# HARP

# The Codex

# ICE

# The Codex ™



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# PROFESSIONS



*The Codex* introduces 4 new professions for **HARP**. Each profession brings its own style and flavor to the gaming table.

### ADVENTURER

Adventurers live for danger. They will often drift towards the edges of society, towards places where there is adventure to be found.

**FAVORED CATEGORIES:**

| | | | |
|---|---|---|---|
| General: | 3 | **Physical:** | 3 |
| Combat: | 3 | **Mystical Arts:** | 3 |

**KEY STATS: Insight, Strength, & Agility**

**PROFESSIONAL ABILITIES:** Adventurers may learn any spell from the Adventurer Sphere. Once he has learned 15 different spells (i.e. has at least 1 rank in 15 Adventurer spells), all other spells within that sphere are treated as if they belong to another Sphere (i.e. requires a talent to learn any more spells from that Sphere). Adventurers may select up to two additional skill categories as Favored Categories. The Adventurer has 8 free skill ranks to divide and place as he wants in any of his Favored Categories, however, he must put a minimum of 2 ranks into each skill category selected as Favored Categories. The Adventurer uses Self Discipline & Insight as the stats associated with his spell casting.

## Mystic

The Mystic is the foremost practitioner of magic relating to the mind and mental powers. Students of the Circle of Mysticism are the masters of magical persuasion and control. More subtly, their spells can misdirect, conceal and disguise by creative use of illusions. Their other gifts include the abilities to evoke the past, scry the present, and divine the possibilities of the future, and to bar others from gathering such information.

**FAVORED CATEGORIES:**

| | | | |
|---|---|---|---|
| **Artistic:** | 2 | **Concentration:** | 2 |
| **General:** | 2 | **Influence:** | 2 |
| **Mystical Arts:** | 10 | **Physical:** | 2 |

**KEY STATS:** Reasoning, Insight, Self Discipline

**PROFESSIONAL ABILITIES:** Mystics may learn any spell from the Circle of Mysticism. All Mystics have the *Sense Magic* talent and the *Enhanced Vision* talent. All Mystics also receive a +10 to all Will-based Resistance Rolls. The Mystic uses Self Discipline & Reasoning as the stats associated with his spell casting.

## Shadowblade

Fear the darkness! There are things that make the night their own and of those, one of the most feared is the Shadowblade. He thrives in the night, it is his element, and none can match him for his control of it. Shadowblades are the living embodiment of the night and all that can happen during it. Their skills and spells make them excellent spies and assassins.

**FAVORED CATEGORIES:**

| | | | |
|---|---|---|---|
| **Combat:** | 4 | **General:** | 3 |
| **Influence:** | 2 | **Mystical Arts:** | 4 |
| **Physical:** | 2 | **Subterfuge:** | 5 |

**KEY STATS:** Self Discipline, Presence, & Agility

**PROFESSIONAL ABILITIES:** All Shadowblades have access to the Shadowblade Sphere of spells. Shadowblades also possess the talent, *Enhanced Vision*, and they receive a +10 bonus to all Subterfuge skills. The Mystic uses Self Discipline & Presence as the stats associated with his spell casting.

## Druids

Druids are more than just priests of nature. They are an ancient order, most often found in tribal societies, who act as priests, healers, lore masters, and law givers for their tribes. Druids seek to preserve the natural balance of things. They are not overly protective of nature, except for their sacred groves, but will strive to maintain a harmony with the world around themselves.

**FAVORED CATEGORIES:**

| | | | |
|---|---|---|---|
| **General:** | 3 | **Mystical Arts:** | 7 |
| **Physical:** | 2 | **Influence:** | 3 |
| **Outdoor:** | 5 | | |

**KEY STATS:** Insight, Reasoning, & Presence

**PROFESSIONAL ABILITIES:** All Druids have the talent, *Speak with Normal Animals* and the *Influence Animals (Master)* ability (as described in the *Influence Animals* sidebar). Also, all Druids have access to the Base Druid Sphere of spells. In addition to that, they may also select 15 additional spells from the list of Selectable Druid Spells to bring the total number of spells in their sphere up to 30. The Druid uses Self Discipline & Insight as the stats associated with his spell casting.

| Base Druid Sphere | Selectable Druid Spells | |
|---|---|---|
| Animal Shifting | Air Wall | Nature's Tongue |
| Beast Staff | Breezes | Plant Disguise |
| Control Animal | Carnivorous Plant | Plant Growth |
| Druidstaff | Cool | Plant Healing |
| Hues | Creeping Mist | Plant Shaping |
| Mist Phantom | Earth Tunnel | Quicksand |
| Nature's Awareness | Earth Wall | Sleep Mist |
| Obscuring Mist | Earthen Transmutations | Spikes |
| Repel Animal | Elemental Aura | Tangle Vines |
| Share Animal Sense | Expand Wood | Thorn Wall |
| Summon Animal | Fissure | Thunderclap |
| Thorn Blast | Flash | Unfog |
| Traceless Passing | Grappling Mist | Vacuum |
| Tree Door | Heat | Water Corridor |
| Tree Merge | Nature's Passage | Web |
| Tree Skin | Nature's Strength | Web Bolt |

# TALENTS & SPECIAL ABILITIES



Talents are always useful things to characters. They grant special abilities and help to make characters more unique overall. Here are a few more talents to help things along.

The talent, *Influence Animals,* first appeared in *HARPer's Bazaar #3* with the Beastmaster, and later reprinted in the *Bazaar Annual.* The multiple talents given below supercede the talent listed in *HARPer's Bazaar #3* and in the *Bazaar Annual.* It is strongly recommended to use the following talents in place of the ones that they supercede.

## ENHANCED VISION

This talent allows the character to see further than normal under sight limiting conditions such as darkness, fog or rain. Refer to the *Enhanced Limited Visibility* table for actual distances.
**Cost:** 20

## INFLUENCE ANIMALS (LESSER)

The character can use the abilities described in the Influence Animals sidebar. The character is required to take this talent for each type of animal (feline, canine, avian, etc.). All maneuvers listed in the sidebar are more difficult by one degree of difficulty (i.e. a Hard maneuver in the sidebar is considered Very Hard for somebody with this Talent).
**Cost:** 15

## INFLUENCE ANIMALS (GREATER)

The character can use the abilities described in the Influence Animals sidebar. The character is required to take this talent for each type of animal (feline, canine, avian, etc.). The difficulties of the various possible maneuvers are the same as given in the sidebar.
**Cost:** 30

## INFLUENCE ANIMALS (MASTER)

This talent works exactly as described in the Influence Animals sidebar.
**Cost:** 45

## INCREASE ANIMAL INFLUENCE

This talent requires that the character already have *Influence Animals (Lesser)* or *Influence Animals (Greater)*. When taken, the character can increase the level of influence that they have over animals by one step, thus a character with *Influence Animals (Lesser)* who takes this talent will afterwards have the talent *Influence Animals (Greater)*.
**Cost:** 15

| Enhanced Limited Visibility | | | | | | |
|---|---|---|---|---|---|---|
| Lighting Condition | Normal Vision | Enhanced Normal | Night Vision | Enhanced Night | Dark Vision* | Enhanced Dark* |
| Full to half moon | 50 yards (150 feet) | 75 yards (225 feet) | 500 feet | 750 feet | 200 feet | 300 feet |
| Less than half full moon | 25 yards (75 feet) | 37 yards (111 feet) | 250 feet | 375 feet | 100 feet | 125 feet |
| Starlight, new moon, or heavy clouds blocking the moonlight. | 10 yards (30 feet) | 15 Yards (45 feet) | 100 feet | 150 feet | 50 feet | 75 feet |
| No Light Source, total darkness | 0 feet | 10 feet | 0 feet | 10 feet | 10 or 20 feet | 15 or 30 feet |
| * = The benefits of Dark Vision have already been accounted for in the distances listed in this table. | | | | | | |

## INFLUENCE ANIMALS

The character can use his Beastmastery skill in new, almost magical ways. This ability will work for any animal that the character can speak with. This ability, in all its forms, may not be attempted upon a given animal more than once a day. Attempting to influence a given animal more than once a day will result the animal treating the attempt as if it had failed (see the note below).

**Call Animal** - This is a non-magical ability to call any one type of animal that is native to the region in question. Within 1d10 minutes, one animal of the desired type, plus 1 additional animal per every 10 ranks in the Beastmastery skill, will respond to the call. When the animals arrive, the character may then converse with them, or attempt to Befriend or Master the animal. To use this ability, the character must make a successful Hard Beastmastery maneuver roll, modified by the type of animal being called according to the list of animal types given in the skill description.

**Turn Animal** - When using this ability, the character is able to drive away, without using violence, any number of animals of the given type. Upon the character making a successful Hard Beastmastery maneuver roll, the animals must make a Will-based RR (120). This Resistance Roll is increased by 10 for every full 20 points that the Beastmastery maneuver is succeeded by, thus a Beastmastery roll of 125 (after all modifiers have been applied) would require the animals to make a RR(130) rather than an RR(120). This ability works on all animals of a given type within 20' of the character, and if the animal fails it RR, it will immediately leave the area, without attacking anybody, and cannot approach the character's vicinity again for at least an hour.

The character may attempt to use this ability on animals which he cannot converse, but doing so raises the difficulty of the maneuver from Hard to Extremely Hard.

**Befriend Animal** - This ability may be used on any animal that is encountered or called by the character, as long as he is able to communicate with it. If the character succeeds in making a Very Hard Beastmastery maneuver, the animal then gets to make a Will-based RR (120). This Resistance Roll is increased by 10 for every full 20 points that the Beastmastery maneuver is succeeded by, thus a

Beastmastery roll of 125 (after all modifiers have been applied) would require the animals to make a RR(130) rather than an RR(120). Any befriended animal will offer its aid to the Beastmaster for up to 24 hours. The animal will not do anything that will put itself into immediate jeopardy, but will aid the Beastmaster in any other way that it can.

**Master Animal** - Use of this ability grants the Beastmaster permanent mastery over an animal. Any animal that is successfully mastered will willingly become the character's friend and ally and will serve him willingly until he is slain or released. Mastered animals are willing to put their lives on the line for their friend. A Beastmaster may view the world through the eyes of a Mastered animal by concentrating (-50 to all other actions) so long as it is within 1000' of the character.

In order to master an animal, the character must succeed in making an Extremely Hard Beastmastery maneuver, the animal then gets to make a Will-based RR (120). This Resistance Roll is increased by 10 for every full 20 points that the Beastmastery maneuver is succeeded by, thus a Beastmastery roll of 125 (after all modifiers have been applied) would require the animals to make a RR(130) rather than an RR(120).

If the animal has already been Befriended, then the difficulty of the maneuver is reduced to Very Hard. A character may only have a limited number of animals mastered at one time.

A character is limited in how many animals he may have Mastered at any one time. He has a number of slots equal to his Insight Bonus, and these slots are used to determine the number of Mastered animals. Tiny animals require 1 slot. Small animals require 3 slots. Medium animals require 5 slots. Large animals require 7 slots and Huge animals require 9 slots. Thus a character with a total Insight bonus of 6 could have 6 Tiny animals, 1 Small and 3 Tiny animals, 2 Small animals, or 1 Medium and 1 Tiny animal mastered at any given time.

Should a character ever release an animal from being mastered, the animal will return to its home, but should it ever meet the character again, it will always act as if it were Befriended (see Befriend Animal above).

