

Perceive: This aspect allows the caster to learn or discover something in relation to the Object Aspect. This Aspect is used in many spells including those in which the caster is trying to detect something or trying to gain information about something. It is a very wide aspect, one that allows for many different types of detecting or perceiving things.

Reduce: This aspect is used to make an Object Aspect worse than before. This aspect is often used in spells that reduce penalties associated with something, such as the Sharpshooter spell, or it could be used to lower a target's stat bonus as with the Weaken stat spells.

Return: This aspect causes something to automatically return to its place of origin or to return to a natural state after it has been transformed by something else. This can be used in conjunction with other aspects to allow the creation of a spell or magical item that automatically returns a thrown weapon to its sheath

the round after it is thrown. It can also be used to banish a summoned creature back to the place it was summoned from.

Shrink: This is used to make an Object Aspect smaller than it was previously. This is often used in spells that will make the target shorter than they were before. It is also sometimes used in conjunction with the Mass Object Aspect to make a target weigh less as well when its size is changed.

Stop: This aspect is used to hold, immobilize or imprison an object. It can be used in conjunction with other aspects, in spells that bind its target to a restricted area, or to cause a person to be unable to move as much as normally.

Store: This aspect creates a template of a target person or place, or item which other spells may access. These templates are often used as models for other spells to work from. Additionally, this aspect may be used in spells which provide for an Object Aspect to be stored (i.e. such as a spell or a physical item).

Teleport: This aspect is used to transport an Object Aspect from one location to another without traveling the intervening distance. Such travel is instantaneous.

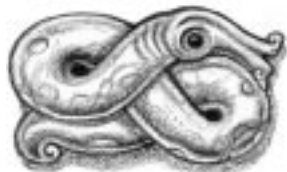
Trace: This aspect is used to track or follow some trait of an object. This can be used in spells that aid the use of the tracking skill, or spells that allow a caster to follow something or somebody, such as with the Detect Signature spell.

Transform (minor): This concerns the change or transmutation of a target from one form, shape, or substance to another. Such a change can only be minor in nature, such as the Water Breathing spell changing its target so that it can breathe both air and water.

Transform (major): This concerns the change or transmutation of a target from one form, shape, or substance to another. Such changes can encompass the entirety of the Object Aspect of a spell. This aspect is used in the Air Form and Water Form spells.

Travel: This aspect is used to force an Object Aspect to move from one location to another. The means of travel must be available to the object or it must be added using other aspects. The spell, Long Door, uses this aspect in conjunction with the Teleport Aspect to transport a person from one place to another.

Youth: This aspect causes the object to become younger, removing the effects of natural or magical aging. This aspect works in 3 month increments just as the Aging Aspect does.



OBJECT ASPECTS

Acid: This aspect is embodied by a highly corrosive liquid or gas.

Animal: This aspect covers anything effecting normal animals of Tiny size. This must be added multiple times if a spell is going to affect something larger.

Barrier: This aspect relates to the use of something in order to prevent or hinder passage through a portal or area. It is most often used with Elemental Wall spells, however, it can also be used with other types of magic that perform similar functions.

Body: This aspect covers anything that has to deal with the body of a sentient target. This means that if a spell is supposed to directly affect a human, elf, dwarf, or other sentient, thinking race's body, it must contain this aspect. It is often used for both healing and hurting spells of various types.

Bonus: This aspect is used to supply a generic enhancement to an object. It must be used in conjunction with another object aspect in order for it to have something to be applied to. Each use of this aspect refers to a +5 modifier or an equivalent portion of a larger modifier.

Cloud: This aspect is used to effect a circular or (hemispherical) area. This is required for area effect spells. The size of such an area effect is determined by the Attributes of the spell.

Creature: This aspect covers anything that effects magical creatures of a Tiny size. This must be added multiple times for larger creatures.

Darkness: This aspect deals with the manipulation of darkness and shadows.

Death: This aspect deals with working with something that is dead, like a corpse or the spirit of a dead person.

Demon: This aspect deals with working with creatures and beings from other planes or dimensions. This Aspect also refers to other extra-planar entities such as angels, etc.

Divination: This aspect deals with the acquisition of knowledge. This means that the caster of the spell is acquiring information that he did not have before. This could be something like learning of edible food within a certain area or seeing into either the past or the future. The majority of the time, this Aspect is used to gather information that a normal skill sometimes cannot be used for.

Element: This aspect deals with the manipulation a single magical or natural element. The element being dealt with must be selected at the time that this aspect is chosen. Examples include, Fire, Ice Cold, Heat, Water, Electricity, Air Earth, etc...

Emotions: This aspect is used for the manipulation of a single emotion. It must be taken multiple times if more than one emotion is to be effected by the spell.

Examples of the types of emotions that can be manipulated include Calm, Courage, Fear, Friendship, and Hate.

Food: This aspect is used with anything to do with edible and drinkable substances.

Force: This aspect covers the manipulation and application of energy in a physical or tangible form. This aspect is something of a catch-all, used when certain other aspects may not apply. For example, the Warrior Mage spell, Mantlet, creates a shield made up of energy for the purpose of protecting against missile attacks. This does not readily fall under another Object Aspect (or not fully), so Force is included as one of its aspects.

Illusion: This aspect covers things that are not really there. This aspect requires that another object aspect be included to allow for actually sensing some portion of the illusion other than visually.

Item: This aspect covers physical items of all sorts. This includes such things as armor, weapons, shields, saddles, blankets, clothes, etc. If a spell is to directly affect a physical item, it needs to include this aspect.

Life: This aspect relates to the basic life force or energy of a target. This aspect is used in spells that detect life and healing spells designed to restore a dead target back to life.

Light: This aspect deals with the manipulation of light in its many forms and colors.

Location: This aspect is used for dealing with a specific location. For example, it may be used to create a spell that protects a small building or grove of trees.

Magic: This aspect relates to the raw magical energy known as mana. It is required for any spell that works on magic itself. This includes such things as potions, runes, and the creation of magical items as well as anything that modifies another spell both while being cast or after it is cast.

Malus: This aspect is used to bestow a generic negative modifier upon an object. It must be used in conjunction with another object aspect in order for it to have something to apply the modifier to. Each use of this aspect specifically refers to a single -5 modifier, or an equivalent portion of a larger modifier.

Mass: This aspect deals with the raw mass of an object. It is required, along a proper Action Aspect, for any spell that deals with changing the size, shape, form, or substance of a target in such a way that their weight or mass would also need to change, such as changing lead into gold.

Mind: This aspect deals with Action Aspects that affect the mind or thoughts or memories of a target.

Path: This aspect relates to any physical route from one point to another. There is at least one Ranger spell that deals with learning information about different paths. Also, the spell, Earth Tunnel, also uses this Aspect.

Plant: This aspect deals with any form of non-sentient growing plant life.

Resistance: This aspect is related to the ability to resist something. It requires being combined with another object aspect for which the resistance is against.

Senses: This aspect deals with the manipulation and modifications to the senses of a single target. This aspect may only affect one single sense for each time it is taken.

Shape: This aspect covers any shape other than a circle or sphere. For spells that affect a given area. The spell, Earth Tunnel, uses this Aspect. When using this Aspect, the defined shape may be unusual. Since the basic area effect Attributes that are available are spherical in nature, enough should be added until the shape is complete. For example, the spell, Earth Tunnel, creates a tunnel that is 10' wide and high by 50' long. Please note that this is available only with GM permission!

Sound: This aspect covers the manipulation of sounds.

Spirit: This aspect relates to things having to do with the spirit and with beings that are spirit in nature. Any such spirit affected by a spell made with this Aspect must be Tiny in size. Multiples of this Aspect would be required to affect a larger spirit.

Stat: This aspect covers the eight stats of the character. When this aspect is selected, one of those eight stats (Agility, Constitution, Strength, Quickness, Insight, Presence, Reasoning, or Self Discipline) must be selected. If a spell requires more than one Stat Aspect (i.e. the Speed Reading spell uses both the Quickness and Reasoning Stat Aspects), then each must be added separately.

Time: This aspect deals with the manipulation and viewing of events through time. Spells that use this Aspect include Intuitions and Past Visions.

Weather: This aspect deals with controlling or manipulating the weather. This Aspect is only available for rituals and should not be used for spells.

STEP 3: DETERMINE THE ATTRIBUTES

The Aspects of a spell only indicate what subset of reality is affected and in what manner. The "Attributes" of a spell determine the extent and the duration of the change to reality. Thus the Attributes are the parameters of base spells. All spells must have base values for casting time, duration, range, and area of effect. Higher values of these Attributes have more expensive costs. Add together all the costs to arrive at the Attribute total cost. See the following tables below for a complete set of costs.

In addition, the Spell Type and Resistance Roll (if any) must be noted for a new spell. There are only three types of spell in HARP:

Utility Spells - These encompass the majority of spells,

and include everything that is not an Attack or Elemental Attack spell. As Utility spells will not work on non-willing targets, no Resistance Roll is required for them.

Attack Spells - These spells attack the mind or body of a target. A Resistance Roll is always required for such spells. A Stamina RR is used for spells that affect the body or health of the target. A Will RR is used when the spell affects the mind of the target. A Magic RR should be used when the magical effect cannot be simply described as a physical or mental effect, such as when the spell affects both.

Elemental Attack Spells - These spells are the physical manifestation of the magical elements, which are then used to attack a target (e.g. by firing the element as a bolt or ball). Elemental Attack spells are resolved using the same rules as melee attacks, and no RR is required.

Casting Time	Cost
Normal Casting	0
Instantaneous Casting	50

Range	Cost
Personal (self)	5
Touch	10
10'	20
50'	30
100'	40

Area of Effect	Cost
Individual (self)	5
1 target	10
Per additional target	+20
5' radius	10
10' radius	20
Per additional 10' radius	+10

Duration	Cost	Cost *	Cost **
Instant/No Duration	5	N/A	N/A
Concentration only	10	N/A	N/A
2 rounds	10	20	10
5 rounds	20	50	15
10 rounds	40	100	30

* = duration xx per skill rank in spell

** = caster must concentrate, up to maximum duration

N/A = not applicable

STEP 4: CALCULATE THE BASE PP COST

To calculate the base PP of a spell, add the total cost of the Aspects (from Step 2) and the total cost of the Attributes (from Step 3). If the spell is a cantrip, subtract 20. Divide the final total by 20, and round up the result.

$$\text{Scalable Spells Base PP} = \frac{\text{Aspects Cost} + \text{Attributes Cost}}{20} \text{ (round up)}$$

$$\text{Cantrips Base PP} = \frac{\text{Aspects Cost} + \text{Attributes Cost} - 20}{20} \text{ (round up)}$$

Note: A cantrip must have a PP cost of 1 or 2. Thus if the combined Aspects and Attributes Cost is greater than 60, the proposed spell is too powerful to be a cantrip. Reduce the Attribute parameters until the total Cost is 60 or less.

Example: *Glowing Eyes* has an Aspects Cost of 20 points and an Attributes Cost of 20 points. The total cost is 20 points (20 + 20 = 40, but subtracting 20 for a cantrip, gives 20 points). Dividing 20 by 20 yields 1 which gives it a cost of 1 PP.

Example: *Water Breathing* has an Aspects Cost of 20 points and an Attributes Cost of 70 points, making 90 points total. Dividing 90 by 20 gives result of 4.5 rounded up to a Base PP value of 5.

STEP 5: DETERMINE THE SCALING OPTIONS

With the exception of cantrips, all HARP spells can be scaled, enabling spell users to cast more powerful versions of their base spells. Scaling involves improving one or more parameters of a spell. The chosen parameters can simply be duration, range, and/or area of effect; alternatively the core effect of the base spell may be (quantitatively) improved or a specific limitation may be removed. Normally up to three distinct types of scaling options may be added to spells during creation.

Each scaling option is described below. For convenience, the Power Point costs have been precalculated, where possible. "Base" refers to the base Power Point cost of the spell. In some cases, the GM must decide upon the actual Power Point cost from the recommended range.

Area of Effect:

To change self to 1 target (range = Touch)	+4 PP
For each additional target	+4 PP
To change self to 5' radius	+2 PP
To increase 5' radius to 10' radius	+2 PP
For each additional 10' radius	+2 PP

Range:

To change self to touch (AoE = 1 Target)	+4 PP
To change touch to 10'	+2 PP
To change 10' to 50'	+2 PP
For each additional 50'	+1PP

Duration	PPs	PPs *	Cost **
2 rounds	+1	+2	+1
5 rounds	+2	+4	+2
10 rounds	+3	+6	+3
1 minute	+4	+8	+3
10 minutes	+4	+9	N/A
1 hour ***	+5	+10	N/A

* = duration xx per skill rank in spell

** = caster must concentrate, up to maximum duration

*** = requires GM approval

N/A = Not Applicable

Alter Percentage

This option relates to spells whose effect is determined by a d100 roll, e.g. Guess.

Increase Percentage: +x2 Base.

Change Effect

This option modifies the main effect of the spell in a qualitative fashion, frequently to remove a limitation

Each change: +x0.5 Base to +x1.5 Base

Enable Other Action

This option allows the target to perform an action during the duration of a spell that is disallowed by the base spell description. For example, using the base form of Tree Merge, the caster cannot perceive his surroundings or move.

To permit passive actions (such as observing): +x0.5 Base

To permit other actions (such as spell-casting): +Base

Extra Force

This option increases the severity of a spell in harming its target. Such spells are those that do damage but do not do criticals. **Example:** Arcane Bolt.

Each increase in severity: either +0.5xBase or +2PPs whichever is higher

Increase Damage Size

This option increases the size of a critical delivered by an offensive spell but **not** Elemental Bolts or Balls. All criticals begin at Tiny size.

Each increase in critical size: +4PP

Increase/Decrease Difficulty

(This option is for spells that either alter the difficulty of a maneuver or whose effect is constrained by a maneuver difficulty. For example, Unlocking Ways in its base form will only affect locks with a rating of light.)

Each increase or decrease in maneuver difficulty rating: +2 PP

Increased Distance

Range is the distance that a target must be within at the commencement of a spell for it to take effect. The Increased Distance option is for spells where the target may be somewhere else during or after the spell. For example, Long Door requires the target to be within 10' and in its base form can only move the target up to 100'. The Distance options enable Long Door to be used for substantial rapid travel. This cannot be used to increase the Range of a spell.

Increased Distance (100'/rank) +4 PP

Increased Distance (1 mile/rank) +8 PP

Increased Distance (10 miles/rank) +16 PP

Increase Elemental Attack Potency

(This option increases the size of a critical delivered

by an Elemental Attack spell (such as Elemental Ball or Elemental Bolt) where the casting roll is also an attack roll. All criticals begin at Tiny size.

Each increase in critical size: +2 PP

Increase Interval

This option is for spells such as Past Visions which have a temporal range. Increase Viewing Speed is a related option.

Increase Interval (1 day/rank): +2 PP

Increase Interval (1 week/rank): +4 PP

Increase Interval (1 month/rank): +6 PP

Increase Interval (1 year/rank): +8 PP

Increase Interval (10 years/rank): +10 PP

Increase Viewing Speed (1 minute per hour): +4 PP

Increase Viewing Speed (1 minute per day): +6 PP

Increase Viewing Speed (1 minute per week): +8 PP

Increase Viewing Speed (1 minute per year): +10 PP

Increase Mass

This option is for spells which affect a specific amount of material or objects of a specific mass. The starting mass for an unscaled spell is one pound.

Increase Mass (to 1 pound per rank) +x0.5 PP

Increase Mass (to 10 pounds per rank) +Base PP

Increase Mass (to 100 pounds per rank) +x2 Base PP

Increase Numeric Bonus/Effect

This option is applicable to all spells that have a numeric effect, such as Blur. For spells where the base effect is a +5 bonus or -5 penalty, the step change is +5 or -5. For spells where the base effect is a +10 bonus or -10 penalty, the step change is +10 or -10.

For each step change in numeric bonus: +Base.

Increase Potency

This option is for spells involving the imbedding of magic into runes and items. **Example:** Rune Mastery.

For each PP imbedded: +1PP

Increase Size

This option increases the size of an animal or creature affected by a spell, such as Summon Land Creature. All such spells begin with a size of Tiny, and may be increased through Small, Medium, and Large to Huge.

Each increase in size: +4PP

Increase Speed

This is for spells involving movement or travel. The base speed is 15' per round or 5 mph.

Increase Speed (per extra 5 mph – 15' per rnd) +2 PP

Increase Type

This option increases the Type of a supernatural being such as an Undead, Demon, or Elemental which may be affected by a spell such as Create Undead. Such spells affect Type I beings in their base form.

Each increase in Type: +2PP (e.g. Type II is +2PP, Type III is +4 PP, Type IV is +6 PP, etc.)

Multiple Options

This is for spells which in their base form require the caster to select one possibility from a set of choices.

To allow two options to be chosen: +x0.5 Base

To allow three options to be chosen: +Base

To allow four options to be chosen: +x1.5 Base

STEP 6: APPLY THE FINISHING TOUCHES

All that is left to do is to write up the remaining spell details neatly.

Example: *In the case of the Water Breathing spell (see Chapter 8, page 77), this includes a note about an equivalent Air Breathing spell used by aquatic races venturing onto land. The Glowing Eyes cantrip can be found in Chapter 8, page 71.*

GUIDELINES FOR CREATING NEW CANTRIPS AND SPELLS

The most important check that the GM should carry out before creating a new spell is to determine whether the spell is actually a new effect. This book contains more than one hundred spells of varying levels of potency. There are over a hundred spells in the **HARP** core rulebook and other products. When performing this check, it is important to look not only at the descriptions of the base spell, but also at the scaling options. This author had planned on making a Water Running spell for the Elementalist Circle; however this effect was actually an advanced option for the Moving Ways spell!

Sometimes the general spell effect does exist but the specifics are not appropriate for a player's or GM's requirements. For instance, the Summon Animal spell appears in both Cleric and Ranger Spheres. It might be thought that this could be reused for the Vivamancer profession. However, Summon Animal calls an animal to aid the caster with a specific task such as bringing food, supplying warmth, or even serving as a mount. That is fine for Clerics and Rangers, but Mages are generally less bound to respect nature and more likely to want the animal for more risky purposes (such as defending the caster against attack). In such circumstances, it may be possible to restructure an existing spell. Thus the summoning spells of Vivamancers only affect a specific class of creature (land, aerial, or aquatic) and doesn't provide the Vivamancer with automatic control over the summoned creature (this is encompassed using different spells). Moreover, since many Vivamancers will intend to use summoned creatures as allies in battle, their base spells target Tiny creatures and scaling is required for larger beasts.

Sometimes the necessary variation in effect can be quite minor. Mage Armor (Thaumaturge), Steelskin (Warrior Mage), and Tree Skin (Cleric) represent

alternative solutions to providing a caster with unencumbering armor. The key difference is cosmetic - each spell has a different visual effect reflecting the disposition of the relevant professions. In most cases, such near duplication should be avoided by wording the effects in a more neutral fashion.

A similar distinction exists between Holy Symbol (Cleric) and Magestaff (Thaumaturge, Magician). The former is an icon of the character's faith, bestowing its powers through divine energy. The latter is a symbol of the character's mastery of magic. However rather than slavishly following the Holy Symbol's scaling options and allowing the Magestaff to accrue additional magical abilities, new options were added to Magestaff to create non-staff spell and power point adders, and spell devices usable by others. This neatly removed the need to have spells solely to create such devices for general use. The lesson here is that if similar spells must be duplicated, creators (and GMs) should seek imaginative ways to make them distinctive.

A related question is to which Sphere or Circle a proposed spell might properly belong? Healing spells should not be added to the Necromancer Circle; likewise death spells should not appear in the Vivamancer Circle. Reflect on the descriptions of the spheres and circles in Chapter 2 and the professional descriptions before placing a spell. It is perfectly reasonable that a spell may belong in multiple Spheres - if the list of professions who might legitimately *claim* (as opposed to merely *desire*) the spell is long, then perhaps the spell should be positioned as a member of the Universal Sphere.

However, be wary of adding spells to the Universal Sphere. In particular, this should be avoided if the spell is similar in its results to a pre-existing professional spell. If in doubt, err on the side of limited accessibility by placing new spells in professional Spheres and Circles.

In devising effects, remember that magic is not a substitute for craft, skill, or knowledge. Avoid creating spells that make specific skills obsolescent or grant huge bonuses to maneuvers. Instead have spells that allow casters to use skills in extraordinary ways or permit them to accomplish feats that cannot be achieved by mundane means. Consider the spell Sound Control (Harper Sphere). Sufficiently scaled, this can allow a caster to recreate an entire orchestra, a feat far beyond the normal bounds of the Mimicry skill. Nevertheless the caster who knows Sound Control will find that skill in Mimicry and Play Instrument remain essential - unless his sole interest is in creating loud noises. Likewise Crafts skills remain a necessity for any caster of Molding (Thaumaturge) who wants to do more than simply duplicate existing items.

Note: The Imbue Bonus (Thaumaturge) spell does not break the spirit of this guideline because its options are solely for creating items, not providing an immediate

bonus to a character.

Finally when considering a new spell, look for possible limitations to impose on the base spell. Scaling options can then be developed to overcome them.

All of the above advice also applies to cantrips. The key to controlling Cantrip creation is that their effects should be as limited as possible. Narrow their focus to very specific targets, e.g. Repair Crack, Repair Nick, etc. Always remember that cantrips are intended to be minor magical tricks to entertain and ease mundane life. All cantrips are Utility spells, and therefore there cannot be any cantrips with offensive potential.

Deciding on which Aspects are used in a particular spell can sometimes be difficult. Every spell must have at least one Action and one Object Aspect. Read the descriptions carefully and use the new spells in Chapter 8 as models. Interpret the Aspects broadly rather than inventing new ones.

The Barrier, Cloud, and Shape Aspects can occasionally lead to confusion. Use Barrier when a Wall is required, Cloud when a circular area or spherical volume is to be affected, and Shape for any other areas or volumes. If a proposed spell effect seems to employ two or all three of them, then use all the apparent Aspects.

The Magic Aspect covers the manipulation of magic itself. It should also be used for spells with effects so outré that the only explanation for them that can be given is “It’s magic”.

When deciding upon the values for the Attributes of a new spell, there is a dichotomy between obtaining modest effects at low levels and impressive effects at minimum PP cost but only at high levels, because any given effect costs twice as many PPs to accomplish through scaling than if it is implemented in the base form. Most spells in their base form should have the minimum duration, range, and area of effect that is useful. This ensures that spell casting professions have something that they can do even at the lowest levels. Thus most spells should have base costs in the range of 4 to 7 PPs.

Occasionally it may be necessary to build into the base form a more unusual parameter. For instance, Imbue Charge and Imbue Spell are constructed to allow up to 9 PPs to be imbedded into their matrix in their base forms. To quantify such oddities, take the PP cost of the scaling option and multiply this number by 10 to yield the number of points it requires.

As the calculation for determining the base PP cost involves rounding up, there is a tendency to seek to optimize the spell parameters. This is fine as long as only the Attributes’ values are massaged - it is not an excuse to start rationalizing the use of cheaper Aspects.

GMs and players alike will find it hard to shoehorn cantrip effects into their 60-point maximum. The most effective solution will be to restate the effect as “Gives the caster the ability to do X” and adjust parameters as necessary. No exceptions should be made to the 60-point maximum - if the effect won’t fit a cantrip, then perhaps it might work as a Universal spell.

Example: *Banish Fatigue started life as a possible cantrip, didn’t work out, and so was upgraded to a Universal spell.*



NEW SKILLS & TALENTS

6



Scholars of magic must learn many strange lores in order to practice their Art, while the mightiest wizards often combine great learning with innate talents. Some rare individuals are blessed (or sometimes cursed) with the gift of Blood Magic, acquired through supernatural ancestry, surviving magical accidents, or deliberate creation of magical potentials through esoteric rituals.



THE SKILLS OF MAGIC

ALCHEMY

Alchemy is the skill used to identify magical “potions” and to research the occult ingredients and sigil patterns required to create them. Alchemists must specialize in one of the following categories of alchemy.

Potions: These are liquid or gaseous compounds that must be imbibed.

Lotions and oils: These compounds must be applied to the skin or surface of the intended target.

Candles: The effects are imbued into the candlewax and the candle must be lit for the effect to occur.

Powders: These fine powders must be sprinkled on the target or burned for their effect to occur.

Perform Alchemy (-40): This is the subskill that is actually used in the creation of a “potion”. Alchemists may create spell “potions” for the base form of any spell that they know. An Alchemist may also know the methods for creating one spell “potion” (whose spell he does not know) or one formula “potion” for every **five** ranks in the Alchemy skill.

Full details on Alchemy can be found in Chapter 7, page 50.

(Mystical Arts - In/Re - All-or-Nothing)

CANTRIPS

Cantrips is the skill used in learning and casting the minor magical effects (also known as Cantrips) that comprise Low Magic spells. All Low Magic spells cost 1 or 2 PP to cast and cannot be scaled upwards to increase their effect.

For every rank gained in the Cantrips skill, a caster learns one new cantrip, e.g. Anna has 5 ranks in the Cantrips skill and so knows 5 cantrips. See Chapter 9, page 70 for a complete list of available cantrips.

To cast a Low Magic spell that he knows, a caster makes an open-ended maneuver roll, adding his total Cantrips skill bonus, and then consults the Utility column of the maneuver table to determine the result. As with normal scalable spells, results may range from Fumble to Failure through Normal effects to the multiplication of some spell attributes (i.e. Double, Double x2, and Triple). The last set of possible outcomes is the only way in which a cantrip may achieve a more potent effect than the norm. All other rules regarding spell casting (such as requiring extra PPs for wearing armor) are applicable to Cantrips.

A caster must have at least one rank in Cantrips and know the desired cantrip in order to cast it; like normal Spell Casting, Cantrips may not be used untrained.

(Mystical Arts - Re/SD - Utility)

CHARMCRAFT

Charmcraft is the skill used to identify magical charms and to research the occult ingredients and sigil patterns required to create them.

Create Charm (-40): This is the subskill used in charm creation. A caster may create one type of charm for every **five** ranks possessed in the Charmcraft skill.

Full details on Charmcraft can be found in Chapter 7, page 52.

(Mystical Arts - In/SD - All-or-Nothing)

DIVINATION

This is the art of foretelling the future through the use of natural, mystical and psychological techniques. This skill requires its practitioner to specialize in a particular method of divination (see below). The practitioner must prepare himself and any apparatus appropriately, perform the technique in a highly stylized fashion, and then interpret the reading (the results of the divination). Each divination takes at least **five** minutes to perform. This skill can only be used to determine whether the reading indicates a positive future result (e.g. an action will be generally beneficial), a negative future result (e.g. an action will have generally bad consequences), a neutral result (both good and ill will come of it), or an unknown result. If the maneuver is failed, then the GM may select an incorrect result or simply say that the portents are clouded.

This skill is modified by how far into the future the diviner is seeking to predict the outcome:

Routine: 1 hour

Easy: 3 hours

Light: 6 hours

Medium: 1 day

Hard: 1 week

Very Hard: 1 month

Extremely Hard: 6 months

Sheer Folly: 1 year

Absurd: 10 years

There are many possible divination techniques including:

Astragalomancy: Throwing four-sided sheep’s ankle-bones or more traditional dice.

Astrology: The art of observing and interpreting celestial phenomena including the sun, the moon(s), and the planets.

Augury: The interpretation of omens such as the path of smoke and the flight of sacred birds.

Haruspication: Seeking patterns in the liver and entrails of sacrificed animals and birds.

Tarot: reading a deck of Tarot cards.

Tasseography: reading the patterns formed by tea leaves at the bottom of a cup.

(Mystical Arts - In/Re - All-or-nothing)

MAGICAL RITUAL

Magical Ritual is the skill used to identify the nature and intended effect of a ritual in progress. It is also used to research the details of new rituals. A ritual caster may know one magical ritual per rank in this skill.

Perform Magical Ritual (-40) is the subskill used by anyone who wishes to actually perform a magical ritual that they already know.

Full details on the use of Magical Ritual and Perform Magical Ritual can be found in Chapter 8, pages 58-62.

(Mystical Arts - SD/In - All-or-nothing)

POWER PROJECTION

Power Projection is the mystical skill used to focus and channel a spellcaster's mana into an object. Power Projection can be used in two ways. Firstly it can be used to imbue a sigil pattern into a physical object, creating a temporary magical enchantment. Secondly it can be used to seal the layered sigil that is built up through the process of permanent magical enchantment - this sealing of a spell matrix prevents its gradual dissipation over time.

Unfortunately Power Projection is extremely "wasteful" of an individual's mana. Only some of the mana is actually directed into the target object. The rest flows out of the spell user and into the surroundings. Thus any use of Power Projection will drain a spell-user of all his remaining mana. Magical experimenters have yet to discover a technique for controlling the mana flow.

Power Projection maneuvers take **five** minutes for every PP of a spell to be imbedded or sealed. For temporary enchantment of new items and the sealing of all permanent enchantments, the creator must have at least one rank per PP to be imbedded or sealed. For temporary enchantment of existing items, the creator must have at least two ranks per PP to be imbedded.

Full details on the use of Power Projection can be found in Chapter 10.

(Mystical Arts - In/SD - All-or-nothing)

RUNES

Three new subskills of the Runes skill are introduced in this book:

Inscribe Trap Rune (-50) - This is used by any character who wishes to create a magical trap in the form of a rune, glyph, or seal.

Inscribe Professional Rune (-40) - This is used by any character who wishes to create a non-magical representation of a spell sigil, normally for the purposes of teaching the spell to others.

Inscribe Circle (-50) - This is the skill required to draw and empower a magical Circle, regardless of whether it is a Spell Circle emulating a spell effect, a Protection Circle to defend an area against particular entities or magic, or a Containment Circle to imprison particular entities.

Full details on these subskills can be found in Chapter 8.

USE BLOOD MAGIC ABILITY

This skill is used to control the effects of Blood Magic Talents, enabling their possessor to safely employ and accurately target their magical abilities. Without this skill, such individuals would be more likely to harm themselves than successfully create a magical effect. Not all Blood Magic Talents require this skill. Refer to the list on page 48 to determine those that require this skill.

For Blood Magic Talents which duplicate Utility or Attack spells, the user must make an open-ended maneuver, adding the total Use Blood Magic skill bonus, and then consults the Utility or RR column of the maneuver table to determine the result. For such talents, the appropriate stats for this skill are Presence and Self Discipline.

For Blood Magic Talents that duplicate Elemental Attack spells, the user must make an open-ended maneuver, adding the total Use Blood Magic skill bonus, and use this as the final OB for an elemental attack, resolving it according to the normal rules. For such Talents, the appropriate stats for this skill are Agility and Self Discipline.

Blood Magic is not affected by armor casting penalties - the magic within the possessor simply adjusts naturally to compensate.

This skill must be learned separately for each distinct Blood Magic Talent that requires it.

(General - varies/SD - varies)

THE TALENTS OF MAGIC

All the normal rules relating to Talents presented in the HARP core rulebook apply to the new talents given in this chapter. Some of the talents (i.e. the Tap Mana and Focus Style Talents) have multiple listed costs. The zero cost is only applied if the talent is being taken as part of initial character creation (i.e. Tap Talents) or as part of a character's first spell-using profession (i.e. Focus Style Talents).

The GM should examine the list of available talents closely to determine if any talents are unsuitable for his campaign setting. The advice in Chapter 10 may prove helpful in making such decisions.

**TABLE 6.1 MASTER TALENT LIST FOR
COLLEGE OF MAGIC**

Cost	Talent
Variable	Active Blood Magic
30	Affinity of Air
30	Affinity of Earth
30	Affinity of Fire
30	Affinity of Water
25	Arcane Circle
30	Enhancement
20/0	Focus Style (Gestural)
20/0	Focus Style (Music)
20/0	Focus Style (Somatic)
20/0	Focus Style (Song)
20/0	Focus Style (Trance)
20/0	Focus Style (Verbal)
80	Greater Resistance (All)
40	Greater Resistance (Magic)
40	Greater Resistance (Stamina)
40	Greater Resistance (Will)
5	Latent Blood Magic
40	Lesser Resistance (All)
20	Lesser Resistance (Magic)
20	Lesser Resistance (Stamina)
20	Lesser Resistance (Will)
15	Master Craftsman
10	Mental Resolve
30	Potency
15/0	Tap Ambient Mana
15/0	Tap Fixed Mana
10/0	Tap Granted Mana
20/0	Tap Personal Mana

TALENTS

ACTIVE BLOOD MAGIC

The character has an innate magical ability, gained through supernatural ancestry, empowerment ritual, magical accident, a gift from a patron deity, etc. This ability duplicates a conventional spell and has a Development Point cost of twice the PP cost of the spell. Only one Active Blood Magic Talent may be purchased per level. See page 47 for more details. All Blood Talents require GM permission

Cost: Variable

AFFINITY OF AIR

The character has a special affinity with the magical element of Air, and receives a +10 bonus to his Defensive Bonus and all Resistance Rolls against air-based magic. The character also receives a +5 bonus to the casting rolls of air-based elemental spells.

Cost: 30

AFFINITY OF EARTH

The character has a special affinity with the magical element of Earth, and receives a +10 bonus to his Defensive Bonus and all Resistance Rolls against earth-based magic. The character also receives a +5 bonus to the casting rolls of earth-based elemental spells.

Cost: 30

AFFINITY OF FIRE

The character has a special affinity with the magical element of Fire, and receives a +10 bonus to his Defensive Bonus and all Resistance Rolls against fire-based magic. The character also receives a +5 bonus to the casting rolls of fire-based elemental spells.

Cost: 30

AFFINITY OF WATER

The character has a special affinity with the magical element of Water, and receives a +10 bonus to his Defensive Bonus and all Resistance Rolls against water-based magic. The character also receives a +5 bonus to the casting rolls of water-based elemental spells.

Cost: 30

ARCANE CIRCLE

The character may now learn spells from a single Great Circle that does not belong to his profession in addition to any spheres he has access to from his chosen professions. This talent may only be taken by someone who has at least one level in a specialist Mage profession (e.g. Magician, Elementalist, etc.) This talent may be taken multiple times. The high cost of this talent reflects the time and effort it takes for the character to learn a new Mage specialty.

Cost: 25

ENHANCEMENT

The character is especially skilled at scaling up a single selected spell. The casting penalty is reduced to -5 for every **two** PPs expended above the base casting cost (instead of -5 per PP). This talent may be purchased multiple times, for a different spell each time.

Cost: 30

FOCUS STYLE (GESTURAL)

The character has trained in the use of the Gestural Focus style of spell casting.

Cost 20/0

FOCUS STYLE (MUSIC)

The character has trained in the use of the Music Focus style of spell casting.

Cost 20/0

FOCUS STYLE (SOMATIC)

The character has trained in the use of the Somatic Focus style of spell casting.

Cost: 20/0

FOCUS STYLE (SONG)

The character has trained in the use of the Song Focus style of spell casting.

Cost: 20/0

FOCUS STYLE (TRANCE)

The character has trained in the use of the Trance Focus style of spell casting.

Cost: 20/0

FOCUS STYLE (VERBAL)

The character has trained in the use of the Verbal Focus style of spell casting.

Cost: 20/0

GREATER RESISTANCE (ALL)

The character has a special +20 bonus to all Resistance Rolls. This talent does not stack with any other Greater Resistance or Lesser Resistance Talents.

Cost: 80

GREATER RESISTANCE (MAGIC)

The character has a special +20 bonus to all Magic-based Resistance Rolls. This talent does not stack with the Greater Resistance (All), Lesser Resistance (All) or Lesser Resistance (Magic) Talents.

Cost: 40

GREATER RESISTANCE (STAMINA)

The character has a special +20 bonus to all Stamina-based Resistance Rolls. This talent does not stack with the Greater Resistance (All), Lesser Resistance (All), or Lesser Resistance (Stamina) Talents.

Cost: 40

GREATER RESISTANCE (WILL)

The character has a special +20 bonus to all Will-based Resistance Rolls. This talent does not stack with the Greater Resistance (All), Lesser Resistance (All), or Lesser Resistance (Will) Talents.

Cost: 40

LATENT BLOOD MAGIC

The possessor of this talent has one or more Magical Blood Talents. The possessor is completely unaware of these powers. They may only be revealed in a life-or-death crisis or other unusual circumstances as defined by the

GM. Latent Blood Magic **must** be purchased at 1st level. The GM then decides on the nature of the actual Magical Blood Talent(s) and reveals one or more of them at the time(s) of her choosing. Once the powers are revealed, the character must pay any difference in Development Point cost at the next level advancement or the power(s) fade away forever.

Cost: 5

LESSER RESISTANCE (ALL)

The character has a special +10 bonus to all Resistance Rolls. This talent does not stack with any of the other Greater Resistance or Lesser Resistance Talents.

Cost: 40

LESSER RESISTANCE (MAGIC)

The character has a special +10 bonus to all Magic-based Resistance Rolls. This talent does not stack with the Greater Resistance (All), Greater Resistance (Magic), or Lesser Resistance (All) Talents.

Cost: 20

LESSER RESISTANCE (STAMINA)

The character has a special +10 bonus to all Stamina-based Resistance Rolls. This talent does not stack with the Greater Resistance (All), Greater Resistance (Stamina), or Lesser Resistance (All) Talents.

Cost: 20

LESSER RESISTANCE (WILL)

The character has a special +10 bonus to all Will-based Resistance Rolls. This talent does not stack with the Greater Resistance (All), Greater Resistance (Will), or Lesser Resistance (All) Talents.

Cost: 20

MASTER CRAFTSMAN

The character has a gift for making and building things, and receives a +10 bonus to one craft skill.

Cost: 15

MENTAL RESOLVE

The caster has an unusual single-mindedness of will and mental focus, and receives a +10 bonus on all his Concentration skills.

Cost: 10

POTENCY

This talent increases the attack size of any one spell that has the Increase Elemental Attack Potency or Increase Damage Size scaling options. The attack size is increased by one, and the PP cost for the size increase is added to the base cost of the spell. This is a permanent change to the

spell. This talent may be taken multiple times; once for each different elemental spell (for example Elemental Bolt: Fire and Elemental Bolt: Air are considered to be two different spells).

Example: *Jorg already know the Elemental Bolt (Fire) spell. He decides to acquire this talent for that spell. The base PP cost for Elemental Bolt is 4 PP and does a Tiny critical. With this talent, the Base cost of the spell is raised to 6 PP (base of 4 PP + cost of scaling the spell up one size to a Small critical – 2 PP). This means that Jorg's Elemental Bolt (Fire) now will normally cost him 6 PP and do a Small Critical.*

Cost: 30

TAP AMBIENT MANA

The character has the ability to draw upon Ambient Mana for use in spell casting.

Cost: 15/0

TAP FIXED MANA

The character has the ability to draw upon Fixed Mana for use in spell casting.

Cost: 15/0

TAP GRANTED MANA

The character has the ability to draw upon Granted mana for use in spellcasting.

Note: the character must be given the Granted Mana by a higher power.

Cost: 10/0

TAP PERSONAL MANA

The character has the ability to draw upon his Personal Mana for use in spell casting.

Cost: 20/0

BLOOD MAGIC

Blood Magic is innate magic. It can be the genetic heritage of those who number magical beings among their near or distant ancestors. Demons, Dragons in human form, Elemental races, and the minor Godlings known as graceful and wrathful Devas, have occasionally had

relationships with members of the mortal races. The immediate offspring of such unions are magically potent half-breeds, but modest traces of the magic will continue to appear for generations to come, sometimes disappearing for centuries, only to reappear unexpectedly. These distant scions rarely evince any physical characteristics (in terms of mundane Blood Talents) of their illustrious forebears and may not even know of their magical capabilities until a life-or-death crisis triggers them.

Mundane Blood and genetic Blood Magic Talents are both inherited characteristics, but differ in how they achieve their effect. A human with one

parent who is a merman or mermaid may have a Blood Talent that

grants the ability to breathe water using a set of gills. A

human with a sea nymph parent or

ancestor might have a similar

Blood Magic Talent, but

merely need an effort of will to

breathe underwater. Blood Magic

Talents need not exactly mirror the

magical powers of an ancestor - Blood

Magic changes and molds itself to the

potential of the mortal frame.

Blood Magic can also

be the result of magical accidents such as spell and ritual

fumbles where uncontrolled mana arcs through a caster's body, causing unexpected

mutations. It can arise from the deliberate empowerment of magical potentials through arcane rituals. It can also be

a gift from a character's patron deity.

GMs should encourage players to come up with a good reason or background history for why the character has Blood Magic.

The Development Point cost for a Blood Magic Talent is equivalent to twice the Power Point cost of the equivalent spell, e.g. a *Minor Healing* Blood Magic Talent cost 6 DPs.

Suggestions for appropriate racial Blood Magic Talents are given on the next page. As always, GMs have the final say on what talents are available.

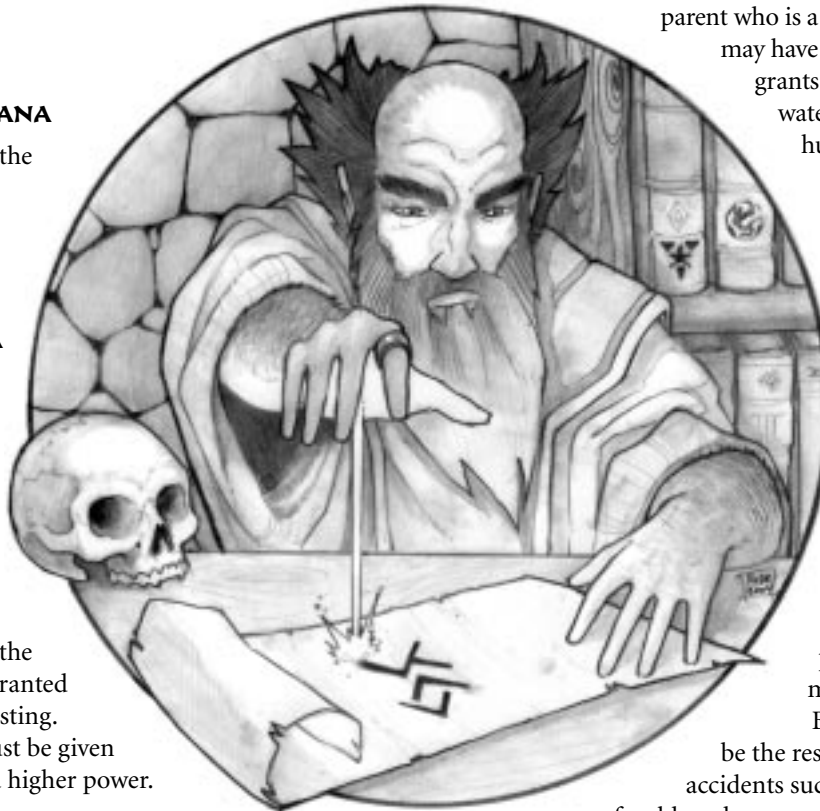


Table 6.2 Spells Usable for Blood Magic

Universal	Harper	Mage	Elementalist
Arcane Bolt*	Changing Ways	Air Wall	Air Form
Guess	Charm*	Darkness	Breezes
Landing	Confusion*	Earthen Transmutations	Earth Tunnel
Light	Distractions*	Elemental Ball*	Earth Wall
Minor Healing	Fear*	Elemental Bolt*	Elemental Aura
Moving Ways	Jolts*	Fire Nerves*	Elemental Resistance
Projected Light	Sleep*	Fire Wall	Fissure*
Water Breathing	Vision Protection	Fly	Flash*
Water Vision	Ranger	Icy Mist Wall	Ice Wall
Cleric	Hues	Invisibility	Stoneskin
Animal Forms	Traceless Passing	Long Door	Tremors*
Drain Life*	Warrior Mage	Mage Armor	Underwater Movement
Harm*	Magic Shield	Merging Ways	Water Corridor
Intuitions	Steel Skin	Passing	Water Form
Major Healing	Necromancer	Presence	Thaumaturge
Plant Disguise	Acid Ball*	Shock*	Arcane Ball*
Tree Door	Acid Bolt*	Spikes	Force Wall
Tree Merge	Inflict Injury*	Stun Cloud*	Vivamancer
Tree Skin	Inflict Pain*	Vacuum*	Growth
Beguiling Voice*	Wounding*	Water Wall	Shrink
			Telepathic Bond

* = Spells that require the *Use Blood Magic Ability* skill. All others require no skill in order to use.

A Blood Magic Talent may be purchased multiple times (at the same DP cost), but only one purchase may be made per level. Each purchase allows an additional use of the ability per day, up to a maximum number of times per day equal to the Constitution bonus of the character.

Note: The GM may allow for other spells as Blood Magic Talents. However, this is not recommended as there is the possibility of greatly imbalancing the game.

Example: *Brolys is a Monk, his player Rob has been watching cartoons where the martial artists can throw bolts of energy. Rob thinks that this is*

neat and wants Brolys to be able to do it as well. After discussing it with his GM, Rob purchases the Active Blood Magic Talent for Brolys. He defines the Blood Magic Talent as an Elemental Bolt: Air (which does an Electricity Critical). Rob wants it to do a Medium critical, so the cost for the Talent is 16 DP. This is comprised of 4 points for the base ability, plus 4 points for scaling the attack size up two steps. This total (8 points) is then doubled to determine the Development Point cost of 16. Brolys can use this ability a maximum of 3 times per day. Brolys may purchase this talent again the next time he goes up a level. However, this only gives him one more use per day. He may do this any number of times, so long as his total number of uses per day does not exceed his total Constitution stat bonus. Thus, if Brolys has a Constitution stat bonus of +5, then the maximum number of uses of this ability is limited to 5 times per day. Rob happily records all this information for Brolys and decides to call it a Chi Blast to reflect that this ability's background has been defined as a secret technique taught to him by his mentor.

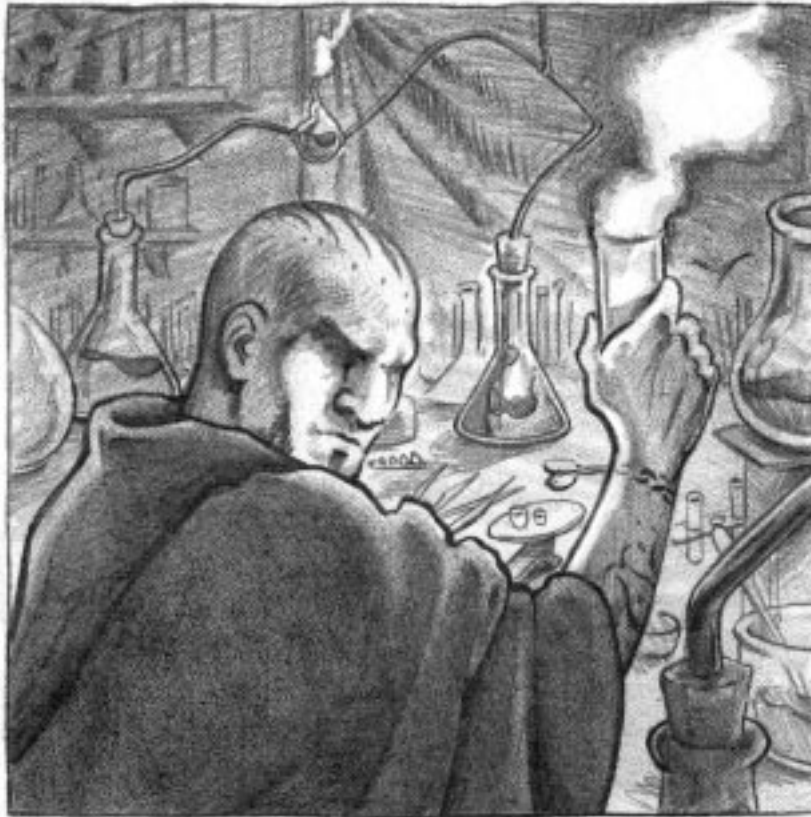
Having a Blood Magic Talent allows the individual to freely create the spell effect **three times** per day the first time the talent is purchased. Each additional time that the talent is purchased increases the number of uses per day by one, up to a maximum number of times per day equal to the Constitution bonus of the character.

The character should develop the *Use Blood Magic Ability* skill (see page 44) to make effective use of the talent. Not every Blood Magic Ability will require the use of this skill. The spell effects which do require this skill are marked with an asterisk on the table above.

Blood Magic cannot be scaled in any way after being acquired - the effect is set by the parameters of the talent when originally purchased. For effects that have a duration, the duration will be based upon the number of Power Points required by the effect.

Example: *Brolys has the Blood Magic Ability of Stoneskin (page 84) with an increased duration of 5 rounds per rank. This would normally cost 8 Power Points, so Brolys must pay 16 Development Points to acquire the ability. He can use it three times per day and the duration of each use is as if he had 8 ranks in the spell. Thus it will last 40 rounds per use.*

NATURAL MAGIC



Natural Magic seeks to alter reality by harnessing the “Fixed Mana” resident within fragments of dead plants and animals as well as gems and certain minerals. Its practitioners can arrange the mana in such materials into sigil patterns, transforming objects into temporary magical items. Others simply draw upon the Fixed Mana to create spell effects.

This magic is not styled “Natural” simply because it draws upon the natural world, rather it is called natural magic because it is an “occult science” governed by magical laws of nature and relying upon the hidden or occult properties of organic and inorganic substances.



NATURAL MAGIC: AN OCCULT SCIENCE

Success in wielding Natural Magic requires an understanding of its underlying principles and knowledge of the occult properties.

The Doctrine of Signatures, or “*The Attributes Without Mirror : The Powers Within*”.

This declares that the outward and revealed characteristics of a plant, animal, or material reflect its mystical properties. Thus a mandrake root having the shape of a human could have significant powers for healing and perhaps necromancy, the leaves of scorpion-grass which turn back on themselves like the tail of a scorpion may make a potent antidote against venomous insects and beasts, the ashes of bats may contain the power to see without light, and so forth.

The Principle of Homeopathy, or “*Like Produces Like*”.

This is the second law of Natural Magic and relies on the similarity of objects. If an object resembles another, then it is in some sense the same. By harming the likeness of a person, a practitioner can harm the real person. Conversely by imitating an action or doing good to the likeness, the good event happens to the real person. Finally evil and misfortune can be transferred from the person into the likeness.

The Principle of Contagion, or “*Once Together, Always Together*”.

This third axiom relies on contact between objects. A fragment of a plant, animal, or individual remains connected in a mystical fashion to the original. Blood, hair and nail clippings (and even former possessions) provide a magical link to the living person, so what happens to them can be inflicted on the individual through the processes of natural magic. Likewise a body part of a magical creature retains its supernatural powers.

Together, these three laws form the basis for all Natural Magic effects and underpin its twin disciplines of Alchemy and Charmcraft.

ALCHEMY

Alchemy is the more “scientific” of the two disciplines of Natural Magic. Alchemists mix natural and unnatural substances in esoteric concoctions, extracting and reordering their Fixed Mana to create magical effects. Their ingredients range from the leaves, flowers, seeds and roots of plants to body parts from the corpses of animals and beasts to the ground dusts of rare minerals. In addition to enhancing the existing potential of these materials, Alchemists can also use them as a basis into which a conventional spell can be imbedded.

Alchemy is divided into specialties according to the physical form of the items that are produced. Most Alchemists are traditional potion-makers in that they

prepare their magics in liquid form, requiring the user to drink the potion in order to receive its effects. Others favor lotions and oils where the user must apply the substance to his bare skin or the surface of an object. A third group of Alchemists bind their magic into the wax of candles - when the candle is lit, the spell effect begins to happen and continues until the candle is consumed or its flame snuffed out. Finally some Alchemists fashion extremely fine powders - these may be sprinkled on the intended target or burned like incense to liberate their magic. (Unless stated otherwise, “potion” will be used as a generic term for all varieties of alchemical items in the remainder of this section.)

All products of Alchemy are strictly one-use items and, unless special precautions are taken, the Bound Mana will dissipate over time, rendering them ineffectual after **one month**.

There are two types of potion: the spell potion and the formula potion. A spell potion is a spell imbued into the organic medium of the potion. For potions proper, the spell will be bound into a substance containing Fixed Mana and suspended in a water-alcohol liquid compound. A formula potion requires one or more specific ingredients (again containing Fixed Mana) which, when mixed according to the occult formula and further ordered by the Alchemist’s own mana, create a waiting magical effect suspended in the potion’s medium.

Using the Alchemy skill, an Alchemist may create a spell potion for the base form of any spell that he knows. An Alchemist may also know the methods for creating one spell potion (whose spell he does not know) or one formula potion for every **five** ranks in the Alchemy skill. Additional spell or formula potions may be learned using the Researching Magic rules in Chapter 5, page 30.

To create a potion, the Alchemist requires some basic equipment, such as a pestle (a heavy wooden rod), a mortar (a wooden container), and a cauldron (a glorified pot). The Alchemist pounds the ingredients in the mortar with the pestle and normally has to boil them in the cauldron. Potion-makers will require pure water and alcohol, lotion makers will need oil, and candle-makers will require a ready supply of high-quality beeswax and wicks. Once created, potions and lotions must be decanted into a glass vial that can be corked or otherwise sealed, and powders must be collected into small cloth bags that can be closed off at the top.

In addition, the Alchemist requires one or more magical ingredients. The quantity will depend on the PP requirements of the eventual potion. The ingredients must have **at least** as much Fixed Mana (in PPs) as the intended spell or magical effect. For a spell potion, any ingredient may be used. For a formula potion, only certain specific ingredients will be suitable. Table 7.3 gives the Fixed Mana for a range of substances.



Armed with the knowledge, the equipment and the secret ingredients, the Alchemist may attempt to create a potion. This requires a successful All-or-Nothing Perform Alchemy maneuver (the -40 subskill of Alchemy) by the Alchemist.

The Alchemist must also expend his own Power Points to bind the spell effect into the alchemical solution. The number of PPs required equals the PPs for the base form of a spell. For a formula potion, the PP cost depends on the effect (see below). If the Alchemist has insufficient PPs available, the potion is ruined. The caster must also have at least as many ranks in Alchemy as PPs required.

To create a spell potion with a scaled effect requires the Alchemist to cast the *Potion Mastery* (Thaumaturge Circle) spell during creation. The Alchemist must ensure that the magical substance has sufficient fixed mana and succeed in the Perform Alchemy maneuver, but does not have to make a casting maneuver for the scaled spell.

All potions normally only retain their magical effect for one month after they have been created. To create a potion with an unlimited shelf life, the Alchemist must cast *Stabilize Elixir* (Thaumaturge Circle) on the potion as it is being created.

It takes one full day (working for at least eight hours) to create a potion of any kind. Alchemy is a very demanding activity requiring the creator's full and undivided attention as the ingredients must be prepared, mixed, boiled, distilled, congealed, extracted, fermented, refined, purified, and so on in precise quantities and at precise times. Alchemists will brook no interruption - and if they are interrupted for more than one minute at any point, they must make an additional Perform Alchemy maneuver or the potion is ruined.

With the basic equipment, an Alchemist can create **one** potion per day. A professional Alchemist who has set up a permanent laboratory (equipped with a multitude of extra apparatus including alembics, sublimating and evaporating vessels, crucibles, tongs, ovens or furnaces, filters, weighing scales, etc.) can create **one** potion for every **five** ranks in the Alchemy skill per day. (The Alchemist still needs the PPs and the raw magical ingredients, of course.) The cost of a laboratory of basic equipment is at least 100 gold pieces.

The OB for an Elemental Attack Potion depends on the spell's attack size.

TABLE 7.1 OFFENSIVE BONUSES AND RR MODIFIERS FOR NATURAL MAGIC

Attack Size	OB
Tiny	+40
Small	+60
Medium	+80
Large	+100
Huge	+120

For Potions and Charms with an Attack Spell Effect, make an open-ended roll on the RR column of the maneuver table with a +50 bonus.

FORMULA POTIONS

The **HARP** core rulebook details a number of potions in the Treasures chapter. Certain of these, namely Potion of Flight (see *Fly*), Haste, Invisibility, Longevity (see *Rejuvenation*), Major Healing, Minor Healing, Neutralize Poison, and Water Breathing *can* all be created as Spell Potions, but *may* be created as formula potions. The others provide effects not found within the current canon of Spell Magic and *must* be created as formula potions.

The first task is to determine the PP cost of the potion. If an exact match exists within Spell Magic, simply read off the base PP plus any necessary scaling PP. If not, the effect must be calculated using the spell creation rules in Chapter 5, page 32.

First determine the Aspects. Potions that provide a bonus to a skill require the Increase (10) and Bonus (5) Aspects. Those which alter the imbiber physically (such as shape-changing) normally require Transform (major) (30) and Body (5), while love potions and the like require Control (20), and one or both of Emotion (10) and Mind (5). Add together the costs of all the Aspects.

Note: The rules for multiple aspects apply to Potions as well.

Second, determine the Attributes cost. Normally potions only affect the person who imbibes them, applies them, inhales their smoke (from candles) or is sprinkled with them. The range is usually Self (5) and area of effect is Self (5) if the potion is affecting only the user. For those

that affect other things or items, the area of effect must match accordingly. Potion durations, for those that do not produce an instant effect such as healing potions or elemental attacks like an Elemental Ball, are either 1 minute (70), 10 minutes (90) or 1 hour (110). Total the Attributes cost.

Note: Some potions may have a duration of 1 day (130), but these require GM approval.

Many formula potions provide bonuses to skills and maneuvers. For each additional +10 bonus (after the 1st +10) per skill, add 20 points to the cost of the potion, e.g. a Potion of Jumping gives a +50 bonus that costs 80 points (+50 - 10 leaves +40, for 4 x 20).

Natural Potion PP Cost = (Aspects Cost + Attributes Cost + Special Bonus Cost) / 10

As always, round up the cost.

The second task determines the occult ingredients required for the potion, using the three laws of Natural Magic. Here are the ingredients for the exemplar potions from HARP.

Potion of Fire Resistance: Any body part belonging to a Fire Elemental, Fireblooded Jotun, or Fire Dragon as these creatures are immune to their own fire.

Potion of Flight: Feathers from a large bird such as an eagle.

Potion of Ghostwalking: One or more ground bones from a humanoid corpse - the fine powder is deemed the essence and the imbiber becomes an essence.

Potion of Giant Growth: Blood from a Jotun or other giant race.

Potion of Haste: The heart of a hummingbird, a cheetah, or any other exceptionally fast animal.

Potion of Invisibility: The flower from an amaranth plant or the root of a chicory plant.

Potion of Jumping: The legs of a frog, foot of a hare, or fins from a flying fish.

Potion of Longevity: The skin, blood or a fang from a Vampire (because of their immortal and unaging looks).

Potions of Major Healing and Minor Healing: Any natural herb or plant (such as willow) with healing properties - using a magical herb is a waste.

Potion of Neutralize Poison: Any natural herb or plant (such as scorpion grass) used as a cure for specific toxins.

Potion of Shrinking: Blood from a goblin or kobold.

Potion of Spider Climb: Bristles from a leg or the web spinner from a Giant Spider.

Potion of Stealth: Hair from a cat.

Potion of the Politician: The tongue or blood from a Demon.

Potion of Truthfulness: A distillation of vintage wine.

Potion of Water Breathing: The gills or lungs of a sea animal.

Cursed Potion of Delusion: Component(s) as per the imaginary effect but with an altered sigil.

A transformation potion should incorporate an ingredient from the species of creature that the imbiber will change into - a formulaic transformation potion must thus have a specific target form. Protection potions may include a body part from the creature type to be protected against or a substance that they find abhorrent, (e.g. holy water for Demons, garlic for Vampires, and wolfsbane for Lycanthropes).

Example: *Morgana has been asked to create a love potion by a young maiden at court. This will require the aspects of Control (20), Mind (5), and Emotion (10 x 2 for being the second Object Aspect = 20). Range and area of effect are both Self (5) and (5) with an intended duration of one day (130). The total cost is therefore 185 points, which after dividing by 10 and rounding up, is 19 PPs. The required occult ingredient is an aphrodisiac such as the essence of pearl oysters. Each pearl oyster contains 1 PP of Fixed Mana - Morgana requires at least nineteen to meet the minimum PP level of the ingredients. If the potion is to engender love for the handmaiden herself in its imbiber, Morgana will also need three drops of the maiden's blood.*

CHARMCRAFT

Charmcraft is the art of creating magical charms. A charm may be simply a bundle of herbs, feathers and wood pieces in a homespun cloth bag or an exquisite carving of an animal in wood, bone or ivory, worn around the neck. The Charmweaver binds the material components into a temporary magical effect by ordering their Fixed Mana with his own. The Fixed Mana slowly dissipates as the charm components deteriorate - and destruction of the charm immediately ends its magical effects. (Even charms seemingly made of more robust materials suffer wear through "use" - the owner may be protected from misfortune, but the ill luck may be transferred to the charm.)

Most charms are helpful; they are made to ward off illness, or hostile magic, or to provide small boosts to stats etc. Protective charms are normally fashioned in the likeness of the feared beast, reasoning by the principle of homeopathy that few animals will attack their own kind. Others attempt to bestow the desirable characteristics of an animal or monster upon the wearer - such charms will be both in the likeness of the creature and incorporate some body part from one of them (adhering to the principles of homeopathy and contagion). A final type of charm aims to harm a specific individual, by making them more susceptible to ill fortune, sickness, magic, or attack. These charms are always fashioned to resemble the victim and must include a lock of hair, nail clippings, blood, or a treasured possession from the victim.

Charms are normally temporary magical items, whose effects last no more than **one month** from the time of their creation. It is possible to create permanent charms using the *Preserve Charm* (Thaumaturge Circle) spell. Such charms are sometimes called talismans and may **not** be offensive in nature. Even among the most primitive cultures, the older shamans frequently have the knowledge and power to create talismans (obtaining the spell via access to a Clerical Sphere or via the Hedge Wizard profession.) In such societies, it may be customary for a child to be given a protective talisman at birth, and in turn, to pass it on to their own children.

Using the Charmcraft skill, a charm creator may create one type of charm for every **five** ranks possessed in the Charmcraft skill. Additional charm types may be learned using the Researching Magic rules (see Chapter 5, page 30).

To create a charm, the Charmweaver needs material components with sufficient Fixed Mana to hold the desired effect, plus any particular occult ingredients demanded by the specific charm. Typical base ingredients are herbs, tree bark, and suitably sized pieces of ivory, bone or wood for carving into representative figures. These must have **at least** as much Fixed Mana in PPs as the eventual charm sigil.

The Charmweaver requires a successful All-or-Nothing Create Charm maneuver (the -40 subskill of Charmcraft) to make the charm, and expends Power Points equal to the PP requirements of the charm sigil to bind it into the charm. If the caster has insufficient PPs, then the charm is ruined and all components are wasted. The caster must also have at least as many ranks in Charmcraft as PPs required.

For each distinct power that is imbued into the charm, a separate Create Charm maneuver must be made. If any of these fail, the charm is ruined and components unsalvageable. Additional effects may **not** be added to a charm after it has been created.

A non-offensive charm may be fashioned as a talisman if the *Preserve Charm* spell is cast on it during the creation process.

It takes one full day (working for at least eight hours) to create a charm of any kind. During the period, the creator may be employed in removing extraneous parts of the plants, weaving the herbs into ritual patterns, carving the figurine, or meditating on the sigil patterns, the intended recipient, and any victim. Only one charm can be made at a time.



WEARING CHARMS

A character can wear no more than 3 charms at a time. To be effective, a charm must attune to the wearer—it must be worn at least 24 hours for the charm to become effective. Characters cannot play musical charms, taking charms on and off every few minutes as their situation changes.

TYPES OF CHARMS

All charms provide either bonuses or penalties to OBs, DB, RRs, or maneuvers. The minimum bonus or penalty is +5 (or -5). For each extra +5 or -5, increase the PP cost for ingredients and caster by the base amount.

Example: *A protective charm gives a +5 bonus to all RRs versus disease and requires 6 PPs of ingredients and 6 PPs from the caster to bind the sigil. A more potent +10 charm requires 12 PPs in ingredients and 12 PPs from the caster.*

Protection Against Animals: This charm is a +5 bonus to DB versus one specific species of animal. The charm must be carved in the likeness of the animal. Each specific animal species requires a different charm, which must be learned separately. Base PP cost: 6.

Protection Against Demons: This charm protects the wearer from all types of Demons, granting a +5 DB and RRs against these entities. Base PP cost: 7.

Protection Against Elementals: This charm protects the wearer from one category of Elemental, granting a +5 DB and RR bonus against these entities. Air, Earth, Fire, and Water Elementals require distinct charms. Base PP cost: 7.

Protection Against Magic: This charm gives its wearer a +5 bonus to all RRs versus hostile magic. Base PP cost: 6.

Protection Against Monsters: This charm is a +5 bonus to DB versus one specific species of monster. The charm must be carved in the monster's likeness. Each specific monster type requires a different charm, which must be learned separately. Base PP cost: 6.

Protection Against Poison: This provides its owner with a +5 bonus to all RRs versus poison. Base PP cost: 6.

Protection Against Sickness: This charm provides a +5 bonus to all RRs versus disease. Base PP cost: 6.

Protection Against Undead: This charm protects the wearer from all types of Undead, granting a +5 DB and RR bonus against these entities. Base PP cost: 7.

Charms of Fortune: Each of these charms (which must be learned individually) provides a bonus to a specific skill. They must include a body part from an animal that is deemed to have mastered the skill. Possible fortune charms include: Animal Handling and Beastmastery (tooth from the animal), Climbing (a spider and its web), Disguise (skin from a chameleon), Poisoning (fangs of a snake), Perception (eyes from an owl), Singing

(feather or tongue from a songbird), and Swimming (scales from a river salmon). Base PP cost is 6.

The following offensive charms must be shaped in the form of the victim, and include some hair, nail clippings, blood, or (a portion of) a former possession of the victim. The victim must succeed in a RR versus Magic or suffer the penalty.

Charm of Harm: This offensive charm imposes a -5 penalty to the victim's DB. Base PP cost: 7.

Charm of Ill-health: This offensive charm inflicts a -5 penalty to the victim's RRs versus poison and disease. Base PP cost: 7.

Charm of Susceptibility: This offensive charm weakens a victim's resistance to magic, imposing a -5 penalty to all RRs against magical effects. Base PP cost: 7.

Charm of Weakness: This offensive charm imposes a -5 penalty on all of the victim's OBs. Base PP cost: 7.

THE COSTS OF ALCHEMY AND CHARMCRAFT

Both Alchemy and Charmcraft items have an "ingredients cost". Alchemical products also have an associated "tools and process" cost.

The "tools and process" cost represents the wear and tear on the creator's equipment (beakers break, implements corrode, accidents happen), fuel for furnaces and ovens, cleaning solvents, pure water, alcohol for distilling, oil, tallow, and so on. This cost is 5 gold pieces per PP to be invested in a spell or formula potion.

The cost of "ingredients" assumes that the creator has paid someone else to collect them, and includes their fee plus expenses incurred both by the collector and the creator in preserving the materials until the creator is ready to use them.

The ingredients cost for herbs, plants, tree bark and similar organic substances is 5 gold pieces per pound of material. Note the cost of a magical herb is its listed sale value.

Charms, which must be carved in wood, bone, or ivory, cost 5 gold pieces per PP to be invested in them. This pays for a suitable piece of material for the figurine.

The ingredient cost for animal and monster body parts depends on the level of the creature, its rarity, and its dangerousness.

The formula is 10 gold pieces x (Level + 1) x Rarity Multiplier x Danger Multiplier.

The Rarity Multiplier is x2 for a common creature, x4 for an uncommon creature, x6 for a rare creature, and x10 for a creature which is almost extinct.

The Danger Multiplier is x2 for a relatively innocuous creature (e.g. a herbivore or a small animal), x5 for a dangerous creature (e.g. predatory animals such as Wolves

and some monsters), and x10 for a very dangerous creature (e.g. Dragons, Demons, most Undead, etc.).

The creator must pay the ingredient cost for each body part required, so costs can escalate if there is insufficient Fixed Mana in a single piece.

The cost to manufacture most potions listed in HARP will be significantly less than the sale price listed in the treasure tables. It can be reasonably assumed that those prices reflect handsome profits being made by Alchemists and the merchants as they charge all the traffic will bear. It can also be assumed that the prices reflect a relative scarcity of available potions.

For Charms, a reasonable sale price is between 25 and 50 gold pieces per PP in the charm. For permanent talismans (assuming that their owners or creators will sell them), 100 gold pieces per PP invested in their creation is appropriate.

ESOTERIC SUBSTANCES AND OCCULT PROPERTIES

ESOTERIC SUBSTANCES

Of all inorganic substances, those found in meteorites and other objects that fall from the heavens are the most magical. Starsteel, or meteoric iron, is justly renowned as the material of choice for magical weaponry. However the other celestial substances are more useful for those casters who tap Fixed Mana.

Primal Essence is claimed to originate among the stars and is held by some magical practitioners to actually *be* mana in material form. A single ounce of Primal Essence holds 200 PPs of tappable Fixed Mana; it also costs 1,000 gold pieces per ounce.

Starstones are fiery, silver crystals occasionally found in the hearts of meteorites. Each starstone holds 25 PPs of Fixed Mana per carat. A starstone can always regenerate its mana - they never wear out. Starstones cost 500 gold pieces per carat.

Thunderbolts are black meteoric stones, containing 100 PPs of tappable Fixed Mana per pound, and normally costing 100 gold pieces per pound to buy.

Lightning Bolts are smooth blue cylinders, several inches long, tapering to a point, and weighing about one pound. Each bolt contains 50 PPs of Fixed Mana and costs 50 gold pieces.

THE POWER OF CRYSTALS

Earthly crystals also contain Fixed mana, and have a limited ability to "recharge" their mana. A crystal can be drained of mana, allowed to recover its energies, and then drained again. The recovery period is normally a full twenty-four hours, and the crystal must be fully drained before it will begin recharging.

The amount of mana in a crystal depends on its type and size. A crystal has 1 PP of Fixed Mana per gold piece of value (rounding **down**). This means that gems whose value is less than 1 gold piece per carat are only useful to a mage if they are of a larger size.

Example: *Diamonds have a value of 15 gp per carat and thus a mana capacity of 15 PPs. Aquamarines are only worth 14 cp per carat, so the minimum useful aquamarine is an 8-carat gem valued at 112 cp with 1 available PP.*

The number of times that the crystal can recharge depends solely on its type. A gem can be recharged 5 times per gold piece of carat value (rounding **up**). The number of carats in the gem is ignored.

Example: *Diamonds can be recharged 75 times (5 x 15gp). Aquamarines can be recharged 5 times (14 cp rounds up to 1 gold piece).*

TABLE 7.2 GEM VALUES

Gem	Value per carat
Aquamarine	14 cp
Carnelian	15 cp
Citrine	5 sp
Diamond (colourless)	15 gp
Emerald	7 gp
Opal (fire)	4 gp
Pearl (black)	14 sp
Pearl (white)	7 sp
Ruby	196 sp
Sapphire (blue)	84 sp
Spinel (red)	8 sp
Topaz (honey-yellow)	14 sp

TABLE 7.3 FIXED MANA FROM CREATURE PARTS

Creature Type	Body Part	Fixed Mana	Creature Type	Body Part	Fixed Mana
Bat	Blood (1 oz.)	1 PP	Griffin	Wing Feather	5 PP
	Wing	3 PP	Hippogriff	Hoof	3 PP
Boar	Tusk	1 PP		Wing Feather	4 PP
Cat (Large)	Eye	1 PP	Hobgoblin	Blood (1 oz.)	1 PP
	Fur (9 sq. in.)	2 PP	Hydra	Blood (1 oz.)	10 PP
Eagle	Wing Feather	2 PP		Tooth	20 PP
Eel	Hide (9 sq. in.)	1 PP	Kobold	Blood (1 oz.)	1 PP
Fox	Hide (9 sq. in.)	1 PP	Sabertooth Tiger	Tusk	10 PP
Newt	Eye	3 PP	Scorpion, Giant	Stinger Barb	10 PP
Owl	Feather	1 PP	Spider, Giant	Leg	10 PP
Oyster	Whole	1 PP		Web Spinner	10 PP
Rabbit	Foot	3 PP	Troll	Hide (9 sq. in.)	3 PP
Scorpion	Stinger	2 PP	Wyvern	Tail Barb	20 PP
Shark	Tooth	1 PP	Barghest	Heart	25 PP
Snake	Fang	2 PP	Harpy	Blood (1 oz.)	1 PP
Spider	Whole (and web)	2 PP	Ki-rin	Horn	15 PP
Squid	Ink (1 oz.)	1 PP	Kraken	Suction Cup	2 PP
Wolf	Blood (1 oz.)	2 PP	Lycanthrope	Blood (1 oz.)	3 PP
	Tooth	1 PP	Medusa	Serpent Tress	3 PP
Demon	Blood (1 oz.)	5 x Demon Class	Phoenix	Ashes (1 lb.)	5 PP
	Bone	8 x Demon Class	Roc	Wing Feather	5 PP
	Organ (heart)	20 x Demon Class	Sphinx	Mane	25 PP
	Skin (9 sq. in.)	5 x Demon Class	Unicorn	Horn	50 PP
Dragon	Blood (1 oz.)	7 x Dragon Lvl	Ghoul	Brain	4 PP
	Bone	7 x Dragon Lvl	Ghast	Brain	8 PP
	Organ (heart)	10 x Dragon Lvl	Mummy	Skin (9 sq. in.)	5 PP
	Scale (9 sq. in.)	5 x Dragon Lvl	Skeleton	Bone	1 PP
	Tooth	3 x Dragon Lvl	Vampire	Fang	5 PP
Giant	Blood (1 oz.)	1 PP		Skin (9 sq. in.)	5 PP
	Bone	3 PP	Zombie	Flesh (1 lb.)	1 PP
Goblin	Blood (1 oz.)	1 PP	Elemental	Essence	25 PP

TABLE 7.4 PLANT EXTRACTS AND APPROPRIATE ASPECTS

Herb, Plant, or Tree	Spell Aspects & Properties
Adders Tongue (plant)	Heal
Aloe (sap, 1 oz.)	Influence
Amaranth (flower)	Conceal
Angelica (leaf)	Perceive
Apple (bark and apple)	Youthen (Negate, Age)
Ash (bark)	Influence, Divination
Basil (leaf)	Influence, Demons, Spirits
Caraway (seed)	Mind
Catnip (flower)	Control
Cherry (flower, bark)	Perceive, Time
Dandelion (flower, root)	Element (Air) (flower), Spirit (root)
Elm (bark)	Emotion
Garlic (bulb)	Influence, Death
Grape	Truth
Holly (berry)	Influence
Ivy (leaf)	Heal
Kelp (stem)	Element (Water)
Lily (flower)	Negate, Magic
Lotus (flower)	Control, Magic, Mind
Mandrake (root)	Heal, Body
Oak (bark, acorn)	Heal, Influence
Pine (bark)	Enhance
Rose (flower)	Control
Saffron (leaves)	Element (Air)
Sage (leaves)	Divination, Time, Youthen (Negate, Age)
Thyme (flower)	Instill, Magic
Toadstool	Element (Water)
Willow	Heal
Witch Hazel	Influence
Wolfsbane	Influence

ORGANIC SUBSTANCES

Certain organic substances such as the bark of particular trees, the flowers, nuts, berries, and roots of some plants, and the body parts of animals and monsters contain Fixed Mana.