**Note:** Failure of any of the maneuver rolls required by this ability will result in the animal acting as if it had been challenged or threatened with imprisonment. A docile or timid animal will attempt to flee while an aggressive animal will prepare to attack.

## GUILD SPELLS

*The Codex* introduces a new way for characters to learn spells. Prior to this product, a character had to be of the proper profession, or have the proper talent granting access, to be able to cast spells from a specific Sphere or Circle.

Guild Spells break this paradigm. They are spells that a character can learn through belonging to a specific organization or order. Whether or not these spells belong to the character's Sphere or Circle is irrelevant. Guilds can allow a character to learn any spell.

Characters will have to join Guilds through roleplaying in-game. Once a character has joined a Guild, he will then be eligible to acquire one of their Training Packages, the most common method of acquisition of Guild Spells. Should a character later leave a Guild, he will still know any spells learned, but will be unable to learn any new spells from that Guild, and may have difficulties learning new ranks in the spells that he already knows.

### CREATING GUILD TRAINING PACKAGES

In the core rules, instructions are given to allow both the players and the Game Master (GM) to be able to create Training Packages (**HARP**, page 55) for characters. Guild Training Packages (GTP), on the other hand, may only be created by GMs using the following guidelines.

### DESIGNING GUILD TRAINING PACKAGES

- A Guild Training Package may not contain more than 20 ranks total.
- A Guild Training Package requires that all skills, except Guild Spells, have at least 2 ranks.
- Only Guild Spells may have a single skill rank assigned.
- No skill or spell may have more than 5 ranks in total.

As with normal Training Packages, Guild Training Package count against the 1 Training Package per level limit, and any if any of the skill ranks given would put a character over the number of ranks allowed by level, those extra ranks are lost.

Characters receive a cost reduction of 25% when purchasing Guild Training Packages just as they do with normal Training Packages.

### GUILD SPELL NOTES

When learning a Guild Spell, the cost for purchasing ranks is determined by whether or not the character has the Mystical Arts category as Favored or not. Additionally, all Guild spells use Self-Discipline and Reasoning as their associated stats.
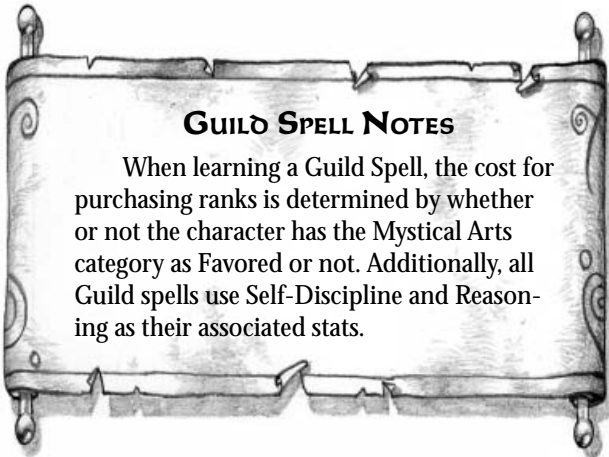
## SAMPLE TRAINING PACKAGES

This section provides you with a number of sample Guild Training Packages that illustrate how they can be used in your game. The names and places in the Guild Training Packages below are not tied to any specific setting and are given only to better illustrate the samples. Guild Spells will be marked as such with a '(GS)' next to the spell name.

### FRIENDS OF OTTO

The Friends of Otto (FoO) is an organization originally described in *Martial Law*. Several of the following Guild Training Packages are related directly to this group, and more information on the Friends of Otto can be found on page 12.

### ADVENTURING FRIEND (FoO)

One of the services that the Friends of Otto supply for their members is special training. This special training takes the form of a number of useful spells to allow the character survive in a wide range of situations.

| Skill | Ranks |
| --- | --- |
| Power Point Development | 2 |
| Deflect* (GS) | 3 |
| Far Sense (GS) | 3 |
| Find Shelter (GS) | 3 |
| Hues (GS) | 3 |
| Sustain Self (GS) | 3 |
| Tongues (GS) | 3 |

### BINDER (FoO)

The Binders is a small organization created by the Friends of Otto specifically for the purpose of creating charms, potions, and talismans for the larger Friends of Otto organization. Al members of the Binders must first be members of the Friends of Otto. As part of the Binders Guild, members are forbidden to sell any of their wares except through the Friends of Otto.

| Skill | Ranks |
| --- | --- |
| Alchemy | 3 |
| Charmcraft | 2 |
| Freshen Charm (GS) | 3 |
| Freshen Potion (GS) | 3 |
| Potion Mastery (GS) | 3 |
| Preserve Charm (GS) | 3 |
| Stabilize Elixir (GS) | 3 |
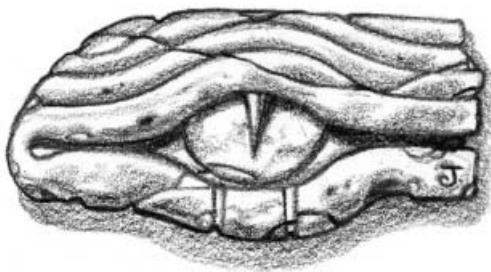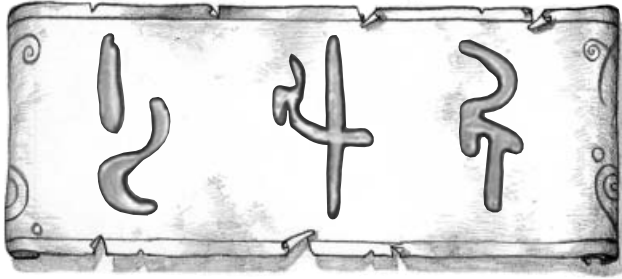
## MAGINEER

A Magineer is a magic using builder. He specializes in crafting Keystones and even wards (refer to pages 52-53 for more information). The Magineer's Guild is often one of the most influential in large cities. In such a venue their skills and spells are often in demand. Magineers are also often skilled in masonry, carpentry, stone-cutting, and other construction related crafts.

| Skill | Ranks |
|---|---|
| Craft (select one) | 3 |
| Craft (select one) | 3 |
| Craft (select one) | 3 |
| Enchant Key (GS) | 3 |
| Enchant Trigger (GS) | 3 |
| Fiery Forge (GS) | 3 |
| Freshen Wards (GS) | 1 |
| Mobile Wards (GS) | 1 |

## MAGUS (FoO)

A Magus is a member of the Order of Alchemists, an organization that is sponsored and fully subsidized by the Friends of Otto. This organization makes the majority of the magical items used by the Friends of Otto in their endeavors and those sold by the organization as well. Like the Binders, the Order of the Alchemists is prohibited from selling their wares except through the Friends of Otto.

| Skill | Ranks |
|---|---|
| Craft (select one) | 2 |
| Craft (select one) | 2 |
| Fiery Forge (GS) | 2 |
| Hidden Pocket (GS) | 2 |
| Imbue Bonus (GS) | 2 |
| Imbue Charge (GS) | 2 |
| Imbue Exotic (GS) | 2 |
| Imbue Spell (GS) | 2 |

## ORDER OF THE VOLCANO

The Order of the Volcano is a reclusive band of Monks living in a monastery built into the caldera of an extinct volcano. They believe in the fires of the earth and their training and devotions have taught them how to call those fires as needed. The members of this order are divided into three ranks according to their mastery of the precepts of the order. These three ranks are called the Embers, the Blazes, and the Fire Lords.

### Ember Training Package

| Skill | Ranks |
|---|---|
| Chi Defense | 4 |
| Chi Focus | 4 |
| MA Combat Style (pick one) | 4 |
| Power Point Development | 4 |
| Burning Touch (GS) | 4 |

### Blaze Training Package

| Skill | Ranks |
|---|---|
| Chi Defense | 3 |
| Chi Focus | 3 |
| MA Combat Style (pick one) | 3 |
| Power Point Development | 3 |
| Burning Touch (GS) | 4 |
| Elemental Line (Fire) (GS) | 4 |

### Fire Lord Training Package

| Skill | Ranks |
|---|---|
| Chi Defense | 3 |
| Chi Focus | 3 |
| MA Combat Style (pick one) | 3 |
| Power Point Development | 3 |
| Burning Touch (GS) | 3 |
| Elemental Line (Fire) (GS) | 3 |
| Elemental Cone (Fire) (GS) | 2 |

## Home Away From Home: The Friends of Otto and the Adventuring Mage

The "Friends of Otto" was introduced in *Martial Law* as an adventuring guild. It is the premier guild for adventurers, and the natural place for the adventurer to head to between adventures. In major towns and cities, FoO offers a wide array of services for adventurers, with many services aimed specifically at spell users. The list below is not comprehensive, and represents a sample of goods and services available in major, adventuring-friendly cities in which FoO has large, well-established guild halls.

**Research Library:** The FoO libraries focus on information for the adventurer. There are books on monster lore, old languages, myths and legends, mysterious ruins, copies of ancient descriptions and maps. Many of the libraries include numerous adventurers' diaries which provide invaluable insight into and details of various adventures and locales. A well stocked FoO library also includes a spell library with the standard corpus of spells plus the more outré spells invented by members of the guild. Books are not allowed to leave the library, but adventurers can take advantage of the magical transcription services provided by the guild to copy interesting materials. The guild librarians are always on the lookout for interesting books and materials to add to the libraries, and will purchase diaries and other texts from adventurers. The librarians share information and texts—if one library acquires an arcane or exotic book, the librarian will have multiple copies of the book made and sent to other libraries. There are also rumors of a secret FoO archive, said to be among the best libraries in the world.

**The FoO Shop (for all your adventuring needs):** The shop sells both mundane and magical adventuring equipment. Magical equipment for sale includes: maps, magical light sources, enchanted ropes, runes, charms and talismans, waterproof cases for maps, scrolls, parchments and books, low-powered magical potions and herbs (with an emphasis on healing and neutralize poison), runes, very low-powered magical weapons and armor, magically waterproofed adventuring gear and clothing, and other minor and practical items for the adventurer. The shops often contain a miscellany of odd trinkets and mementos that adventurers have collected in their travels and then off-loaded to the shops.

The shop is also a good place for characters to sell low-powered magic items or runes they have found or created.

Larger and well established FoO guild halls also offer the following services (for a fee):

- **Safe Storage:** A very few of the FoO guild houses offer safe storage facilities for a rental fee. These storage units range from small compartments to rooms and are priced accordingly. This service is only available at the largest and best equipped FoO guild halls.
- **Repair Services** for weapons, armor, magical and mundane items. Magic item recharging services are also available. The fees increase with the difficulty of the repair.
- Custom armor creation and refitting. This takes time even at FoO armories and can be costly.
- **Magical Text and Image Copying:** Bring in your own text and images, or have something from the library copied. No need to carry fragile old maps or heavy chunks of stone with mysterious inscriptions—copy the originals and place them into safe storage. The transcription spell used by FoO mages ensures that the copies are 100% accurate.
- **Instruction** in new spells or new spell casting techniques, new fighting styles, new weapon skills, and all of the other skills that adventurers should know.
- **Training Rooms:** A safe, discreet place to practice skills.
- **Help Wanted Boards:** temporary work for adventurers who need money.
- **A list** of FoO friendly merchants, inns, and services that offer discounts to guild members. If FoO can't provide it, they know who can and who has the best price.
- **Item Identification Service:** A reputable FoO guildhall is the best place for adventures to get their loot appraised and identified. The FoO appraisers will also steer adventurers to fair, reputable merchants who can give the adventurers a good price for their treasures.
- **Translation Services:** Bring in those texts and scrolls your character found but can't read. Chances are someone at the guild will be able to read it, or point your character to someone who can. Characters can also hire translators for meetings, or for extended journeys.
- **Matching Services:** Looking for an adventuring group that suits your style? FoO can help.
- **Private Meeting Rooms:** Need to meet with a

client? Look no further. The shadowy figure tailing your prospective client may be able to track him to the guildhall, but once the client enters the guildhall, he's safe. No one will know that it was you the client met with. There's no chance of magical or mundane eavesdropping and most important of all, there's no way your client can be assassinated in the middle of a meeting, costing you a lucrative job and involving you in a messy investigation with the city watch.

- **Vet Services:** Get your familiar healed here and your horses re-shod and healed.
- **Crash Space:** If an adventurer arrives in town with no money, the guild will find them free accommodations.

**The Pub:** This is a great place to hang out and talk. The FoO pubs are simply the best places to catch up with other adventurers, get inside info, and hear interesting rumors. There is also no danger of being hassled by locals because your character is an outsider and an adventurer. The prices for food and drink are reasonable, and so is the quality. If you pass out drunk, the fellow patrons won't slit your throat, pick your pockets, or leave you in an alley. The bouncers are fellow adventurers so this is probably the worst place in town to start a brawl.

**Note:** The Friends of Otto is very conscious of its reputation and its relationship with the community. After all, one of its main purposes is to groom young adventurers for leadership positions in these communities. Guild members are therefore expected to obey all local laws. And, while the guild provides a wide range of services and has many items for sale, there are some things which are not available through the guild:

**Poisons:** FoO guildhalls and merchants will not buy or sell poisons of any kind. The libraries do carry information on types of poisons, but these texts focus on identifying and neutralizing poisons. It is also against guild policy to teach anyone how to use poison. The guild will, free of charge, neutralize any poison brought to the guild hall.

**Spells for summoning demons and elementals:** Information on rituals that summon these beings, or even items that serve this purpose, are not allowed. The well-stocked FoO library is however, an excellent source of information on neutralizing demons and elementals.

**Assassination and Theft:** FoO does not provide or arrange these services. Nor are members permitted to plan or discuss any such activities within a guildhall.

**Fencing Stolen Goods:** FoO merchants will not purchase obviously-stolen goods.

**Spells or magics that are locally proscribed:** These forbidden items are not allowed and will not be sold or taught.

**Necromancy:** FoO will not enroll Necromancers into its ranks or have any dealings with them.

**Evil or Cursed Items:** FoO does not deal in these items. In fact, if anyone at the guild is carrying a powerful evil item, guild authorities will contact local civil authorities.

Violation of these policies is punishable by permanent expulsion from the Friends of Otto, plus full legal and civil sanctions. Reputable branches of FoO will "throw the book" at adventurers involved in these activities. Less reputable branches may hush up the scandal, but will still expel the guilty parties. There are naturally rumors of FoO guild halls involved in illegal activities, but the reputable branches of FoO periodically clean house, expelling corrupt members and shutting down disreputable guild houses.

FoO has no control over what its members do outside of the guildhalls. Less reputable guild members may steer someone looking for poison to the right place, simply by discussing the matter outside of the guild. They may offer information on a fence simply by saying: "Talk to Dugan at the White Hart, he may be able to help." Adventurers are, after all, famous for breaking or circumventing rules.

# Magic & The Campaign Setting



Magic can have a profound effect upon the campaign setting. The more prevalent magic it, the more likely it is that you will see magic used more and more in daily life. A good portion of the spells included in this tome can have far reaching effects upon the campaign setting.

### Magic & Civil Engineering

The spell, *Enchant Key*, is the cornerstone of the matrix of possibilities available in regards to magic and civil engineering. With it, spell-casters can embed a wide variety of enchantments into buildings and homes. This spell can also have a large impact upon the sociological and economic foundations of the society as well.

The Enchant Key spell allows the caster to create long term, rechargeable magic items for use in construction. Some of those used can include using spells to create climate controlled rooms, such as a room that is always cold enough to preserve perishable food. Or it could be used to create a sewage system that treats waste as it passes through pipes and culverts, removing any toxins and greatly reducing the risk of disease and plague, major hazards in any city. Or it could be used to create street lamps that light up streets at night, making it safer for the citizens.

As always, those mages involved in the creation of such things are going to base their prices on what the population can afford. By using the Enchant Key spell, which creates a temporary magical item, they can reduce their prices even more, since they know that they can collect more fees from their customers later on, with minimal risk.

Using the *Enchant Trigger* spell, casters can place traps in a patron's home, traps to catch or harm intruders. The items created through the use of this spell can be made into family heirlooms, things that family members or loyal servants would always wear or carry with them, to protect them from such traps. Your local noble's signet ring may be for more than just sealing document.

### Magic in Daily Life

In a fantasy setting with a moderate magic level, most mages make their living providing magical services or by manufacturing magical items, rather than by adventuring. **HARP** and its supplements such as the *College of Magics*, *HARP*er's *Grimoire* and this *HARP* Codex include spells that are designed to make daily life easier and more comfortable. The technical applications of magic are limited only by the GM's imagination, and can have a profound impact on the setting. Many of these practical spells in the most basic form are low-powered Universal spells. The list below is a sampling of practical spells, how they can be used, and how they can affect a setting.

**Light** (**HARP**, Universal, 6 PP): This spell can be used to create magic lamps thereby eliminating the need for torches, candles, and oil lamps. Magical lighting

can light homes as well as streets and workshops. Its companion spell, Projected Light (also from *HARP*) can be used to create flashlights and miners' lamps. Magic lights are also safe as there is no danger of a fire when one of these lights is knocked over.

**Minor Healing** (**HARP** Universal, 3 PP): Minor Healing is the universal life-saver in an emergency, and is one of the most common spells known to members of the public. For 3 Power Points, the caster can reduce bleeding by 5 points or heal up to one quarter of a target's concussion hits. Scaling options let the caster stop death.

**Cantrips** (*College of Magics* Universal, 1 PP): No more oversleeping thanks to the Body Clock Cantrip! No time for a shower? Cast Clean Body. If your clothes are dirty and torn, cast clean item and repair clothing. Headachy, hung over, cut and bruised? No problem, a cantrip will take care of it. Can't Swim? Then try Float. Lost in the desert without water? Compass will show you which way is true North, and Create Water will keep you hydrated. The Purify Food and Drink cantrips are also lifesavers, saving an individual from poisoned or contaminated food and drink. Cantrips are the weakest of all of the **HARP** spells, and demonstrate just how profoundly a handful of minor magical spells can impact daily life.

**Spell Potions** (*College of Magics*): Any spell can be turned into a potion, which means that necessary spells such as Cure Disease or Cure Poison, can be stockpiled until they are needed.

**Dictation and Transcription** (*Grimoire* 1, Universal 7 PP & 4 PP): "Lets put that in writing shall we….I'll just dictate the terms of the contract…Now how many copies did you need?...Three? One moment while I cast Transcription…There you go. Do you need anything else copied?"

Transcription is a magical version of the printing press and the photocopier in one. Books, Royal decrees, song sheets, legal documents, plays, posters, brochures, religious texts, pictures, radical polemics, can be copied accurately and quickly with a low expenditure of power points. Information can be preserved and disseminated rapidly. Books are no longer the province of the rich. Anyone can afford a book or a newspaper, school books once expensive are now within reach, and most people can now afford some schooling.

**Repel Pests** (*Grimoire*, Universal 9 PP): This spell has tremendous potential to impact life in a fantasy society. Imagine a setting where all the houses, warehouses, food and goods storage buildings are vermin-free. Enchanted key stones placed at regular intervals throughout a city could even keep an entire city pest free, greatly increasing the comfort and health level of its citizens. When traveling in less civilized areas a Repel Pests talisman can make the journey much safer and more pleasant.

**Climate Control** (*Grimoire*, Universal 6 PP): Stay warm and comfortable or cool and comfortable with this spell—and keep your home that way too without firewood or a/c. This spell can be used to create refrigerators or refrigerated rooms. For a touch of luxury, the well-to-do can imbue expensive garden statuary with this spell and with Repel Pests, to give their garden parties that certain *je ne sais quo*. These spells can also be used to create greenhouses.

**Enchant Key, Purify Substance:** In magic-using societies, these spells will be mainstays of civil and domestic architecture. Wells and drainage channels set with keystones embedded with Purify Substance will eliminate contaminated water supplies and sewage, and dramatically cut pollution from not only sewage but industries such as tanning and metal working. Diseases will no longer spread via contaminated water and sewage.

The list above is just a small sample of **HARP** spells that can dramatically affect daily life. Most mages in a fantasy setting will likely be making their living by casting these bread-and-butter spells. In fact, these spells are not limited to mages; they are universal spells and thus accessible to the general population. Nor do they need to be learned at a magical guild or college—many of this spells will be passed down from generation to generation, learned in schools or even taught as part of a professional education.

# New Spells



## Spell Descriptions

This section details all of the spells listed below. They are listed in alphabetical order, and will all follow the same format (shown below) for their descriptions.

### Anonymous Spell*

**PP Cost:** This is the base Power Point cost for the spell.

**Range:** The spell's base range.

**Duration:** This is how long the spell lasts. If the duration lists "xx time/rank," it means that the spell lasts xx amount of time for every skill rank the caster has in the spell. If the duration lists an amount of time along with "(C)", this means that the caster must concentrate for the duration of the spell, and that it can only be kept active for a limited amount of time. Casters receive a -50 to all actions while concentrating.

**Spell Type:** Utility/Attack/Elemental.

**RR**: This indicates whether or not a Resistance Roll (RR) is required by the spell, and what the RR is based on (Stamina, Will, or Magic).

**Spheres:** This indicates which sphere(s) the spell is located on.

**Description:** This is the actual description of the effects of the base spell.

**Scaling Options:** This section lists the various options available for scaling the spell, including the Power Point costs for each option.