Herbal and plant materials are most useful in assisting with healing-related magic and providing a basic power reservoir for casters who tap Fixed Mana. Magical herbs can be used as the occult ingredients for potions, which duplicate the herb's effect. Animal and monster body parts are normally required for magic involving transformation into, control of, protection from, and/or assumption of one or more abilities of the creature. The portions of the body in which the mana seems to reside differs by species, but will include some or all of the following: bone, horn, feathers, fur, hide, skin, scale, teeth, fangs, organs such as the heart and the eyes, and blood.

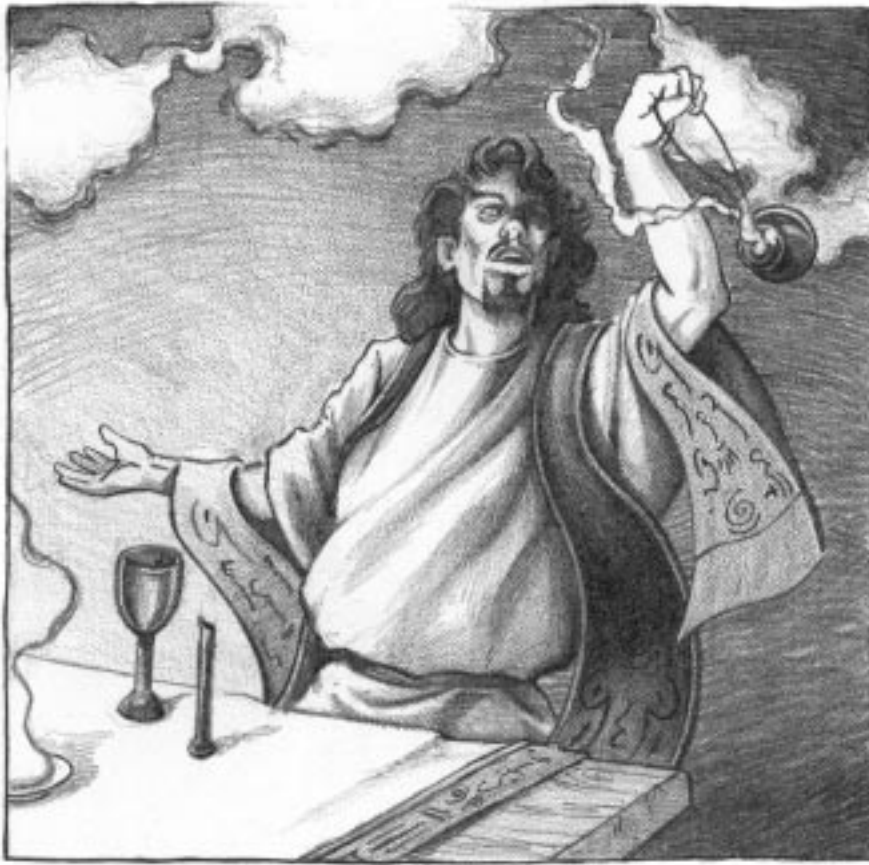
For creatures not explicitly mentioned in Tables 7.3, the GM may allow a mana capacity of 1 PP for mundane animals and 3 PPs for monsters. For mundane herbs and plants, the GM should assign a mana capacity of 1 PP per plant. For magical herbs, the GM should assign a capacity between 5 and 15 PPs depending upon the potency of their effect relative to equivalent spells.

Table 7.4 lists a number of plants and the Aspects to which they relate. This is useful of making potions. See also Fragments on page 60.





RITUALS & RUNES



he arcane effects created through Ritual Magic and Rune Magic can subsume and exceed those attainable through conventional spell casting. Such wonders are not without their price, however.

Magical rituals can require hours to cast. Inscribing runes and circles of power takes minutes, yet their powers can be undone in a moment.



RITUAL MAGIC

AN INTRODUCTION TO MAGICAL RITUALS

Ritual Magic is the practice of creating magical effects by repeated sequences of choreographed gestures, mystical incantations, and the use of various magical objects and tools. There are two distinct types of rituals, the first being Lesser Rituals. These are rituals that duplicate the effects of a specific spell. This is an excellent method for any character to learn a spell that he may not normally be allowed to learn.

Note: If a character should learn a ritual for item creation, the normal rules of item creation still apply, thus a ritual of Imbue Bonus would still have to be cast everyday for a number of days to be determined by the ritual. Also, since that spell, as well as the other Imbue spells has three different costs based upon the item and its state, the ritual would have to be learned separately for each of the different costs.

The second type of ritual is the Greater Ritual. These may have a wide variety of effects that are not possible through the use of existing spells. However, Greater Rituals are beyond the scope of this product. All rituals discussed in the remainder of this section deal solely with Lesser Rituals.

Magical rituals are Ritual Magic's equivalent of individual spells. Each individual magical ritual is a lengthy and complex means of shaping mana into desired spell matrices. The gestures, the precise motions, the repeated chants of apparently meaningless words, auspicious sites and times combined with the intense concentration of the Ritualist force mana into sigil patterns.

Each distinct magical effect requires a distinct ritual. This is true even if the only difference in effect is a change in a single parameter (such as a longer duration or range). This is because any given ritual is researched to achieve a specific effect. As ritual magic typically operates on Ambient mana that has not been drawn into the Ritualist's own body, leaving a ritual spell matrix "open" to the equivalent of "scaling" would provide so many exit routes for Ambient mana that no stable sigil could be achieved. Hence all ritual sigils are closed matrices - in Spell Magic terms, each ritual is analogous to a unique base spell.

Therefore ritualists must research and create their own magical rituals. Occasionally tomes containing complete accounts of rituals are found, saving practitioners time in research. Novices are warned that the details should be memorized - taking a break in the middle of a ritual to hunt through a dusty manuscript will interrupt the procedure wasting the time of all involved.

Once the ritual is created and any necessary prepara-

tions have been made, the caster can undertake the ritual itself. Unlike most types of magic, rituals can involve more than one mage. Each participant assists in the creation of the sigil, but all must complete their allotted tasks without error.

Ritual Magic can use the Personal Mana of the participants to fuel a ritual's effect. Such rituals are the quickest to perform, although they are glacially slow compared to ordinary spell-casting. However, it is more common for ritualists to tap and shape Ambient Mana, *without drawing the mana into their own bodies*. By gradually shaping the mana over minutes, or even hours, a ritualist can order the mana at arm's length (literally if he uses a ritual dagger or wand). This means that the diffuse magic utilized in a ritual need not count against a caster's daily Power Point total. Moreover, ritual magicians may work effects that require mana far in excess of their personal reserves and limits. Such potent rituals are equally difficult to perform and the backlash from a failed or fumbled ritual can be very dangerous.

RITUAL RESEARCH

The aspiring ritualist *character* must decide on the desired effect for the proposed ritual and undertake days of study to ascertain the sigil pattern and the sequences of gestures, the incantations, and so forth necessary to create the sigil. This research may uncover "influences" such as particularly auspicious times and places, exotic substances, etc., which can assist in performing a ritual.

Lesser rituals duplicate the effects of existing spells. Thus an Elementalist may learn a ritual that allows for him to perform the equivalent of the spell, Major Healing, even with all the scaling options already applied. Rituals cost double the amount of Power Points that the equivalent spell would cost.

Example: *Demetrios, an Elementalist Mage, wishes to learn a ritual that will duplicate the effects of the spell Major Healing. He wishes it to include the scaling option, Heals all damage. This would normally cost 19 PP to cast for somebody who has the spell. For the ritual this will cost 38 PP (19 x 2 = 38).*

Example: *Uther, a fledgling Ranger, wishes to learn a ritual for performing the spell Past Visions. He wishes to have its scaling options maxed out, giving the ritual a total cost of 46 PP (23 x 2 = 46).*

Having defined the nature and parameters of the ritual, the ritualist must now research the specifics of the ritual in terms of its sigil pattern and how best to create it. This research may involve discussions with fellow practitioners, long hours spent poring over dusty tomes in arcane libraries, periods of contemplation upon the possibilities of the sigil pattern, and even days practicing

the gestures and incantations in isolation.

The rules detailed in Researching Magic, Chapter 5, page 30 provide the framework for researching magical rituals.

For every PP involved in the desired ritual, the magician must spend at least one day in research.

Example: *Demetrios must spend at least 38 days researching his Major Healing ritual. Uther must spend a minimum of 46 days researching his ritual.*

At the end of this period, the student must make a Medium Magical Ritual maneuver. The maneuver receives a +20 bonus if the researcher has previously researched a similar ritual or is seeking to modify an existing similar ritual. The definition of “similar” is strictly at GM discretion. The maneuver receives a penalty if the ritualist’s number of ranks in Magical Ritual is less than the projected Final PP cost of the ritual. This penalty is equal to (Final PP Cost - number of Magical Ritual skill ranks) x 5.

Example: *Demetrios only has 30 ranks in Magical Ritual. That is less than the 38 PP cost of the ritual. The penalty is $38 - 30 = 8 \times 5$ or -40 to the Magical Ritual maneuver. Fortunately Demetrios has access to a manual which gives details of another healing ritual and the GM rules that this is similar, yielding a +20 bonus.*

Uther only has 6 ranks in Magical Ritual, freely admitting that he much preferred learning other things. His penalty is -200 ($46 - 6 = 40$, then 40×5). He’s unlikely to discover the ritual details himself.

Note: There is **no** bonus for ritualists who have more ranks in Magical Ritual than the PP cost of the ritual to be researched.

All the normal research modifiers detailed in Chapter 5, Researching Magic, page 30, should be applied to this maneuver roll.

If the researcher succeeds in this maneuver, he has determined both the ritual sigil and how to perform the ritual. For each difficulty level above Medium that the result would meet, the researcher also discovers one beneficial “influence” (see below) that will assist in the ritual.

Example: *Demetrios’ final result on his Magical Ritual maneuver is 147. That easily makes a Medium difficulty level All-or-nothing roll. It would also have sufficed for a Very Hard maneuver (-40) as $147 - 40$ is 107, but not for an Extremely Hard (-60) maneuver as $147 - 60$ is 87, much less than the required 100 for success. Demetrios learns two appropriate Influences for his new ritual.*

At this point, the researcher should learn the ritual by expending sufficient Development Points to increase his Magical Ritual skill by one skill rank. The researcher must also pay the extra DP cost for the ritual at this point—equal to one half of the Power Point cost of the ritual

(rounded up). In the example above, the ritual would cost Demetrios 19 DPs in addition to the cost of the Magical Ritual skill rank.

Characters may only know one ritual per skill rank in Magical Ritual. To successfully perform rituals that other mages have researched and fully documented, characters must still pay the Development Points to learn the ritual, but not the additional cost of _ the Power Points of the ritual. Starting characters possessing Magical Ritual skill must have their starting rituals approved by the GM.

GM’s Option: Pay In Advance

For campaigns where level advancement is relatively slow, the GM may wish to allow characters to purchase ranks in Magical Ritual in advance, but without specifying the ritual(s) to take those slot(s). When a character then develops a ritual in-game between levels, the skill rank can be allocated to that ritual.

RITUAL INFLUENCES

“Influences” are ritual-specific additions to the gestures and incantations that form the core of a ritual. Influences are as varied as rituals themselves, and provide “color” and distinctiveness to ritual magic, preventing it from becoming just a very long-winded way of casting spells.

Magical philosophers remain uncertain as to why Influences should be capable of aiding ritual magic. They theorize that the ritualist may be unconsciously using Natural Magic principles to tap unknown powers within materials and items. Wilder conjectures hold that auspicious times and dates may coincide with heightened flows of Ambient and Pure Mana.

As “Influences” provide a practical benefit to performing rituals, the GM is responsible for choosing which influences are appropriate to a specific ritual. Moreover, a GM need only reveal influences if the ritualist PC surpasses the Medium difficulty level in the ritual research maneuver. The maximum number of Influences for any ritual is 5 (and these need only all be revealed if the ritualist meets the Absurd difficulty level.)

The GM should choose Influences as suits the ritual, the internal logic of the setting, and by quixotic whim. There is no onus upon the GM to choose Influences for the convenience of the PCs as they are not compelled to employ the Influences. GMs may, of course, choose easily available Influences if that suits the particular needs of their campaign plot.

A sampler of Influences is provided below. While perusing the examples, the GM should also consider whether any of these influences should be considered essential to the proper working of the ritual. The influence descriptions below refer to aspects, as listed in the spell creation section in Chapter 4. This reflects that the influences work towards easing those base aspects of a given spell.

Actions: Religious rituals may involve sprinkling holy water, burning incense and praying. Sound magic might incorporate singing, music, or simply repeated sounds such as striking gongs and clashing cymbals. Emotion Aspect effects might involve miming the emotions.

Auspicious Dates: Certain times of the year seem more favorable to certain types of magic. These include holy days and feast days celebrated by religions (useful for effects from the Clerical Sphere), anniversaries of important events (*Past Visions*, conversing with the dead), and the equinoxes and solstices (winter solstice for Water magic, spring equinox for Earth, summer solstice for Fire, and autumnal equinox for Air.)

Auspicious Places: Consecrated ground favors Clerical Sphere effects and spells with Heal and Life Aspects. Unhallowed ground aids evil magic of all kinds, while cemeteries, burial mounds, etc., assist spells with Death and Spirit Aspects. Elemental rituals may benefit from taking place in volcanoes for Fire, underground for Earth, on mountaintops and airborne for Air, and in or by rivers, lakes, oceans, and even underwater for Water.

Auspicious Times: Rituals that deal with light, darkness, and perception (among others) may benefit from beginning or ending at a specific time, such as sunrise, noon, sunset, moonrise, or midnight. Accurate timekeeping is however essential.

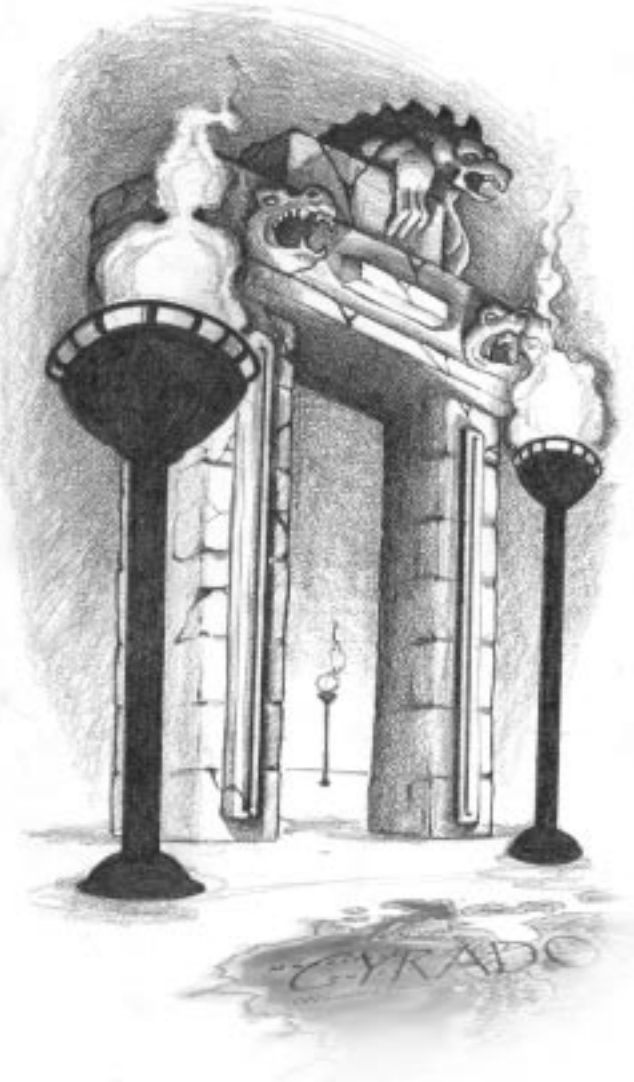
Fragments: These include skin, nail and hair clippings, samples of blood, cremated ashes, etc., of animals, monsters, Demons, Undead, etc. Rituals invoking Call, Command, Control, Influence, Return, Transform (minor), or Transform (major) Action Aspects can all benefit from such paraphernalia. Rituals targeting a specific individual need a fragment from that individual, a likeness (e.g. a portrait), or a possession of that individual. See also Chapter 7, Esoteric Substances and Occult Properties, page 54.

Herbs and Plants: Rituals invoking the Plant Aspect may benefit from rare flowers, seeds, leaves, nuts, berries etc. Healing rituals can incorporate suitable healing herbs. Effects such as Tree Skin, Tree Merge, etc., may employ the bark of trees. Physical Alteration herbs will assist according to their individual powers. See also Chapter 7, Esoteric Substances and Occult Properties, page 54.

Items: Rituals with Create or Instill Aspects may find scale models of the items to be fashioned or altered particularly beneficial. In enchantment rituals, multiple copies of an item may be consumed - the ritualist is removing the quality from several items and concentrating it into a single item, perhaps creating a magical sword from five non-magical blades. Maps and models may also prove helpful to scrying effects as will mirrors, crystal balls, and the like for projecting images. Illusion Aspect effects can employ mirrors and other reflective surfaces in the creation of the unreal and so forth.

Precious Gems: Valuable gemstones may be sacrificed or consumed in a ritual to add their Fixed Mana to the effect. Certain gems are particularly relevant for elemental Aspect effects: pearls and sapphires (Water), opals and rubies (Fire), emeralds (Earth), and diamonds (Air). The Fixed mana value of the gems should be at least equal to the PPs of the ritual (see *The Power of Crystals*, Chapter 7, page 54).

Precious Metals: Silver and gold (to the value of 10 gp per ritual PP) may be consumed in rituals. Transmutation rituals (e.g. lead into gold) will be boosted by a careful sprinkling of the desired substance (e.g. gold dust) onto the base material.



Sacrifices: In certain religions, offerings to the god or gods are common. These may include precious metals and gems (see above) or small animals and birds. Demons, Undead and other evil beings may also be tempted by the sacrifice of humanoids.

Example: *Returning to Demetrios and his healing ritual, the GM must determine two Influences. The GM selects Willow bark as one influence since it is reputed to have healing properties. As a second influence, the GM selects Actions. This ritual influence, if used, requires that Demetrios dances around the person to be healed while chanting.*

Example: *Uther has found a tome giving details of the ritual he wants to perform. It suggests using a crystal ball as a focus for the visions.*

PERFORMING THE RITUAL

Before performing a magical ritual, the practitioner must ensure that all participants are properly prepared, any material influences are in a readied state, and that the location for the ritual is both available and protected.

For participants, proper preparation means that everyone who is to be involved in performing the ritual has been trained in the ritual. Many ritualists will also insist that participants fast (from both food and drink) prior to the ritual and abstain from all spell-casting during the fasting period and until the ritual is complete. In some cultures, ceremonial washing is also customary to further purify the body.

The ritual location itself must be set up with all its paraphernalia in the correct places and any materials, items, etc., required as influences in their correct positions. As even the slightest interruption can ruin a ritual, guards should be posted outside the ritual location to bar entry to intruders, no matter how benign their intentions.

Finally the ritual itself can begin at the appointed time. Each ritual participant will perform their precisely defined sequences of esoteric gestures and chants at appropriate points, as they focus their concentration upon the creation of the ritual sigil. The material influences will be brought to bear, offered as sacrifices or consumed by fire, water, or the swirling currents of Ambient Mana. Stylized actions, imbued with mystic symbolism, will be acted out. Slowly, ever so slowly, the sigil will assume its form and the ritual will reach its climax as the sigil alters reality.

In terms of game mechanics, the success or failure of a magical ritual is resolved as follows:

Each participant in the magical ritual must succeed in a Perform Magical Ritual maneuver. Perform Magical Ritual is a -40 subskill of the Magical Ritual skill. Each participant must also have gained

one rank in Magical Ritual (this ensures that they have learned the ritual in question.)

Note: The target (if any) of a ritual and anyone unfortunate enough to be a sacrifice are not “participants” in this sense.

The Perform Magical Ritual maneuver has the following positive modifiers:

+10 for each Influence

+5 for each additional participant in the ritual

+10 if the participant has fasted and abstained from magic for at least 1 hour per 10 PP (or fraction thereof) required by the ritual.

If a Magical Ritual has a Final PP Cost that is higher than the number of skill ranks in Magical Ritual possessed by a participant, then the following penalty should be applied:

-5 x (Final PP Cost - number of skill ranks).

High Magic Rituals are even more difficult to perform than “normal” rituals and incur a special -40 penalty.

The ritual will **automatically** fail if any of the participants are unable to speak or cannot move freely during the ritual. (Few ritualists wear armor during a ritual lest it impede a key gesture.)

An interruption or other disruption can cause the ritual to fail. This can range from an unexpected loud noise, a sacrificial captive breaking free, a participant being attacked by weapon or spell, etc. If an interruption occurs, all participants must immediately make an additional Perform Magical Ritual maneuver with a special -20 modifier. If **any** participant fails this maneuver, the ritual is immediately ruined. If all participants succeed, the ritual can continue. If the disruption persists (e.g. a foe continues to attack a ritual caster), further maneuvers must be made. If a participant is incapacitated, killed, or otherwise prevented from continuing, the ritual fails.

If the ritual succeeds, the desired magical effect happens as expected. All material influences are consumed in the process. For the purposes of Attack and Elemental spells, the ritual maneuver roll of the chief participant is the casting roll to use in determining results from the RR column of the maneuver table and OBs.

If the ritual fails, then the desired magical effect does not occur. All material influences are consumed or ruined. All participants suffer a modest magical backlash and temporarily lose 1 Hit Point and 1 PP for every 5 PPs in the Ritual. This PP and Endurance loss is recovered normally.

If the ritual maneuver is fumbled, then the desired magical effect does not happen, all material influences are ruined, and **all** participants must make a non-open-ended roll on the Ritual Fumble Table.

TABLE 8.1 RITUAL FUMBLE TABLE

01-25	Oops! An incantation was spoken at the wrong time (or by the wrong person). The sigil collapses and you temporarily lose one-quarter of your remaining PPs and 1 Hit for every PP required by the ritual.
26-50	Daydreaming on a ritual is unwise. The first you know about the sigil collapsing is when the magical backlash arcs through your body. Roll d100-20 on the Electrical Table and lose half of your remaining PPs.
51-75	Well, now you know what happens when the gestures are made in the wrong sequence. The magical energy internalizes itself in your body. Roll d100 on the Electrical Table and lose three-quarters of your remaining PPs.
76-00	Wrong ritual! Did you actually learn the right ritual? Roll d100+20 on the Electrical Table as the mana flows through you and lose all your remaining PPs.

The time required to perform a ritual is 3 minutes per PP needed in the ritual if Ambient Mana is used.

Participants can use their own PPs instead. In this case, the time needed is 10 rounds per PP required by the ritual. All participants must contribute at least one PP to the total PP required.

Example: *While out adventuring with his companions, one of them is seriously injured. Having nobody with healing spells with them, Demetrios decides to give his new ritual a try. Demetrios now has 31 ranks in Magical Ritual (remember, he had to buy a skill rank for this ritual) giving him a bonus of 81, which with +12 from stat bonuses, is 93. He is employing both influences (Action: dancing around the injured comrade while chanting and Herbs and Plants: a small pouch of powdered willow bark) for a +20. His total so far is 113 (93 + 20). However the ritual requires 38 PPs which exceeds his total number of skill ranks by 7, so that is a -35 (7 x -5) modifier and Perform Magical Ritual has a base penalty of -40. His total bonus for this ritual is 38. This means that he needs a 63 or better in order to successfully complete the ritual. If Demetrios uses only Ambient Mana to complete the ritual will take him 114 minutes (1 hour 54 minutes) or almost 2 hours to complete. However, if Demetrios uses his own PPs for the ritual, it will take him 380 rounds (760 seconds or 12 minutes 40 seconds) to complete it.*

Example: *Uther's player does the calculations for the difficulty of the Past Visions ritual. He has 1 influence (the crystal ball) for a +10 and he has four friends helping with the ritual for another +20. They have all fasted for 5 hours prior to attempting the ritual (46 PP/10 = 4.6, rounded up to 5 hours of fasting) for another +10. However Uther's skill ranks are dwarfed by the PP cost of the ritual (46 - 7 = 39) making a -195 modifier to the ritual. Uther would require the assistance of several dozen able mages to reduce that penalty to manageable levels. Uther's player decides that perhaps he best learn more about magical rituals in general before attempting this one.*

GUIDELINES ON RITUALS

Ritual Magic is designed to achieve large-scale, permanent effects, especially those that a character may not normally have access to. Emulating instantaneous spells, cantrips, and minor magics is not a worthy use of Ritual Magic. Rituals can combine the effects of multiple spells into a single ritual working. However, doing so increases the overall danger of the ritual itself.

Unlike casters of Spell Magic who are constrained by skill rank and PP maxima, ritualists can create effects whose potency exceeds their personal limitations. Consequently Ritual Magic can be much more hazardous to its practitioners and they should always weigh benefits against risks before proceeding with a ritual.

In addition to its dangers, the requirement that every unique effect should have a unique ritual should be adhered to strictly. An item creation ritual to give a +5 bonus to OB is different from a similar ritual to give a +5 DB bonus. GMs should also utilize limitations on existing spells when emulating them as rituals and require PCs to buy these off in the secondary parameter adjustment stage. The above mentioned Imbue rituals would have to be performed daily just as if the character were casting the spell for creating an item. Rituals almost always must enchant existing base items which increases the PP cost and makes the rituals harder. Ritualists must research individual rituals for specific items (whereas Thaumaturges have a flexible toolkit) and GMs are encouraged to require expensive material Influences.

GMs may also wonder why anyone would ever use their own PPs in Ritual Magic. The obvious answer is sometimes the result of a ritual is wanted quickly. A less obvious answer is that in some settings, traditional Spell Magic may not exist, leaving Ritual Magic as the only option for mages. In such worlds, a forewarned mage might even attempt combat rituals. See Which Types of Magic, Chapter 10, page 121 for more details on this subject.

Finally GMs may consider the modifier for extra participants to be too modest. It represents a pragmatic compromise between simulating rituals in literature and myth where multiple casters are either helpful or essential and thwarting attempts to abuse the rules by having every character who can spell the word “ritual” pitch in to knock down the penalties. Extra participants will work best when they are competent in their own right and their assistance would tip the balance of probabilities in the ritualists’ favor.

RUNE MAGIC

In all its diverse forms, Rune Magic is the art of encapsulating mana into physical manifestations of spell sigils. The sigils are written, painted, carved or inscribed onto the surface of an appropriate medium and imbued with magic. As the sigil is imprinted only onto the surface, erasing or defacing the sigil pattern is sufficient to destroy a rune. Similarly as a surface magic, runes, glyphs, seals, etc., must be on a nominally visible surface, although they can be concealed within larger patterns or covered by tapestries and the like. Rune Magic is a single-effect magic.

RUNES, GLYPHS AND SEALS

SPELL RUNES

The spell sigils created through Rune Magic are normally categorized by the medium upon which they have been inscribed. Thus Runes proper are written or painted onto papyrus, paper, parchment and so on, whereas Glyphs are normally carved or incised on a rock, mineral, or gem, and Seals are stamped or etched onto wax, clay or metal. Regardless of their medium, most Runes, Glyphs, and Seals encountered are “Spell Runes” in that any person with sufficient Runes skill can “read” the rune, effectively casting the inscribed spell using the encapsulated mana. Thus “Spell Runes” serve as single-use magical items for individuals with a modest amount of magical skill.

“Spell Runes” can encapsulate the matrix of any Low, Middle or High Magic cantrip or spell. A spell caster may inscribe the basic form of any spell that they know using the Runes skill (with a -30 modifier for the Inscribe Runes subskill). Inscribe scaled versions of spells requires the use of *Rune Mastery* (Magician and Thaumaturge Circles).

TRAP RUNES

A “Trap Rune” (or “Trap Glyph” or “Trap Seal”) is a modified Spell Rune that acts as a magical booby-trap. A person who activates a Trap Rune (by attempting to read it, touching it, etc.) becomes the target of the encapsulated spell effect, rather than being in control of the casting.

A Trap Rune of an unscaled spell may be created using the Inscribe Trap Rune (-50) subskill. Inscribe a Trap Rune takes one minute for each Power Point required

by the spell and these Power Points are expended by the caster at the time of inscription of the rune. If the caster has insufficient Power Points to inscribe the rune, the maneuver will fail. The *Rune Mastery* spell may be used to inscribe Trap Runes of scaled spell effects; however, an Inscribe Trap Rune maneuver must still be made.

At the time of inscribing, the runemaster must decide upon the Trap Rune’s activation trigger(s). For every ten ranks in Runes skill, the runemaster may add one activation trigger to a Trap Rune.

Typical activation triggers include:

Anyone or anything touching the rune immediately activates the spell;

Anyone looking at the rune immediately triggers it (the rune must be covered to prevent accidental activation as soon as it is created);

A specific event occurs (e.g. someone unrolling a scroll with a Trap Rune written on it).

(GMs should require PC runemasters to write down the explicit conditions of triggers to prevent later confusion and argument.)

The OB for an Elemental Attack Trap Rune or Spell Circle depends on the spell’s attack size:

TABLE 8.2 AND RR MODS FOR RUNE MAGIC

Attack Size	OB
Tiny	+40
Small	+60
Medium	+80
Large	+100
Huge	+120

For Trap Runes and Spell Circles with an inscribed Attack spell or Containment and Protection Circles, make an open-ended roll on the RR column of the maneuver table with a +50 bonus.

PROFESSIONAL RUNES

“Professional Runes” are sigil patterns specifically designed for the teaching of spell casting. The base form of the spell and its potential scaling options are inscribed in runic notation. Rarely are professional runes imbued with actual mana.

Professional runes are created using the Inscribe Professional Runes (-40) subskill of the Runes skill. It takes one minute per PP of the base form plus one minute per PP in each of the scaling options to inscribe the rune.

Example: *The Acid Bolt spell has a base cost of 4 PP and two scaling options (Increase Range +1PP per extra 50' and Increase Elemental Attack Potency +2PP per size increase). Creating an Acid Bolt professional rune requires 7 minutes (4 + 2 + 1).*

MAGICAL CIRCLES

Magical Circles are Rune Magic writ large. A magical circle is a large circle drawn, painted or inscribed upon a solid surface, and anointed with standard or special runes. Although they must be primed in mana and effect by the Runemaster, once drawn and activated a Circle utilizes the Ambient Mana to exceed the normal parameters of spells, enabling them to affect all within a circle or all targets within a certain range of the circle's perimeter. If a Circle's perimeter is erased or broken, even slightly, its powers will fail immediately. By their very nature, Circles are immobile once created and activated.

All Circles have a minimum size of 5'R. The maximum Circle radius that a caster can draw and empower is 5' + 1' per rank in Runes skill. The time required to create a Circle is the time taken to draw the circle plus the time taken to empower the circle and its associated runes. Drawing takes at least 1 minute per 1' radius for a simple chalk outline. More permanent inscriptions (such as painting or etching a floor) will take longer to make initially, but can be reused by retracing the pattern. Retracing an existing pattern takes 1 minute per 1' radius.

The time required for empowerment depends on the nature of the Circle.

Drawing and empowering any Circle requires a successful use of the Inscribe Circle subskill (treat as a -50 specialty of Runes). The Power Points requirement varies by Circle type, but if the caster does not have sufficient Power Points then the maneuver automatically fails.

Spell Circles are the simplest form of magical circles. They combine a circle design with a Spell Rune. Any character can attempt to create a Spell Circle for the base form of any spell that he knows. The Power Point cost for a Spell Circle is 1 PP per 1' radius of the circle plus the

base cost of the spell. To create a Spell Circle of a scaled spell, the caster must make a successful Inscribe Circle maneuver and successfully cast *Rune Mastery*. The time required to empower a Spell Circle is 1 minute for every PP used in the Circle.

Example: *The archmage Cefi creates a Spell Circle: Major Healing with a 20'R radius. It takes him twenty minutes to draw the circle. The Power Point cost is 24 PP (20 PP for 20'R and 4 PP for Major Healing). It takes Cefi a further 24 minutes to empower the Circle.*

Once a Spell Circle has been created, it can be activated at will by its creator or by anyone else making a successful Runes maneuver. After activation, any and all appropriate targets within the circle's radius will be affected by the spell (even if it normally only affects one target). Targets receive RRs and DB as normal against the effects. The Offensive Bonuses and RR modifiers of Elemental and Attack spells are given in Table 8.2.

A Spell Circle's effect lasts until either the spell's duration expires normally or the circle is broken (whichever happens first). A Spell Circle can be broken either from the outside or the inside by mundane means (e.g. erasing, defacing or covering any part of the circle or its runes) or by someone crossing either into or out of the circle once it has been activated.

A Containment Circle is a special type of circle that serves to temporarily imprison some variety of entity. The Power Point cost for a Containment Circle is 15 PPs plus 1 PP for every 1' radius of the Circle. To create a Containment Circle, the caster must know the specific Containment pattern and make a successful Inscribe Circle maneuver. The time required to empower a Containment Circle is 15 minutes plus 1 minute for every 1'R of the circle.



Once a Containment Circle has been created, it can be activated at will by its creator or by anyone else making a successful Runes maneuver. After activation, any and all appropriate targets within the circle's radius will be unable to escape from the Circle, whether by mundane means (walking, flying, etc.) or by magical means (teleporting out), unless they can succeed in a RR versus Magic. The modifier for this RR is +50. Targets may make a new RR once per hour. The containment will also affect any appropriate entities who are summoned into the area within the Circle after it has been activated.

A Containment Circle's effects last for up to one hour per rank of the creator in Runes skill or until the Circle is broken. From inside the Circle, an affected target can only break the circle by succeeding in their RR. From outside, the Circle can be broken by erasing, covering, or defacing any part of the circle or by someone *crossing into* the circle.

A Containment Circle can be renewed by re-empowering it before its duration expires. The PP and time cost for this is identical to the original empowerment. It is not necessary to redraw the circle.

Each Containment Circle imprisons a specific creature type:

Animals: Imprisons any species of animal.

Demons: Imprisons any type of Demon.

Elementals: Confines one type of Elemental (e.g. all Fire-based, Water-based, Earth-based, or Air-based Elementals). Must be learned separately for each Element.

Humanoids: Confines members of any one humanoid race (e.g. Humans or Elves or Goblins). A distinct pattern must be learned for each race.

Monsters: Confines one specific species of magical creature - each creature has a unique pattern.

Spirits: Confines all types of Spirits.

Undead: Imprisons all types of Undead.

A Protection Circle is a special kind of Circle that defends anyone inside the circle from specific entities or magic. Protection Circles prevent the chosen entities or magic crossing the circle's perimeter.

The Power Point cost for a Protection Circle is 10 PPs plus 1 PP for every 1' radius of the Circle. To create a Protection Circle, the caster must know the specific Protection pattern and make a successful Inscribe Circle maneuver. The time required to empower a Protection Circle is 10 minutes plus 1 minute for every 1'R of the circle.

Once a Protection Circle has been created, it can be activated at will by its creator or by anyone else making a successful Runes maneuver. A Protection Circle against Magic will block any attempt to cast magic at the Circle or anyone within the Circle. An attacking spell caster must succeed in a RR versus Magic or have his spell disrupted (and forfeit the Power Points).

Other Protection Circles prevent specific entity types from approaching within 10' of the circle's perimeter, unless they can succeed in a RR versus Magic. To actually cross the circle requires a second successful RR versus Magic.

The modifier for all these RRs is +50. Targets may make a new RR once every ten minutes.

A Protection Circle's effects last for up to one hour per rank of the creator in Runes skill or until the Circle is broken. The Circle can be broken by erasing, covering, or defacing any part of the circle or by someone crossing into or out of the circle.

A Protection Circle can be renewed by re-empowering it before its duration expires. The PP and time cost for this is identical to the original empowerment. It is not necessary to redraw the circle.

The following are examples of Protection Circles:

Protection against Animals: bars the entry of any species of animal.

Protection against Demons: prevents the entry of any type of Demon.

Protection against Elementals: stops any one type of Elemental (e.g. all Fire-based, Water-based, Earth-based, or Air-based Elementals) from entering. There is a separate Circle for each Element.

Protection against Humanoid: bars the entry of members of any one humanoid race (e.g. Humans or Elves or Goblins). A distinct pattern must be learned for each race.

Protection against Magic: prevents magic crossing the perimeter.

Protection against Monsters: defends against one specific species of magical creature - each creature has a unique pattern.

Spirits: Stops the entry of all types of Spirits.

Undead: Bars the path of all types of Undead.

Magical Circles can be combined. The circles may not intersect (as this would break the circles) but can be arranged in concentric patterns.

Characters may automatically learn one Circle pattern (Spell, Containment or Protection) for every 5 ranks they possess in Runes. Additional patterns may be learned using the Researching Magic rules in Chapter 5, page 30.