* = spell is cast instantaneously
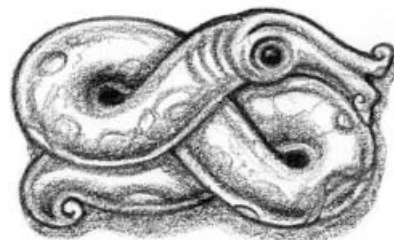
| Adventurer | Druid | Mystic | Shadowblade | Additional Spells |
|---|---|---|---|---|
| Calm | Air Wall | Analysis | Changing Ways | Anti-Corrosion |
| Deflect* | Animal Shifting | Barrier Sight | Clinging Shadows | Aura |
| Distractions | Beast Staff | Bladeturn* | Deep Trance | Battery |
| Elemental Weapons | Breezes | Changing Ways | Deepen Shadows | Burning Touch |
| Energy Blade | Carnivorous Plant | Cloud Scrying | Deflect* | Create Drink |
| Energy Shield | Control Animal | Command | Far Sense | Create Food |
| Enhance Armor | Cool | Deflections* | Infravision | Elemental Cone |
| Far Sense | Creeping Mist | Distractions | Misfeel | Elemental Line |
| Find Shelter | Druidstaff | Divinations | Nightvision | Elemental Missile |
| Force Bands | Earth Tunnel | Fear | Poison Eye | Elemental Protections |
| Force Wave* | Earth Wall | Finding | Poison Lore | Elemental Trap |
| Hammer Strike | Earthen Transmutations | Fire Nerves | Shadow Armor | Enchant Keystone |
| Hues | Elemental Aura | Hypnotic Globe | Shadow Bolt | Enchant Trigger |
| Infravision | Expand Wood | Invisibility | Shadow Step | Energy Web |
| Jolts | Fissure | Long Door | Shadowblade | False Glamour |
| Landmine | Flash | Long Ear | Shadowport | Fate's Nudge |
| Locate Food | Grappling Mist | Long Eye | Shadow's Veil | Fiery Forge |
| Mage Light | Heat | Long Whisper | Spider Climb | Fire Fiend |
| Path Lore | Hues | Mage Armor | Venom Blade | Freshen Charm |
| Poison Lore | Mist Phantom | Magestaff | | Freshen Potion |
| Scattershot | Nature's Awareness | Merging Ways | | Freshen Spell |
| Sound Dampening | Nature's Passage | Mind Reading | | Freshen Wards |
| Steel Skin | Nature's Strength | Mind Scan | | Glide* |
| Tongues | Nature's Tongue | Mind Speech | | Hidden Pocket |
| | Obscuring Mist | Mind Store | | Illusionary Spell |
| | Plant Disguise | Mind Tongue | | Levitation* |
| | Plant Growth | Misfeel | | Magic Darts |
| | Plant Healing | Nightvision | | Minor Light/Sound Illusion |
| | Plant Shaping | Passing | | Mobile Wards |
| | Quicksand | Past Visions | | Repel Pests |
| | Repel Animal | Presence | | Reverse Corrosion |
| | Share Animal Sense | Scrying | | Reverse Phantasm |
| | Sleep Mist | Sensory Overload | | Sanctuary |
| | Spikes | Shadow Mystic | | Slick |
| | Summon Animal | Suggestion | | Smoke Fiend |
| | Tangle Vines | Telekinesis | | Spell Trigger |
| | Thorn Blast | True Sight | | Stone Fiend |
| | Thorn Wall | Truth Reading | | Sustain Self |
| | Thunderclap | | | Tear Cloud |
| | Traceless Passing | | | Traction |
| | Tree Door | | | Transcription |
| | Tree Merge | | | Wizard's Mark |
| | Tree Skin | | | |
| | Unfog | | | |
| | Vacuum | | | |
| | Water Corridor | | | |
| | Web | | | |
| | Web Bolt | | | |

# Adventurer Sphere

## Calm

**PP Cost:** 6
**Range:** 100'
**Duration:** 5 rounds/rank
**Spell Type:** Attack
**RR:** Will
**Spheres:** Adventurer, Cleric, Harper
**Description:** Target will take no offensive/aggressive action, and will only fight if attacked.
**Scaling Options:**

| | |
|---|---|
| Increase Range (per +50') | +1 PP |
| Increase Targets (per additional target) | +4 PP |

## Deflect*

**PP Cost:** 5
**Range:** Self
**Duration:** —
**Spell Type:** Utility
**RR:** —
**Spheres:** Adventurer, Shadowblade
**Description:** One melee attack aimed at the caster this round receives a -20 modifier. The caster can only deflect an attack that is aimed at him.
**Scaling Options:**

| | |
|---|---|
| Increase Deflection (per -5 to the attack) | +1 PP |
| Increase Deflects (per attack affected) | +2 PP |
| Deflect Missiles | +2 PP |
| Deflect Bolt Spells | +4 PP |

## Distractions

**PP Cost:** 5
**Range:** 100'
**Duration:** 2 rounds/rank
**Spell Type:** Attack
**RR:** Will
**Spheres:** Adventurer, Harper, Mage, Mystic
**Description:** Target receives a -20 to all actions for duration if he fails his Resistance Roll.
**Scaling Options:**

| | |
|---|---|
| Increase Distraction (per additional -10) | +2 PP |
| Increase Range (per +50') | +1 PP |
| Increase Targets (per additional target) | +4 PP |

## Elemental Weapon

**PP Cost:** 3
**Range:** Touch
**Duration:** 2 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Adventurer, Warrior Mage
**Description:** This spell must be learned separately for each element. The caster can temporarily enchant his weapon to deliver an extra elemental critical when attacking with weapon. This extra critical is Tiny in size, and while scaling options may increase the size of the critical, they cannot raise the size above that given by the weapon. Weapons that have multiple attack sizes based on how they are wielded use the smaller size as the maximum that may be applied to the weapon. (Note: the extra critical is determined in the same way as the normal critical – no extra rolls are made). Each element does a specific type of critical as listed

below:

| Element | Critical Used |
|---|---|
| Fire | Heat |
| Water | Cold |
| Earth | Impact |
| Air | Electricity |

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Potency** (increase critical size by 1) | +4 PP |
| **Increase Duration** (5 rounds/rank) | +4 PP |
| **Increase Duration** (10 rounds/rank) | +6 PP |

## ENERGY BLADE

**PP COST:** 5
**RANGE:** Touch
**DURATION:** 2 rounds/rank
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Adventurer, Mage, Warrior Mage
**DESCRIPTION:** This spell requires that the caster have a specially prepared weapon hilt as a focus. The hilt is just that, a hilt, but where the blade or shaft of the weapon would normally extend from the hilt is instead a piece of polished gemstone. When cast this spell creates a blade of solidified, translucent, glowing magical energy that may be used as a normal one-handed melee weapon, so long as the caster is holding the hilt.

The size and shape of the weapon are up to the caster and defined by the hilt he has prepared as the focus so long as the weapon is a one-handed melee weapon, but the Energy Blade only does a maximum of a Tiny Impact Critical (use the Magic Attack Table if *Hack & Slash* is available) rather than the critical normally associated with the created weapon. This weapon is treated as magical, but provides no bonus to the caster's attack.

The hilt may be created using the appropriate skills (a Medium maneuver to craft) or may be purchased from an appropriate craftsman for 2gp. The character must use the appropriate weapon skill when wielding this weapon. The created weapon's color is determined by the gemstone used in the creation of the hilt. Clear stones will normally produce a blue-white energy. The Energy Blade's glowing form is powerful enough to illuminate a 10' radius.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Duration** (5 rnds/rnk) | +4 PP |
| **Increase Duration** (10 rnds/rnk) | +6 PP |
| **Increase Potency** (per attack size increase) | +4 PP |
| **Increase Magical Bonus** (per +5 OB) | +2 PP |
| **Create Weapon Without Focus Item** | +6 PP |
| **Two-Handed Weapon** | +2 PP |

## ENERGY SHIELD

**PP COST:** 5
**RANGE:** Touch
**DURATION:** 2 rounds/rank
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Adventurer, Mage, Warrior Mage
**DESCRIPTION:** This spell requires that the caster have a specially crafted handle, shaped like a long oval with a hole in the middle for the hand. One surface, the outer edge, has a polished gemstone attached. When cast, this spell creates a shield of solidified, translucent, glowing magical energy that protects the wielder as if he were
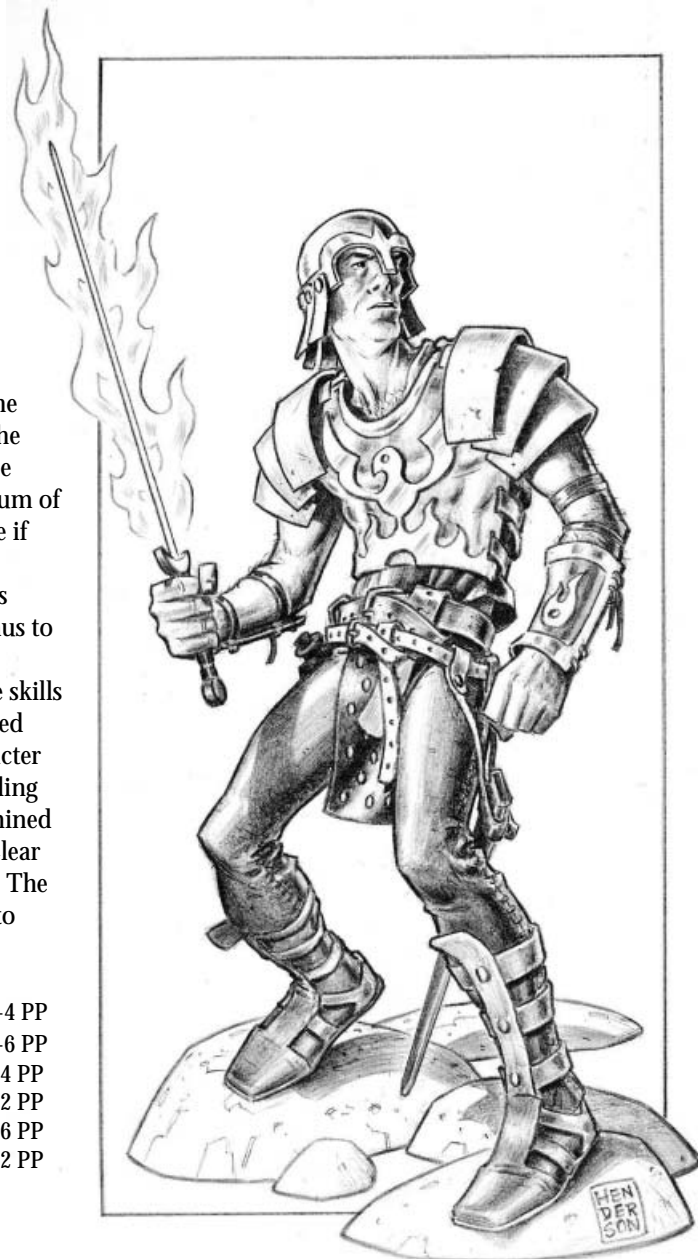
using a Buckler (+15 to DB). The shield lasts for the duration of the spell or as long as the caster is holding the focus item.

The handle may be created using the appropriate skills (a Medium maneuver to craft) or may be purchased from an appropriate craftsman for 2gp. The caster must have Shield Training in order to use an Energy Shield. The color of the Energy Shield is based upon the color of the gemstone used. Clear stones normally produce a blue-white energy. If the Energy Shield is used to attack in any manner, it will do a Tiny Impact Critical (use the Magic Attack Table if *Hack & Slash* is available). The Energy Shield's glowing form is powerful enough to illuminate a 10' radius.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Duration** (5 rnds/rnk) | +4 PP |
| **Increase Duration** (10 rnds/rnk) | +6 PP |
| **Increase Shielding** (Target Shield; +20 DB) | +2 PP |
| **Increase Shielding** (Normal Shield; +25 DB) | +4 PP |
| **Increase Shielding** (Full Shield; +30 DB) | +6 PP |
| **Increase Shielding** (Wall Shield; +40 DB) | +10 PP |
| **Increase Magical Bonus** (per +5 DB) | +2 PP |
| **Create Shield Without Focus Item** | +6 PP |
| **Create Shield With Wristband Focus** | +2 PP |

## ENHANCE ARMOR

**PP COST:** 5
**RANGE:** Touch
**DURATION:** 5 rounds/rank
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Adventurer, Mage, Warrior Mage
**DESCRIPTION:** Armor and clothing worn by the target to be more resistant to damage, protecting the target more than it might normally. This spell grants a +10 DB to the target for its duration.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Protectiveness** (per +5 DB) | +2 PP |
| **Increase Duration** (10 rnds/rnk) | +6 PP |
| **Increase Duration** (1 minute/rnk) | +8 PP |

## FAR SENSE

**PP COST:** 3
**RANGE:** Self
**DURATION:** 2 rounds/rank
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Adventurer, Shadowblade
**DESCRIPTION:** The caster of this spell may move one sense up to 50' away. The point of sensing travels 10' per round and the caster must concentrate while moving the sense. The caster loses the use of the moved sense while this spell is active. The caster may move the point of sensing at any time within the duration of this spell just by concentrating. The caster may not make his sense travel through barriers (a pit is not a barrier, a closed door or window is).