BATTLE RUNES

Battle Runes are introduced and described in **Martial Law**. Battle Runes are a subcategory of Rune Magic, whose practitioners sacrifice the universality of traditional runic notation in favor of a more superficial and easier approach to enruning weapons and armor. Battle Runes provide warriors and others with the limited ability to inscribe the base forms of a restricted set of spells. Battle rune notation is much easier to inscribe (i.e. a Medium maneuver versus



the -30 penalty of conventional inscribing). However, the inscribing process is impermanent with the mana fading from Battle Runes within a matter of hours.

Battle Runes cannot be used to inscribe either Cantrips or High Magic, as both use patterns outside Battle Rune notation. However, the following Middle Magic spells from **College of Magics** may be enruned as Battle Runes.

RUNE PAPER AND SCROLLS

The traditional medium for Runes is *Rune Paper*. A single sheet of Rune Paper (6" by 6") can hold one spell. A *scroll* is a longer roll of Rune Paper that can hold up to three spells.

Universal Sphere	Ranger Sphere	Warrior Mage Sphere
Banish Fatigue ** Detect Life** Detect Undead ** Water Breathing ** Water Vision **	Vision Protection **	Sharpshooter **
Elementalist Circle	Necromancer Circle	Thaumaturge Circle
Elemental Aura** Elemental Resistance** Underwater Movement **	Acid Ball * Acid Bolt* Inflict Injury * Inflict Pain * Nightvision ** Wounding*	Arcane Ball* Deflect Spell** Spell Resistance ** Spell Shield**
* = This is an offensive spell and can only be inscribed on weapons. ** = Will work only on the wearer of the armor or on the weapon wielder.		



Rune Paper is somewhat of a misnomer as it can actually be made from parchment (the treated skin of calves, sheep, and goats) or from vellum (the skin of young or unborn calves) as well as from paper. However only the finest parchments and papers have the necessary creamy-white tone, smoothness of surface, and durability to serve as Rune Paper. Ordinary sheets of parchment or paper (as listed in the Equipment chapter of **HARP**) simply lack the necessary quality to serve as Rune Paper. Instead Rune Paper must be made specially.

For parchment and vellum, a craftsman must first wash the skins and loosen any hair with lime or another caustic substance, before scraping off hair and residual flesh. The skins are stretched on frames, dried, and then thinned. Their surface is then polished with pumice and whitened with chalk. Thereafter, the parchment or vellum may be removed and cut to the desired size. Ten sheets (or three scrolls) of Rune-quality parchment costs 5 gp to produce, takes 1 day, and requires a Very Hard (-40) Crafts (Parchment) maneuver to make. Ten sheets (or three scrolls) of Rune-quality vellum costs 8 gp to produce, takes 1 day, but requires a Hard (-20) Crafts (Parchment) maneuver to make. The reduced Difficulty degree results from the finer grain and unblemished nature of the calf skin.

Papermaking is impractical for adventurers lacking a permanent base of operations. Paper requires large quantities of pulp, which for centuries was made by placing damp rags in large vats to rot for weeks. The rotten rags were then physically pounded to break them up into their individual fibers with this “paper pulp” being returned into a watery vat. To create a sheet, the paper-maker dipped a wire mesh mold (of the desired paper size) into the vat, ensuring that the pulp had adhered evenly to the mold. The newly formed sheet was placed on a piece of fabric. A further piece of fabric was placed on top of it. The next sheet formed went on top of this until a multi-layered pile of sheets and cloths had been made. The pile was then pressed several times to remove most of the water before the individual sheets were carefully removed and hung up to dry. Finally the paper was made impervious to ink by dipping the sheets into a gelatin solution, drying them, and then rubbing their surface with a glossy stone such as an agate. Ten sheets (or three scrolls) of Rune-quality paper costs 3 gp to produce, takes 1 day (if the pulp already exists), but requires an Extremely Hard (-60) Crafts (Paper-making) maneuver to make.

Even Runemasters who make a living by selling enruned rune paper and scrolls will frequently purchase their paper, parchment or vellum supplies from specialist parchment or paper-and-ink artisans at between three and five times the production cost. The sale price of Rune Paper and Scrolls can be found in the Treasures chapter of **HARP**; note that the cost for spells is 1 gp per PP in the

base form of a spell and 10 gp plus 5 gp for every PP worth of scaling. Remember that access to the *Rune Mastery* spell is required to inscribe scaled spells and prices reflect this training.

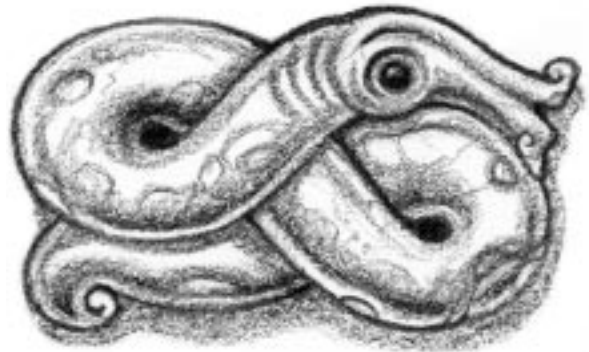
INSCRIBING AND ERASING RUNES AND CIRCLES

The wise mage uses the strongest quill pens (1 sp per set of 10) and purest of inks (1 sp) when inscribing runes. The nib of a quill breaking or ink that runs, is insufficiently dark, or fades on the merest exposure to sunlight, can ruin a rune and the rune paper. Likewise those who prefer to paint their runes onto surfaces, whether paper, stone, wood, or the metal of arms and armor, use the most delicate of brushes and the finest watercolor paints. Writing, painting, and tracing runes into wax tablets all take the normal time for the specific Rune or Circle. However, such means of inscriptions can easily be defaced or erased (paints can be washed off and wax surfaces smoothed over.).

Tracing a Circle in sand or dirt with a dagger or outlining it with chalk all take the normal time to draw as given above. Painting a Circle takes twice as long as normal.

More permanent inscriptions such as carved runes in wood or etched sigils and Circles in stone, metal or crystal are much harder to destroy. These more lasting inscriptions can be ruined by the determined, however. A well-placed axe blow can destroy a carving, a hammer or a chisel can be applied to chip off stone fragments, acid can mar metal seals, and harder gems (such as diamond) can scratch softer crystals. (Vandals are reminded that such actions are frequently the triggers for Trap Runes.)

They are also more time-consuming to create (multiply time requirements by 2 for wood, by 5 for stone or metal, and by 10 for crystals and gems), and require the caster to have the necessary tools such as knives and chisels to carve, sculpt or etch surfaces. Once the sigil has been activated, the pattern remains. Many warriors will refuse to have their weapons or armor “vandalized” in this manner, preferring to place their trust in the more temporary invisible Battle Runes.





SPELL MAGIC



9



Spell Magic is the most diverse body of magical Lore in **HARP**, running the entire gamut of power from the parlor tricks of Low Magic through the Spheres and Circles of the expert professionals to the grandiose wonders of High Magic.



Low Magic

Low Magic is the study of the minor magical effects known as Cantrips. These Low Magic spells have extremely limited potency and restricted uses. By their very nature, cantrips cannot be scaled upwards to achieve increased effects. Fortuitous casting can, however, lead to improved effects. All cantrips are Utility spells; it is not possible to create an Attack or an Elemental cantrip as the sigil fragments which form Low Magic spells simply do not encompass the necessary offensive patterns.

Cantrips are, however, relatively easy to learn. Like Universal Magic, cantrips may be learned by members of any profession. As one or two Power Point incantations, a cantrip requires the purchase of only one skill rank for a caster to fully encompass the spell. Unlike other forms of Spell Magic where each spell must be acquired as an individual skill, Low Magic requires its wielders only to develop the Cantrips skill (see Chapter 6, page 43) both to learn cantrips and to cast them. Hence the more cantrips a Mage knows, the easier it is to cast them.

All the normal rules regarding spell casting apply to Low Magic, so casters who insist on wearing armor will have to expend additional Power Points, have as many skill ranks in the Cantrips skill as PPs to be invested in the spell, and suffer the normal casting penalties for scaling. Cantrips are resolved on the Utility column of the maneuver table with the

TABLE 9.1 CANTRIP LIST

Body Clock	Dry Clothing	Ignite	Repair Clothing
Clean Body	Dry Manuscript	Magnify	Repair Crack
Clean Item	Dry Weapon	Measure	Repair Nick
Compass	Find Page	Purify Food	Repair Tear
Count	Float	Purify Drink	Repel Filth
Create Water	Glowing Eyes	Relieve Pain	Repel Tiny Insects
Cure Hangover	Heal Bruise	Remain Dry	Smoke Rings
Dry Armor	Heal Cut	Repair Binding	Weigh

caster adding his Cantrips skill to an open-ended roll. All results from the table are applied as normal.

Apprentices of both mentors and guilds usually learn a handful of cantrips during their early training as they provide relatively safe initial spells to experiment with. Some cantrips such as *Body Clock*, *Clean Item* and *Cure Hangover* have obvious value to students! As apprentices gain more experience with magic, they tend to focus their available time on understanding the principles underlying their professional Sphere or Circle and on mastering the rudiments of a few Universal or professional spells.

Low Magic lore is not limited to the ranks of the spell-using professions. Specific cantrips are passed down from generation to generation as “knacks” that help to ease everyday life. Skilled artisans may use the various *Repair* cantrips to mend damaged tools and farm implements, while the reputation of the local hedge wizard may be founded on the shrewd application of healing cantrips and common sense.



CANTRIPS**BODY CLOCK**

PP COST: 1
RANGE: Self
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: Caster can reset his body clock before going to sleep, so that he will wake up at a predetermined time.

CLEAN BODY

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: All dirt is immediately removed from the target being, leaving him perfectly clean.

CLEAN ITEM

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: All dirt is immediately removed from the touched object, leaving it perfectly clean.

COMPASS

PP COST: 2
RANGE: Self
DURATION: Concentration
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: As long as the caster concentrates, he can perceive the direction of “true” north.

COUNT

PP COST: 1
RANGE: Self
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: Caster can determine the exact number of one group of like items within a 5’ radius that is within his sight - useful for counting one’s gold.

CREATE WATER

PP COST: 1
RANGE: Touch
DURATION: 2 rounds
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: Caster can create one pint of pure water, causing it to appear in a ready container over the course of two rounds.

CURE HANGOVER

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: The target is instantly cured of a hangover.

DRY ARMOR

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: Caster can remove any surface liquid or moisture from a suit of armor, piece of armor, or shield.

DRY CLOTHING

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: Caster can remove any surface liquid or moisture from an article of clothing.

DRY MANUSCRIPT

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: Caster can dry any moisture contained in one book, text, scroll, etc.

DRY WEAPON

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: Caster can remove any surface liquid or moisture from a weapon.

FIND PAGE

PP COST: 1
RANGE: Touch
DURATION: 2 rounds
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: If the caster touches a book or scroll and thinks of a specific page or section, then the book will open at/turn to the right page or the scroll will unroll to the chosen area. Caster must have read the book or scroll at least once.

FLOAT

PP COST: 1
RANGE: Self
DURATION: Concentration
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: Caster remains afloat on any normal liquid as long as he concentrates.

GLOWING EYES

PP COST: 1
RANGE: Self
DURATION: 2 rounds/rank (C)
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: Caster can cause his eyes to glow any color desired at up to 1 candlepower per eye. This is an illusion with a maximum duration that depends on the caster's Cantrips skill. While the cantrip will remain active for the entire length of time, his eyes will only glow when he is concentrating.

HEAL BRUISE

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: Caster is able to heal up to 5 concussion hits.

HEAL CUT

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: Caster is able to heal a 1 concussion hit per round bleeding wound. This cantrip has no effect on more severe bleeding wounds.

IGNITE

PP COST: 2
RANGE: Self
DURATION: Concentration
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: A 1" flame springs from the caster's fingertip. This can be used to set alight any flammable material.



MAGNIFY

PP COST: 1
RANGE: Self
DURATION: Concentration
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: Magnifies any visual image viewed by the caster by x5. Caster can only use this spell on items, surfaces, etc., that are no further than 5' away from the caster.

MEASURE

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: Caster can determine the exact dimensions (i.e. length, width, height) of one item.

PURIFY DRINK

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: All impurities, poisons, etc., are immediately eliminated from one pint of liquid, leaving it totally pure.

PURIFY FOOD

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: All impurities, poisons, etc. are immediately eliminated from one pound of food (equivalent to 1 day's ration).

RELIEVE HEADACHE

PP COST: 1
RANGE: Touch
DURATION: 1 minute
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: The target is instantly cured of a headache.

RELIEVE PAIN

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: Caster is able to heal one slight injury, equivalent to eliminating a maneuver penalty of -10 or less. This cantrip has no effect on injuries with higher maneuver penalties.

REMAIN DRY

PP COST: 1
RANGE: Self
DURATION: Concentration
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: Precipitation is gently repelled from the caster, ensuring that he remains dry for the duration of this cantrip.

REPAIR BINDING

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: Repairs the binding of any one book or scroll. Does not restore any lost magical properties.

REPAIR CLOTHING

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: Repairs any one continuous tear or rent in an item of clothing. Does not restore any lost magical properties.

REPAIR CRACK

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: Repairs one crack in a wooden object. This cantrip cannot mend items that are broken into two or more pieces, nor restore any lost magical properties.

REPAIR NICK**PP COST:** 1**RANGE:** Touch**DURATION:** —**SPELL TYPE:** Utility**RR:** —**SPHERES:** Cantrip

DESCRIPTION: Repairs one nick in a bladed weapon, helping to keep it serviceable. This cantrip cannot mend weapons that are broken into two or more pieces, nor restore any lost magical properties.

REPAIR TEAR**PP COST:** 1**RANGE:** Touch**DURATION:** —**SPELL TYPE:** Utility**RR:** —**SPHERES:** Cantrip

DESCRIPTION: Repairs any one continuous tear in a sheet of paper or parchment, restoring the document to its undamaged state.

REPEL FILTH**PP COST:** 1**RANGE:** Self**DURATION:** Concentration**SPELL TYPE:** Utility**RR:** —**SPHERES:** Cantrip

DESCRIPTION: All dirt, grime, mud, blood, gore, etc. is repelled from the caster for the duration of this cantrip.

REPEL TINY INSECTS**PP COST:** 1**RANGE:** Self**DURATION:** Concentration**SPELL TYPE:** Utility**RR:** —**SPHERES:** Cantrip

DESCRIPTION: Any tiny insects (i.e. normal bees, wasps, flies, ants, etc.) that come within 6" of the caster are pushed away from the caster.

SMOKE RINGS**PP COST:** 1**RANGE:** Self**DURATION:** Concentration**SPELL TYPE:** Utility**RR:** —**SPHERES:** Cantrip

DESCRIPTION: Caster can create one smoke ring (of up to 3" in radius) per round. Smoke rings may be of any color. Caster needs a source of smoke such as a pipe or fire, and the rings dissipate naturally.

WEIGH**PP COST:** 1**RANGE:** Touch**DURATION:** —**SPELL TYPE:** Utility**RR:** —**SPHERES:** Cantrip

DESCRIPTION: Caster can determine the exact weight of one item (which may be a filled sack or other container).



MIDDLE MAGIC

Middle Magic is the collected spells of the Spheres and Circles of the spell-using professions. It also includes the spells of Universal Magic. The rules concerning its use are fully covered in the **HARP** core rulebook.

Middle Magic forms the bulk of Spell Magic, but it is not a unified magic like the study of cantrips or High Magic. Instead the knowledge of the Middle Magic sigils is scattered among the spell-using professions with each profession devoting their energies to learning their specialty spells and occasionally extending the application of their sigil fragments to new spells. However, while some sigil patterns are truly exclusive to certain Spheres or Circles, there is some overlap at the boundaries. The sigil patterns which form the basis of Universal Magic are sufficiently easy (relative to the Spheres) and foundational to Spell Magic that Universal Magic can be learned by members of any profession.

(A modern analogy to explain the Spheres and Circles is to consider Middle Magic to be akin to mathematics. As the foundation of Spell Magic, Universal Magic might be considered its number system and arithmetic, while the Spheres could be the equivalents of geometry, algebra, calculus, etc. The Great Circles represent related fields of mathematics - differential calculus versus integral calculus, for instance.)

The upshot is that while the various strands of Middle Magic share common concepts, members of one profession cannot trivially teach their Sphere or Circle

spells to members of another profession. Each profession that has its own Sphere or Circle also has its own set of sigil pattern fragments. Learning spells from a Sphere or Circle requires having access to those fragments. There are two ways to accomplish this.

The first is to join the relevant profession, either as the character's starting profession or using the Additional Profession Talent at second or higher level. If using the Additional Profession Talent, the character must choose access to the sphere as the new professional ability gained. However, the character can only learn spells from the Sphere/Circle of the profession that they are currently developing - effectively they need the professional mindset to reinforce their training sufficiently for them to learn the new spells.

The second method is to use the Arcane Power or Arcane Circle Talents. These talents allow a character to develop the spells of the associated Sphere or Great Circle regardless of their current profession. They have developed the facility to work directly with the spell pattern fragments.

The new spells found in the Mages' Great Circles and the expansions of the other Spheres means that there are many more spells potentially available to Clerics. GMs are reminded to be strict in enforcing the twenty-spell maximum on a Cleric's base list. However, if a Cleric has not yet developed all of their optional spells, the GM should consider if any of the spells introduced in this book are a better fit for the specific Cleric. As always, the selection should be in keeping with the Cleric's religion and deity.





TABLE 9.2 MIDDLE MAGIC SPELL LIST

Elementalist	Necromancer	Thaumaturge	Vivamancer
<i>Air Wall</i>	Acid Ball	Analysis	Animal Transformation
Air Form	Acid Bolt	Arcane Ball	Banish Creature
Breezes	<i>Animate Dead</i> ¹	<i>Bladeturn</i>	<i>Calm</i> ²
Conflagration	<i>Control Undead</i> ¹	Change Object Size	<i>Changing Ways</i>
Cool	<i>Create Undead</i> ¹	Conjure Animal	Control Aerial Creature
<i>Darkness</i>	Curse	Conjure Creature	Control Aquatic Creature
Earth Tunnel	<i>Darkness</i>	Conjure Item	Control Land Creature
Earth Wall	Disease	Deflect Spell*	Control Plant
<i>Earthen Transmutations</i>	<i>Fear</i>	<i>Deflections</i>	Creature Transformation
Elemental Aura	<i>Fire Nerves</i>	<i>Fly</i>	<i>Cure Disease</i> ¹
<i>Elemental Ball</i>	Inflict Injury	Force Wall	Cure Insanity
<i>Elemental Bolt</i>	Inflict Pain	<i>Haste</i>	<i>Fear</i>
Elemental Resistance	<i>Invisibility</i>	Imbue Bonus	Growth
Extinguish Fires	<i>Jolts</i>	Imbue Charge	<i>Lifegiving</i> ¹
<i>Fire Wall</i>	<i>Misfeel</i>	Imbue Exotic	<i>Lifekeeping</i> ¹
Fissure	Nightvision	Imbue Spell	<i>Major Healing</i> ¹
Flash	Poison Air	<i>Long Door</i>	<i>Nature's Tongues</i> ¹
Heat	Poison Enhancement	Long Door Item	<i>Nature's Strength</i> ¹
Ice Wall	<i>Shock</i>	<i>Mage Armor</i>	<i>Neutralize Poison</i> ¹
<i>Icy Mist Wall</i>	Speak with the Dead	Magestaff	Plant Growth
Obscuring Mist	Summon Undead	<i>Merging Ways</i>	Plant Healing
Quicksand	<i>Turn Undead</i> ¹	Molding	Plant Transformation
<i>Spikes</i>	Undead Mastery	<i>Passing</i>	Rejuvenation
Stoneskin	Unluck	<i>Phantasm</i>	Repel Animal
<i>Stun Cloud</i>	Weaken Agility	Potion Mastery	<i>Restoration</i> ¹
Tremors	Weaken Constitution	Preserve Charm	Share Animal Sense
Trench	Weaken Insight	<i>Quiet Ways</i>	Shrink
Underwater Movement	Weaken Presence	<i>Rune Mastery</i>	Summon Aerial Creature
Unfog	Weaken Quickness	Spell Resistance	Summon Aquatic Creature
<i>Vacuum</i>	Weaken Reasoning	Spell Shield	Summon Land Creature
Water Corridor	Weaken Self Discipline	Stabilize Elixir	Telepathic Bond
Water Form	Weaken Strength	Waiting Spell	<i>Tree Skin</i> ¹
<i>Water Wall</i>	Wounding	Wards	<i>Turn Undead</i> ¹

Spells in italics can be found in the **HARP** core rulebook and, unless otherwise indicated, are in the Mage Sphere.

¹ This spell is found in the Cleric Sphere.

² This spell is found in the Harper Sphere.

TABLE 9.3 ADDITIONAL SPELLS FOR EXISTING PROFESSIONS

Universal	Harper	Ranger	Warrior Mage
Banish Fatigue	Beguiling Voice	Nature's Awareness	Mantlet
Detect Life	Project Voice	Predict Weather	Reload Weapon
Detect Signature	Speed Reading	Vision Protection	Sharpshooter
Detect Undead			
Enchanted Rope			
Water Breathing			
Water Vision			

NEW UNIVERSAL SPELLS

BANISH FATIGUE

PP COST: 7

RANGE: Touch

DURATION: 1 hour

SPELL TYPE: Utility

RR: —

SPHERES: Universal

DESCRIPTION: The target will remain alert and awake for the duration of this spell, suffering no penalties due to exhaustion, tiredness, or exertion. This spell does not protect against magically induced sleep, nor may a character regain lost Endurance or Power Points while under its effects.

SCALING OPTIONS:

Increase Duration (per each additional hour): +5 PP

DETECT LIFE

PP COST: 5

RANGE: 100'

DURATION: 2 rounds/rank (C)

SPELL TYPE: Utility

RR: —

SPHERES: Universal

DESCRIPTION: The caster may concentrate and detect the presence of plants and creatures (e.g. animals, monsters, humanoids) within a 10' radius within range. The caster may shift his focus from one area to another within range each round. The only information learned is whether there is a living plant or a creature within the radius being studied.

SCALING OPTIONS:

Increase Information: +5 PP

(indicates the species of plant or creature)

Increase Range (per +50'): +1 PP

Increase Radius (per extra 10'R): +2 PP

Increase Duration (5 rounds/rank): +4 PP

Increase Duration (10 rounds/rank): +6 PP

DETECT SIGNATURE

PP COST: 5

RANGE: 100'

DURATION: 2 rounds/rank (C)

SPELL TYPE: Utility

RR: —

SPHERES: Universal

DESCRIPTION: The caster may concentrate and detect the signature of any active spell. This only tells him the profession of who cast the spell, not who they are, or any

other information. Each caster has a unique signature, so the caster will always be able to differentiate between the signature of one spell caster and another without needing to make any rolls. This spell has several unique scaling options.

Trace Spell: This allows the caster to track the caster of a specific signature detected by this spell. To the caster of this spell, it is as if he is following a trail of phosphorescent light between the spell and its caster. The actual tracking of this trail is accomplished by making a Light Tracking maneuver. For every two hours since the casting of the spell being traced, the difficulty is increased one step, to a maximum difficulty of Absurd.

Detect Expired Spell: This allows the caster to detect a spell whose duration has already expired. The caster will detect any expired spells within a 10' radius, and he may search a different 10' radius within his range each round.

SCALING OPTIONS:

Increase Range (per +50'):

+1 PP

Increase Duration (5 rounds/rank): +4 PP

Increase Duration (10 rounds/rank): +6 PP

Increase Duration (1 minute/rank): +8 PP

Trace Signature: +4 PP

Detect Expired Spell (10 minutes/rank): +5 PP

Increase Information (level of caster): +2 PP

DETECT UNDEAD

PP COST: 5

RANGE: 100'

DURATION: 2 rounds/rank (C)

SPELL TYPE: Utility

RR: —

SPHERES: Universal

DESCRIPTION: The caster may concentrate and detect the presence of Undead within a 10' radius within range. The caster may shift his focus from one area to another within range each round. The only information learned is whether there is an Undead within the radius being studied.

SCALING OPTIONS:

Increase Information (indicates the general type of Undead): +5 PP

Increase Range (per +50'): +1 PP

Increase Radius (per extra 10'R): +2 PP

Increase Duration (5 rounds/rank): +4 PP

Increase Duration (10 rounds/rank): +6 PP



ENCHANTED ROPE**PP COST:** 4**RANGE:** 50'**DURATION:** Concentration**SPELL TYPE:** Utility**RR:** —**SPHERES:** Universal

DESCRIPTION: If the caster holds one end of a rope, he can cause the rope to move up to its length (within the range of this spell) in any direction, to tie itself in knots, and untie itself. The rope can attack a living being, tying the being up if he fails to make a Light Agility or Acrobatics maneuver. A tied being can escape from the bonds by succeeding at a Light Contortions maneuver.

SCALING OPTIONS:

Increase Range (per +50')	+1 PP
Increase Radius (per extra 10'R)	+2 PP
Increase Dodge Maneuver Difficulty (per degree increase)	+2 PP
Increase Contortions Maneuver Difficulty (per degree increase)	+2 PP

WATER BREATHING**PP COST:** 5**RANGE:** Touch**DURATION:** 5 rounds/rank**SPELL TYPE:** Utility**RR:** —**SPHERES:** Universal

DESCRIPTION: The target gains the ability to breathe water as easily as they breathe air. For the duration of the spell, the target's lungs are able to breathe in both air and water. The spell does not protect against underwater pressure. There is an aquatic version of this spell, known as Air Breathing, which enables underwater races to breathe air as easily as they would water, and protects them from "drying out" due to a lack of immersion in water.

SCALING OPTIONS:

Increase Duration (10 rounds/rank)	+6 PP
Increase Duration (1 minute/rank)	+8 PP
Increase Duration (10 minutes/rank)	+9 PP
Increase Duration (1 hour/rank)	+10 PP
Increased Pressure (target can survive pressures at depths of up to 100'/rank)	+4PP
Increase Targets (per each additional target)	+4PP

WATER VISION**PP COST:** 5**RANGE:** Touch**DURATION:** 5 rounds/rank**SPELL TYPE:** Utility**RR:** —**SPHERES:** Universal

DESCRIPTION: The target gains the ability to clearly see through up to 100' of water (even murky water). Some residual light must exist for this spell to work.

SCALING OPTIONS:

Increase Duration (10 rounds/rank)	+6 PP
Increase Duration (1 minute/rank)	+8 PP
Increase Duration (10 minutes/rank)	+9 PP
Increase Duration (1 hour/rank)	+10 PP
Increased Distance (see clearly up to 100'/rank)	+4PP
Improved Vision (can see through fog, mist, or any other precipitation)	+4PP



NEW HARPER SPELLS

BEGUILING VOICE

PP COST: 3
RANGE: 10'
DURATION: Concentration
SPELL TYPE: Attack
RR: Will
SPHERES: Harper
DESCRIPTION: The target will believe that any and all reasoning and ideas put forward by the caster are correct and valid, and will be unable to doubt these beliefs for as long as the caster concentrates. After the spell has ended, the target will continue to believe these ideas until either persuaded otherwise or presented with irrefutable evidence to the contrary.
Note: The scaling option to increase the range by 50' requires the range to be 50' already.
SCALING OPTIONS:

Increase Range (to 50')	+2 PP
Increase Range (per +50')	+1 PP
Increase Targets (per each additional target)	+4 PP

PROJECT VOICE

PP COST: 4
RANGE: 100'
DURATION: Concentration
SPELL TYPE: Utility
RR: —
SPHERES: Harper
DESCRIPTION: The caster can speak and his voice will be heard as if coming from any point he chooses within the range of this spell. The loudness of the caster's voice is unchanged. Using the scaling option, Private Whisper, the caster can whisper and his voice will only be heard within 1' of the chosen point.
SCALING OPTIONS:

Increase Range (per +50')	+1 PP
Increase Duration	+4 PP
(1 minute/rank without concentration)	
Private Whisper	+4 PP

SPEED READING

PP COST: 3
RANGE: Self
DURATION: Concentration
SPELL TYPE: Utility
RR: —
SPHERES: Harper
DESCRIPTION: Caster can read at double the normal rate (i.e. 2 pages per minute) while this spell is active.
SCALING OPTIONS:

Increase Reading Speed (x3, 3 pages per minute)	+3 PP
Increase Reading Speed (x4, 4 pages per minute)	+6 PP
Increase Reading Speed (x5, 5 pages per minute)	+9 PP
Increase Reading Speed (x6, 6 pages per minute)	+12 PP

NEW RANGER SPELLS

NATURE'S AWARENESS

PP COST: 5
RANGE: 100'
DURATION: Concentration
SPELL TYPE: Utility
RR: —
SPHERES: Ranger
DESCRIPTION: The caster can perceive all animate activity (including subtle movements) occurring in a 20'R within the range of this spell. This spell may only be cast outdoors.
SCALING OPTIONS:

Increase Range (per +50')	+1 PP
Increase Radius (per extra 10'R)	+2 PP
Increase Duration (5 rounds/rank; no concentration)	+4 PP
Increase Duration (10 rounds/rank; no concentration)	+6 PP
Increase Duration (1 minute/rank; no concentration)	+8 PP

PREDICT WEATHER

PP COST: 3
RANGE: Self
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Ranger
DESCRIPTION: Caster is able to make a prediction concerning the weather to occur in the caster's current location. This prediction will include the time (within +/- 1 hours), type and severity of the weather. The prediction will be accurate 25% of the time plus 1% per rank known in this spell (otherwise, the results are random). The prediction may not concern events further than one hour per rank into the future, and only relates to natural weather events.
Note: The Alternate Location scaling option allows the caster to make a prediction concerning the weather at a different place than his current location. However this other place must previously have been *Studied* using *Study Target*.
SCALING OPTIONS:

Increase Interval (1 day/rank):	+2 PP
Increase Interval (1 week/rank):	+4 PP
Increase Accuracy (to 50% + ranks):	+8 PP
Alternate Location	+4 PP



VISION PROTECTION

PP COST: 6

RANGE: Touch

DURATION: 5 rounds/rank

SPELL TYPE: Utility

RR: —

SPHERES: Ranger

DESCRIPTION: The target's vision is protected against the adverse effects of the environment and weather (e.g. snow blindness, glare from desert sun, etc.) and is not subject to visibility penalties from these sources. The target is also protected against sudden changes in brightness (moving from a darkened room into a brightly lit corridor). This spell does not protect against magical effects.

SCALING OPTIONS:

Increase Targets (per extra target)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP
Increase Duration (1 minute/rank)	+8 PP
Increase Duration (10 minute/rank)	+9 PP
Increase Duration (1 hour/rank)	+10 PP

NEW WARRIOR MAGE SPELLS

MANTLET

PP COST: 5

RANGE: Self

DURATION: 2 rounds/rank

SPELL TYPE: Utility

RR: —

SPHERES: Warrior Mage

DESCRIPTION: A shimmering immobile 10'R hemisphere of force surrounds the caster. This retards any missiles or thrown projectiles which attempt to enter the protected zone, providing everyone within the zone with a +10 bonus to their DB. This spell does not protect against elemental attacks nor does it prevent foes from making melee attacks into the zone or entering the zone.

SCALING OPTIONS:

Increase Defence (+20 DB)	+4 PP
Increase Defence (+30 DB)	+8 PP
Increase Defence (+40 DB)	+12 PP
Increase Defence (+50 DB)	+16 PP
Increase Radius (per extra 10'R)	+2 PP
Increase Duration (5 rounds/rank)	+4 PP
Sphere of Force	+4 PP

(cannot rest on a solid surface, i.e. use in mid-air, underwater)

Mobile Mantlet +4 PP

(mantlet moves with caster, but no faster than caster's Base Movement Rate)

RELOAD WEAPON

PP COST: 5

RANGE: Self

DURATION: 2 rounds/rank

SPELL TYPE: Utility

RR: —

SPHERES: Warrior Mage

DESCRIPTION: In its base form, this spell automatically reloads a sling, allowing the caster to fire the sling **every** round. The caster **must** fire the sling every round as the spell teleports a new slingshot into the sling every round. If the caster does not fire the sling **or** if the caster fumbles any attack, then this spell ends immediately. Likewise if the caster has no more ammunition within a 5' radius, then the spell also ends. The Reload scaling options allow the caster to reload bows and crossbows with the same benefits and restrictions. Note that the caster will still have to draw back a bowstring for bows and re-cock reloaded crossbows. Due to the exact timings involved in this spell, Reload Weapon cannot be combined with Haste.

SCALING OPTIONS:

Increase Duration (5 rounds/rank)	+4PP
Increase Duration (10 rounds/rank)	+6 PP
Reload Bow	+6 PP
Reload Light Crossbow	+9 PP
Reload Heavy Crossbow	+12 PP

SHARPSHOOTER

PP COST: 3

RANGE: Self

DURATION: 2 rounds/rank

SPELL TYPE: Utility

RR: —

SPHERES: Warrior Mage

DESCRIPTION: The caster can reduce all his missile weapon penalties due to range by 10 for the spell's duration. Range penalties cannot be reduced below zero, so the effective point blank range is unchanged.

SCALING OPTIONS:

Increase Duration (to 5 rounds/rank)	+4 PP
Increase Reduction (per 10 reduction)	+3 PP



GREAT CIRCLE OF THE ELEMENTALIST

AIR FORM

PP COST: 4
RANGE: Touch
DURATION: 2 rounds/rank
SPELL TYPE: Utility
RR: —
SPHERES: Elementalist Circle
DESCRIPTION: The target takes the form of a mist (caster's choice of color), able to seep through cracks, extend himself to become virtually invisible. In this form, the target may accomplish no physical action other than movement (i.e. the target cannot grasp items, attack, etc.) The target can still be the target of spells and may be harmed by magical weapons. The target cannot cast spells while in this form.

Scaling Options:

Increase Duration (5 rounds/rank)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP
Increase Duration (1 minute/rank)	+8 PP
Able to cast spells	+6 PP

BREEZES

PP COST: 5
RANGE: Self
DURATION: Concentration
SPELL TYPE: Utility
RR: —
SPHERES: Elementalist
DESCRIPTION: Caster can create a small breeze in a cone that extends from himself to a distance of 20' away, with the width of the point farthest from the caster being 10' wide. This is a light breeze that can ruffle papers and move clouds of gases, with a maximum speed of 1 mile per hour (3' per round).

SCALING OPTIONS:

Increase Strength (per additional 1 mph)	+2 PP
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CONFLAGRATION

PP COST: 5
RANGE: 100'
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Elementalist
DESCRIPTION: All combustible materials (wood, cloth, oil, plants, etc.) within an area of up to a 5' radius will burst into flames. The caster may ignite material within a smaller radius if he wishes without affecting the cost of the spell. This fire may be doused by natural means; if left unchecked, it will

continue until it has consumed all the combustible material in the affected zone. Anybody who enters in the burning area will automatically take a Tiny Heat critical (roll 1d100 -20). This spell may not be cast if there is somebody who could be injured within the radius of the spell.

SCALING OPTIONS:

Increase Critical (per size category)	+4 PP
Unnatural Fire (cannot be doused by mundane means)	+4 PP
Expanding Fire (radius increases 1' per minute)	+4 PP
Increase Range (per additional 50')	+1 PP
Increase Radius (per additional 10'R)	+2 PP

COOL

PP COST: 6
RANGE: 10'
DURATION: 10 rounds/rank (C)
SPELL TYPE: Attack
RR: Magic
SPHERES: Elementalist
DESCRIPTION: Caster may lower the temperature of 1 lb. of any inanimate material (solid, liquid, or gas) at a rate of 10 degrees Fahrenheit per round down to a minimum temperature of -20 degrees Fahrenheit. The caster must concentrate in order to lower the temperature, otherwise it will remain constant. Dependent on material, this spell may cause it to change state (usually freeze). If the material is part of an object worn or carried by a person or is magical, then the owner (or material) itself may make a RR versus Magic to prevent this spell taking effect. In the case of metal objects, this freezing process may make them brittle. Every time a frozen metallic object is used, it must make a RR versus Magic or break. Persisting in carrying or wearing an extremely cold item may result in Tiny Cold criticals (GM discretion on severity). Once the spell finishes, the material will heat up normally to the ambient temperature.

SCALING OPTIONS:

Increase Mass (to 1 pound per rank)	+2 PP
Increase Mass (to 10 pounds per rank)	+4 PP
Increase Mass (to 100 pounds per rank)	+8 PP
Increase Minimum Temperature (to -200 degrees F)	+4 PP

EARTH TUNNEL

PP COST: 10
RANGE: Touch
DURATION: 5 rounds/rank
SPELL TYPE: Utility
RR: —
SPHERES: Elementalist
DESCRIPTION: By placing his hands on earth or stone, the caster can cause earth or stone to part before him to create a 5'R and up to 50' long passage or tunnel. The tunnel need not be horizontal. If necessary, the spell will fill the tunnel with

breathable air. Once the spell's duration ends, the tunnel will close completely - entombing anyone who remains in the area. The tunnels opens at the rate of 10' per round and once the duration expires, the tunnel will reclose at the same rate, starting from the point of origin of the tunnel.