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Sensing Range** (per +50') | +1 PP |
| **Extra Sense** (per additional sense) | +2 PP |
| **Through Barriers** | +4 PP |
| **Dual Sensing** (retain local senses) | +5 PP |

## FIND SHELTER

**PP COST:** 3
**RANGE:** Self
**DURATION:** —
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Adventurer, Ranger
**DESCRIPTION:** Caster learns the location, type and approximate size of any waterproof, covered space exceeding 125 cubic feet within 1 mile of his location. The shelter must have an entry exceeding 2' in diameter into the inside of the shelter. This spell does not indicate whether the shelter is safe or not.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Radius** (10 mile radius) | +6 PP |
| **Increase Radius** (1 mile per rank radius) | +10 PP |

## FORCE BANDS

**PP COST:** 5
**RANGE:** 50'
**DURATION:** 2 rounds/rank
**SPELL TYPE:** Attack
**RR:** Magic
**SPHERES:** Adventurer, Mage, Thaumaturge
**DESCRIPTION:** This spell wraps the target in several translucent, 6" tall bands of energy, preventing him from moving or performing any other actions should he fail his Resistance Roll. The bands do no damage; they only immobilize the target. Starting the round following the one in which the target is immobilized, the target may attempt to make a Hard Strength-based Maneuver Roll to break the bands constricting and confining him. Using the scaling option to *Increase Durability* can make the bands even harder to escape from.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Duration** (5 rnds/rnk) | +4 PP |
| **Increase Duration** (10 rnds/rnk) | +6 PP |
| **Increase Durability** (per Difficulty) | +5 PP |
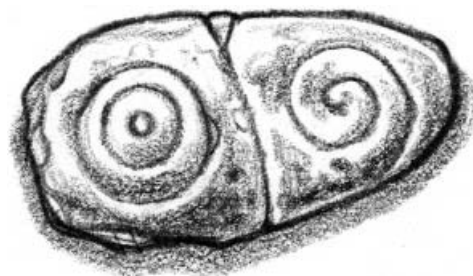
## Force Wave*

**PP Cost:** 6
**Range:** Self
**Duration:** —
**Spell Type:** Attack
**RR:** Magic
**Spheres:** Adventurer, Mage
**Description:** This spell causes a wave of kinetic force to expand outwards from the caster. This wave is in the form of a curved wall of kinetic energy that starts just in front of the caster, covering a 60 degree arc. It rapidly expands outwards to a range of 10'. All those caught by the arc must make a Magic-based Resistance Roll or be forced back to the outer range of the effect.
**Scaling Options:**

| | |
|---|---|
| **Increase Wave** (per additional 60 degrees) | +4 PP |
| **Increase Force** (per additional 10') | +6 PP |
| **Does Tiny Impact Critical** | +4 PP |
| **Increase Impact Critical Size by 1** | +4 PP |

## Hammer Strike

**PP Cost:** 3
**Range:** Touch
**Duration:** 2 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Adventurer, Warrior Mage
**Description:** This spell causes the weapon to do double the normal concussion hit damage when attacking.
**Scaling Options:**

| | |
|---|---|
| **Increase Strength** (3x hit damage) | +3 PP |
| **Increase Strength** (4x hit damage) | +6 PP |
| **Jarring Strike** (+1 to any stun delivered) | +4 PP |
| **Blasting Strike** (+2 to any stun delivered) | +8 PP |
| **Increase Duration** (5 rounds/rank) | +4 PP |

## Hues

**PP Cost:** 3
**Range:** Self
**Duration:** 2 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Adventurer, Ranger, Druid
**Description:** Caster's skin and clothing take on the texture and coloration of one organic object (i.e. tree, bush, etc) that he is touching. This gives the caster a +10 bonus to Hiding attempts. Caster may not move without disrupting the spell.
**Scaling Options:**

| | |
|---|---|
| **Increase Duration** (5 rounds/rank) | +4 PP |
| **Increase Duration** (10 rounds/rank) | +6 PP |
| **Increase Bonus** (+20) | +4 PP |
| **Increase Bonus** (+60) | +8 PP |
| **Shifting Hues** (caster may move up to 2x BMR) | +4 PP |

## Infravision

**PP Cost:** 5
**Range:** Touch
**Duration:** 5 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Adventurer, Mage, Shadowblade
**Description:** Target is able to see up to 50' in total darkness by perceiving shades of heat and cold. Target is not able to see fine details, but can determine basic shapes and forms.
**Scaling Options:**

| | |
|---|---|
| **Increase Duration** (10 rounds/rank) | +6 PP |
| **Fine Details** | +5 PP |
| **Increase Visual Range** (+50') | +4 PP |
| **Increase Targets** (per additional target) | +4 PP |
| **Increase Range** (to 10') | +2 PP |

## Jolts

**PP Cost:** 3
**Range:** 50'
**Duration:** 1 round
**Spell Type:** Attack
**RR:** Magic
**Spheres:** Adventurer, Harper, Mage
**Description:** Target is stunned if he fails his Resistance Roll.
**Scaling Options:**

| | |
|---|---|
| **Increase Range** (per +50') | +1 PP |
| **Increase Stun** (per each additional round) | +2 PP |
| **Increase Severity** (Stun, No Parry) | +3 PP |
| **Increase Severity** (unconscious for duration) | +6 PP |

## Landmine

**PP Cost:** 9
**Range:** 10'
**Duration:** 1 hour
**Spell Type:** Attack
**RR:** Magic
**Spheres:** Adventurer, Mage, Thaumaturge
**Description:** Landmine creates a 1' radius pressure sensitive area, which detonates if any weight is placed on it. The explosion delivers a Tiny Impact critical to everything within a 5' radius of the landmine. A landmine can be discovered with a Detect Magic spell or a Very Hard Detect Locks and Traps skill roll. It can only be deactivated by a Dispel Magic.
**Scaling Options:**

| | |
|---|---|
| **Increase Duration** (per additional hour) | +5 PP |
| **Increase Damage Size** (per size increase) | +4 PP |
| **Increase Radius** (to 10' radius) | +2 PP |
| **Increase Radius** (per each additional 10') | +2 PP |

## Locate Food

**PP Cost:** 2
**Range:** Self
**Duration:** —
**Spell Type:** Utility
**RR:** —
**Spheres:** Adventurer, Ranger
**Description:** Caster learns the location, type, and approximate amount of edible food (i.e. dead animal, nuts, berries, etc) within a 1 mile radius. The source of food must exceed 1 pound in weight.

**Scaling Options:**

| | |
|---|---|
| **Increase Radius** (10 miles) | +2 PP |
| **Increase Radius** (20 miles) | +4 PP |
| **Find closest food source** (no distance restrictions) | +6 PP |

## Mage Light

**PP Cost:** 3
**Range:** Self
**Duration:** 1 Hour
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage
**Description:** Creates a 4" ball of flame that resides in the hand of the caster. This flame is illusionary and does no damage, but it does create enough light to illuminate a 10' radius. The caster is required to maintain a minor concentration on the flame, giving him a -25 to all actions while the light is in effect.

**Scaling Options:**

| | |
|---|---|
| **Free Mind** (no -25) | +5 PP |
| **Increase Radius** (per +10' radius) | +2 PP |
| **Increase Duration** (per +1 Hour) | +5 PP |

## Path Lore

**PP Cost:** 2
**Range:** Self
**Duration:** —
**Spell Type:** Utility
**RR:** —
**Spheres:** Adventurer, Ranger
**Description:** Caster learns the origin point and nearest destination of the path that he is currently studying. This spell has a number of other options rather than the normal scaling options found. Each one is a little different, yet they all center upon knowledge surrounding a path, so are included here. They are each described in this section and then their Power Point costs are given in the Scaling Options below.

**Path Tales –** Caster gains visions of all travelers who have passed his current location in the last hour per rank he has in this spell at the rate of one image per round.

**Find Path –** Caster learns the location of any paths within a 1mile radius.

**Find Path True –** Caster learns the locations of any paths within a 1 mile per rank radius.

**Path Lore True –** Caster learns the origin point and destination of all paths found using one of the Find Path scaling options. This may be used at the same time as the Find Path scaling options.

**Know Path –** Caster learns the nearest proper path from his current location to any location personally known to him.

**Know Path True –** Caster learns the nearest proper path to any one known location of his choosing.

**Scaling Options:**

| | |
|---|---|
| **Path Tales** | +4 PP |
| **Find Path** | +3 PP |
| **Find Path True** | +6 PP |
| **Path Lore True** | +4 PP |
| **Know Path** | +5 PP |
| **Know Path True** | +10 PP |

## Poison Lore

**PP Cost:** 3
**Range:** Self
**Duration:** —
**Spell Type:** Utility
**RR:** —
**Spheres:** Adventurer, Shadowblade
**Description:** The caster knows the exact nature and type of a given sample of poison. The caster does not gain the skills or tools required to work with the poison or to prepare the antidote. The caster has to hold his hands within inches of the poison he is attempting to learn about. This spell will only give information on one poison if more than one is present. Nor does this spell tell how many poisons are in the sample being examined.

This spell has several unique scaling options:

**Hidden Sample –** The caster can learn about poisons that may have already been introduced to a target.

**Multiple Poisons –** Allows the caster to learn about an extra poison at the same time he is learning about the primary sample. When this option is used, the poisons learned about are those with the largest concentration in the sample.

**Antidotes –** This tells the caster what antidotes will work against the detected poison or poisons, if the *Multiple Poisons* scaling option is used.

**Scaling Options:**

| | |
|---|---|
| **Hidden Sample** | +3 PP |
| **Multiple Poisons** (per additional poison) | +4 PP |
| **Antidotes** | +3 PP |

## Scattershot

**PP Cost:** 7
**Range:** 50'
**Duration:** —
**Spell Type:** Directed Attack
**RR:** —
**Spheres:** Adventurer, Mage, Thaumaturge
**Description:** Fires a small cloud of hundreds of tiny pellets of magical force at the target. This cloud expands as it travels to fill a 5' radius. The target of the spell is attacked with the full OB, while other targets within the radius are attacked using the same attack roll with a -20 modifier. Any targets struck by this spell receive a Tiny Impact Critical and a Tiny Puncture critical of the same severity.

**Scaling Options:**

| | |
|---|---|
| **Increase Range** (per additional 50') | +1 PP |
| **Increase Radius** (to 10') | +2 PP |
| **Increase Radius** (per additional 10') | +2 PP |
| **Increase Impact** (per damage size) | +4 PP |
| **Increase Puncture** (per damage size) | +4 PP |

## Sound Dampening

**PP Cost:** 6
**Range:** 50'
**Duration:** 5 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Adventurer
**Description:** Caster is surrounded by a field that dampens all minor sounds that he makes but not normal conversational levels. With the scaling options that allow this to be used with a radius, this means that those within the field may hold quiet conversations and those outside cannot hear them. This dampening works both ways, so that quiet external sounds cannot be heard by those within the field.