SCALING OPTIONS:

Increase Length (per each additional 50')	+4 PP
Increase Duration (10 rounds/rank)	+6 PP
Increase Duration (1 minute/rank)	+8 PP
Increase Duration (up to 10 minutes/rank)	+9 PP
Increase Tunnel Size (10' R)	+2 PP
Increase Tunnel Size (20' R)	+4 PP

EARTH WALL**PP COST:** 6**RANGE:** 10'**DURATION:** 2 rounds/rank**SPELL TYPE:** Elemental**RR:** —**SPHERES:** Elementalist

DESCRIPTION: Creates a wall of packed earth with dimensions of 10' wide x 10' high x 1' thick. An opening can be dug through the wall at a rate of 2' by 2' by 1' per minute. The Earth Wall must be created on a solid surface.

SCALING OPTIONS:

Stone Wall	+5 PP
(wall is made of stone, can only be breached with proper tools and takes 1 hour per 2' by 2' by 1' hole)	
Increased thickness (per additional 1')	+3 PP
Increased size (per additional 10'x10'x1' section)	+3 PP
Shape wall	+3 PP
(wall can be shaped even into a curved form - a large enough wall can be shaped into a hemisphere)	
Meld wall	+3 PP
(wall can fit seamlessly against other surfaces or other Walls)	
Increase Duration (5 rounds/rank)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP
Increase Duration (1 minute/rank)	+8 PP
Increase Duration (up to 10 minutes/rank)	+9 PP

ELEMENTAL AURA**PP COST:** 5**RANGE:** Self**DURATION:** 2 rounds/rank**SPELL TYPE:** Attack**RR:** Magic**SPHERES:** Elementalist

DESCRIPTION: Caster is surrounded by a 1' radius aura of elemental energy, centered upon him. This aura will not harm either him or his equipment. However anyone else who comes within the radius of the aura or touches the caster must make a RR versus Magic or suffer a Tiny

Elemental Critical. This spell must be learned separately for each type of element.

Element Critical Used

Fire	Heat
Water	Cold
Air	Electricity
Earth	Impact

SCALING OPTIONS:

Increase Damage Size (per each attack size increase)	+4 PP
Increase Duration (5 rounds/rank)	+4 PP

ELEMENTAL RESISTANCE**PP COST:** 6**RANGE:** Touch**DURATION:** 5 rounds/rank**SPELL TYPE:** Utility**RR:** —**SPHERES:** Elementalist

DESCRIPTION: Caster must learn a separate version of this spell for each element. The target is protected against attacks of the chosen element, as this spell reduces criticals by one degree of severity (size). Thus if the target is protected by an Elemental Resistance (Fire), all Heat criticals made against him are reduced by one degree, so a Medium Heat attack becomes a Small Heat attack, a Small Heat attack become a Tiny Heat attack, etc. In this case, the target would not suffer any damage from Tiny Heat attacks/criticals.

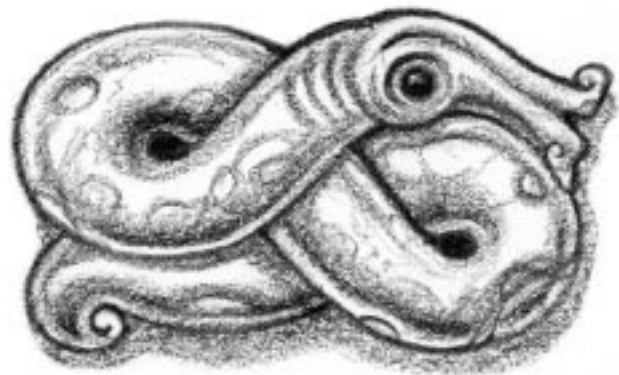
Each element protects against a specific type of attack as listed below:

Element Critical Protected Against

Fire	Heat
Water	Cold
Air	Electricity
Earth	Impact

SCALING OPTIONS:

Increase Protection (per each attack size/critical decrease)	+4 PP
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EXTINGUISH FIRES**PP COST:** 5**RANGE:** 10'**DURATION:** 5 rounds/rank**SPELL TYPE:** Utility**RR:** —**SPHERES:** Elementalist

DESCRIPTION: All natural fires within a 10' radius of this spell are extinguished immediately. No existing fire can be restarted nor a new blaze lit by mundane means for the duration of this spell in the extinguished zone. The center point of the radius must be in the spell's range.

Note: The range must be 50' before an additional 50' can be used.

SCALING OPTIONS:

Increase Range (from 10' to 50')	+1 PP
Increase Range (per additional 50')	+1 PP
Increase Radius (per additional 10' radius)	+2 PP
Increase Duration (to 10 rounds/rank)	+6 PP
Increase Duration (to 1 minute/rank)	+8 PP
Increase Duration (to 10 minutes/rank)	+9 PP
Extinguish Magical Fires	+6 PP

FISSURE**PP COST:** 5**RANGE:** 50'**DURATION:** —**SPELL TYPE:** Elemental**RR:** —**SPHERES:** Elementalist

DESCRIPTION: When cast, this spell causes a crack in the ground to extend out from the caster to the target. As the crack reaches the target, it expands to become a fissure that is 10' deep, 10' long and up to 5' wide at its widest point. The target of this spell may, if aware of the incoming attack, make a Light Agility or, if they have the skill, an Acrobatics/Tumbling maneuver to avoid falling into the crevasse created. If the target should happen to fail in this maneuver, he will take a Tiny Crush critical, and be at the bottom of the fissure.

SCALING OPTIONS:

Increased Range (per additional 50')	+1 PP
Increased Difficulty (per maneuver difficulty level increase)	+2 PP
Increase Critical (per degree of severity)	+4 PP



FLASH

PP COST: 6
RANGE: Self
DURATION: 2 rounds/rank
SPELL TYPE: Attack
RR: Magic
SPHERES: Elementalist

DESCRIPTION: In the first round of this spell, the caster can cause a small globe of light to appear above his head, and “explode” it in a dazzling flash. With the exception of the caster, everyone who is within a 10' radius of the caster must make an RR versus Magic or be blinded for the remaining duration of this spell.

Scaling Options:

Increase Duration (to 5 rounds/rank) +4 PP
Increase Radius (per additional 10' radius) +2 PP

HEAT

PP COST: 6
RANGE: 10'
DURATION: 10 rounds/rank (C)
SPELL TYPE: Attack
RR: Magic
SPHERES: Elementalist

DESCRIPTION: Caster may raise the temperature of 1 lb. of any inanimate material (solid, liquid, or gas) at a rate of 10 degrees Fahrenheit per round up to a maximum temperature of 200 degrees Fahrenheit. The caster must concentrate in order to raise the temperature, otherwise it will remain constant. Dependent on material, this spell may cause it to change state or even burst into flames. If the material is part of an object worn or carried by a person or is magical, then the owner (or material) itself may make a RR versus Magic to prevent this spell taking effect. Persisting in carrying or wearing a very hot item may result in Tiny Heat criticals (GM discretion on severity). Once the spell finishes, the material will cool normally to the ambient temperature.

SCALING OPTIONS:

Increase Mass (to 1 pound per rank) +2 PP
Increase Mass (to 10 pounds per rank) +4 PP
Increase Mass (to 100 pounds per rank) +8 PP
Increase Maximum Temperature (to 500 degrees F) +4 PP
Increase Maximum Temperature (to 1000 degrees F) +8 PP
Increase Maximum Temperature (no maximum) +12 PP

ICE WALL

PP COST: 5
RANGE: 10'
DURATION: 2 rounds/rank
SPELL TYPE: Elemental
RR: —

SPHERES: Elementalist

DESCRIPTION: Creates a wall of solid ice with dimensions of 10' wide x 10' high x 1' thick. The ice wall can be chipped through at a rate of 2' by 2' by 1' per minute with suitable tools such as ice axes or it can be melted using magic. For the duration of the spell, it cannot be melted by mundane means such as natural fire or above-freezing ambient temperatures. After the spell ends, the ice wall will remain until melted using mundane means. The Ice Wall must be created on a solid surface.

Scaling Options:

Increased Thickness (per additional 1') +3 PP
Increased Size (per additional 10'x10'x1' section) +3 PP
Shape Wall +3 PP
 (wall can be shaped even into a curved form
 - a large enough wall can be shaped into a hemisphere)
Meld wall +3 PP
 (wall can fit seamlessly against other surfaces or other Walls)
Increase Duration (to 5 rounds/rank) +4 PP
Increase Duration (to 10 rounds/rank) +6 PP
Increase Duration (to 1 minute/rank) +8 PP
Increase Duration (10 minutes/rank) +9 PP

**OBSCURING MIST**

PP COST: 8
RANGE: 50'
DURATION: 5 rounds/rank
SPELL TYPE: Utility
RR: —

SPHERES: Elementalist

DESCRIPTION: Caster uses the elements of Air and Water to create a dense unnatural mist of up to 20' radius. The center point of the mist must be within the range of this spell. The mist obscures vision - use the visibility penalties for a moderate fog. This spell can be successfully cast both outdoors and indoors.

SCALING OPTIONS:

Deep Mist (as heavy fog) +3 PP
Increase Radius (per additional 10'R) +2 PP
Increase Range (per additional 50') +1 PP
Increase Duration (to 10 rounds/rank) +6 PP
Increase Duration (to 1 minute/rank) +8 PP
Increase Duration (to 10 minutes/rank) +9 PP

QUICKSAND

PP COST: 7
RANGE: 50'
DURATION: 5 rounds/rank
SPELL TYPE: Utility
RR: —

SPHERES: Elementalist

DESCRIPTION: Creates a 10'R area of quicksand. The patch is 5' deep and thus poses a threat to short characters and many animals. Alert characters may make a Light Perception maneuver to detect its presence before they blunder into it. Resolve encounters with Quicksand using the guidelines in **HARP**, Chapter 9. This spell can only be cast outdoors.

SCALING OPTIONS:

Increased Range (per additional 50') +1 PP
Increased Radius (per additional 10'R) +2 PP
Increased Depth (per extra 5' depth) +1 PP
Conceal Quicksand +2 PP
 (per extra degree of difficulty in Perception maneuver)

STONESKIN

PP COST: 4
RANGE: Touch
DURATION: 2 rounds/rank
SPELL TYPE: Utility
RR: —
SPHERES: Elementalist

DESCRIPTION: Target's skin takes on a stony look, and becomes as protective as Soft Leather armor (+20 DB). The target is not affected by maneuver penalties or spell casting modifiers associated with the armor.

Scaling Options:

Increase Protection (as Studded Leather, +30 DB) +3 PP
Increase Protection (as Chain mail, +40 DB) +6 PP
Increase Protection (as Plate/Chain, +50 DB) +9 PP
Increase Protection (as Plate, +60 DB) +12 PP
Increase Duration (5 rounds/rank) +4 PP
Increase Duration (10 rounds/rank) +6 PP

TREMORS

PP COST: 5
RANGE: 50'
DURATION: 2 rounds/rank
SPELL TYPE: Elemental
RR: —
SPHERES: Elementalist

DESCRIPTION: Causes the ground to shake under the feet of the target. He must succeed on a Light Agility based roll or Acrobatics/Tumbling maneuver or he takes a Tiny Unbalancing (Martial Arts Sweeps/Unbalancing) Critical.

Scaling Options:

Increased Range (per additional 50') +1 PP
Increased Difficulty (per maneuver difficulty level increase) +2 PP
Increase Critical (per degree of severity) +4 PP

TRENCH

PP COST: 5
RANGE: 10'
DURATION: —
SPELL TYPE: Utility
RR: —

SPHERES: Elementalist

DESCRIPTION: The casting of this spell causes the formation of a trench or ditch in the ground. It is 10' deep by 10' long by 5' wide. The dirt from the location of the new trench is neatly piled to one side of the trench (caster's choice). The Refill Trench scaling option may only be used if the trench is empty. The scaling option, Shape Trench, may be used to create trenches of different shapes, so long as the volume of the trench is not change, except through the other scaling options.

Scaling Options:

Increased Range (per additional 50') +1 PP
Increased Length (per extra 1' length) +1 PP
Increased Width (per extra 1' width) +1 PP
Increased Depth (per extra 1' depth) +1 PP
Shape Trench +4 PP
Refill Trench +4 PP

UNDERWATER MOVEMENT

PP COST: 5
RANGE: Touch
DURATION: 5 rounds/rank
SPELL TYPE: Utility
RR: —

SPHERES: Elementalist

DESCRIPTION: The target may move underwater as if he were on land. The spell does not protect against underwater pressure nor does it provide the ability to breathe underwater.

SCALING OPTIONS:

Increase Duration (10 rounds/rank) +6PP
Increase Duration (1 minute/rank) +8PP
Increase Duration (10 minutes/rank) +9PP
Increase Duration (1 hour/rank) +10PP
Increase Pressure +4PP
 (target can survive pressures at depths of up to 100'/rank)
Increase Targets +4PP
 (per each additional target)

UNFOG**PP COST:** 9**RANGE:** 100'**DURATION:** —**SPELL TYPE:** Utility**RR:** —**SPHERES:** Elementalist

DESCRIPTION: Caster can disperse any fog or mist in a radius of up to 50'. If all of a fog is not dispersed (i.e. if the fog covers a larger area than the area of effect of this spell), then the fog will refill the dispersed area at a rate of 10'R every minute.

SCALING OPTIONS:**Increase Radius** (per additional 50') +6 PP**WATER CORRIDOR****PP COST:** 10**RANGE:** Touch**DURATION:** 5 rounds/rank**SPELL TYPE:** Utility**RR:** —**SPHERES:** Elementalist

DESCRIPTION: Caster can create a corridor through any liquid up to 50' long, 10' wide, and 10' deep. This corridor must be open to the air at the top. The spell parts the water and holds it at bay through magical force. This spell creates the corridor at a rate of 10' per round. Once the spell's duration ends, the water will fill the gap at the same rate that it opened.

The special Scaling Option, Water Tunnel, allows the caster to create a 5'R corridor through the water at any depth. This tunnel is filled with breathable air for the

duration of the spell.

SCALING OPTIONS:**Increase Length** (per each additional 50') +4 PP**Increase Width** (per additional 10') +1 PP**Increase Depth** (per additional 10') +1 PP**Increase Duration** (10 rounds/rank) +6PP**Water Tunnel** (5' R) +8 PP**Water Tunnel** (10' R) +10 PP**Water Tunnel** (20' R) +12 PP**WATER FORM****PP COST:** 4**RANGE:** Touch**DURATION:** 2 rounds/rank**SPELL TYPE:** Utility**RR:** —**SPHERES:** Elementalist

DESCRIPTION: The target takes the form of a liquid mass (caster's choice of color – "clear" is **not** a color), able to seep through cracks and move anywhere that a liquid can. In this form, the target may accomplish no physical action other than movement (i.e. the target cannot grasp items, attack, etc.) The target can still be the target of spells and may be harmed by magical weapons. The target cannot cast spells while in this form.

Scaling Options:**Increase Duration** (5 rounds/rank) +4 PP**Increase Duration** (10 rounds/rank) +6PP**Increase Duration** (1 minute/rank) +8PP**Able to cast spells** +6PP

GREAT CIRCLE OF THE NECROMANCER

ACID BALL

PP COST: 7
 RANGE: 100'
 DURATION: —
 SPELL TYPE: Elemental
 RR: —

SPHERES: Necromancer

DESCRIPTION: Caster creates and shoots a 6" diameter ball of deadly acid from the palm of his hand. Upon hitting its target or traveling its full range it explodes into a 10' radius. The ball of acid will expand from its center point filling the radius as completely as possible, but it will not expand more than 10' from its center point. The caster's skill bonus for this spell is also his OB for it as well. Without scaling, the Acid Ball spell is capped to a maximum Tiny External Poison attack in terms of size. If the attack is directed at a person or creature, that person is the center point of the attack and receives a special +20 to the critical roll if one results. All others receive a critical without this modifier. Only one critical roll is made for all within the sphere.

SCALING OPTIONS:

Increase Elemental Attack Potency (per each attack size increase)	+2 PP
Increase Range (per +50')	+1 PP
Increase Radius (per extra 10' radius)	+2 PP

ACID BOLT

PP COST: 5
 RANGE: 100'
 DURATION: —
 SPELL TYPE: Elemental
 RR: —

SPHERES: Necromancer

DESCRIPTION: Caster creates and fires a bolt of deadly acid. Without scaling, this is capped to a maximum Tiny External Poison critical in potency. The caster's skill in the spell is also his OB in making this attack. The acid bolt is 1/2" in diameter, and increases 1/2" in diameter for each size increase.

SCALING OPTIONS:

Increase Elemental Attack Potency (per each attack size increase)	+2 PP
Increase Range (per +50')	+1 PP

CURSE

PP COST: 12
 RANGE: 10'
 DURATION: 10 rounds/rank
 SPELL TYPE: Attack
 RR: Magic
 SPHERES: Necromancer

DESCRIPTION: The caster can bestow a random curse upon the target. This curse lasts for as long as the spell's duration is active. The possible curses are described briefly below:

Curses: (roll d10)

1. Blindness: The target becomes blind.
2. Dumb: The target is unable to speak.
3. Ill-Fortune: All the target's fumble and failure ranges are doubled.
4. Impotence: The target is sterile and impotent.
5. Liar: The target must lie 50% of the time, regardless of the topic.
6. Slowness: The target may not move faster than his Base Movement Rate, although he may be carried or ride faster than this.
7. Truth Telling: The target is unable to lie (directly or indirectly) and must always speak the truth.
8. Unnatural Beauty: The target becomes extraordinarily beautiful/handsome, inspiring unwanted attention from all members of the opposite sex who come within 10 feet of the target.
9. Unnatural Form: The target is transformed into a tiny animal (such as a frog, small bird, etc., (GM choice)).
10. Unnatural Ugliness: The target becomes extraordinarily ugly, evoking feelings of disgust from all who come within 10 feet of the target.

SCALING OPTIONS:

Increase Duration (to 1 Minute/rank)	+8 PP
Increase Duration (to 10 Minutes/rank)	+9 PP
Increase Duration (to 1 Hour/rank)	+10 PP
Choose Specific Curse	+10 PP

DISEASE

PP COST: 8
 RANGE: 10'
 DURATION: Special
 SPELL TYPE: Attack
 RR: Stamina
 SPHERES: Necromancer

DESCRIPTION: Target contracts a disease, and suffers from it for the duration. The target is **not** contagious. In the base form of this spell, the victim suffers from "The Chills". The diseases that this spell may inflict upon a target will last for 1d10 days before running their course. This and other possibilities are described below:

The Chills: The sufferer will have a high temperature, headache, sore throat, hacking cough, and runny nose, and a penalty of -5 to his Quickness stat bonus (due to general malaise).

Grey Vision: The sufferer will become color-blind (both red-green and blue-orange). This incurs a -10 penalty to all vision-based Perception maneuvers.

Smelling Loss: The sufferer loses his sense of smell completely, making all smell-based perception impossible, and receives a -20 penalty to general Perception maneuvers involving smell and other senses.

Hearing Loss: The victim loses all ability to hear, making all hearing-only perception impossible, and resulting in a -20 penalty to general Perception maneuvers involving hearing and other senses.

Allergy: The victim develops an allergic reaction to a specific substance, and suffers a -20 penalty to all maneuvers when in the presence of this substance. The caster may choose a substance from the following list: alcohol, dairy products, a specific herb or plant, a specific animal, or a specific foodstuff.

Tongue Rot: The victim's tongue slowly rots over twelve days until by the twelfth day it is completely gone and the victim can no longer speak. Unless healed, the victim will be mute even after the spell has ended.

The Pox: The sufferer's skin is covered in small boils, which ooze sickly pus. The victim is also prone to a high temperature, and suffers a -5 penalty to his Presence stat bonus.

Wasting Disease: The victim has a constant hunger and must eat voraciously (three times normal rations per day) or lose 10% of his remaining body weight. The victim also suffers a -5 penalty to both Strength and Constitution.

The Shakes: The target is beset by uncontrollable shivering at all times, regardless of the ambient temperature. He suffers a -10 penalty to his Agility stat bonus.

Fever: The target suffers a high temperature and is prone to bouts of delirium and hallucinations (10% chance every hour of a bout lasting d10 minutes). The target also suffers a -5 penalty to Reasoning and Insight stat bonuses.

Leprosy: The target gradually loses all feeling and blood flow in his extremities (hands, feet, etc.). For each day that the target suffers from leprosy, he will lose -1 per day to touch-based Perception (up to a maximum penalty of -30). For every week that a victim endures magical leprosy, a small body part will rot (roll d10: 1-2: a tooth falls out, 3-6: a toe drops off, 7-10: a finger drops off). For each foot without toes, the character must suffer a -10 penalty to locomotion maneuvers. Once half the fingers have been lost from a hand, that hand should be considered unusable.

Hemophilia: The target's blood no longer clots properly. All bleeding damage (i.e. hits per round) should be doubled.

Pneumonia: The target's lungs become inflamed through an infection. The exact effect is determined by a Cascading Resistance Roll with the potency determined by how well this spell was cast.

CRR (RR+50): No Effect

CRR (RR): Target suffers a fever with continuous sweating and dizziness (-20 to all actions).

CRR (RR-25): Target suffers a raging fever (-40 to all actions if he does not rest completely, -20 to all actions if he is kept warm and remains bedridden.)

CRR (RR-50): Target suffers a raging fever (-40 to all actions) for 2d10 hours, then slips into a coma for the remainder of the spell.

Failure: Target suffers a raging fever (-40 to all actions) for 2d10 hours, then slips into a coma for the remainder of the spell. Each day that the target is in the coma, an additional RR versus Stamina must be made. If this RR is failed, the character dies that day.

The Black Death: The target becomes infected with the bubonic plague. The exact effect is determined by a Cascading Resistance Roll with the potency determined by how well this spell was cast.

CRR (RR+50): No Effect

CRR (RR): After one day, the target breaks out in a rash and experiences mild glandular swellings and a fever (-20 to all actions).

CRR (RR-25): As CRR (RR), but the inflammations and swellings in the glands are more severe, particularly in armpits and groin. Penalty to all actions is -30. 10% chance per day that a limb will become immobilized.

CRR (RR-50): As CRR (RR-25), except lesions will ooze pus while blood will leak through pores (d10 hits per day). Victim will be unable to move.

Failure: As CRR (RR-50) except that the target will slip into a coma in d10 days. Each day that the target is in the coma, an additional RR versus Stamina must be made. If this RR is failed, the character dies that day.

This spell has two special Scaling Options, namely Carrier and Contagious.

Carrier: The original target of this spell does not suffer any ill effects from the disease but becomes a contagious "carrier" - anyone who touches him while this spell is active must also make a RR versus Stamina or become infected themselves. These secondary victims are **not** contagious.

Contagious: The original target of this spell is contagious - anyone who touches him while this spell is active must also make a RR versus Stamina or become infected themselves. These secondary victims are **not** contagious.

SCALING OPTIONS:

Increase Duration (to2d10 days)	+8 PP
Carrier	+4 PP
Contagious	+7 PP
Grey Vision	+1 PP
Smelling Loss	+2 PP
Hearing Loss	+3 PP
Allergy	+4 PP
Tongue Rot	+5 PP
The Pox	+6 PP
Wasting Disease	+7 PP
The Shakes	+8 PP
Fever	+8 PP
Leprosy	+10 PP
Hemophilia	+11 PP
Pneumonia	+12 PP
The Black Death	+13 PP

INFLECT INJURY

PP COST: 4
RANGE: 100'
DURATION: —
SPELL TYPE: Attack
RR: Magic
SPHERES: Necromancer
DESCRIPTION: Caster causes a wound to mysteriously appear on the target's body. Caster can choose to deliver a Tiny Slash, Krush, or Puncture critical (roll 1d100-20).
SCALING OPTIONS:

Increase Potency (per each attack size increase)	+4 PP
Increase Range (per +50')	+1 PP
Increase Targets (per extra target)	+4 PP

INFLECT PAIN

PP COST: 4
RANGE: 100'
DURATION: —
SPELL TYPE: Attack
RR: Stamina
SPHERES: Necromancer
DESCRIPTION: Target feels a sharp jolt of intense pain. If the RR is failed, the target takes 10 hits worth of damage.
SCALING OPTIONS:

Increase Pain (per extra 10 hits)	+2 PP
Increase Range (per +50')	+1 PP
Increase Targets (per extra target)	+4 PP

NIGHTVISION

PP COST: 5
RANGE: Touch
DURATION: 5 rounds/rank
SPELL TYPE: Utility
RR: —
SPHERES: Necromancer
DESCRIPTION: The target gains the ability to clearly see up to 100' on a starlit night, and by the light of a full moon can see up to 500' as if it were daylight. In total darkness, the target's vision is not enhanced. In an interior setting, artificial illumination allows him to see twice as far as the illumination provides.
SCALING OPTIONS:

Increase Duration (10 rounds/rank)	+6PP
Increase Duration (1 minute/rank)	+8PP
Increase Duration (10 minutes/rank)	+9PP
Increase Duration (1 hour/rank)	+10PP
Increased Distance (see clearly up to 100'/rank by starlight or 500' + 100'/rank by moonlight)	+4PP
Improved Vision (can see up to 100' in total darkness)	+3PP
Improved Vision (can see up to 100' in magical darkness)	+4PP
Improved Vision (can see up to 100' in Utterdark)	+6PP

POISON AIR

PP COST: 7
RANGE: 100'
DURATION: 2 rounds/rank
SPELL TYPE: Attack
RR: Stamina
SPHERES: Necromancer
DESCRIPTION: The caster transforms some of the air in a 10'R area into toxic fumes. Everyone in the area must make a RR versus Stamina or suffer a Tiny Internal Poison Critical from breathing the fumes. The poison cloud will move with the wind. The fumes will disperse at the end of the spell.
Scaling Options:

Increase Critical (per extra size)	+4 PP
Increase Radius (per extra 10'R)	+2 PP

POISON ENHANCEMENTS

PP COST: 7
RANGE: Touch
DURATION: 10 rounds/rank
SPELL TYPE: Utility
RR: —
SPHERES: Necromancer
DESCRIPTION: The caster is able to increase the deadliness of a poison as follows, adding 10 to its Static RR (xx), its Poison Bonus, or all elements of a Cascading Resistance Roll (as appropriate). This spell must be cast on a poison dose before it is prepared for use.
SCALING OPTIONS:

Increase Deadliness (+20)	+5 PP
Increase Deadliness (+30)	+10 PP
Increase Deadliness (+40)	+15 PP
Increase Deadliness (+50)	+20 PP
Increase Duration (to 1 minute/rank)	+8 PP
Increase Duration (to 10 minutes/rank)	+9 PP
Increase Duration (to 1 hour/rank)	+10 PP

SPEAK WITH THE DEAD

PP COST: 4
RANGE: Self
DURATION: Concentration
SPELL TYPE: Attack
RR: Magic
SPHERES: Necromancer
DESCRIPTION: The caster can communicate with the shade (or spirit) of a dead person. In the base form of this spell, the spirit must have belonged to someone whom the caster had studied using *Study Target* while they were alive. In addition, the spirit must not have passed on to the afterlife (e.g. heaven, hell, or wherever). The communication is two-way and the shade must answer (but need not answer truthfully).

SCALING OPTIONS:

Shade need not have been previously Studied	+6 PP
Shade may have passed on to the afterlife	+5 PP
Shade must answer truthfully to the best of its knowledge	+5 PP

SUMMON UNDEAD

PP COST: 5

RANGE: Self

DURATION: 5 rounds/rank

SPELL TYPE: Utility

RR: —

SPHERES: Necromancer

DESCRIPTION: This spell allows the caster to summon one Type I Undead (caster can choose the exact variety of Type I Undead). The summoned Undead cannot be one that is currently under anyone else's control. The Undead is teleported to within 50' of the caster. At any time during the duration of the spell, the caster may concentrate for a round to banish the Undead back to its original location. Once this time is up, the Undead cannot be banished by the caster using this method. This spell does not provide the caster with any control over the Undead and, unless controlled, it will attack the nearest living creature.

SCALING OPTIONS:

Summon Class II Undead	+2 PP
Summon Class III Undead	+4 PP
Summon Class IV Undead	+6 PP
Summon Class V Undead	+8 PP
Increase Number (per extra Undead summoned)	+4 PP

UNDEAD MASTERY

PP COST: 11

RANGE: 100'

DURATION: Special

SPELL TYPE: Attack

RR: Magic

SPHERES: Necromancer

DESCRIPTION: Caster may control one Class I Undead that fails its Resistance Roll. The Undead **must** have been created **by the caster** or must be currently controlled by the caster using the Control Undead spell. The Undead will obey any and all commands issued by the caster. Where no commands have been issued by the caster, the Undead will just stand awaiting orders. Once this spell has been cast, the Undead will remain under the caster's influence so long as it remains within the range of this spell. If the Undead moves beyond this range, the caster will lose his influence over it, even if the undead later returns within the zone. The caster may have a total number of mastered Undead equal to his ranks in this spell.

SCALING OPTIONS:

Class II Undead	+2 PP
Class III Undead	+4 PP
Class IV Undead	+6 PP
Class V Undead	+8 PP
Increased Distance (per additional 50')	+1 PP
Residual Influence (influence resumes if target returns to the zone, spell only ends when it is dispelled)	+10 PP



UNLUCK

PP COST: 12
RANGE: 10'
DURATION: Special
SPELL TYPE: Attack
RR: Magic
SPHERES: Necromancer

DESCRIPTION: The caster can bestow a random curse of Unluck upon the target. This is a delayed action type of curse in that the effects do not manifest until a trigger event occurs. Once the event occurs, the curse has completed itself and the spell is over. The possible curses are described briefly below:

(roll d10)

1. **Armor Break:** The next time that the character wears any kind of (material) armor in a combat, it will come undone in the first round, leaving him defenseless.
2. **Burning:** The next time that the character sleeps overnight in any building, a fire will start in the building (in the room nearest to him).
3. **Drowning:** The next time that the character is near any large body of water (deeper than his height), he will fall into it and immediately start to drown.
4. **Falling:** The next time that the character climbs, or is on a balcony, roof, battlements, etc., he will slip and fall. If this happens during a climb, he will fall from the halfway mark.
5. **Loss of Magic:** The next magic item that the target uses doesn't work.
6. **Loss of Wealth:** The next time that the character is in a town, he will lose all his money - he may be robbed, his purse may just fall to the ground, etc. (GM choice).
7. **Magic Awry:** The next time that the character casts an attack spell, the magic will be warped such that he attacks himself.
8. **Poisoning:** The character will suffer food poisoning from his next cooked meal (cold rations don't count). Treat damage as a d100-20 roll on Internal Poison Critical Table (no RR).
9. **Spoiling:** Any food or drink in the character's possession (includes victuals owned but not carried) will spoil overnight, becoming inedible and/or undrinkable.
10. **Weapon Shatter:** The next time that the character wields a weapon in combat, it will break in the first round of battle.

SCALING OPTIONS:

Choose Specific Unluck Curse +10 PP

WEAKEN AGILITY

PP COST: 3
RANGE: 50'
DURATION: 2 rounds/rank
SPELL TYPE: Attack
RR: Stamina
SPHERES: Necromancer

DESCRIPTION: Target suffers a -5 penalty his Agility stat bonus and for the duration of the spell. This modifier also applies to any skill affected by this stat.

SCALING OPTIONS:

Increase Penalty (per -5 penalty) +5 PP
Increase Duration (5 rounds/rank) +4 PP

WEAKEN CONSTITUTION

PP COST: 3
RANGE: 50'
DURATION: 2 rounds/rank
SPELL TYPE: Attack
RR: Stamina
SPHERES: Necromancer

DESCRIPTION: Target suffers a -5 penalty his Constitution stat bonus for the duration of the spell. This modifier also applies to any skill affected by this stat.

SCALING OPTIONS:

Increase Penalty (per -5 penalty) +5 PP
Increase Duration (5 rounds/rank) +4 PP

WEAKEN INSIGHT

PP COST: 3
RANGE: 50'
DURATION: 2 rounds/rank
SPELL TYPE: Attack
RR: Stamina
SPHERES: Necromancer

DESCRIPTION: Target suffers a -5 penalty his Insight stat bonus for the duration of the spell. This modifier also applies to any skill affected by this stat.

SCALING OPTIONS:

Increase Penalty (per -5 penalty) +5 PP
Increase Duration (5 rounds/rank) +4 PP



WEAKEN PRESENCE

PP COST: 3
RANGE: 50'
DURATION: 2 rounds/rank
SPELL TYPE: Attack
RR: Stamina
SPHERES: Necromancer
DESCRIPTION: Target suffers a -5 penalty his Presence stat bonus for the duration of the spell. This modifier also applies to any skill affected by this stat.
SCALING OPTIONS:

Increase Penalty (per -5 penalty) +5 PP
Increase Duration (5 rounds/rank) +4 PP

WEAKEN QUICKNESS

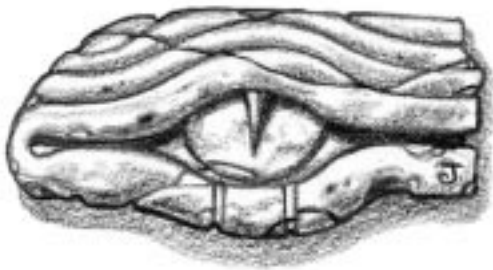
PP COST: 3
RANGE: 50'
DURATION: 2 rounds/rank
SPELL TYPE: Attack
RR: Stamina
SPHERES: Necromancer
DESCRIPTION: Target suffers a -5 penalty his Quickness stat bonus for the duration of the spell. This modifier also applies to any skill affected by this stat.
SCALING OPTIONS:

Increase Penalty (per -5 penalty) +5 PP
Increase Duration (5 rounds/rank) +4 PP

WEAKEN REASONING

PP COST: 3
RANGE: 50'
DURATION: 2 rounds/rank
SPELL TYPE: Attack
RR: Stamina
SPHERES: Necromancer
DESCRIPTION: Target suffers a -5 penalty his Reasoning stat bonus for the duration of the spell. This modifier also applies to any skill affected by this stat.
SCALING OPTIONS:

Increase Penalty (per -5 penalty) +5 PP
Increase Duration (5 rounds/rank) +4 PP

**WEAKEN SELF DISCIPLINE**

PP COST: 3
RANGE: 50'
DURATION: 2 rounds/rank
SPELL TYPE: Attack
RR: Stamina
SPHERES: Necromancer
DESCRIPTION: Target suffers a -5 penalty his Self Discipline stat bonus for the duration of the spell. This modifier also applies to any skill affected by this stat.
SCALING OPTIONS:

Increase Penalty (per -5 penalty) +5 PP
Increase Duration (5 rounds/rank) +4 PP

WEAKEN STRENGTH

PP COST: 3
RANGE: 50'
DURATION: 2 rounds/rank
SPELL TYPE: Attack
RR: Stamina
SPHERES: Necromancer
DESCRIPTION: Target suffers a -5 penalty his Strength stat bonus for the duration of the spell. This modifier also applies to any skill affected by this stat.
SCALING OPTIONS:

Increase Penalty (per -5 penalty) +5 PP
Increase Duration (5 rounds/rank) +4 PP

WOUNDING

PP COST: 4
RANGE: 100'
DURATION: 2 rounds/rank
SPELL TYPE: Attack
RR: Stamina
SPHERES: Necromancer
DESCRIPTION: Target begins to bleed at a rate of 1 hit per round for the duration of this spell. This bleeding cannot be halted by mundane means. Only a healing spell or Dispel Magic will stop the bleeding.
SCALING OPTIONS:

Bleeding II (2 hits/round) +2 PP
Bleeding III (3 hits/round) +4 PP
Bleeding IV (4 hits/round) +6 PP
Bleeding V (5 hits/round) +8 PP
Increase Targets (per extra target) +4PP

GREAT CIRCLE OF THE THAUMATURGE

ANALYSIS

PP Cost: 3
 RANGE: Touch
 DURATION: —
 SPELL TYPE: Utility
 RR: —
 SPHERES: Thaumaturge
 DESCRIPTION: The caster can identify the function and composition of any one object or substance. This spell will not reveal any magical powers of an item.

SCALING OPTIONS:

Identify origin (in terms of time and place)	+3 PP
Identify construction (how an object was made or substance worked)	+3 PP
Identify magical abilities (only what spells or spell-like abilities)	+4 PP
Identify powers (full details on spell scaling, curses, etc.)	+6 PP
Increase Range (to 10')	+1 PP

ARCANE BALL

PP Cost: 6
 RANGE: 100'
 DURATION: —
 SPELL TYPE: Attack
 RR: Magic
 LISTS: Thaumaturge
 DESCRIPTION: Caster shoots a 6" diameter ball of blazing magical energy from the palm of his hand. Upon hitting its target or traveling its full range, it explodes into a 10' radius. The ball of energy will expand from its center point filling the radius as completely as possible, but it will not expand more than 10' from its center point. This ball of energy does 1d10 points of damage to any foe within the radius who fails his Resistance Roll.

SCALING OPTIONS:

Increase Damage (each 1d10 hits)	+2 PP
Stunning Force (per round of Stun)	+4 PP
Increase Range (per +50')	+1 PP
Increase Radius (per extra 10' radius)	+2 PP

CHANGE OBJECT SIZE

PP Cost: 7
 RANGE: 50'
 DURATION: 5 rounds/rank
 SPELL TYPE: Attack
 RR: Magic
 SPHERES: Thaumaturge
 DESCRIPTION: Caster can alter an object's size, either shrinking it to one quarter of the original size or enlarging it to four times its original size. If the object is being

carried or worn by a person (other than the caster), then the being may make a RR versus Magic to prevent this spell from working.

SCALING OPTIONS:

Increase size variation (1/20th to 40 times original size)	+3 PP
Increase size variation (1/40th to 400 times original size)	+6 PP
Increase Duration (to 10 rounds/rank)	+6 PP
Increase Duration (to 1 minute/rank)	+8 PP
Increase Duration (to 10 minutes/rank)	+9 PP
Increase Duration (1 hour/rank)	+10 PP

CONJURE ANIMAL

PP Cost: 9
 RANGE: 100'
 DURATION: 2 rounds/rank
 SPELL TYPE: Utility
 RR: —
 SPHERES: Thaumaturge
 DESCRIPTION: By a supreme exertion of will, the caster can create a facsimile of a Tiny non-magical animal from the surrounding mana, which can appear at any point within the spell's range. The caster may only conjure animals that he has previously memorized using *Study Target*. The conjured animal will have the standard statistics of an average real individual of its species, but without an independent mind. By concentrating for one round, the caster may direct the actions of the conjured animal. If the caster stops concentrating, the creature will continue to act according to its last orders. The creature will dissipate back into the mana at the end of this spell's duration or if it moves further away from the caster than the range of the spell or if this spell is dispelled. Thaumaturges use this spell to create temporary steeds and guardians.

SCALING OPTIONS:

Increase Creature Size (per Size increase)	+4 PP
Increase Targets (per extra creature)	+4 PP
Increase Range (per extra 50')	+1 PP
Increase Duration (to 5 rounds/rank)	+4 PP
Increase Duration (to 10 rounds/rank)	+6 PP
Increase Duration (to 1 minute/rank)	+8 PP

CONJURE CREATURE

PP Cost: 10
 RANGE: 100'
 DURATION: 2 rounds/rank
 SPELL TYPE: Utility
 RR: —
 SPHERES: Thaumaturge
 DESCRIPTION: By a supreme exertion of will, the caster can create a facsimile of a Tiny creature from the surrounding mana, which can appear at any point within the spell's range. The caster may only conjure creature that he has previously memorized

using *Study Target*. The conjured creature will have the standard statistics of an average real individual of its species, but without an independent mind. The conjured creature may not be a facsimile of a specific individual. It does not have any of the magical or racial abilities of a real individual of the species. By concentrating for one round, the caster may direct the actions of the conjured creature. If the caster stops concentrating, the creature will continue to act according to its last orders. The creature will dissipate back into the mana at the end of this spell's duration or if it moves further away from the caster than the range of the spell or if this spell is dispelled. Thaumaturges use this spell to create temporary guardians.

SCALING OPTIONS:

Increase Creature Size (per Size increase)	+4 PP
Increase Targets (per extra creature)	+4 PP
Increase Range (per extra 50')	+1 PP
Increase Duration (to 5 rounds/rank)	+4 PP
Increase Duration (to 10 rounds/rank)	+6 PP
Increase Duration (to 1 minute/rank)	+8 PP

CONJURE ITEM

PP COST: 6

RANGE: Self

DURATION: 2 rounds/rank

SPELL TYPE: Utility

RR: —

SPHERES: Thaumaturge

DESCRIPTION: By a supreme exertion of will, the caster can create an object of up to 1 pound in mass from the surrounding mana. The caster may only create objects that are identical to items that he has previously memorized using *Study Target*. The object must be composed of inanimate solid materials such as earth, clay, ice, cloth, leather, wood, etc. In its base form, this spell cannot create items made from stone, metal, gems or magical materials. All objects created using this spell have **no** bonuses due to quality nor may they be magically enhanced. All items created using this spell dissipate back into mana at the end of its duration and may be dispelled normally.

The Conjure options have the following effects:

Conjure Stone: Object may be made of non-magical stone.

Conjure Base Metals: Object may be made from non-magical base metals and alloys, e.g. copper, iron, tin, lead, bronze, pewter, steel, etc.

Conjure Precious Metals: Object may be made from non-magical precious metals and alloys, e.g. silver, gold, platinum, etc.

Conjure Gems: Object may be made from non-magical crystalline and gem materials.

Conjure Magical Materials: Object may be made from magical materials, metals, alloys, etc. The object gains the intrinsic magical qualities of the material.

SCALING OPTIONS:

Increase Mass (to 1 pound per rank)	+2 PP
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Increase Mass (to 10 pounds per rank)	+4 PP
Increase Mass (to 100 pounds per rank)	+6 PP
Conjure Stone	+4 PP
Conjure Base Metals	+8 PP
Conjure Precious Metals	+12 PP
Conjure Gems	+16 PP
Conjure Magical Materials	+20 PP
Increase Duration (5 rounds/rank)	+4 PP
Increase Duration (to 10 rounds/rank)	+6 PP
Increase Duration (to 1 minute/rank)	+8 PP

DEFLECT SPELL*

PP COST: 7

RANGE: 100'

DURATION: —

SPELL TYPE: Utility

RR: —

SPHERES: Thaumaturge

DESCRIPTION: Caster may deflect one elemental attack spell that he sees within range, causing 20 to be subtracted from its attack.

SCALING OPTIONS:

Increase Deflection (-50 to the Elemental attack)	+3 PP
Increase Deflection (-100 to the Elemental attack)	+5 PP
Reflect Spell	+7 PP

(Elemental Attack is reflected back on original caster with half its original OB)

FORCE WALL

PP COST: 7

RANGE: 10'

DURATION: 2 rounds/rank

SPELL TYPE: Utility

RR: —

SPHERES: Thaumaturge

DESCRIPTION: Creates a translucent wall of force with dimensions of 10' wide x 10' high x 1' thick. Each wall segment has 10 hits per rank of the caster in this spell. The Force Wall must rest on a solid surface.

SCALING OPTIONS:

Increase Wall Strength (to 20 hits per caster rank)	+5 PP
Increased size (per additional 10'x10'x1' section)	+3 PP
Shape wall	+3 PP
(wall can be shaped even into a curved form - a large enough wall can be shaped into a hemisphere)	
Meld wall	+3 PP
(wall can fit seamlessly against other surfaces or other Walls)	
Increase Duration (5 rounds/rank)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP
Increase Duration (1 minute/rank)	+8 PP
Increase Duration (10 minutes/rank)	+9 PP
Invisible Wall	+5PP

IMBUE BONUS

PP COST: 10
RANGE: Touch
DURATION: 1 day
SPELL TYPE: Utility
RR: —

SPHERES: Thaumaturge

DESCRIPTION: The caster may imbue an item with a spell matrix capable of holding a single magical bonus increment to OB, DB, RR, or a specific skill.

SCALING OPTIONS:

Increase Duration (per +1 day)	+1 PP
Increase Imprint (per sigil imprint)	+2 PP
Enchant Existing Non-magical Item	+10 PP
Enchant Existing Magical Item	+20 PP
Increase Bonus Increment II	+10 PP
Increase Bonus Increment III	+20 PP
Increase Bonus Increment IV	+30 PP
Increase Bonus Increment V	+40 PP

IMBUE CHARGE

PP COST: 12
RANGE: Touch
DURATION: 1 day
SPELL TYPE: Utility
RR: —

SPHERES: Thaumaturge

DESCRIPTION: The caster may imbue an item with a spell matrix capable of holding a spell of up to 5 PP, with the eventual aim of creating a charged spell item (with 50 charges).

This spell has four special scaling options:

Increase Matrix Potency: This allows higher-powered spells to be added to items that are created and enchanted at the same time, on a 1 for 1 PP basis.

Self-Charging: This option allows the item to regenerate one charge per day.

Recharge Item: A charged item that has expended all its charges may be recharged using this option. One charge is restored for each PP invested in this scaling option.

Increase Maximum Charges: The item will have a maximum of 100 charges.

SCALING OPTIONS:

Increase Duration (per +1 day)	+1 PP
Increase Imprint (per sigil imprint)	+2 PP
Enchant Existing Non-magical Item	+10 PP
Enchant Existing Magical Item	+20 PP
Increase Matrix Potency (per extra PP)	+1 PP
Self-Charging (per PP in matrix)	+1 PP
Recharge Item (per charge restored)	+1 PP
Increase Maximum Charges	+10 PP

IMBUE EXOTIC

PP COST: 12
RANGE: Touch
DURATION: 1 day
SPELL TYPE: Utility
RR: —

SPHERES: Thaumaturge

DESCRIPTION: The caster may imbue an item with a spell matrix capable of simulating a talent or a special magical ability. Using the base form of this spell, the talent's DP cost or the Ability Cost must be 5 points or less.

SCALING OPTIONS:

Increase Duration (per +1 day)	+1 PP
Increase Imprint (per sigil imprint)	+2 PP
Enchant Existing Non-magical Item	+10 PP
Enchant Existing Magical Item	+20 PP
Greater Talent (per extra DP of Talent)	+1 PP
Greater Ability (per extra Ability Cost point)	+1 PP

IMBUE SPELL

PP COST: 12
RANGE: Touch
DURATION: 1 day
SPELL TYPE: Utility
RR: —

SPHERES: Thaumaturge

DESCRIPTION: The caster may imbue an item with a spell matrix capable of holding a spell of up to 5 PP, with the eventual aim of creating a Daily spell item. This spell must be cast multiple times with each "batch" for each time per day that the item is supposed to function (i.e. a Daily II item requires this spell to be cast twice for each batch of castings).

This spell has three special scaling options:

Increase Matrix Potency: This allows higher-powered spells to be added to items that are created and enchanted at the same time, on a 1 for 1 PP basis.

Constant Effect: Instead of creating a Daily Item, the use of this option will enable the caster to enchant an item with a constant effect. This option must be used on each day of the enchantment process.

Trigger Effect: Instead of creating a Daily Item, the use of this option will enable the caster to enchant an item with a semi-constant effect. The effect will be active only as long a certain condition is met. The condition must be something that is built into the item that is easily doable, such as purposely touching a specific stud on a handle or using a feature of the item to cause specific bits of the item to touch, activating the effect.

"At Will" Effect: Instead of creating a Daily Item, the use of this option will enable the caster to enchant an item with an effect which can be used "at will" by its wielder or wearer. This option must be used on each day of the enchantment process.



SCALING OPTIONS:

Increase Duration (per +1 day)	+1 PP
Increase Imprint (per sigil imprint)	+2 PP
Enchant Existing Non-magical Item	+10 PP
Enchant Existing Magical Item	+20 PP
Increase Matrix Potency (per extra PP)	+1 PP
Constant Effect	+20 PP
Trigger Effect	+10 PP
“At Will” Effect	+20 PP

LONG DOOR ITEM

PP COST: 4
 RANGE: Touch
 DURATION: —
 SPELL TYPE: Utility
 RR: —
 SPHERES: Thaumaturge

DESCRIPTION: Caster can teleport an object of up to 1 lb. in mass to a location of his choice up to 100' away from its current position. The object cannot teleport through intervening barriers (a closed door is a barrier, a pit is not). If the distance that the object is to be teleported to is further away than the distance allowed by the spell, then the object will travel the maximum distance allowed by the spell in the proper direction. If the teleport destination is occupied, the object will reappear in the closest available open space that is within the range of the teleport.

SCALING OPTIONS:

Teleport (object may teleport through barriers)	+2 PP
Increase Distance (100'/rank)	+4 PP
Increase Mass (to 1 pound per rank)	+2 PP
Increase Mass (to 10 pounds per rank)	+4 PP
Increase Mass (to 100 pounds per rank)	+6 PP



MAGESTAFF

PP COST: 13
 RANGE: Touch
 DURATION: Permanent
 SPELL TYPE: Utility
 RR: —

SPHERES: Thaumaturge
DESCRIPTION: The caster must first obtain and craft a wooden or metal staff. The staff's length must be equal or greater than the caster's height. The caster then enchants the staff with arcane energy, turning it into a magestaff. This item is attuned to only the caster and can only be used by him. When this spell is cast, the caster's staff is enchanted to work as **either** a +1 Power Point Adder **or** a +1 spell adder. This spell may be cast on the staff multiple times, no more than once a day, to increase the power of the magestaff. Each increase must be cast separately. This spell has three special scaling options:

Dual Adder: This option allows the magestaff to be both a spell adder and PP adder. This option may only be used when Magestaff is first cast on the item.

Alternate Form: The magestaff need not be a staff in its form - armor, weapons, clothing, jewelry, etc., may be enchanted as PP and spell adders using this option.

Unkeyed: This option allows the “magestaff” to be used by anyone.

SCALING OPTIONS:

Increase from +1 PP adder to +2 PP adder	+6 PP
Increase from +2 PP adder to +3 PP adder	+12 PP
Increase from +3 PP adder to +4 PP adder	+18 PP
Increase from +4 PP adder to +5 PP adder	+24 PP
Increase from +1 spell adder to +2 spell adder	+6 PP
Increase from +2 spell adder to +3 spell adder	+12 PP
Increase from +3 spell adder to +4 spell adder	+18 PP
Increase from +4 spell adder to +5 spell adder	+24 PP
Dual Adder (also a +1 spell adder or +1 PP adder)	+6 PP
Alternate Form	+6 PP
Unkeyed (may be used by anyone)	+6 PP



MOLDING

PP COST: 12
RANGE: Touch
DURATION: Permanent
SPELL TYPE: Utility
RR: —

SPHERES: Thaumaturge

DESCRIPTION: Caster can reshape an object made from inanimate materials (i.e. earth, clay, ice, cloth, leather, wood, etc.), simply by using his hands. To mold an object into a specific form (e.g. a chair into a stool), the caster must either have the new form memorized using *Study Target* or succeed in a Hard (-20) Crafts maneuver (Difficulty degree may be higher at GM discretion). Remolding an object takes at least one minute (longer for large or complex objects at GM discretion.) In its base form, this spell cannot affect stone, metal, gems, magical materials, or magical items. An object carried or worn by a living being cannot be affected by this spell.

The Mold options have the following effects:

Mold Stone: Caster can reshape non-magical stone.

Mold Base Metals: Caster can reshape non-magical base metals and alloys, e.g. copper, iron, tin, lead, bronze, pewter, steel, etc.

Mold Precious Metals: Caster can reshape non-magical precious metals and alloys, e.g. silver, gold, platinum, etc.

Mold Gems: Caster can reshape non-magical crystals and gems.

Mold Magical Materials: Caster can reshape magical materials, metals and alloys.

Mold Multiple Objects: Caster can reshape multiple objects simultaneously. Normally this option is used by casters who want to join or meld different objects together.

SCALING OPTIONS:

Mold Stone	+6 PP
Mold Base Metals	+12 PP
Mold Precious Metals	+18 PP
Mold Gems	+24 PP
Mold Magical Materials	+30 PP
Mold Multiple Objects (per extra object molded)	+4 PP

POTION MASTERY

PP COST: 11
RANGE: Touch
DURATION: Special
SPELL TYPE: Utility
RR: —

SPHERES: Thaumaturge

DESCRIPTION: Using the Alchemy skill, the character may create a potion imbued with any basic spell (not scaled up). With the use of this spell, the caster may create a potion imbued with a spell that has been scaled (no

maneuver roll needed) so long as the total power point cost for the spell to be imbued is equal to or less than 10 power points. The caster expends the power points for this spell at the time of casting and expends the power points for the spell being imbued as he creates the potion.

SCALING OPTIONS:

Increased Potency (for each PP to be imbued): +1PP

PRESERVE CHARM

PP COST: 16
RANGE: Touch
DURATION: Permanent
SPELL TYPE: Utility
RR: —

SPHERES: Thaumaturge

DESCRIPTION: Charms created using the Charmcraft skill lose their effect one month after they are created. Using this spell, a caster may make a non-offensive charm retain its effect permanently, converting it into a talisman. The charm may only be imbued with an effect requiring up to 7 Power Points. The caster expends the power points for this spell at the time of casting and expends the power points for the charm sigil being imbued as he creates the charm

SCALING OPTIONS:

Increased Potency (for each PP to be imbued): +1PP

SPELL RESISTANCE

PP COST: 5
RANGE: 50'
DURATION: 2 rounds/rank
SPELL TYPE: Utility
RR: —

SPHERES: Thaumaturge

DESCRIPTION: Target receives a +10 bonus to all RRs (Stamina, Will, and Magic) against spell effects for the duration of the spell.

SCALING OPTIONS:

Increase Bonus (+20)	+4 PP
Increase Bonus (+30)	+8 PP
Increase Bonus (+40)	+12 PP
Increase Bonus (+50)	+16 PP
Increase Duration (5 rounds/rank)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP
Increase Duration (1 minute/rank)	+8 PP
Increase Targets (per each additional target)	+4 PP

SPELL SHIELD

PP COST: 4
RANGE: 10'
DURATION: 2 rounds/rank
SPELL TYPE: Utility
RR: —

SPHERES: Thaumaturge

DESCRIPTION: Target receives a +5 bonus to DB against all spell-based attacks for the duration of the spell.

SCALING OPTIONS:

Increase Bonus (+10)	+4 PP
Increase Bonus (+15)	+8 PP
Increase Bonus (+20)	+12 PP
Increase Bonus (+25)	+16 PP
Increase Duration (5 rounds/rank)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP
Increase Duration (1 minute/rank)	+8 PP
Increase Targets (per each additional target)	+4 PP

STABILIZE ELIXIR

PP COST: 16

RANGE: Touch

DURATION: Permanent

SPELL TYPE: Utility

RR: —

SPHERES: Thaumaturge

DESCRIPTION: Potions, elixirs and so forth created using the Alchemy skill lose their potency one month after they were created. Using this spell, a caster may make a potion retain its potency permanently. The potion may only be imbued with a spell requiring up to 5 Power Points. The caster expends the power points for this spell at the time of casting and expends the power points for the spell being imbued as he creates the potion.

SCALING OPTIONS:

Increased Potency (for each PP to be imbued):	+1PP
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WAITING SPELL

PP COST: 4

RANGE: Self

DURATION: 5 rounds/rank

SPELL TYPE: Utility

RR: —

SPHERES: Thaumaturge

DESCRIPTION: Using this spell, the caster can delay the effect of the next spell that he casts for up to the duration of *Waiting Spell*. The caster must cast the delayed spell within the duration of *Waiting Spell* and expend the power points for it at the time of casting. When casting *Waiting Spell*, the caster must select a specific Trigger to activate the spell effect. The base Trigger is the Time Trigger; this and others are described below. All spell effects (other than those which only affect the caster) happen at the original location where the delayed spell was cast. If no Trigger is activated, the spell matrix dissipates without changing reality.

Time Trigger: the spell takes effect at a specific time within the duration.

Movement Trigger: the spell takes effect when a specific movement occurs.

Sound Trigger: the spell takes effect when a specific

sound happens.

Target Trigger: the spell takes effect when a target (previously studied using *Study Target*) enters the location where the spell was cast.

Event Trigger: the spell takes effect when a specific event happens.

Multiple Triggers: the spell can be triggered by one or more situations occurring, but the spell can only take effect once. The PP cost for the individual triggers must also be paid.

SCALING OPTIONS:

Movement Trigger	+2 PP
Sound Trigger	+3 PP
Target Trigger	+4 PP
Event Trigger	+5 PP
Multiple Triggers (per each trigger)	+1 PP
Increase Duration (10 rounds/rank)	+6PP
Increase Duration (1 minute/rank)	+8PP
Increase Duration (10 minutes/rank)	+9 PP

WARDS

PP COST: 8

RANGE: Touch

DURATION: 1 minute/rank

SPELL TYPE: Utility

RR: Special

SPHERES: Thaumaturge

DESCRIPTION: The spell protects an area of up to 20'R from specific types of magic **either** entering the area **or** being cast within the area. The caster of this spell looks up the result of his casting roll on the RR column of the Maneuver Table. The opposing caster must roll higher than this when casting or his spell fails. The possible options are:

Elemental Ward: This blocks elemental magic.

Gating Ward: This protects against movement and teleportation magic (e.g. *Long Door*, *Passing*, etc.)

Mental Ward: This shields against mental control magic.

Scrying Ward: This protects against magic used to divine the future (e.g. *Intuitions*), scan the past (*Past Visions*) or the present.

Summoning Ward: This blocks any form of summoning magic.

SCALING OPTIONS:

Dual Ward (entry and inside)	+4 PP
Bypass Ward (caster's own magic unaffected)	+4 PP
Combined Ward (2 options)	+4 PP
Combined Ward (3 options)	+8 PP
Combined Ward (4 options)	+12 PP
Combined Ward (5 options)	+16 PP
Increase Radius (per extra 10'R)	+2 PP
Increase Duration (10 minutes/rank)	+9 PP

GREAT CIRCLE OF THE VIVAMANCER

ANIMAL TRANSFORMATIONS

PP COST: 6
RANGE: 10'
DURATION: 5 rounds/rank
SPELL TYPE: Utility
RR: —

SPHERES: Vivamancer

DESCRIPTION: The caster may transform one target into the physical form of any one animal that he has studied using the spell, Study Target. This animal must be between 1/4 and 4 times the target's normal size. The target retains his normal mental faculties. The target does not gain the physical attacks, movement type, and/or senses of the new form.

Note: If the scaling option, Unwilling Target, is employed, then this spell's type changes to Attack and an unwilling target may make a RR versus Magic to avoid being transformed.

SCALING OPTIONS:

Gain Physical Attacks	+2 PP
Gain Movement Type	+2 PP
Gain Senses	+2 PP
Increase size variance (1/20th to 40 times normal size)	+3 PP
Increase size variance (1/40th to 400 times normal size)	+6 PP
Increase Duration (10 rounds/rank)	+6 PP
Increase Duration (1 minute/rank)	+8 PP
Increase Duration (10 minutes/rank)	+9 PP
Unwilling Target	+12 PP

BANISH CREATURE

PP COST: 4
RANGE: 100'
DURATION: —
SPELL TYPE: Attack
RR: Magic

SPHERES: Vivamancer

DESCRIPTION: This spell allows the caster to banish one summoned animal or monster (of Tiny size). The creature is teleported to its original location, if it fails an RR versus Magic.

SCALING OPTIONS:

Increase Creature Size (per Size increase)	+4 PP
Increase Number (per extra creature banished)	+4 PP
Increase Range (per extra 50')	+1 PP

CONTROL AERIAL CREATURE

PP COST: 8
RANGE: 100'

DURATION: 2 rounds/rank

SPELL TYPE: Attack

RR: Magic

SPHERES: Vivamancer

DESCRIPTION: The caster may control the actions of one bird, flying/gliding animal or flying/gliding monster (of Tiny size), compelling it to obedience by sheer force of will and magic. When the spell is over, the creature will act according to its normal nature.

SCALING OPTIONS:

Increase Creature Size (per Size increase)	+4 PP
Increase Targets (per extra creature)	+4 PP
Increase Range (per extra 50')	+1 PP
Increase Duration (5 rounds/rank)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP
Increase Duration (1 minute/rank)	+8 PP

CONTROL AQUATIC CREATURE

PP COST: 8

RANGE: 100'

DURATION: 2 rounds/rank

SPELL TYPE: Attack

RR: Magic

SPHERES: Vivamancer

DESCRIPTION: The caster may control the actions of one aquatic animal (e.g. fish, amphibian, dolphin, etc.) or aquatic monster (of Tiny size), compelling it to obedience by sheer force of will and magic. When the spell is over, the creature will act according to its normal nature.

SCALING OPTIONS:

Increase Creature Size (per Size increase)	+4 PP
Increase Targets (per extra creature)	+4 PP
Increase Range (per extra 50')	+1 PP
Increase Duration (5 rounds/rank)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP
Increase Duration (1 minute/rank)	+8 PP

CONTROL LAND CREATURE

PP COST: 8

RANGE: 100'

DURATION: 2 rounds/rank

SPELL TYPE: Attack

RR: Magic

SPHERES: Vivamancer

DESCRIPTION: The caster may control the actions of one land-based animal or monster (of Tiny size), compelling it to obedience by sheer force of will and magic. When the spell is over, the creature will act according to its normal nature.

SCALING OPTIONS:

Increase Creature Size (per Size increase)	+4 PP
Increase Targets (per extra creature)	+4 PP
Increase Range (per extra 50')	+1 PP
Increase Duration (5 rounds/rank)	+4 PP

Increase Duration (10 rounds/rank) +6 PP
Increase Duration (1 minute/rank) +8 PP

CONTROL PLANT

PP COST: 8
RANGE: 100'
DURATION: 2 rounds/rank
SPELL TYPE: Attack
RR: Magic
SPHERES: Vivamancer
DESCRIPTION: The caster may control the automatic and/or mental processes of any one Tiny plant, tree, or sentient vegetable lifeform. The caster can also control the lifeform's movements but this spell does not allow movement beyond normal allowances.

SCALING OPTIONS:
Increase Creature Size (per Size increase) +4 PP
Increase Targets (per extra creature) +4 PP
Increase Range (per extra 50') +1 PP
Increase Duration (5 rounds/rank) +4 PP
Increase Duration (10 rounds/rank) +6 PP
Increase Duration (1 minute/rank) +8 PP

CREATURE TRANSFORMATIONS

PP COST: 7
RANGE: 10'
DURATION: 5 rounds/rank
SPELL TYPE: Utility
RR: —
SPHERES: Vivamancer
DESCRIPTION: The caster may transform one target into the physical form of any one creature (normally a monster or magical beast) that he has studied using the spell, *Study Target*. This creature must be between 1/4 and 4 times the target's normal size. The target retains his normal mental faculties. The target does not gain the physical attacks, movement type, senses, and/or magical abilities of the new form.
Note: If the scaling option, Unwilling Target, is employed, then this spell's type changes to Attack and an unwilling target may make a RR versus Magic to avoid being transformed.

SCALING OPTIONS:
Gain Physical Attacks +2 PP
Gain Movement Type +2 PP
Gain Senses +2 PP
Gain Magical Ability (per each ability) +8 PP
Increase size variance
 (1/20th to 40 times normal size) +3 PP
Increase size variance
 (1/40th to 400 times normal size) +6 PP
Increase Duration (10 rounds/rank) +6 PP
Increase Duration (1 minute/rank) +8 PP
Increase Duration (10 minutes/rank) +9 PP
Unwilling Target +16 PP

CURE INSANITY

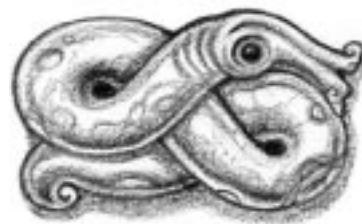
PP COST: 3
RANGE: 10'
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Vivamancer
DESCRIPTION: The caster can cure one naturally occurring insanity suffered by the target. This will not cure magically induced insanity.
SCALING OPTIONS:
Cure magically induced Phobia or Mania +3 PP
Cure any other magically induced Madness +6 PP

GROWTH

PP COST: 6
RANGE: Touch
DURATION: 5 rounds/rank
SPELL TYPE: Utility
RR: —
SPHERES: Vivamancer
DESCRIPTION: Caster can alter target's size, enlarging him and his possessions to twice his original size.
SCALING OPTIONS:
Increase size variance (up to 5 times normal size) +5 PP
Increase size variance (up to 10 times normal size) +10 PP
Increase Duration (10 rounds/rank) +6 PP
Increase Duration (1 minute/rank) +8 PP

PLANT GROWTH

PP COST: 3
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Vivamancer
DESCRIPTION: The caster is able to increase the growth rate of any one plant or tree, causing it to double in size over the course of one day. The target plant or tree remains at its new size once its growth is complete.
SCALING OPTIONS:
Increase Growth (x3 size) +4 PP
Increase Growth (x4 size) +8 PP
Increase Growth (x5 size) +12 PP
Increase Targets (per extra target) +4 PP



PLANT HEALING

PP COST: 2

RANGE: Touch

DURATION: 1 round

SPELL TYPE: Utility

RR: —

SPHERES: Vivamancer

DESCRIPTION: Caster is able to heal damage to a plant, tree, or sentient vegetable lifeform. The caster must select one of the following options when casting this spell.

- Reduce a maneuver penalty by up to 50 points
- Reduce bleeding by up to 10 points
- Heal up to one half of the target's concussion hits

SCALING OPTIONS:

Increase Healing (heal 2 options)	+2 PP
Increase Healing (heal 3 options)	+4 PP
Increase Healing (heal minor frostbite)	+3 PP
Increase Healing (heal major frostbite)	+6 PP
Increase Healing (heal minor burns)	+3 PP
Increase Healing (heal major burns)	+6 PP
Increase Healing (cure disease)	+6 PP
Increase Healing (cure poison)	+6 PP
Increase Healing (restore foliage)	+6 PP
Increase Healing (restore bark)	+8 PP
Increase Healing (heal all damage)	+12 PP

PLANT TRANSFORMATIONS

PP COST: 6

RANGE: 10'

DURATION: 10 rounds/rank

SPELL TYPE: Utility

RR: —

SPHERES: Vivamancer

DESCRIPTION: The caster may transform one target into the physical form of one plant, tree, or sentient vegetable lifeform that he has studied using the spell, *Study Target*.

This plant must be between 1/4 and 4 times the target's normal size. The target retains his normal mental faculties.

Note: If the scaling option, Unwilling Target, is employed, then this spell's type changes to Attack and an unwilling target may make a RR versus Magic to avoid being transformed.

SCALING OPTIONS:

Increase Size Variance (plant can be 1/20 to 40x target's normal size)	+3 PP
Increase Size Variance (plant can be 1/40 to 400x target's normal size)	+6 PP
Increase Duration (1 minute/rank)	+8 PP
Increase Duration (10 minutes/rank)	+9 PP
Unwilling Target	+12 PP

REJUVENATION

PP COST: 16

RANGE: Touch

DURATION: —

SPELL TYPE: Utility

RR: —

SPHERES: Vivamancer

DESCRIPTION: The caster can permanently remove 5 years of age from the target. If this spell is fumbled, both the caster and the target will instead age by the intended amount.

SCALING OPTIONS:

Increase Rejuvenation (10 year)	+8 PP
Increase Rejuvenation (20 years)	+10 PP

REPEL ANIMAL

PP COST: 6

RANGE: 10'

DURATION: 5 rounds/rank

SPELL TYPE: Attack

RR: Will

SPHERES: Ranger, Vivamancer

DESCRIPTION: The caster may prevent one animal (of Tiny size) from entering an area of 10'R whose center point must be within the range of this spell, if it fails its RR. If the animal is already inside this area, it must succeed at an RR versus Magic or be forced to immediately leave. If the scaling option of Contain Animal is used, then instead of being expelled from the protected area or barred entry, the animal (if it fails its RR) is compelled to remain (or is forced into) the protected area where it must stay until the spell ends.

SCALING OPTIONS:

Increase Animal Size (per increase)	+4 PP
Increase Targets (per extra target)	+4 PP
Contain Animal	+3 PP
Increase Range (per +50')	+1 PP
Increase Radius (per extra 10'R)	+2 PP
Increase Duration (10 rounds/rank)	+6 PP
Increase Duration (1 minute/rank)	+8 PP

SHARE ANIMAL SENSE

PP COST: 4

RANGE: 100'

DURATION: Concentration

SPELL TYPE: Attack

RR: Will

SPHERES: Vivamancer

DESCRIPTION: The caster may share in the perceptions received through any one sense (sight, hearing, smell, taste, etc.) from any one animal within range. Once this spell has been cast, the caster may continue to receive this sensory data as long as the animal remains within

100' of the caster. (This can be scaled using the Increased Distance options below). This spell gives the caster no control over the target.

SCALING OPTIONS:

Share Another Sense (per extra sense)	+4 PP
Increase Range (per extra 50')	+1 PP
Increased Distance (100'/rank)	+4 PP

SHRINK

PP COST: 5

RANGE: Touch

DURATION: 5 rounds/rank

SPELL TYPE: Utility

RR: —

SPHERES: Vivamancer

DESCRIPTION: Caster can alter target's size, shrinking him and all his possessions to one half of the original size.

SCALING OPTIONS:

Increase size variance (1/4th times normal size)	+5 PP
Increase size variance (1/8th times normal size)	+10 PP
Increase Duration (10 rounds/rank)	+6 PP
Increase Duration (1 minute/rank)	+8 PP

SUMMON AERIAL CREATURE

PP COST: 6

RANGE: Self

DURATION: 2 rounds/rank

SPELL TYPE: Utility

RR: —

SPHERES: Vivamancer

DESCRIPTION: This spell allows the caster to summon one bird, flying/gliding animal or flying/gliding monster (of Tiny size) of a chosen species, which the caster must have previously stored using *Study Target*. The creature is teleported to within 50' of the caster, and is returned via teleport at the end of the spell's duration to its original location. This spell does not provide the caster with any control over the summoned creature and the creature may act according to its normal nature.

SCALING OPTIONS:

Increase Creature Size (per Size increase)	+4 PP
Increase Number (per extra creature summoned)	+4 PP
Increase Duration (5 rounds/rank)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP
Increase Duration (1 minute/rank)	+8 PP
Species need not be previously Studied	+5 PP



SUMMON AQUATIC CREATURE

PP COST: 6
RANGE: Self
DURATION: 2 rounds/rank
SPELL TYPE: Utility
RR: —

SPHERES: Vivamancer

DESCRIPTION: This spell allows the caster to summon one aquatic animal (e.g. fish, amphibian, dolphin, etc.) or aquatic monster (of Tiny size) of a chosen species, which the caster must have previously stored using *Study Target*. The creature is teleported to the nearest body of water (capable of holding the creature) to the caster, and is returned via teleport at the end of the spell's duration to its original location. This spell does not provide the caster with any control over the summoned creature and the creature may act according to its normal nature.

SCALING OPTIONS:

Increase Creature Size (per Size increase)	+4 PP
Increase Number (per extra creature summoned)	+4 PP
Increase Duration (5 rounds/rank)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP
Increase Duration (1 minute/rank)	+8 PP
Species need not be previously Studied	+5 PP

SUMMON LAND CREATURE

PP COST: 6
RANGE: Self
DURATION: 2 rounds/rank
SPELL TYPE: Utility
RR: —

SPHERES: Vivamancer

DESCRIPTION: This spell allows the caster to summon one land-based animal or monster (of Tiny size) of a chosen species, which the caster must have previously stored using *Study Target*. The creature is teleported to within 50' of the caster, and is returned via teleport at the end of the spell's duration to its original location. This spell does not provide the caster with any control over the summoned creature and the creature may act according to its normal nature.

SCALING OPTIONS:

Increase Creature Size (per Size increase)	+4 PP
Increase Number (per extra creature summoned)	+4 PP
Increase Duration (5 rounds/rank)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP
Increase Duration (1 minute/rank)	+8 PP
Species need not be previously Studied	+5 PP

TELEPATHIC BOND

PP COST: 7
RANGE: Touch
DURATION: 5 rounds/rank
SPELL TYPE: Utility
RR: —

SPHERES: Vivamancer

DESCRIPTION: This spell allows the caster to create a telepathic bond between himself and one other target. The bond will only allow mental communication if the members of the bond are within a certain distance of one another. This distance is equal to 50' per member of the bond.

SCALING OPTIONS:

Increase Targets (per extra target)	+4 PP
Increase Distance (per 50' per person)	+3 PP
Increase Duration (10 rounds/rank)	+6 PP
Increase Duration (1 minute/rank)	+8 PP



HIGH MAGIC

LEY LINES AND NEXUS POINTS

A ley line is produced by the focusing and channeling of Pure mana into lines of magical force. These currents (known collectively as the Web) permeate the world, radiating magical energy outwards and increasing the levels of mana infusing their immediate surroundings and nearby creatures. A nexus point is formed where two or more ley lines intersect - the intermingling of mana causes Pure mana itself to radiate outwards to form a large mana-rich circular area (sometimes called the nexus node or earthnode). The radius of the nexus node is determined by the number of intersecting ley lines.

The most useful ley lines are those found closest to the surface of the land. It is known that there are “deep” ley lines running through solid rock far underground, but these are inaccessible to mages. It is theorized that deep ley lines and nexus points are responsible for creating rich seams and deposits of magical minerals. Dwarven miners long ago learned that delving too close to a suspected deep

ley line could cause it to shift or even disappear entirely. “Deep” lines sometimes connect to surface nexus points.

The flow of mana along a ley line is continually in flux as elemental essences, magnetic forces, and spell-casting cause random changes in the mana levels. Direct manipulations of ley lines and nexus points can even temporarily deplete the amount of safely accessible Pure mana. Over decades and centuries, the ley lines will shift their location.

The only “normal” effect of a surface ley line is to increase the level of Ambient mana nearby. Nexus points create natural distortions in reality from the emanation of so much mana. There are a number of possibilities:

Gateway: A magical portal linking one nexus node to another - simply step through and be teleported to the destination. The gateway may be one-way. Gateways may also connect the mortal planes to other planes.

Rare Animals/Monsters: Strange monsters and/or magical creatures may be drawn to the nexus node and make their home there. Normal animals may be mutated into giant, semi-intelligent, or magically empowered versions.



Rare Plants, Herbs, and/or Poisons: Exotic plants and herbs with magical properties may flourish within the nexus node.

Strange Feature: A fountain, pool, or other geographical feature could be imbued with magical properties, e.g. a fountain of youth, healing spring, natural scrying pool.

Strange Climate: A nexus point may create an unexpected oasis in a desert which flourishes regardless of the rains, a temperate even tropical valley in the otherwise frozen arctic, or places where it continually snows or rains or is enshrouded in fog. A nexus node (or several of them) may be preventing earthquakes and/or volcanic activity - disturbing the node(s) could be devastating.