**Scaling Options:**

| | |
|---|---|
| **Make Radius** (5' radius) | +2 PP |
| **Increase Radius** (to 10' radius) | +2 PP |
| **Increase Radius** (per +10' radius) | +2 PP |
| **Hear Exterior Sounds** | +2 PP |
| **Increase Range** (per +50') | +1 PP |

## Steel Skin

**PP Cost:** 4
**Range:** Self
**Duration:** 2 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Adventurer, Warrior Mage
**Description:** Caster's skin gains a metallic sheen, and becomes as protective as Soft Leather armor (+20 DB). Caster is not affected by maneuver penalties or spell casting modifiers associated with the armor.

**Scaling Options:**

| | |
|---|---|
| **Increase Protection** (as Studded Leather, +30 DB) | +4 PP |
| **Increase Protection** (as Chain mail , +40 DB) | +8 PP |
| **Increase Protection** (as Plate/Chain, +50 DB) | +12 PP |
| **Increase Protection** (as Plate, +60 DB) | +16 PP |
| **Increase Duration** (5 rounds/rank) | +4 PP |
| **Increase Duration** (10 rounds/rank) | +6 PP |

## Tongues

**PP Cost:** 4
**Range:** Self
**Duration:** 5 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Adventurer, Harper
**Description:** Caster may speak the native language of any one being within 100', at the time of casting, with a Spoken Rank 3 ability.

**Scaling Options:**

| | |
|---|---|
| **Increase Speaking Ability** (rank 5) | +2 PP |
| **Increase Speaking Ability** (rank 7) | +4 PP |
| **Increase Speaking Ability** (rank 10) | +6 PP |
| **Speak Multiple Languages** (each language) | +2 PP |

# Druid Sphere

## Air Wall

**PP Cost:** 5
**Range:** 10'
**Duration:** 2 rounds/rank
**Spell Type:** Utility (Elemental)
**RR:** —
**Spheres:** Druid, Mage, Elementalist
**Description:** Creates a wall of churning air with dimensions of 10' wide x 10' high x 1' thick. The churning of the air reduces the Base Movement Rate (BMR) of all beings passing through it by 50% and all attacks made through it are made with a -50 modifier.
**Scaling Options:**

| | |
|---|---|
| **Increase Churning** (BMR reduced 75%, attacks receive -75 modifier) | +4 PP |
| **Increase Churning** (BMR reduced 100%, attacks receive -100 modifier) | +8 PP |
| **Increase size** (per additional 10'x10'x1' section) | +3 PP |
| **Shape wall** (wall can be shaped) | +3 PP |
| **Increase Duration** (5 rounds/rank) | +4 PP |
| **Increase Duration** (10 rounds/rank) | +6 PP |

## Animal Shifting

**PP Cost:** 8
**Range:** Self
**Duration:** 10 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Druid
**Description:** The caster assumes the façade of any animal that he has studied using the spell Study Target. This animal must be between one quarter and 4 times the caster's normal size. The caster retains his normal mental faculties, but gets all of the physical capabilities (senses, types of movement, types of attack, but no skill making those attacks) of the animal transformed into.

The scaling option, *Change Forms*, allows the caster to change into a different studied form each round, including his normal form. He does not need to have his normal form studied for this. The scaling option, Creature Shifting, allows the caster to change into studied magical creatures.
**Scaling Options:**

| | |
|---|---|
| **Increase Duration** (1 minute/rank) | +8 PP |
| **Increase Duration** (10 minutes/rank) | +9 PP |
| **Change Forms** (1 round to change forms) | +4 PP |
| **Creature Shifting** (magical creatures) | +6 PP |
| **Increase Size Variation** (1/20th to 40 times normal size) | +3 PP |
| **Increase Size Variation** (1/40th to 400 times normal size) | +6 PP |

## Beast Staff

**PP Cost:** 6
**Range:** Touch
**Duration:** 5 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Druid
**Description:** The caster it to transform his Druidstaff into a small woodland animal (such as a squirrel, chipmunk or rabbit) for the duration of the spell. When the caster concentrates, he experiences the world through the senses of the animal. The animal will follow any and all instructions given by the Druid, so long as those instructions will not cause harm to the animal. Nor will the animal enter combat for any reason (it will always run).

The animal also cannot travel more than 100' from the caster, and it is compelled to return to the caster prior to the spell expiring. The animal that the staff is transformed into is as intelligent as the caster of the spell.
**Scaling Options:**

| | |
|---|---|
| **Increase Duration** (10 rnds/rnk) | +6 PP |
| **Increase Duration** (1 minute/rnk) | +8 PP |
| **Increased Radius** (per +50') | +1 PP |
| **Increase Animal Size** (per size increase) | +4 PP |
| **Attack Animal** (willing to enter combat) | +6 PP |
| **Bird Staff** (take form of small avian creature) | +4 PP |
| **Beast Staff** (take form of small magical creature) | +8 PP |

## Breezes

**PP Cost:** 5
**Range:** Self
**Duration:** Concentration
**Spell Type:** Utility
**RR:** —
**Spheres:** Druid, 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 |
| **Increase Cone Length** (per +10') | +2 PP |
| **Increase Cone Width** (per +2') | +1 PP |

## Carnivorous Plant

**PP Cost:** 8
**Range:** 50'
**Duration:** 2 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Druid

**DESCRIPTION:** Caster temporarily transforms a target plant into a creature-like plant that will attack anything within a 5' radius of the original plant. This creature-like plant consists of a short barrel-like bulb that has a single vine coming out of the top. At the end of this vine is a Snapper Head that can make Tiny Puncture (bite) attack with and OB of 75. If this spell is used with the scaling option that gives more Snapper Heads, each head may attack independently, but the OB has to be split between the heads.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Plant Size** (per size increase) | +4 PP |
| **Increase Snapper Heads** (per head) | +2 PP |
| **Increase Snapper Head OB** (per +5) | +2 PP |
| **Increase Range** (per 50') | +1 PP |
| **Increase Reach** (per 5') | +2 PP |

## CONTROL ANIMAL

**PP COST:** 5 (4 in **HARP** Core Rules)
**RANGE:** 100'
**DURATION:** 5 rounds/rank (C)
**SPELL TYPE:** Attack
**RR:** Magic
**SPHERES:** Cleric, Druid
**DESCRIPTION:** The caster may control the actions of one animal for the duration of the spell, as long as he concentrates. When the spell is over, the animal will act according to its normal nature.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Duration** (10 rnds/rnk (C)) | +3PP |
| **Increase Range** (per +50') | +1 PP |
| **Increase Targets** (per each additional target) | +4 PP |



## COOL

**PP COST:** 6
**RANGE:** 10'
**DURATION:** 10 rounds/rank (C)
**SPELL TYPE:** Attack
**RR:** Magic
**SPHERES:** Druid, 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. Depending 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 Temp.** (to -200 degrees F) | +4 PP |

## CREEPING MIST

**PP COST:** 10
**RANGE:** 10'
**DURATION:** 5 rounds/rank
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Druid
**DESCRIPTION:** Caster creates a 10' radius area of misty fog that is centered on and moves with the target. The fog will move with the target, up to a rate of 10' per round. The fog will shift and move to conceal the target from outside observation, but it will allow the target to see out without penalty. If another person is within the Creeping Mist, and attempting to attack the target of this spell, he will receive a -50 modifier to all such attacks.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Duration** (10 rnds/rnk) | +6 PP |
| **Increase Radius** (per +10' radius) | +2 PP |
| **Increase Mist** (per each additional -5 modifier) | +2 PP |

## DRUIDSTAFF

**PP COST:** 14
**RANGE:** Touch
**DURATION:** —
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Druid

**DESCRIPTION:** The caster must obtain the materials and craft a wooden quarterstaff for his himself, he cannot use a staff created by another. Once crafted, the caster must cast this spell upon the staff. This first casting may only be the base form of the spell. Power Point Adders or spell Adders may **not** be used for this or any future castings.

The basic form of this spell enchants the staff with a +5 Offensive Bonus and it also turns the staff into a +1 Power Point Adder for the caster. These two abilities only work for the caster of this spell. This spell also enchants the Druidstaff so that it may be used with the Druid's other staff related spells.

Once the basic Druidstaff has been created, the caster may then begin enhancing it through the scaling options available. The caster may only use a single scaling option in each casting of this spell, and each of the progressive scaling options must be cast in order. This means that the caster must turn the Druidstaff into a +2 PP Adder before he can make it a +3 PP Adder.

**SCALING OPTIONS:**

| | |
|---|---|
| Increase PP Adder to +2 | +6 PP |
| Increase PP Adder to +3 | +12 PP |
| Increase PP Adder to +4 | +18 PP |
| Increase PP Adder to +5 | +24 PP |
| Increase to +10 OB | +6 PP |
| Increase to +15 OB | +12 PP |
| Increase to +20 OB | +18 PP |
| Increase to +25 OB | +24 PP |

## EARTH TUNNEL

**PP COST:** 10
**RANGE:** Touch
**DURATION:** 5 rounds/rank
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Druid, 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

**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 (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:** Utility (Elemental)
**RR:** —
**SPHERES:** Druid, 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 fits seamlessly against other surfaces or 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 |

## EARTHEN TRANSMUTATIONS

**PP COST:** 14
**RANGE:** 10'
**DURATION:** Permanent
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Druid, Mage, Elementalist

**DESCRIPTION:** Transform 100 cubic feet of stone into packed earth. This change is gradual, taking three rounds to complete. The following options for scaling can be added to this spell to cover multiple steps, but each option adds an additional three rounds to the amount of time it takes to complete the transformation.

**SCALING OPTIONS:**

| | |
|---|---|
| Transmute packed earth to stone | +3 PP |
| Transmute packed earth to loose earth | +3 PP |
| Transmute packed earth to soft mud | +3 PP |
| Transmute loose earth to packed earth | +3 PP |
| Transmute loose earth to soft mud | +3 PP |
| Transmute mud to packed earth | +3 PP |
| Transmute mud to loose earth | +3 PP |

## ELEMENTAL AURAS

**PP COST:** 5
**RANGE:** Self
**DURATION:** 2 rounds/rank
**SPELL TYPE:** Attack
**RR:** Magic
**SPHERES:** Druid, 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 attack size increase) | +4 PP |
| **Increase Duration** (5 rounds/rank) | +4 PP |

### EXPAND WOOD

**PP COST:** 3
**RANGE:** Touch
**DURATION:** 2 rounds/rank
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Druid

**DESCRIPTION:** Causes the wood in the target object to expand by up to 10%. It can be used to make doors tougher to open, or to temporarily seal a leak. However, once this spell ends, the affected wood is much weaker than it used to be, and much easier to break. Breakage difficulty is lowered by one step for every 10% increase, thus a good wooden door (Medium maneuver to break; **HARP** page 72) that is expanded by 50% will be

Routine (the lowest possible rating) to break once the spell has ended.

This spell will affect up to a maximum of 1 cubic foot of wood for every three ranks that the caster has in this spell.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Expansion** (per +10%; 50% maximum) | +3 PP |
| **Increase Duration** (5 rnds/rnk) | +4 PP |
| **Increase Duration** (10 rnds/rnk) | +6 PP |

### FISSURE

**PP COST:** 5
**RANGE:** 50'
**DURATION:** —
**SPELL TYPE:** Elemental
**RR:** —
**SPHERES:** Druid, Elementalist

**DESCRIPTION:** 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:** Druid, Elementalist
**Description:** In the first round of this spell, a small globe of light to appear above the caster's head, and "explodes" 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 (5 rounds/rank) | +4 PP |
| Increase Radius (per additional 10' radius) | +2 PP |

## GRAPPLING MIST

**PP Cost:** 7
**Range:** 50'
**Duration:** 2 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Elementalist, Druid
**Description:** Animates the mist or fog within a 10' radius area that is within the range of the spell. This mist will move normally with the wind. This mist will make a single Tiny Grapple (OB 40) attack to one randomly determined target within its radius each round. If the caster includes multiple attacks, the mist will not make more than one attack upon a given target each round.
**Scaling Options:**

| | |
|---|---|
| Personal Immunity | +4 PP |
| Increase Range (per +50') | +1 PP |
| Increase Radius (per +10 radius) | +2 PP |
| Increase Attacks (per extra attack) | +2 PP |
| Increase Attack Size (+20 OB, max of Huge) | +4 PP |

## HEAT

**PP Cost:** 6
**Range:** 10'
**Duration:** 10 rounds/rank (C)
**Spell Type:** Attack
**RR:** Magic
**Spheres:** Druid, 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. Depending 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 Temp. (to 500 degrees F) | +4 PP |
| Increase Maximum Temp. (to 1000 degrees F) | +8 PP |
| Increase Maximum Temp. (no maximum) | +12 PP |

## HUES

**PP Cost:** 3
**Range:** Self
**Duration:** 2 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Ranger, Druid
**Description:** Caster's skin and clothing take on the texture and coloration of one organic object (i.e. tree, bush, etc) that he is touching. This gives the caster a +10 bonus to Hiding attempts. Caster may not move without disrupting the spell.
**Scaling Options:**

| | |
|---|---|
| Increase Duration (5 rounds/rank) | +4 PP |
| Increase Duration (10 rounds/rank) | +6 PP |
| Increase Bonus (+20) | +4 PP |
| Increase Bonus (+60) | +8 PP |
| Shifting Hues (caster may move up to 2x BMR) | +4 PP |

## MIST PHANTOM

**PP Cost:** 11
**Range:** 10'
**Duration:** 5 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Druid, Elementalist
**Description:** The caster creates a humanoid figure out of mist and then animates it by embedding the mist figure with a spirit. Once created, the Mist Phantom will go on a rampage, attacking whatever is nearest. The Mist Phantom is not under the control of the caster. Refer to page 63 for more information about the Mist Phantom.
**Scaling Options:**

| | |
|---|---|
| Increase Phantom Size (per size increase) | +4 PP |
| Increase Range (to 50') | +2 PP |
| Increase Range (per +50') | +1 PP |
| Increase Duration (10 rounds/rnk) | +6 PP |
| Control Mist Phantom (verbal commands) | +4 PP |

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## Nature's Awareness

**PP Cost:** 5
**Range:** 100'
**Duration:** Concentration
**Spell Type:** Utility
**RR:** —
**Spheres:** Druid, Ranger
**Description:** The caster can perceive all animate activity (including subtle movements) occurring within a 20' radius within the range of this spell. This spell may only be cast outdoors.

**Scaling Options:**

| | |
|---|---|
| **Increase Range** (per +50') | +1 PP |
| **Increase Radius** (per +10' radius) | +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) | +6 PP |

## Nature's Passage

**PP Cost:** 6
**Range:** Self
**Duration:** 2 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Druid
**Description:** Caster's body, but not his possessions, is able to move through natural substances such as earth, wood, and stone at a rate of 1' per round. Caster is not able to move through things like worked or forged metals or enchanted materials.

**Scaling Options:**

| | |
|---|---|
| **Include Possessions** | +4 PP |
| **Increase Movement Speed** (per +1'/round) | +2 PP |

## Nature's Strength

**PP Cost:** 3
**Range:** Touch
**Duration:** 2 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Cleric, Druid, Ranger
**Description:** The base form of this spell grants a +5 bonus to melee attacks. The scaling options for this spell offer some alternatives granting more animalistic abilities instead of this base bonus. These particular scaling options are as follows:

**Boar Strength** – Target gains +15 to OB and does 2x normal concussion hits, but he may not parry or use missile weapons for the duration.

**Ox Strength** – Target gains +25 to OB and does 3x normal concussion hits, but he may not parry or use missile weapons for the duration.

**Tiger Claw** – Target gains claws giving him the ability to make a Medium Slash attack using his Martial Arts skill bonus if he has one, or else he uses just his melee stat bonuses with no modifier for lack of skill.

**Dragon Claw** – Target gains claws giving him the ability to make a Large Slash attack using his Martial Arts skill bonus if he has one, or else he uses just his melee stat bonuses with no modifier for lack of skill.

**Otter Lungs** – Target may hold his breath for 2x the duration of the spell without problems.

**Cat's Step** – Target gains an extremely quiet stride granting a +25 bonus to Stalking maneuvers.

**Scaling Options:**

| | |
|---|---|
| **Boar Strength** | +4 PP |
| **Ox Strength** | +8 PP |
| **Tiger Claw** | +4 PP |
| **Dragon Claw** | +8 PP |
| **Otter Lungs** | +3 PP |
| **Cat's Step** | +6 PP |
| **Increase Duration** (1 minute/rank) | +4 PP |
| **Increase Duration** (10 minutes/rank) | +6 PP |

## Nature's Tongue

**PP Cost:** 4
**Range:** Self
**Duration:** 5 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Cleric, Druid, Ranger
**Description:** The caster may understand and speak the language of any one normal, non-magical animal for the duration of the spell. Communication is limited to simple concepts understandable by the animal. Scaling Options that allow communication with plants or stones within a 10' radius will enable the caster to ask simple questions about objects.
**Scaling Options:**

| | |
|---|---|
| **Plant Tongue** | +2 PP |
| **Stone Tongue** | +4 PP |
| **Increase Duration** (10 minutes/rank) | +6 PP |

## Obscuring Mist

**PP Cost:** 8
**Range:** 50'
**Duration:** 5 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Druid, 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 +50') | +1 PP |
| **Increase Duration** (10 rounds/rank) | +6 PP |
| **Increase Duration** (1 minute/rank) | +8 PP |
| **Increase Duration** (10 minutes/rank) | +9 PP |

## Plant Disguise

**PP Cost:** 5
**Range:** Self
**Duration:** 10 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Cleric, Druid, Ranger
**Description:** Caster may assume the facade of any plant that he has studied using the spell, Study Target. This plant must be between 1/2 and 4 times the caster's normal size. He does not smell or feel like the plant that he looks like. If the caster should fumble the spell, his mental functions are like those of a plant and the duration is 100x normal.

**Scaling Options:**

| | |
|---|---|
| **Physical Form** (looks, smells, & feels like plant) | +2 PP |
| **Size Variance** (can be 1/20 to 40x caster's size) | +4 PP |
| **Size Variance** (can be 1/40 to 400xcaster's size) | +8 PP |

## Plant Growth

**PP Cost:** 3
**Range:** Touch
**Duration:** —
**Spell Type:** Utility
**RR:** —
**Spheres:** Druid, 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 1 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:** —
**Spell Type:** Utility
**RR:** —
**Spheres:** Druid, 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 |
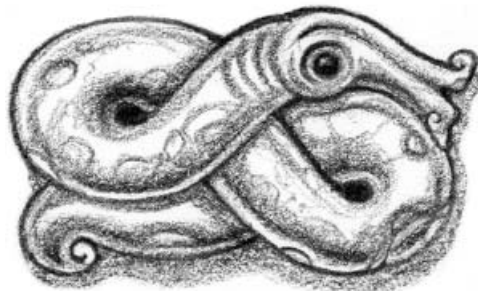
## PLANT SHAPING

**PP COST:** 6
**RANGE:** Touch
**DURATION:** 10 Minutes
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Druid
**DESCRIPTION:** The caster can mold and direct the growth of one plant or tree, and to be able to shape it as if one were shaping clay or weaving reeds. This spell allows the caster to anything from making a tree grow to resemble the shape of a man to weaving several bushes together to create a tight wall of plants, and even more.
**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Duration** (1 Hour) | +5 PP |
| **Increase Targets** (per additional target) | +4 PP |

## QUICKSAND

**PP COST:** 7
**RANGE:** 50'
**DURATION:** 5 rounds/rank
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Druid, Elementalist
**DESCRIPTION:** Creates a 10'R area of quicksand. The patch is 5' deep and 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) | |

## REPEL ANIMAL

**PP COST:** 6
**RANGE:** 10'
**DURATION:** 5 rounds/rank
**SPELL TYPE:** Attack
**RR:** Will
**SPHERES:** Druid, 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:** Druid, 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 |

## SLEEP MIST

**PP COST:** 11
**RANGE:** 50'
**DURATION:** 2 rounds/rank
**SPELL TYPE:** Attack
**RR:** Will
**SPHERES:** Druid
**DESCRIPTION:** Creates a mist that fills a 10' radius. All within the mist must make a Will-based RR each round. Those who fail 1 RR begin feeling lethargic and drowsy (-20 to all actions). Thos who fail a second will feel even more drowsy (-50 to all actions). Should a character fail a third RR, they will lie down and fall asleep for the remainder of the duration. Once a target fails his third RR, he will be unaffected by this instance of the mist anymore. The mist will move with whatever air currents push it, but they will not dissipate until the duration is over. Any damage to a character that is affected by the mist will immediately snap out of the effects, but he may be affected again, if he has not failed 3 RRs at the time.
**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Radius** (per +10' radius) | +2 PP |
| **Increase Duration** (5 rounds/rank) | +4 PP |

## SPIKES

**PP COST:** 6
**RANGE:** 100'
**DURATION:** 5 rounds/rank
**SPELL TYPE:** Utility (Elemental)
**RR:** —
**SPHERES:** Druid, Elementalist
**DESCRIPTION:** This spell causes an area with a 5' radius to be filled with jagged sharp spikes of various sizes and shapes. The composition of the spikes depends on the nature of the ground. Any character attempting to pass through the area of the spikes must make an Extremely Hard maneuver roll or receive a +0 OB Small Slashing attack. The spikes take 3 rounds to form, allowing anybody within the radius of the spell to leave the radius without damage.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Potency** (per each attack size increase) | +4 PP |
| **Increase Radius** (10' radius) | +2 PP |
| **Increase Radius** (20' radius) | +3 PP |

## SUMMON ANIMAL

**PP COST:** 5
**RANGE:** Self
**DURATION:** varies
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Cleric, Druid, Ranger
**DESCRIPTION:** This spell allows the caster to summon an animal for a variety of purposes according to how he scales the spell. Each type is listed in this section, and the cost of scaling the spell in the Scaling Options section

> **Nourishment** – This is the basic form of the spell. It summons a small animal who arrives bearing some sort of food (nuts, berries or tubers). The animal drops the food and immediately returns to the wilderness.

> **Warmth** – This summons a large furry animal who will lie down and allow the caster, and only the caster, to snuggle up against it. Once the caster gets up from his furry bedmate or 8 hours pass, whichever comes first, the animal leaves.