Ley lines and nexus nodes can be extremely beneficial to spell users. Ritualists find both useful for powering ritual magic as Pure Mana can be drawn upon and shaped into sigils faster than ambient man. Spell users who tap Ambient Mana for conventional spell-casting are also able to draw upon the enriched Ambient Mana much faster than normal.

High Magic is the formal study of how to directly manipulate ley lines and nexus points. Its practitioners (many of whom possess the Wizard Training Package) have developed spells, which enable them to amplify conventional spells by imprinting the sigils (in an enhanced form) onto Pure Mana, without drawing upon the Pure Mana directly.

LEY LINES AND NEXUS POINTS IN THE CAMPAIGN WORLD

Using ley lines requires the GM to determine the location of (all) the surface nexus points and lines in the kingdom, continent, or world (depending upon the campaign's scope and PC mobility.) The easy way to do this is to make a copy of the campaign map and superimpose a grid or hexagon layout upon it. The size of each grid square depends on the magic level of the campaign world. In a high-magic world, each square might be twenty miles by twenty miles, for an average world squares fifty miles by fifty miles would suffice, whereas in a low-magic world, each square could be a hundred miles on a side.

In each square or hexagon, place a nexus point. If there is an interesting geographical feature such as an untamed wilderness, a city, a fortress, a dragon lair, ancient ruins, a stone circle, etc., place the nexus point in or near that feature. In "civilized" areas, magical Guilds, temples, and secret societies have a tendency to build on or around nexus nodes, sometimes because they can utilize their powers, sometimes to deny them to rivals, and sometimes because the location "just feels right". Otherwise, place the nexus point randomly. Squares covering

the sea can be ignored unless the GM expects the campaign to involve significant underwater adventuring.

Next "join the dots" by drawing lines between pairs of nexus points. Nexus points should normally link to their nearest neighbors. The number of intersections determines the nexus node area so don't get too carried away in linking too many points together. Nexus points near the sea may have one or more ley lines leading out to sea (these pass beneath the sea bed.) Similarly some nexus points may have only one ley line or even none at all - these points are connected to deep ley lines. Label each nexus point with its number of intersecting ley lines, and you're finished.

USING LEY LINES AND NEXUS POINTS

To use a surface ley line, a spell caster must be within its range of emanation, i.e. located at some point within the width of the ley line (or "on the ley line"). A surface ley line has an average width of 50' (GMs may vary this by +/- 2d10 feet).

Any spell user who taps Ambient mana requires one round for every 3 Power Points (or portion thereof) used in the casting of a spell when they are on a ley line. The normal casting time is one round per 2 Power Points for an ambient caster.

A spell caster who performs a magical ritual on a ley line only requires 1 minute per PP invested in the ritual because of the higher concentration of mana. After the ritual is completed (successfully or otherwise), the GM must make a "Depletion Roll" for the ley line. Roll d100, and on a result of 01-05, the ley line has been "depleted" (see below).

A wizard may use a ley line in the casting of High Magic spells. After any High Magic spell casting, a Depletion Roll must be made. The chance of depletion is 5% plus 1% for every PP used in the High Magic spell.

When a ley line is "depleted", a 100' long stretch of the ley line may not be used to power magical rituals, High Magic spells, or speed up Ambient mana spell-casting. The normal equilibrium of the ley line will restore itself within one hour.

The area of a nexus node depends on the number of ley lines that intersect at the nexus point. The formula is:

$$\text{Area} = 100'R \times (\text{Number of Intersecting Lines} - 1)^2$$

Intersecting Ley Lines	Area of Nexus Node	Depletion Recovery Time
2	100'R	10 minutes
3	400'R	5 minutes
4	900'R	2.5 minutes (75 rounds)
5	1600'R	1 minute
6	2500'R	30 seconds (15 rounds)

Any spell user within the area of a nexus node who taps Ambient mana requires one round for every 5 Power Points (or portion thereof) used in the casting of a spell.

A spell caster who performs a magical ritual in a nexus node only requires 10 rounds per PP invested in the ritual because of the higher concentration of mana. After the ritual is completed (successfully or otherwise), the GM must make a “Depletion Roll” for the nexus node. Roll d100, and on a result of 01, the node has been “depleted”.

A wizard may use a nexus node in the casting of High Magic spells. After any High Magic spell-casting, a Depletion Roll must be made. The chance of depletion is 1% for every PP used in the High Magic spell.

Depleting a nexus node prevents it from being used for High Magic spells, magical rituals, and ambient spell-casting just as with ley line depletion. The recovery time is much shorter and is given in the table above.

Ley lines (unless depleted) and nexus nodes can be detected using Sense Magic or *Detect Magic*.

GM's Option: A Low Magic (“Magic Dead”) Zone

Magical rituals can occasionally imbalance the Ambient mana in a location. After a magical ritual is completed, the GM should roll d100. On a roll of 01-05, an area of 100'R centered on the site of the ritual becomes a low magic or “magic dead” zone for the next 24 hours. No magical rituals using Ambient mana may be performed in the zone for that period. Ambient spell users require 1 round per PP to cast their spells. Any spell user who uses Personal mana will require **four** hours of complete rest to recover one quarter of their Power Points if they remain within the dead zone.

LEARNING AND USING HIGH MAGIC

High Magic is a specialist branch of Spell Magic, whereby mages can use their normal reserves of mana (personal, ambient, granted, or fixed) to create sigils capable of manipulating Pure mana. Practitioners of High Magic are indirectly forming sigils of Pure mana. The indirection is necessary because Pure mana is too potent to be drawn into a mortal body.

Any spell user who wishes to practice High Magic must first take the Arcane Power (High Magic) Talent to gain access to the required sigil pattern fragments. Many also gain the Wizard Training Package to obtain a solid grounding in High Magic theory and spell lore.

Each High Magic spell must be learned as a separate skill. The normal rules for spell casting apply to High Magic in that wizards must have at least as many skill ranks in a given spell as the number of Power Points it

requires for its base form, desired scaling options, and to overcome any armor. The normal modifiers apply for scaling spells and for casting while wearing any armor. High Magic spells may only be successfully cast on a ley line or within the area of a nexus node - if cast anywhere else, they automatically fail and the caster loses the Power Points (but suffers no other damage).

Spell casting failures and fumbles for High Magic are more serious than other forms of Spell Magic owing to the dangers of internalizing Pure mana. If a High Magic spell-casting maneuver fails, the caster loses 1 hit per PP invested in the High Magic as well as losing the Power Points.

If a High Magic spell is fumbled, make a non-open-ended d100 roll on the High Magic Fumble Table.

TABLE 9.4 HIGH MAGIC FUMBLE TABLE

01-25	Your concentration slips momentarily. The sigil collapses, Pure mana rushes into you, and you temporarily lose one-quarter of your remaining PPs and 1 Hit for every PP used in the spell
26-50	An unexpected fluctuation in the mana flow ruins your sigil and sends a mana spike into your body. Roll d100-20 on the Electrical Table and lose half of your remaining PPs.
51-75	The sigil forms badly and Pure mana is channeled directly into you. Roll d100 on the Electrical Table and lose three-quarters of your remaining PPs.
76-00	Idiot! You have the sigil completely reversed. An unstoppable surge of mana is directed straight into your body. Roll d100+20 on the Electrical Table and lose all your remaining PPs.



HIGH MAGIC SPELLS

Special Notes: All High Magic spells include the Location Aspect as they are tied to ley lines and nexus nodes.

CHANNEL MANA

PP COST: 5

RANGE: Touch

DURATION: Concentration

SPELL TYPE: Utility

RR: —

SPHERES: High Magic

DESCRIPTION: By concentrating on a source of Pure mana, the caster may channel the Pure mana into an inorganic object, effectively recharging its “Fixed mana”. The caster must concentrate for one round per PP to do this and the object **cannot** receive more Power Points than its normal maximum capacity using this method. If the spell is fumbled, the object is destroyed. This spell can only be cast in a nexus node or on a ley line.

This spell has a special scaling option:

Channel Charge: The caster can channel Pure mana into a charged spell item to recharge it. This process takes 1 minute per PP of the original imbued spell matrix. A charged item cannot receive more charges than its normal maximum and a spell fumble destroys the item.

SCALING OPTIONS:

Channel Charge (per PP) +1 PP

LEY LINE ALARM

PP COST: 7

RANGE: Self

DURATION: 5 rounds/rank

SPELL TYPE: Utility

RR: —

SPHERES: High Magic

DESCRIPTION: The caster attunes himself to a ley line that he is currently on. For the duration of this spell, he will become aware if anyone taps the ley line, the caster will instantly know the location of the entity tapping the line. The caster must remain on the ley line.

SCALING OPTIONS:

Increase Information +4 PP
(determines the nature of the tapping: identifies High Magic spell or ritual)

Increase Information +8 PP
(determines nature of any scaling)

Increase Duration (10 rounds/rank) +6 PP

Increase Duration (1 minute/rank) +8 PP

Increase Duration (10 minutes/rank) +9 PP

Increase Duration (1 hour/rank) +10 PP

Leave Ley Line +8 PP

(caster can leave ley line and spell will remain active)

LEY LINE TRANSPORT

PP COST: 6

RANGE: 50'

DURATION: —

SPELL TYPE: Utility

RR: —

SPHERES: High Magic

DESCRIPTION: Caster can teleport one target to any point of his choice on the current ley line between (and including) the two nexus points that serve as the ends of the ley line. The target cannot teleport through intervening barriers (a closed door or a building's wall is a barrier, a pit is not). If the teleport destination is occupied (as would be the case with most points along a “deep” ley line), the target will reappear in the closest available open space that is on the ley line and in the chosen direction. This spell may only be cast on a ley line.

SCALING OPTIONS:

Teleport (target may teleport through barriers) +2 PP

Increase Targets (each additional target) +4 PP

NEXUS ALARM

PP COST: 6

RANGE: Self

DURATION: 5 rounds/rank

SPELL TYPE: Utility

RR: —

SPHERES: High Magic

DESCRIPTION: The caster attunes himself to a nexus node that he is currently within. For the duration of this spell, he will become aware if anyone taps the nexus node, and will instantly know the location of the entity tapping the node. The caster must remain within the nexus node.

SCALING OPTIONS:

Increase Information +4 PP
(determines the nature of the tapping: identifies High Magic spell or ritual)

Increase Information +8 PP
(determines nature of any scaling)

Increase Duration (10 rounds/rank) +6 PP

Increase Duration (1 minute/rank) +8 PP

Increase Duration (10 minutes/rank) +9 PP
Increase Duration (1 hour/rank) +10 PP
Leave Nexus +7 PP
 (caster can leave the nexus node and spell remains active)

NEXUS COMMUNICATION

PP COST: 4
RANGE: Self
DURATION: Concentration
SPELL TYPE: Utility
RR: —
SPHERES: High Magic
DESCRIPTION: The caster can mentally speak to any one being within the same nexus node as himself. The caster must either be able to see the target, know his location, or have memorized the target using *Study Target*. If the **Increase Range** option is taken, the caster may send his thoughts to a target who is in a different nexus node, but the caster must previously have used *Study Target* on the destination nexus node. The communication is two-way: the caster need merely think his thoughts, non-Mystic and non-Wizard targets must speak verbally (although the caster is actually reading the thoughts of their speaking). This spell may only be cast in a nexus node.
SCALING OPTIONS:
Increase Range (to any ley lines attached to the nexus) +8 PP
Increase Range (to any other Studied nexus): +12 PP
Increase Targets (per extra target): +4 PP

NEXUS GATE

PP COST: 6
RANGE: 50'
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: High Magic
DESCRIPTION: Caster can teleport one target to any point of his choice in any nexus node that he has previously memorized using *Study Target*. If the teleport destination is occupied, the target will reappear in the closest available open space in the destination nexus node. If there is no open space in the destination nexus node, this spell will

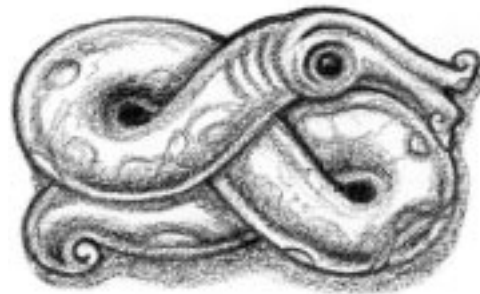
fail and the target will not move. This spell may only be cast in a nexus node.

SCALING OPTIONS:

Increase Targets (per extra target): +4 PP

NEXUS LOCK

PP COST: 7
RANGE: Touch
DURATION: 1 minute/rank
SPELL TYPE: Utility
RR: —
SPHERES: High Magic
DESCRIPTION: The caster can prevent anyone (including himself) from tapping the energies of a nexus point by locking in the Pure mana. This spell will prevent any other High Magic effects from working in the nexus node, but will not prevent spell users from using the nexus to power ambient spell-casting or normal magical rituals. In its base form, this spell will only “lock” a nexus node with 2 ley lines- to lock larger nexus nodes, the spell must be scaled or it will have no effect. The caster must remain within the nexus node.
SCALING OPTIONS:
Increase Nexus Node Size (per additional ley line) +5 PP
Increase Area (to 1 mile radius) +20 PP
Increase Duration (10 minutes/rank) +9 PP
Increase Duration (1 hour/rank) +10 PP
Increase Duration (1 day/rank) +12 PP
Increase Lock +9 PP
 (nexus node cannot be used to power rituals or ambient spell-casting)
Remove Lock +9 PP
 (caster can undo a Nexus Lock spell cast by another)
Bypass Lock +9 PP
 (caster can bypass his own Nexus Lock spell)
Leave Nexus +9 PP
 (caster can leave nexus node and lock will remain active)



MAGICAL ENCHANTMENT



10



Enchanters are those mages who have made a study of Enchantment, the art and craft of creating magical items. These range from minor baubles with no more power than the merest cantrip to legendary artifacts over which nations and peoples have contended in strife and warfare for centuries. This chapter will classify magic items and describe in detail the processes by which they are created.



TYPES OF MAGICAL ITEMS

While some scholars categorize magical items by outward form (such as magical swords, armor, rings, etc.) and still others prize sheer magical potency, perhaps the most useful scheme classifies items by creation process and function. Using this method, there are eight groups of magical items:

SPELL CASTING DEVICES

These items facilitate spell casting by alleviating the burden of fuelling a spell with the caster's own Power Points. Spell casting devices are always items that a caster can hold (such as a staff or wand) or wear (such as an amulet, ring, or even robes). There are two types of spell casting device, which may be combined in a single item.

Power Point Adders: This reduces the casting cost for all spells by one or more Power Points for the casting of a spell, although a caster must always supply at least one Power Point of his own. The number of Power Points provided by the item varies according to its rating. Power Point Adders are normally rated from +1 to +5, with lower rated adders more commonly available. The Power Point(s) supplied by an adder do not count against the total Power Point cost of a spell when calculating the casting modifier. A spell user can only use **one** Power Point Adder in any 24-hour period. This means that if the character has already used an Adder that day, he may not change it out to a more powerful one until the next day.

Spell Adders: A Spell Adder allows its possessor to cast one or more spells that he knows without using any of his own Power Points. Spells cast using a Spell Adder must meet normal casting requirements (in that a caster remains limited by known skill ranks) but scaled spells are allowed and only armor modifiers are applied to the casting roll. The number of free spells is given by the Spell Adder's rating, which ranges from +1 to +5, with lower rated adders being more common than higher rated devices. A spell user may only use **one** Spell Adder in any 24-hour period. This means that if the character has already used an Adder that day, he may not change it out to a more powerful one until the next day.

Both types of spell casting device are created through the use of spells, namely *Holy Symbol* (Cleric Sphere) and *Magestaff* (Magician and Thaumaturge Circles). *Holy Symbol* is only able to create adders for the personal use of its caster. *Magestaff* can be scaled to create adders usable by anyone as well as adders in shapes other than the traditional wooden or metal staff.



CHARMS AND POTIONS

Charms and Potions are the products of Natural Magic.

A Charm is a bundle of organic components imbued with Ordered mana. Charms may be defensive or offensive in nature, but their powers fade as their ingredients decay. Thus they are strictly temporary items, although the *Preserve Charm* spell (Thaumaturge Circle) can prevent their degradation.

A Potion is normally a liquid or gaseous compound where the Fixed mana of the ingredients has been ordered to achieve a spell effect or to store a specific spell. (The *Potion Mastery* spell (Thaumaturge Circle) allows scaled spells to be stored in potions.) Potions are single-use items in that imbibing or applying the potion will activate and release its magic. Potions are also subject to the breakdown of their materials - the *Stabilize Elixir* spell (Thaumaturge Circle) can prevent this occurring.

The creation of Charms and Potions is fully covered in Natural Magic, Chapter 7 page 49.

RUNES, GLYPHS AND SEALS

Runes, Glyphs, and Seals encapsulate mana in the physical manifestations of the spell sigils onto the surface of various media. Normally these are single-effect spells. The creation of all types of runes is described in Rune Magic, Chapter 8 page 63.

SINGLE USE ITEMS

Single Use Items represent normal objects into which has been forced a spell matrix. The sigil is, however, only strong enough to survive one activation, whereupon it releases its magic as the desired effect and the object loses all magical properties.

Single Use Items are created using the temporary enchantment rules described in The Process of Temporary Enchantment, page 110.

MAGICAL BONUS ITEMS

These are items with magical bonuses that are applied to any skill or action suited to the normal operation of the item. Thus magical weapons will have bonuses to OB, magical armor and shields will have bonuses to DB, while other items give benefits to skills and Resistance Rolls. Magical bonuses vary from 1 to 5 increments multiplied by the base item's Increment Value to achieve the effective bonus. For items other than piecemeal armor, this increment value is 5, so the effective bonus normally varies from +5 to +25, e.g. a +10 set of lock picks would provide a +10 modifier to the Locks and Traps skill of its user.

Magical Bonus Items can be created using the permanent enchantment rules described in the process of Permanent Item Enchantment, page 111.

SPELL ITEMS: DAILY, CONSTANT AND “AT WILL”

Spell Items are imbued with particular spells, either in base or scaled form. The possessor may have to make a successful Attunement maneuver in order to utilize the spell ability - thereafter its owner can activate the imbedded spell as desired. The item casts the spell and provides all the requisite Power Points. Daily Spell Items can be activated by a character a certain number of times per day. Constant Spell Items are continuously active and at most require only an Attunement maneuver to identify their properties. Spell Items designated “At Will” have spell effects which can be activated as many times as their owner desires per day. The distinction between Constant and “At Will” is that the former usually are utility effects, while the latter class have attack or elemental effects that casters need to switch off most of the time, e.g. a Constant *Detect Magic* is useful, a Constant *Elemental Bolt* that makes an attack every round on the round is not.

All of these Spell Items can be created using the permanent enchantment rules described in the process of Permanent Item Enchantment, page 111.

SPELL ITEMS: CHARGED ITEMS

Charged Spell Items are items imbued with a set number of charges of a specific spell or spells. The possessor must make a successful Attunement maneuver in order to utilize the spell ability - thereafter the item's owner can activate the spell once per each charge. The item casts the spell and provides all the requisite Power Points. Each use depletes one charge - once all the charges have been depleted, the item can no longer cast the spell. Charged Items normally have 50 or 100 charges initially and can be recharged. Some Charged Items are designed to recharge themselves using Ambient mana at a rate of one charge per day.

Charged Items can be created and replenished using the permanent enchantment rules described in the process of Permanent Item Enchantment, page 111.

EXOTIC ITEMS

Exotic Items can come in any form, although weapons, shields, and armor are the most common. These devices grant their wielders special abilities, such as racial talents, that cannot be (easily) duplicated using other spells. More martial capabilities such as unencumbering items, fumble

reduction, Holy and Slaying weapons are also possible. These powers are almost always combined with other magical enhancements.

Exotic Items can be created using the permanent enchantment rules described in the process of Permanent Item Enchantment, page 111.

INTELLIGENT ITEMS

Intelligent Items are **not** a distinct group of magical items. Instead they are potent and permanent magical items in their own right, which have been further enhanced by the granting of some measure of sentience. This intelligence is the result of the binding of a Spirit, Demon, or other being to the object, using the secret binding spells and rituals.

THE PROCESS OF TEMPORARY ENCHANTMENT

Temporary enchantment involves the forced imbedding of a spell matrix into a durable mundane object (known as the *base item*). Enchanters focus their own mana into the base item using their Power Projection skill. They shape some of this mana into the correct sigils; the remainder is released into the surroundings.

The base item may be made from any solid inorganic or inanimate organic material, e.g. metal, gems, stone, wood, cloth, leather, etc. Liquids and gases cannot be used as base items; animate organic materials such as living plants and animals also may not be enchanted.



The ordered mana is pushed into the object's heart where the object's own structure serves to hold the mana in the pattern of its sigil. This "pushing process" is called "imbedding". The sigil is preserved intact until it is activated. The magical effect then occurs and the mana is released, leaving the base item completely non-magical again. A base item can only contain **one** temporary spell matrix at any given time. Items that are already magical cannot receive a temporary spell matrix - the existing sigils are too tightly bound into the object's structure to leave any room for additional matrices.

Note that this process can only be used to imbed a single spell. To give an item a single-use magical bonus, a spell such as *Bless* must be imbedded.

Note: Creators must use their own Power Points. Spell adders and Power Point adders may not be used to power temporary enchantments.

The process itself is relatively simple:

Step 1: Create or obtain the base item

An object is required to host the temporary enchantment. This base item must be made from solid inorganic materials (such as metals, stone, or crystals). The enchanter must either craft the item himself or obtain a finished item through purchase, gift, or theft.

Creating a suitable item requires the creator to succeed in at least one Medium Crafts maneuver. At GM's discretion, more complex items may require the enchanter to succeed in a Hard or Very Hard Crafts maneuver. The Crafts maneuver should be made half-way through the normal crafting time. If the maneuver is failed, the enchanter must start over, possibly with fresh materials. The required manufacturing time can be found on the equipment lists. Use the listed cost for the base item.

Step 2a: Imbedding a Spell into a Self-made Item

If the caster is crafting the item himself, then on the last day of the manufacturing process, he may attempt to imbed the spell. He must have at least as many ranks in the Power Projection skill as the Power Point cost of the spell to be imbedded.

He must first succeed in a Medium Power Projection maneuver, opening a channel for his mana to flow from himself into the item. If this maneuver is failed, the enchanter loses all his remaining PPs (as his mana is uncontrollably released into the environment) and the base item remains non-magical.

If the Power Projection maneuver succeeds, then the creator must make a casting roll to shape some of the mana flow into the correct sigil. (Thus a caster must have sufficient PPs to actually cast the spell.) For this casting roll, the character must make a Medium All-or-Nothing maneuver and achieve a result of 101 or higher for it to be successful. This roll is modified by any scaling options that the caster wishes to imbed into the item. If the casting

roll succeeds, then the spell is correctly imbedded. If not, the imbedding process fails.

In either case, the caster is fully drained of all his PPs.

The Power Projection process takes 5 minutes for every Power Point used in the imbedded spell.

Step 2b: Imbedding a Spell into a Finished Item

If the creator has not been involved with the manufacture of the base item, then he may attempt to imbed a spell into it at any time. He must have at least **twice** as many ranks in the Power Projection skill as the Power Point cost of the spell to be imbedded.

He must first succeed in a Hard Power Projection maneuver, to channel his mana into the item. If this maneuver fails, the enchanter loses all his remaining PPs (as his mana is uncontrollably released into the ambient environment). The base item remains non-magical.

If the Power Projection maneuver succeeds, then the creator must make a casting roll to shape some of the mana flow into the correct sigil. For this casting roll, the character must make a Medium All-or-Nothing maneuver and achieve a result of 101 or higher for it to be successful. This roll is modified by any scaling options that the caster wishes to imbed into the item. If the casting roll succeeds, then the spell is correctly imbedded. If not, the imbedding process fails.

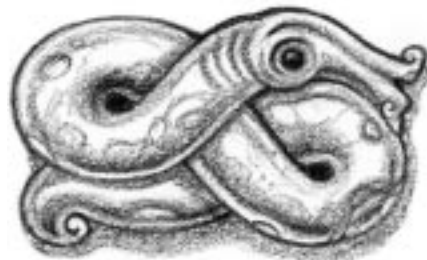
In either case, the caster is fully drained of all his PPs.

The power projection process takes 5 minutes for every Power Point used in the imbedded spell.

PERMANENT ITEM ENCHANTMENT

Creating permanently enchanted items is a long process that requires the use of skills and spells. It is usually the preserve of Thaumaturges and specialist Clerics who worship deities of magic and crafting.

The enchanter uses special spells to imbue an object with a spell sigil. Every day for days, weeks, and sometimes months, the enchanter must repeatedly imbue the object, recreating and strengthening the sigil until it is bound into all parts of the object's structure. It is this gradual layering of the sigil, sometimes called imprinting, combined with the matrix's ability to replenish itself from the mana flowing into the object that allows the magical effect to be activated multiple times. Finally the enchanter focuses his own mana into the base item using his Power Projection skill. He seals the sigil using some of the mana - this serves



to constrain the matrix to within the base item, preventing the sigil from deteriorating over time. The remaining mana flows into the surroundings.

The base item may be made from any solid inorganic or inanimate organic material, e.g. metal, gems, stone, wood, cloth, leather, etc. Liquids and gases cannot be used as base items; animate organic materials such as living plants and animals also may not be enchanted.

It is easier to enchant an item as it is being made. Its structure is more malleable and receptive to imbedding (as the sigils form around the emerging structure), reducing both the Power Point and time requirements. Creators lacking in Crafting skills can still enchant existing non-magical base items - but the process is about twice as costly in both power and time as the object is much more resistant to the imbuing spells. More mana is required to imprint and bind the sigil (in its proper form) into the existing ordered structure as some of it escapes into the structure and is lost. (This is similar to the “escape states” provided by armor to normal casting.)

The most skilled Thaumaturges can even add new magical abilities to an already enchanted item. However this is extremely difficult as the new sigil(s) must be interleaved within the bound matrices and both sets of sigils connected. The process takes approximately three times as long and requires three times as much mana as enchanting an item from scratch. There is also the chance that trying to add more magical capabilities to an existing item could end up destroying the item in the process or even worse, turn it into a cursed item.

STEP 1: CRAFTING THE BASE ITEM

The enchanter must either obtain a finished base item or make it himself.

To create the base item, the creator must succeed in a Medium Crafts maneuver. At the GM’s discretion, more complex items may require the enchanter to succeed in a Hard or Very Hard Crafts maneuver. The Crafts maneuver should be made about half-way through the total item creation time. If the maneuver fails, the enchanter must start over, possibly with fresh materials (GM’s discretion). Consult the equipment tables, and use the listed price as the cost for the base item.

STEP 2: IMBUING THE ITEM

Imbuing an item with a sigil requires the creator to **successfully** cast at least one *Imbue* spell once per day for each day of item creation. However, the creator may cast the required *Imbue* spells more than once a day if desired. He is limited to a maximum number of castings each day only by the number of Power Points that he has and by the amount of time required for each *Imbue* spell. It takes the caster 5 minutes for each Power Point required by the

Imbue spell to weave the spell’s sigil into the item’s structure. Power Point and Spell Adders may **not** be used in creating items. The process of weaving a sigil into an item’s matrix is often called imprinting.

In creating a magical item, the creator must **successfully** cast the required “batch” of *Imbue* spells a number of times equal to twice the number of Power Points required for the spells involved. The word, “batch”, refers to one or more *Imbue* spells required in order to make the item, such as the creation of a Daily II item requiring the casting of the same *Imbue* spell twice for each individual “batch”.

If the creator is also crafting the item, as opposed to using an already existing item, he must also add a number of days equal to the number of days required (round up) for crafting a non-magical version of the item. The number of days required to craft an item can be found on the **HARP** Equipment Tables. Each full casting of the “batch” weaves a single imprint of the desired sigil into the matrix of the item. Thus, the total number of castings of the “batch” may be referred to the total number of imprints required to create the magic item.

Note: In determining how many times each batch of *Imbue* spells must be cast, never count the *Increased Duration*, or the *Increase Imprint* scaling options.

The absolute minimum amount of time that it takes to enchant an item is twice the number of days (round up for items that only take a partial day to make) required to make a non-magical version of the item. The sigil must be imprinted upon the item at least once per day for this minimum amount of time.

If the creator should fumble or fail in casting one of the required batches of *Imbue* spells, he may not cast any more *Imbue* spells on that item for the rest of the day. This is not the disaster that it may seem. Since the *Imbue* spells have a duration of 1 day, the caster may pick up casting the *Imbue* spells again the next day while the item is still under the effects of the spell. If the *Imbue* spell is cast using the scaling option, *Increase Duration*, then that particular spell will last for the total number of days that were added by the scaling option, thus allowing more time before the *Imbue* spell must be cast again. If a batch contains multiple *Imbue* spells, and the character fails casting one of the spells of the batch, then the entire batch is ruined. If the caster fumbles when enchanting a previously existing magic item, he must roll on the Magic Item Modification Fumble table below.

A caster may speed up the creation time of an item by imprinting the item a multiple number of times per day, or even a multiple number of times per casting. The scaling option, *Increase Imprint*, allows a single casting of the proper *Imbue* spell to count as multiple imprints towards the total number of imprints required to create the item.

The specific *Imbue* spell required depends on the desired enchantment:

Imbue Bonus: This grants an item a magical bonus increment to one of OB, DB, RR, or a skill. Scaling allows the magical bonus to be increased.

Imbue Charge: This enables an item to receive up to 50 charges of any one spell. Scaling allows the caster to imbed more potent spells, to increase the number of charges, to create a self-charging item, or to replenish a discharged item. The caster must know the spell to be imbedded into the item as the spell's matrix is subsumed within the *Imbue* sigil.

Imbue Exotic: This enables magical abilities that emulate talents and powers not available as spells to be imbued into items. Through scaling, the enchanter can imbue more powerful abilities. See Exotic Magical Abilities, page 117 for available abilities.

Imbue Spell: This enables an item to become capable of casting a spell once per day. Through scaling, enchanters can imbed spells with higher PP requirements and/or make effects constant or active "at will". The caster must know the spell to be imbedded into the item as the spell's matrix is subsumed within the *Imbue* sigil.

To enchant an item with multiple powers, the creator must successfully cast one *Imbue* spell for each power every day during creation.

Each of the *Imbue* spells has base number of required Power Points. This is for the creation of magical items when the caster is also crafting the item as well. If the caster wishes to create a magical item from an existing non-magical item or to enhance an existing magical item, then the proper scaling options must be used. Note that as existing (both magical and non) items require more PPs to imbue, the formula

means that they take longer to enchant than creating and imbuing new items. Thus having an existing (magical) base item costs the enchanter extra time in return for not having to be a skilled craftsman himself.

During the creation process, the enchanter normally works on one item at a time. For each additional item beyond the first that the enchanter is working on he receives a -20 modifier to all rolls for each item. Thus, working on two items means a -20 modifier to all rolls for both items, while working on three items would mean a -40 modifier to all rolls associated with all three items.

STEP 3: POWER PROJECTION

On the final day of creation after the last *Imbue* spells have been cast, the enchanter must make a Power Projection maneuver to seal the sigil into a permanent form.

Note: The creator must have at least as many Power Points available for this process as were used in the last batch of *Imbue* castings. The enchanter must also have as many skill ranks in Power Projection as the total Power Point cost of each batch of required *Imbue* spells.

Example: *Morgana* needs 10 available PPs and 10 ranks in Power Projection for her +5 broadsword, 20 PPs and 20 ranks for her +10 broadsword.

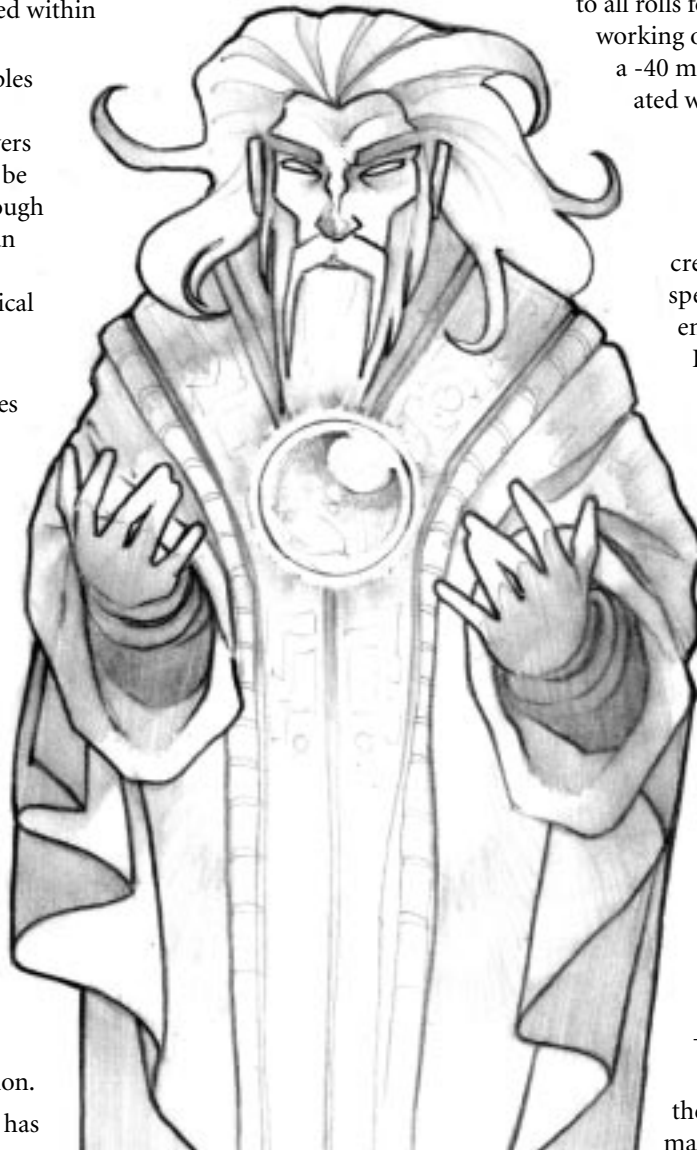
The difficulty degree of the Power Projection maneuver depends on the nature of the base item:

New base items: Hard (-20);

Existing non-magical base item: Very Hard (-40);

Existing magical base item: Extremely Hard (-60).

The Power Projection maneuver requires 5 minutes per Power Point.



If the creator fails this Power Projection maneuver, the enchantment is warped in some way and the item is cursed (see Cursed Items, page 119).

Regardless of whether the enchanter succeeds or fails in the maneuver, he is fully drained of all Power Points.

MAGIC ITEM CREATION SUMMARY

The following list summarizes the ideas listed in the section above on the creation of permanent magical items.

1. Caster must either make the base item himself or acquire it from another craftsman.
2. Caster must determine what spells and scaling options are being used (not including the *Increase Duration* and *Increase Imprint* options). This includes the scaling options for trying to enchant an already existing item or an existing magic item.
3. One casting of all the involved spells is known as one batch or one imprint, as it refers to the weaving of the magical sigil into the very fabric of the item.
4. Total number of imprints required equals two times the total number of Power Points required by all spells involved in making the item, plus a number equal to the number of days required to make the item if the character is crafting it himself.
5. The minimum amount of time required to make an item is equal to two times the base time required to craft a non-magical version of the item.
6. The item must receive at least one imprint for each day it is worked on. (**Note:** the *Increase Duration* scaling option allows for taking breaks between days of working on the item)
7. If the casting of any spell in a given batch is failed or fumbled, then the entire batch is ruined, and no more work may be done on the item that day.
8. Since the Imbue spells have a duration of 1 day, the caster may work on the item the next day without ruining the item.
9. Since the spells must be successfully cast at least once each day, a second failure will ruin the item being worked on, and the caster must start from scratch. (**Note:** Spells with the scaling option, *Increased Duration*, give a larger leeway since they give more time until the next *Imbue* spell **must** be cast).
10. On the same day as the last imprint is made, the caster must use Power Projection to seal the sigil and finish the magic item.

TABLE 10.1 MAGIC ITEM MODIFICATION FUMBLE

01 – 25	Brilliant work Michelangelo. The item is smoldering and its appearance is damaged irreparably. Now for the bad news—you've just lost all your Power Points for one week.
26 – 50	Your master warned you that this might happen. Now all you can do is sift through the ruins of your workshop and look for salvageable materials. There is a 50% chance that the item you were working on was destroyed. Needless to say, if this happened in town, officials are investigating to see what charges and fines you're facing. No Power Points for you this week (or cookies). If you are a member of a Mages guild, you are facing a reprimand and additional fines.
51 – 75	You've destroyed the item and lost all your Power Points for 2 weeks. Roll one Large Heat Critical on yourself. Your workshop is in cinders and there is a warrant out for your arrest. There are laws about this kind of thing.
76 – 100	It just keeps getting better. Congratulations on the cursed item you've just created. The GM gets to choose the curse. There is just one little problem—you don't know that you've cursed the item. The curse won't be apparent until the item is used. This might give you enough time to leave town—but then again maybe not.



ITEM CREATION EXAMPLES

Gregor is a 7th level Thaumaturge. He is a Human, and has maxed out his skill bonuses for all the *Imbue* spells, relevant crafting skills, Power Point Development and Power Projection. He has a +5 bonus in all relevant stats and no other bonuses. His skill bonus totals for all the skills and spells is an 84 (74 from skill ranks + 10 from stats). He has 104 Power Points at his disposal. These are the bonuses used in each of the following item creation examples. Gregor is being played by Bruce.

+5 LONG SWORD

Gregor is crafting this long sword as he enchants it. Since the *Imbue Bonus* spell requires 10 PP for this level of enchantment, this means that Gregor must cast the spell a total of **24 times**. This is the base of the 4 days required for making the item, plus 2 days for each Power Point required. This also means that it will take Gregor a minimum of 8 days to enchant the sword he is making, and could take up to 24 days or longer!

Gregor decides that since this is a simple item, he is going to reduce the amount of time it could take to make the item by scaling the spell up and doing multiple imprints with each casting as well as multiple castings each day. Since it will take a minimum of 8 days to create the magic item, Gregor wants to get the majority of the imprints out of the way in the beginning.

He decides that doing 3 imprints per spell will be enough to start with. The scaling option, *Increase Imprints*, costs an additional 2 PP per imprint, so 2 additional imprints per imbue will cost an additional 4 PP, giving a modifier of -20 to Gregor's casting rolls, leaving him with an adjusted bonus of 64. Since the *Imbue Bonus* spell is a Utility spell, Gregor only needs a total of 71 or higher to succeed. This means that Bruce will need to roll a 7 or higher to succeed in each casting.

Day 1: Just starting the item, Gregor is both forging the item and enchanting it at the same time. Bruce makes the first roll for Gregor. He gets a 35 for a total of 99, more than enough to succeed. Gregor now has 3 of the required 24 imprints completed. Bruce rolls for the second casting of the *Imbue Bonus* spell. Unfortunately, he rolls a 6. While this is not a fumble, it is not enough for a successful casting. Gregor reels from the failed spell and cannot work on this item any more for the day.

Day 2: Having rested, Gregor sets out to work on the item again. Bruce grabs his lucky dice, cursing himself for not using them on the previous roll, and begins rolling for Gregor to cast the spell. Bruce gets his wish and successfully cast the scaled up *Imbue Bonus* spell five times before deciding that Gregor has had enough for the day. This gives another 15 imprints, for a total of 18 successful imprints on the sword. Additionally, Bruce also rolls for

Gregor's crafting skill for making the sword. Bruce gets a 17, for a total of 101. A success, barely. With a chuckle the GM tells Bruce that it is one ugly sword!

Day 3: Early in the morning, before Gregor can really get to work, his pals come around and ask if he can accompany them to a nearby village. They want his magical expertise along since there have been bandits spotted on the road and also since they are supposed to pick up an item from a courier in the village, and Gregor will be needed to help identify. Gregor's friends want to leave the following morning. The trip to the village will take 2 days, each way, and they are planning on being in the village itself for 2 days as well. Gregor agrees, and then decides to get busy on the sword. Since he is going to be away for 6 days at a minimum, and he does not want to lose all the effort put into making this sword, Gregor decides to change the scaling options he is using today. Instead of including extra imprints, Gregor is going to use the scaling option, *Increase Duration*, so that he can go on the trip with his buddies. By increasing the duration of the spell, that gives Gregor extra time before the next imprint **must** be cast. Once he returns from the trip, Gregor will still have a minimum of 5 more days to work on the sword before it will be finished. Gregor decides, knowing his friends well, to give himself 10 extra days rather than just the projected 6 days for the trip. This will cost an additional 10 PP next to the base cost, and give a modifier of -50 to Bruce's casting roll for a modified bonus of 34. Talking softly to his dice to encourage them to roll high, Bruce makes his throw. He gets a 97, open-ended! Bruce rolls again and gets a 46, for a grand total of 177 (34 + 97 + 46). Giving a quick look to the Maneuver Table, he sees that this is more than enough to get a "Double" effect. The GM, being the generous sort and also knowing the other players as well, decides that this applies to the duration of the spell. Thus, the spell Gregor cast is good for 21 days total rather than the extra 10 he started with. This also makes 19 imprints out of the required 24 completed.

Days 4 – 12: Gregor is away on the trip with his friends.

Day 13: Gregor returns home. He is extremely grateful that he got the extra days from casting the last *Imbue Bonus* spell so well, especially since he is so tired. The bandits weren't as bad as expected, but his friends just **had** to explore that cave. Shaking his head ruefully, Gregor heads to bed to catch up on some much needed sleep.

Days 14 - 18: Gregor has 5 more imprints to imbed into the sword, and he also has to work on the sword for a minimum of 5 more days. Being a bit battered, Gregor decides to take it easy on himself, and just do one imprint per day for the next 5 days. Bruce rolls the dice and succeeds in all five rolls. On the 18th day, now that Gregor has finished imprinting the sword, Gregor must now seal the sigil so that the sword will retain its enchantment. Since Gregor made the sword, this will

only be a Hard (-20) Power Projection maneuver. This gives Gregor a total modified skill bonus of 64, meaning that Bruce must roll a 37 or higher to succeed in the maneuver. Holding his breath the entire time, Bruce makes his roll. If he fails this roll, the item will end up being cursed, but if successful, then everything will be alright. Bruce lets out a little yip of excitement as he watches his dice land on 81! Much more than is needed to be successful in the Power Projection maneuver.

THE LIGHT WAND

Gregor has decided to become slightly ambitious. Having recently been exploring some caves with his pals, Gregor has decided that he needs an item that he can use to light things up with at will, but he doesn't want something that might give him away to the monsters that sometimes lives in the places he explores. He decides that he wants a small wand, about 4" long that will cast the spell, Projected Light, whenever he touches a stud on the wand itself.

Gregor determines that he is going to need to use the spell, Imbue Spell, and that he is going to scale it up with the option, Trigger Effect, with the trigger being purposely touching a stud on the little wand. The base spell is 12 PP and the scaling option adds another 10 PP for a total of 22 PP. Since this is a scaled spell, his casting bonus is going to be less than normal. Gregor's bonus will be a 34 ($84 - (10 \times -5 = -50) = 34$). This item also requires 45 imprints of the spell (22 PP x 2 days + 1 day to make the wand). The very minimum that this could be accomplished in would be 2 days; however, Gregor does not have that many Power Points. He only has enough for 4 castings of this spell per day. If Gregor scales the spell up again to add an extra sigil per casting, this will reduce his bonus for casting the spell to 24, and allow him to imprint 8 sigils a day at most.

Day 1: Gregor begins working on his wand. He also casts the first of the many imprints needed to enchant the item, scaled up to do 2 imprints. Bruce rolls a 51, giving Gregor a total of 75, more than enough to cast the spell properly. Gregor then casts the spell 3 more times, and Bruce rolls high enough each time that they are all successful. This gives Gregor a total of 8 imprints for the day. Since the wand only takes a day to make, Bruce rolls for Gregor's wood crafting skill. He rolls an 86, which added to the 84 skill bonus is much more than is needed. The GM tells Bruce that he made a pretty wand.

Day 2: Bruce is on a hot streak! Gregor casts the Imbue spell 4 more times, successfully each time. This gives Gregor 8 imprints for the day, and a total of 16 imprints altogether.

Day 3: Bruce gets a bunch of good rolls again! Gregor successfully casts the spell 4 more times for 8 imprints, giving a grand total of 24 for the item.

Days 4 & 5: Bruce continues in his good fortune and rolls well enough to cast the Imbue spell 4 times each day.

The item now has a total of 40 imprints.

Day 6: Bruce rolls a 75 for the first casting of the spell, and a 63 for the second casting, giving him 4 more imprints. Gregor then casts the spell a final time, but without the scaling for the extra imprint since it isn't needed. Bruce rolls and succeeds in successfully casting the spell. Now the only thing left to do is to seal the sigil using his Power Projection skill. Since Gregor created the wand himself, this is a Hard maneuver, giving Gregor a total bonus of 64 ($84 - 20 = 64$), meaning that Bruce must roll a 37 or higher to succeed. Bruce rolls and groans as his dice land giving him a 23! He has failed the Power Projection maneuver! The GM chuckles evilly as he decides what sort of curse the item has. After a moment's thought, the GM explains to Bruce that whenever using the Light Wand, he must roll a 1d10. If the result is an even number, the wand functions normally with no side effects. However, if he rolls an odd number, the wand will still function normally, but the user of the wand will also glow (as if somebody has cast an unscaled Light spell on him) for 2d10 minutes. The GM also tells Bruce that since he was holding the item when using the Power Projection skill that he is automatically affected by the curse. He won't be able to get rid of the item until he can remove the curse from himself. Bruce groans again and wonders, "Why me?"

THE COST OF MAGICAL ITEMS

The monetary cost of enchanting a temporary magical item is equal to half the enchanter's PPs in gold pieces, plus the base cost of the item.

The monetary cost of creating a permanent magical item can be split into two parts: the cost of the base item and the spell casting cost.

The base item cost is simply the price listed for that item in the equipment lists of the **HARP** core rulebook or other supplements, **rounded up to the nearest gold piece**. Even if the enchanter is fashioning the item himself, the full price should still be paid. It can be assumed that the enchanter is paying for slightly better materials, tools, smithing and workshop facilities.

The spell casting cost is given by the following formula:

Casting Cost = Total *Imbue* PPs x number of imprints to create x Complexity Multiplier.

The total *Imbue* PPs refers to how many PPs are needed by each batch of required *Imbue* spells. The number of imprints refers to the total number of castings required to create the item. The Complexity Multiplier represents the inherent danger of spell-casting to the enchanter. If all *Imbue* spells are in their base form, the Multiplier is x1, if **any** have to be scaled, the multiplier increases to x5.

Example: Gregor's +5 Long Sword has a base item cost of 18 sp, rounded up to 2 gp. The +5 version of the sword requires 10 PP for the *Imbue Bonus* spell (its base form) and requires 24 imprints in order to create. This gives a casting cost of 240 gp (10 x 24 x 1 = 240) for a total price of 242 gp. For a +10 version, Gregor must scale the spell up by an additional 10 PP for a total of 20 PP for casting the spell. It will also require 44 imprints to create the sword. Thus, a +10 Long Sword would have a casting cost of 4400 gp (20 x 44 x 5 (for scaling)) for a total price of 4401 gp.

Items enchanted using Spell Magic do not require special materials and the like. Instead the emphasis is on the enchanter's time. Effectively the casting cost compensates the mage for lost earnings while engaged in the creation process, pays for board and lodgings, covers the expenses of hiring servants to handle routine affairs, supplies of magical components for mages who use Fixed mana, etc. It is intended as a guideline only. The GM might allow a PC enchanter whose meals, rent, and workshop fees are paid for by other members of the party to create items at a much lower cost, particularly if the objects are intended for the adventurers' own use rather than resale.

Note there will be a difference between the manufacturing cost determined here and the retail price listed in **HARP** and other supplements. It should be assumed that retail prices include a significant markup (for merchants to make a profit) and that the sellers are not themselves able to create magical items (so there is no guarantee that they can replace their stock once sold.)

EXOTIC MAGICAL POWERS

Not all magical items provide simple bonuses or spells to their possessors, some duplicate the effects of talents, whilst others have effects that have yet to be emulated by any spell in the Great Circles or Spheres of Spell Magic. These more esoteric possibilities are encompassed by the *Imbue Exotic* spell of the Circle of Thaumaturgy. The magical effects imbued are normally constant and rarely require Attunement maneuvers to master.

Using the base form of *Imbue Exotic*, enchanters can fashion magical items that grant their wielders one or more Talents with a Development Point cost of 10 points or less. Talents with greater Development Point costs can only be imbedded by scaling the spell. Certain types of Talents are unsuitable for imbuing - these include all talents that solely provide bonuses to skills, Resistance Rolls, etc., and those which encapsulate training (i.e. Additional Profession, Shield Training, Focus Talents, etc.).



The following Talents from the **HARP** core rulebook are suitable:

- Accelerated Healing
- Ambidexterity
- Bane
- Blazing Speed
- Dark Vision (Greater)
- Dark Vision (Lesser)
- Eloquence
- Enhanced Scent
- Enhanced Senses
- Enchantment Cure
- Instinctive Defense
- Lightning Reflexes
- Neutral Odor
- Night Vision
- Reduced Sleep Requirement
- Regeneration (Minor, Major, Greater)
- Scope (Radius, Targets)
- Sense Magic
- Shapechanger
- Spatial Skills
- Speak with Magical Creatures
- Speak with Normal Animals
- Speed Loader
- Succor (Minor, Major, Greater)
- Temporal Skill

Note: The Scope, Spatial Skills, and Temporal Skill Talents must be associated with a specific spell whose parameters they will affect.

The following three Racial Talents may also be imbued using the base form of *Imbue Exotic*:

- Natural Camouflage
- Natural Immunity
- Stone Sense

The following Talents from this book are also considered appropriate:

- Affinity of Air
- Affinity of Earth
- Affinity of Fire
- Affinity of Water
- Enhancement
- Potency

If imbued, Enhancement and Potency must be associated with a specific spell whose parameters they will affect.

Imbue Exotic can also be used to create unusual

**TABLE 10.2 SPECIAL ABILITIES**

Special Power	Ability Cost	Description
Flight	10	For each time this effect is added to a weapon, it increases the range increment of the weapon by 50% of the base range increment. This may be applied a maximum of 2 times on an item.
Lesser Sharpness	10	Each time this effect is added to a weapon, it will cause 1 point of additional bleeding on any hit made using it that causes bleeding damage. This can only be used with edged weapons. This may be applied a maximum of 3 times on an item.
Fumble Modification	15	Each time this effect is added to an item, it reduces the fumble range for the item by 1, to a minimum of 1. This may be applied a maximum of 2 times on an item.
Return by Flight	15	With this effect, the item will fly back to its owner at a rate of 300'/rnd (100 mph) when called. The range for this ability is equal to 300' times the number of times this effect has been added. This may be applied a maximum of 3 times on an item.
Limited Shifting	20	Each time this effect is added to an item, the item gains the ability to assume one additional form between 1/5 th and 2x its normal size and mass.
Return by Teleport	20	Using this effect, the item automatically teleports back to its sheath or scabbard after being thrown or shot.
Unencumbering	20	Each time this effect is added to an item, its weight and encumbrance are reduced by 20%. If this effect is added five times to an item, the item becomes effectively weightless with zero encumbrance. This may be applied a maximum of 5 times on an item.
Additional Equal Critical	25	This effect allows a weapon to deal a second critical of equal severity. The type of critical is selected when this effect is first added to the item. The extra critical is determined in the same way as the normal critical - no extra rolls are made.
Greater Sharpness	25	Each time this effect is added to a weapon, it will cause 1 point of bleeding on any hit made using it. This can only be used with edged weapons. This may be applied a maximum of 3 times on an item.
Increased Attack Size	25	Each time this ability is added to a weapon, it increases the attack size by one, e.g. a Medium size weapon becomes a Large size. This may be applied a maximum of 2 times on an item.
Unlimited Shifting	30	With this effect, the item may take any shape, between 1/10 th and 5x its normal size and mass, desired by the wielder, subject to GM restrictions (i.e. no guns or anachronistic items like flashlights, etc).
Vampirism	30	Whenever a weapon with this effect on it does a critical to another living being, the wielder will gain a number of Hits (up to his maximum) equal to the number of Hits done to the foe. This also applies to maneuver penalties with the wielder's own maneuver penalties from wounds being reduced by an amount equivalent to those inflicted on the foe. This may be applied only once to an item.
Holy	50	This effect makes the item Holy when added. This means that when fighting undead or demons, the weapon gains a special +20 modifier to determining critical damage against these foes. The weapon also ignores damage caps against these foes.
Slaying	50	This effect allows the character to make an item of Slaying against one particular type of creature. The character making this item must have a sample of a portion of the creature available while making this item. Slaying weapons ignore damage caps and also do External Poison criticals of equal size to the normal attack size of the weapon.

GM's OPTION

The GM may permit enchanters to automatically learn how to imbue one special power or talent for every 3 ranks they have in *Imbue Exotic*. Additional powers or Talents may be learned using the study rules (see Researching Magic, Chapter 4, page 30).

magical effects. Each of these special powers has an "Ability Cost" (equivalent to the Development Points cost of Talents). The base form of *Imbue Exotic* can imbed special powers with an Ability Cost of 10 points or less, with scaling required for more potent powers.

A sampling of the most common special powers is given in the table on the opposite page:

CURSED ITEMS

Cursed magical items are normally the result of the enchanter's failure to complete the sealing of the imbedding matrix. The existence of a curse can be safely detected using the scaled version of the *Analysis* spell (Thaumaturge Circle). As touching some items is equivalent to activating the item (and hence triggering the curse), the unfortunate creator will have to use tongs and heavy gloves in order to move the device safely. Many creators immediately destroy cursed items; some fiendish enchanters place them in their less well-guarded treasure hoards as magical booby-traps for greedy thieves.

The other way to discover a curse is by using the item - for Bonus, Constant or "At Will" items merely holding or wearing them will usually be sufficient. Once the curse has been activated, its unlucky owner will be unable to rid himself of the item, either by selling it, giving it away, or deliberately "losing" or breaking it. In some settings, this can be purely a mental effect. In others, it will be more fey, e.g. a knight throws a cursed sword into the sea and rides off, but on waking the next day finds it lying beside him (perhaps the item has used an unwanted *Return by Flight* or *Return by Teleport* ability.)

For the character afflicted by a cursed item, there are several solutions. Firstly, someone can steal the object - and even in faerie-rich settings, this will transfer the curse to the thief. Secondly a person with the Enchantment Cure Talent can attempt to break the curse on either the victim or the item. If an Enchantment Cure succeeds on the item, the curse is lifted and the object becomes non-magical.

Thirdly a mage may attempt a *Dispel Magic* on the *victim* (use the number of Power Points from the *Imbue* spell times 5 as the curse's bonus). In these cases, the freed victim should divest himself of the item immediately.

Curses come in many forms. Sometimes only some of the magical powers of an item are warped; sometimes the curse is so subtle that the wielder believes himself to be unlucky rather than accursed. GMs should choose curses from the samples described below as the whim takes them

Friendslayer: Attack and Elemental spells attack the nearest friend or ally of the item's wielder. If the wielder is on his own, the spells rebound to attack him.

Hidden Flaw: If a 01-05 is rolled on any maneuver using the item, the object will break (or tear, shatter, etc. as appropriate), becoming useless and non-magical. On all other rolls, it will function normally.

Innocuous: A fatal flaw in any Attack or Elemental Spell Item. The spell effect appears to cast as normal but elemental attacks always miss their intended target and Attack spells become Utility in type (so unwilling targets are immune to them).

Magic Leak: Charged Spell Items sometimes suffer from this defect - the item leaks one charge every day. Self-charging items leak **two** charges every day.

Negative Effect: Normally suffered by Bonus Items, the expected positive modifier becomes a negative penalty when used, i.e. a +15 broadsword actually reduces the warrior's OB by 15. GMs may wish to let players apply the supposed positive modifier and then the GM secretly removes the bonus, applies the penalty, and announces the true result. In combat, PCs might be fooled into believing that their opponents are parrying more rather than being betrayed by their own weapons.

Self-Slaying: This curse only applies to Slaying weaponry - instead of being Slaying against the chosen race, the weapon is Of Slaying against the *wielder* and the Slaying effect will trigger on any combat fumble result where the wielder must make an attack upon himself.

Uncontrolled Shifting: Frequently found on dysfunctional items that were intended to have Limited or Unlimited Shifting, there is a 50% chance per use that the item will change form to a useless shape, e.g. a sword might turn into a drooping rubber stick.

Variable Effect: The item works perfectly 50% of the time (roll d100 for each use, 01-50 it fails to work, 51-00 it works as designed).

Weak Effect: Normally suffered by Spell Items, this curse reduces one or more parameters of the imbedded spells, e.g. a cursed ring of Fly might only last for rounds rather than minutes leading to an unfortunate fall from a great height!

MAGIC IN THE SETTING

**11**

College of Magics has introduced four new branches of magic and expanded the existing canon of Spell Magic to include new Mage professions, Cantrips, and High Magic. The temptation for some GMs to add everything immediately to an existing campaign world can be overwhelming - and in some cases, reckless changes can destabilize the game until a new equilibrium is established. The aim of this chapter is to provide guidelines so that GMs can safely integrate the new material with their own or published settings.



WHICH TYPES OF MAGIC?

Perhaps the best way to decide on which types of magic to include is to consider the level of magic in the world.

A setting with a medium level of magic will be one which uses the rules as published in the **HARP** core rulebook. It will already have the Middle Magic subset of Spell Magic and runes and potions courtesy of the Treasures chapter in **HARP**. For such settings, the easiest additions are to replace the Mage profession with the five specialist professions of **College of Magics** and to add in all of Rune Magic and Alchemy to support what already exists.

Cantrips (Low Magic) can be included to represent the minor magical tricks of the world. If overused, they can make magic too familiar, removing its mystique. One way to avoid this is to employ Cantrips as a replacement for instances of Universal Magic among common peasants and townfolk. This elevates Universal Magic, making knowledge of it more special.

The source of magic in such settings will normally be Granted Mana for Clerics and Personal Mana for other spell users.

The inclusion of High Magic will increase the magical power level of the setting. Making High Magic a secret lore known only to a rare few wizards is an excellent way of turning the acquisition of such knowledge into personal goals for PCs and epic quests, particularly if the villains appear to have diabolical uses for nexus points and ley lines.

A campaign world can be made more diverse by making certain branches of magic more common in certain cultures and races. Nomadic or tribal peoples (human and otherwise) might specialize in Charmcraft (rather than Alchemy) or be experts in Rune Magic inscribed on wood or bone rather than paper and parchment. Every culture will have access to some form of magic - any who do not will risk conquest from those that do unless the magic-poor communities are very isolated.

Adding Blood Magic to the game will only provide a modest increase in the potential capabilities of characters.

In high magic settings, Ritual Magic is best suited for the creation of unique and large-scale magical effects. The rules governing ritual research and execution will prevent it from degenerating into a mere magical shortcut and should ensure that it retains its individuality and mystery.

In “low magic” settings, the only available types of magic may be Spell Magic (possibly with Cantrips but not High Magic), Alchemy and Rune Magic. The greatest difference between spell users in such worlds and the conventional settings will be in their source of magic. Tapping of Personal Mana will be replaced with Fixed or Ambient Mana - this will significantly slow down spell casting. Clerics *might* be allowed to retain the ability to tap Granted mana (giving them a substantial advantage over

other casters) - the GM should exclude attack and elemental spells from other spheres when compiling their base lists, however.

In a “very low” magic setting, only Blood Magic, Natural Magic, and Ritual Magic may be available. Rather than grand effects, Ritual Magic becomes the means of duplicating some Middle Magic spells with casters using their own mana to create the effects in the fastest possible time. It will also be the only source of permanent magical items. Alchemy should be limited to formula potions, while Charmcraft would be the “white magic” of the era and serve as the standard defense against supernatural threats. To compensate for the absence of Middle Magic Spheres, GMs should consider giving erstwhile spell-using professions bonuses to Mystical Arts skills (+5 every third level for Mages and Clerics, +5 every fifth level to Harpers, Rangers, and Warrior Mages, to a maximum of +30 in any one skill.) In such true “sword and sorcery” games, magic and magicians will be potent given sufficient preparation time but vulnerable to the expertly wielded blade of a hero.

MAGIC AND SOCIETY

Magic is a fact of life (and death) in the fantasy milieu of **HARP**. In some worlds, even peasants will have some direct experience of magic; in others, most people will only have hearsay evidence of its existence. Nevertheless it will shape their societies.

MAGIC VERSUS GOOD AND EVIL

The first question that the GM must answer is this: “Is magic intrinsically evil?” with the related question being “Do the secular and religious authorities in the world consider some or all magic to be evil?”

The forms of magic detailed in this book are intended to be neutral, simply tools whose application may be for good or ill. Religious authorities may deem the Circle of Necromancy to be morally suspect because of its focus on (un)death and destruction, question the summoning spells of Vivamancers, and object to the mind control spells of the Mystic.

If Clerics have access to the magic of the Clerical Sphere, then it will be much more difficult for religions to declare all magic to be anathema. However, their possession of healing and protective magic may well serve as latter-day miracles to buttress the faith of the believers, making fantasy religions stronger against unbelief and less tolerant of schism, argument, and difference.

If the religious powers deem some or all magic evil, and have the political clout to convince monarchs, nobles, and so forth to outlaw it, then magic will have a limited positive effect on society. Spell users will be marginalized,

forced to teach and practice in secret, and the subject of persecution if discovered. Organized inquisitions and witch-hunts will pursue suspected offenders and punish them harshly - paranoia and hatred will drive many mages to the darker arts to avenge their suffering, reinforcing the stereotypes and justifying ever greater severity.

THE RULES OF MAGIC

If magic is deemed evil, its practice and instructing others in its use may be a crime in itself under religious and secular law. However, if magic is not considered evil, it can still be used in the commission of crimes. Careless use of elemental attack spells in crowded areas can injure or kill innocent bystanders and damage property. Blasting someone with an Elemental Bolt because they spilled your pint is excessive and unnecessary force ...

Thus the use of magic in civilized settlements will be governed by the rule of law. Mages may be warned that casting elemental attack magic is a crime, even in self-defense, and attack magic may also be prohibited. Merchants won't trade in cities that won't protect them from being bilked off their cash and wares by *Charm* spells. Enforcing the law may even be the responsibility of a magically-assisted police force

or it may be up to other mages to ensure that culprits make restitution for their misdemeanors.

Guild-trained mages and those with responsible mentors will have a modicum of lessons on ethics sprinkled among their more arcane tuition. Even those who dabble in the darker arts will learn one commandment - "Don't get caught".

CATEGORIES OF MAGIC PRACTICE

Magic can be categorized (in terms of its practice) as Experimental, Royal, Religious, or Guild Magic.

Experimental Magic is the archetypal wizard in his tower, usually isolated from the world and concerned almost exclusively with magical matters. Some of these wizards will take on apprentices to perform chores, obtain magical ingredients, assist with their research, and so forth in return for the promise of magical tuition. Occasionally the mage will be consulted by adventurers or representatives of the local lord, and infrequently the mage may choose to interfere in worldly affairs. By and large, society is unaffected by experimental magic - the mages do not generally use their discoveries to help local communities.

Royal Magic is that practiced by mages in the employ



GM's TIP: THE POWER OF MAGIC

Magic is not the dominant force in HARP and high-level spell users are not omnipotent. A well-chosen spell can be decisive in a crisis but a mage can be overwhelmed by multiple threats. An individual mage or even a group of mages is not invincible.

This means that GMs should not worry overmuch about PC spell users becoming too powerful. Nor do GMs need to restrict the availability of certain kinds of magic as a means of "keeping the world balanced" (rather GMs should make restrictions on the basis of something not fitting the setting or for the GM and players' style of play.) In fact, making magic too rare makes the PCs too powerful - they have a weapon that others don't and the natural tendency is to exploit that advantage in any confrontation.

If every sizable settlement (e.g. a large village or bigger) has at least one mage, cleric, or hedge wizard (even if relatively low-level) in residence or merely contactable, then this will serve as a defense against PCs who abuse their capabilities as well as a protection against supernatural threats. (After all, the PCs can't be everywhere at once to deal with marauding goblinoids, rampaging undead, bloodthirsty monsters, evil mages and the other assorted perils that seem to threaten outlying hamlets on a regular basis ...)

of noble (or at least wealthy) patrons. Such mages are "court wizards" using their skills and spells to the benefit of their overlord - Vivamancers serve as royal physicians, Thaumaturges construct magical items for the castle arsenal, and Magicians, Elementalists, and Necromancers may act as battle mages in war. In return, royal mages receive payments in kind (such as board and lodging) and gifts from their masters. In a feudal society, the position of court wizard can be as (or more) prestigious than a lord's other vassals. Independent lords may also be able to protect their trusted mages from the persecution of priests and witch-hunters. The influence of Royal Magic is mostly limited to the upper classes and their fortunate retainers - with few of its benefits received by the common folk.

Religious Magic is practiced usually by Clerics, although members of other professions may be organized into affiliated religious orders. Religious Magic is used to

further the aims of the deity and the religion and for the benefit of the faithful. It may or may not be reserved for those whom the priests deem true believers. However, the impact of Religious Magic is normally felt across all sections of society, particularly in the field of medicine.

Guild Magic is organized magic. Spell users of one or more professions form associations for mutual assistance. In addition to teaching the next generation of practitioners, guild members may provide magical services and items for purchase. A Guild may provide a diverse range of services or specialize. As the Guild accumulates more wealth, it may even obtain monopolies on the practice of magic within a certain area, forcing all spell users in a town or city to join the Guild or abstain from commercial uses of magic. As anyone with sufficient money can hire a Guild Mage, Guild Magic is the most likely to have a significant impact upon society in multiple areas.

MAGIC AS TECHNOLOGY

Any sufficiently advanced technology is indistinguishable from magic - Arthur C Clarke

In a fantasy world, sufficiently advanced and pervasive magic can also be indistinguishable from technology in its effects on society.

Healing magic has the most obvious benefits to society. Spells to heal injuries, neutralize poisons and cure diseases will reduce infant mortality, increase the average life span, and decrease the potentially crippling effects of accidents and wounds. Until modern times, chest and body wounds were frequently fatal, whereas a swift application of *Minor Healing* or *Major Healing* can make surviving such a blow a certainty. Indeed in some situations, magical healing surpasses modern real-world medicine in terms of its coverage, efficacy, and negligible convalescence time. The nobility and the wealthy are the most likely to receive magical healing, but dedicated religious healers may ensure that the needy obtain some medical care.

In transportation, spells such as *Long Door* will enable distance to be conquered. The teleportation spells are too expensive for them to be suitable for bulk shipments of goods or the mass transport of troops. However, they can ensure the timely arrival of couriers, emissaries, military commanders, etc., in emergencies. Guilds may be formed to facilitate the transport of luxury goods and individuals.

Despite exceptional spells such as *Molding* and *Conjure Item*, magic in HARP is not a replacement for mundane skills, crafts, and lores. Even in "very high" magic settings, spells will not sideline basic technologies and magic will not be the solution to every problem.

GM's Tip: The Price of Magic

Adventurers may need to hire spell users to cast specific spells on their behalf. The average price of a base (unscaled) spell will be 1 gp per PP. For spells requiring scaling, casters may charge up to 5 gp per PP of scaling (in addition to the base spell cost). Casters may charge more for deadly spells or for using their magic to commit a crime.

GM's Tip: Magic and Countermagic

There are no "killer" spells in **HARP**. For every magical effect, there is an appropriate countermagic. In many cases, there will be a specific spell and in others *Counterspell* will be a sufficient deterrent. GMs should use appropriate countermeasures according to the needs and the resources of the NPC individual or group. Important personages will have magical defenses, council chambers will be warded against scrying, strongholds will be shielded against physical intrusion, and so on. Perfect security is impossible, but precautions will be taken *where merited* for people and places.

At lower technology levels, magic can become too powerful in combat relative to ordinary arms and armor. If the normal armor is a leather base and shields are limited to normal or target shields, then warriors will be particularly vulnerable to elemental attacks. Likewise if shorter-range thrown weapons are more common than bows and crossbows, then elemental attacks will be a better missile weapon. In some worlds, this won't be a problem - magic is expected to be potent and magical countermeasures will be widely available. In others, it will be undesirable. Effective solutions are to compel mages (in particular) to use Ambient or Fixed mana, slowing down their spell casting "rate of fire", and to remove talents that boost magical capabilities. The latter can be considered to be too sophisticated for these earlier ages.

MAGICAL ORGANIZATIONS

Magical Guilds and similar organizations were introduced in Chapter 4 as one route for obtaining arcane instruction. In addition to teaching, guilds may be involved in selling magical services and items to maintain and increase their individual and collective wealth. More secretive organizations tend to have more diverse motivations. Some may be dedicated to hunting down rogue spell users or defending the populace from supernatural threats such as Demons or Undead, others may see themselves as the guardians of lost lore. Yet other secret societies will have political ambitions, intending through conspiracy to establish their leaders (or their allies) as the power behind the throne(s) so that they may reshape society into a new world order.

Almost all guilds will have an official headquarters, which may be a well-concealed and secure stronghold in a remote location for secret societies. All will have signs by which members can identify each other such as passwords, seal rings or other jewelry, and peculiar handshakes. Members will be bound by various oaths, such as secrecy, mutual assistance to fellow initiates, obedience to higher-ranked adepts, and so on. These oaths may be enforced through *geases*, special curses that befall anyone who betrays the guild. A geas may be laid on a new member either by spell or ritual means during the initiation ceremony that commits a new apprentice to the guild.

Guilds tend towards hierarchies with titles for members of various degrees of standing within the organization. For a Magic Guild, the ranking might begin with neophytes (the most junior), and proceed through initiate, acolyte, and adept to the most senior ranks of master and grandmaster. These titles may or may not correlate with professional levels - political maneuvering, the favor of senior members, or disapproval for past mistakes may quicken or slow guild advancement. GMs

MAGIC VERSUS TECHNOLOGY

It is a cliché that there is a dichotomy between magic and technology, in that when one is in the ascendant, the other must be in decline or at very least stagnant. GMs *can* use this element in their games to justify a medieval (or similar) status quo. It isn't demanded by the nature of **HARP** magic, however. Scientific and technological advances can still be made in **HARP** worlds. Devices and machines may be more convenient and have the advantage of relying on mundane skills. Magic, while sometimes far superior in effect, requires specialist training, can be uncertain, and is normally limited by the quantity of mana usable by its practitioners.

GMs can use **HARP** magic "as is" for post-medieval gaming in fantasy equivalents of the Renaissance, the Age of Reason, or even the Industrial Revolution. Fireballs and gunpowder can be an explosive mixture! GMs may wish to develop new spells or alter existing effects to assist and defend would-be musketeers and swashbucklers.

may wish to consider developing Training Packages for specific guilds and/or gradings within a guild - these can be used to give skill ranks in special spells known only to guild members.

Guilds can be administered by a council of masters. They will be responsible for routine matters, policy decisions with regard to external powers (other guilds, religious bodies, local rulers), and examining applicants for promotion through the guild hierarchy. Power struggles between traditionalists and progressives are frequent, although they rarely erupt into violence. Guilds specializing in teaching, services, and item creation will normally seek either to support the status quo in politics or remain completely neutral. Individual members may be permitted to support factions according to their own conscience on the understanding that they do not represent the Guild and may not appeal to its protection if things go wrong.

Other societies may have a single leader with junior members in a subordinate or advisory role - for societies with evil inclinations, promotion may involve eliminating one's superiors whilst defending oneself from betrayal from below.

ADVENTURE AND CAMPAIGN SEEDS

Here is a selection of adventure and campaign seeds using elements of **College of Magics**:

Before the Fall: A city or kingdom relies for its prosperity or even existence on a network of nexus points. Perhaps magical rituals prevent volcanic eruptions, earthquakes, or other natural disasters from destroying it. If the magic is failing, the PCs may be charged with discovering why this is the case and either rectifying it or finding a new solution to safeguard the realm. Perhaps the city's overlords are evil and seek to maintain or establish a cruel empire - the heroes must penetrate its defenses, locate the source of the power, and destroy it.

Blood Will Tell: A secret cabal, all of whose members possess Blood Magic, are working towards overthrowing or quietly replacing the current nobility. Their intention is to establish themselves as a new aristocracy based on esoteric heritages. Unknown to the rank and file conspirators, the highest echelon of the society is controlled by or are Dragons, Devas, or other supernatural beings.

Dark Powers and Ancient Talismans: An evil power that once threatened the kingdom or world is gaining power. The heroes must seek out one or more ancient magical artifacts, which must be wielded against the enemy to defeat it. The talismans may have wills of their own or require rituals to activate them.

Magic Seekers: The adventurers are employed by one or more mages to locate various magical ingredients and

items, and to discover magical secrets. These quests may involve arduous journeys to distant lands and diverse complications along the way.

Places of Power: The PCs (or their bosses) have identified a possible nexus point, which is only connected to deep ley lines. They must travel to its location (which may be in very inhospitable territory and not be exactly known), secure the nexus point from any current possessors, and establish a permanent presence there.

The Blue Silence: A new virulent plague has appeared. Conventional magical healing can only prevent infection, but not cure it. The heroes must determine its nature, its true source, and locate a cure before it reaches the cities and kills thousands.

The Magehunters: A new religious movement has condemned (some or all) magic as heresy with its practice punishable by death. The secular authorities may have been persuaded to support the persecution. Mages are hunted down with commoners coerced or bribed to betray them to the inquisitors. Merciless judges convict suspected practitioners on flimsy evidence, sentencing them to painful deaths. The heroes may be mages on the run, focusing solely on survival and escape. Bolder PCs may work to form new alliances to restore more moderate elements. Alternatively the PCs may be magehunters themselves.

The Magewars: Differences between rival magical guilds have intensified. Disputes over the ownership of precious magical resources have already led to violence between individual masters from the different guilds. The situation is escalating towards open warfare. Mercenaries and allies among other organizations may be called upon to support the embattled guilds, embroiling more folk in the struggle. The heroes may be members or employees of one of the belligerent guilds or commissioned by the local rulers to suppress the war.

The New World Order: Powerful magi are planning to conquer the kingdom (or the world) using magic. Their schemes may involve rituals to harness the power of multiple nexus points to create vast armies of undead or summoned creatures, the use of magically created doppelgangers to infiltrate and replace key members of the government and other organizations, or the triggering of a new ice age. The campaign will begin with the heroes discovering and thwarting a very minor aspect of the secret plan. Slowly further threats will come to light, and through overcoming these, the adventurers will gradually discover the full enormity of the threat. Each victory will lead them to further confrontations with ever more deadly foes. Finally they will be ready to pit themselves against the evil mastermind and end the danger once and for all.



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