> **Guide** – This summons an animal that will guide the caster to a specific location, so long as the caster concentrates. Once the caster ceases to concentrate on the location, the animal leaves.

> **Guardian** – This summons a medium sized animal who will protect the character from attacks for up to 8 hours. If the caster leaves the area in which he casts the spell before the 8 hours is up, the animal will leave.

> **Mount** – This summons an animal to act as a mount for the character for the next 24 hours.

> **Hunter** – This summons an animal who brings the caster food in the form of a freshly killed prey (some form of meat).

**SCALING OPTIONS:**

| | |
|---|---|
| **Warmth** | +2 PP |
| **Guide** | +3 PP |
| **Guardian** | +4 PP |
| **Mount** | +5 PP |
| **Hunter** | +6 PP |
| **Summon animal for another person** | +4 PP |
| **Summon multiple animals** (per additional animal) | +3 PP |

## TANGLE VINES

**PP COST:** 8
**RANGE:** 50'
**DURATION:** 2 rounds/rank
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Druid
**DESCRIPTION:** Causes the vegetation within a 10' radius circle to grow and lengthen until it is long enough to attack anybody within that radius, which occurs on the round after this spell is cast. The vegetation makes Tiny Grapple attacks. Grappled foes will be unable to move unless they make a successful Medium Strength-based maneuver roll (1d100 + 2x Strength Bonus). Even with a successful maneuver, a

caught target will only be able to move 5' per round.

**Scaling Options:**

| | |
|---|---|
| **Increase Range** (per +50') | +1 PP |
| **Increase Radius** (per +10') | +2 PP |
| **Increase Grapple Size** (per size increase) | +4 PP |
| **Increase Difficulty** (per maneuver difficulty) | +4 PP |

## Thorn Blast

**PP Cost:** 4
**Range:** 50'
**Duration:** —
**Spell Type:** Directed Attack
**RR:** —
**Spheres:** Druid
**Description:** Caster shoots a dart from his palm at the target. The caster's OB is his skill with this spell. If the target is hit, the thorn does a single point of damage, but it also does one of several effects available as scaling options.

**Bleeding Thorn** – Targets begins bleeding at a rate of 1 hit per round.

**Sleep Thorn** – Target must make Will-based RR (150) or fall into a natural slumber.

**Shock Thorn** – Target must resist Magic-based RR (150) or take Medium

**Thorn Storm** – Target is hit by 1d100 thorns, and takes 1 hit from each.

**Scaling Options:**

| | |
|---|---|
| **Increase Range** (per +50') | +1 PP |
| **Increase Targets** (per additional target) | +4 PP |
| **Bleeding Thorn** | +1 PP |
| **Increase Bleeding** (per +1 hit per round) | +2 PP |
| **Sleep Thorn** | +2 PP |
| **Shock Thorn** | +4 PP |
| **Thorn Storm** | +6 PP |

## Thorn Wall

**PP Cost:** 6
**Range:** 10'
**Duration:** 2 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Druid
**Description:** The caster creates a 10' wide x 10' high x 1' thick wall of heavy brambles and thorns. The bottom of this wall must rest upon a solid surface. Anybody running into this wall will take 1d100 points of damage from the thorns. For every 10 points of damage taken, the target will also be bleeding 1 hit per round. It would take five rounds to hack through this wall with an axe. Using a sword would take another 3 rounds. If fire is used, the wall can be burned through in 4 rounds.

**Scaling Options:**

| | |
|---|---|
| **Increase Size** (per 10' x 10' x 1' section) | +3 PP |
| **Shape Wall** (wall can be shaped) | +3 PP |
| **Increase Duration** (5 rnds/rnk) | +4 PP |
| **Increase Duration** (10 rnds/rnk) | +6 PP |

## Thunderclap

**PP Cost:** 6
**Range:** 50'
**Duration:** —
**Spell Type:** Attack
**RR:** Magic
**Spheres:** Druid, Elementalist, Mage
**Description:** Creates a loud staggering noise that affects all within a 5' radius that fail their Resistance Rolls. Outside of the radius, only a muffled boom is heard, about the equivalent of somebody yelling as loud as they can. At higher levels of proficiency, the caster may add a blinding flash of light to the effects of this spell.

Those within the radius of the spell must make a Cascading Resistance Roll (CRR) to resist the effects of this spell. The caster rolls on the RR column of the Maneuver Table to generate the base number that must be resisted against. The following table shows the different levels to be resisted against and how they relate to the Base Resistance Number (BRN).

| Thunderclap Cascading Resistance Roll Table | | |
|---|---|---|
| **CRR Target** | **Thunderclap Result** | **With Flash Result** |
| CRR (BRN + 20) | No Effect | No Effect |
| CRR (BRN) | Target is Staggered (-25 to all actions) for 1 round. | Target is Staggered (-25 to all actions) for 2 rounds and Dazzled (-20 to all actions) for 1 round. Staggered and Dazzled are cumulative. |
| CRR (BRN - 10) | Target is Stunned for 2 rounds and deafened (-100 for all hearing related rolls) for 1 round for each rank that the caster has in this spell. | Target is Stunned for 4 rounds and deafened (-100 for all hearing related rolls) and blinded (-100 to all actions) for 1 round for each rank that the caster has in this spell. |
| CRR (BRN - 20) | Target is Stunned for 4 rounds and deafened (-100 for all hearing related rolls) for 2 rounds for each rank that the caster has in this spell. | Target is Stunned for 5 rounds and deafened (-100 for all hearing related rolls) and blinded (-100 to all actions) for 2 rounds for each rank that the caster has in this spell. |
| CRR (BRN - 30) | Failure - Target is deafened for 24 hours (-100 for all hearing related rolls). | Failure - Target is deafened (-100 for all hearing related rolls) and is blinded (-100 to all actions) for 24 hours |

**Scaling Options:**

| | |
|---|---|
| **Increase Radius** (to 10' radius) | +2 PP |
| **Increase Radius** (per +10' radius) | +2 PP |
| **Include Flash** | +6 PP |

## Traceless Passing

**PP Cost:** 4
**Range:** Self
**Duration:** Concentration
**Spell Type:** Utility
**RR:** —
**Spheres:** Druid, Ranger
**Description:** Allows the caster to walk without leaving any tracks or other visible signs of his passage.
**Scaling Options:**

| | |
|---|---|
| **Hide Tracks** (per additional person) | +4 PP |
| **Traceless Running** (2x BMR) | +4 PP |
| **Traceless Running** (3x BMR) | +6 PP |
| **Traceless Running** (4x BMR) | +8 PP |

## Tree Door

**PP Cost:** 3
**Range:** Self
**Duration:** —
**Spell Type:** Utility
**RR:** —
**Spheres:** Cleric, Druid
**Description:** This spell can only be cast if the caster is within 10' of a tree, and freely able to reach it once the spell has been cast. The caster steps into the nearby tree and steps out of the tree closest to his selected destination up to 100' away.
**Scaling Options:**

| | |
|---|---|
| **Increase Distance** (100' per rank) | +4 PP |
| **Increase Distance** (1 mile per rank) | +8 PP |
| **Increase Distance** (10 miles per rank) | +12 PP |

## Tree Merge

**PP Cost:** 5
**Range:** Self
**Duration:** 5 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Cleric, Druid, Ranger
**Description:** Caster may merge with a tree. While merged he cannot move or perceive anything. When the caster emerges from the tree, he may emerge from any side or face of the tree at his choosing so long as the tree's width is not greater then the caster's body plus two feet. Caster may not use this spell to "move through" any tree width greater than that of his body plus two feet. If the tree is greater than this width, then the caster must exit the tree where he entered.
**Scaling Options:**

| | |
|---|---|
| **Caster perceives surroundings** (within 6" of surface) | +2 PP |
| **Caster may cast spells on self while merged** | +4 PP |
| **Increase Duration** (10 rounds/rank) | +6 PP |

## Tree Skin

**PP Cost:** 4
**Range:** Self
**Duration:** 2 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Cleric, Druid
**Description:** Caster's skin gains a rough texture, like that of bark, and becomes as protective as Soft Leather armor, +20 DB. Caster is not affected by maneuver penalties or spell casting modifiers associated with the armor. The higher this spell is scaled the more tree-like the caster appears.
**Scaling Options:**

| | |
|---|---|
| **Increase Protection** (as Studded Leather, +30 DB) | +4 PP |
| **Increase Protection** (as Chain Mail, +40 DB) | +8 PP |
| **Increase Protection** (as Plate/Chain, +50 DB) | +12 PP |
| **Increase Protection** (as Plate, +60 DB) | +16 PP |
| **Increase Duration** (5 rounds/rank) | +4 PP |
| **Increase Duration** (10 rounds/rank) | +6 PP |

## Unfog

**PP Cost:** 9
**Range:** 100'
**Duration:** —
**Spell Type:** Utility
**RR:** —
**Spheres:** Druid, 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 |

## Vacuum

**PP Cost:** 4
**Range:** 50'
**Duration:** 1 round
**Spell Type:** Attack
**RR:** Stamina
**Spheres:** Druid, Mage, Elementalist
**Description:** This spell removes all of the air from within a 5' radius and then forces it back in suddenly, causing those inside the radius to take a Tiny Impact critical.
**Scaling Options:**

| | |
|---|---|
| **Option 1** | x PP |
| **Increase Potency** (per each attack size increase) | +4 PP |
| **Increase Range** (per +50') | +1 PP |
| **Increase Radius** (10' radius) | +2 PP |
| Increase Radius (20' radius) | +3 PP |

## WATER CORRIDOR

**PP COST:** 10
**RANGE:** Touch
**DURATION:** 5 rounds/rank
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Druid, 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 |

## WEB

**PP COST:** 7
**RANGE:** 50'
**DURATION:** 5 rounds per rank
**SPELL TYPE:** Directed Attack
**RR:** —
**SPHERES:** Druid, Mage
**DESCRIPTION:** Caster shoots a stream of webbing out of the palm of his hand. This webbing fills a 5' radius, to a depth of 1', catching all within and impeding their movement. Anybody within the area of webbing, or who enters the area will become trapped unless they can succeed in making a Hard Strength Maneuver (roll 1d100 and add 2x Strength Bonus). A trapped target may make a Hard Strength Maneuver Roll each round that they are within the webbing, and a successful maneuver allows them to move up to 5' through the webbing. A trapped character using a blade to cut through the webbing will reduce the difficulty of the maneuver from Hard to Medium. The webbing is flammable, and if set on fire it will all burn in a single round, all within the webbing when it burns take an Tiny Heat Critical from the flames. At the end of the duration, the webbing will immediately dissolve into a fine gray powder that will continue to dissolve, and will completely disappear over the course of 10 rounds.

By using the scaling option, *Web Wall*, the caster makes a wall of webs that covers a 10' x 10' x 1' area. This wall must be anchored by at least three opposing points. This works just as the normal Web, only in a wall form rather than spread out over a surface.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Duration** (10 rnds/rnk) | +6 PP |
| **Increase Duration** (1 minute/rnk) | +8 PP |
| **Web Wall** | +3 PP |
| **Personal Immunity** (to web stickiness) | +3 PP |

## WEB BOLT

**PP COST:** 5
**RANGE:** 50'
**DURATION:** —
**SPELL TYPE:** Directed Attack
**RR:** —
**SPHERES:** Druid, Mage
**DESCRIPTION:** Shoots a bolt of sticky webbing at a target that does a Tiny Grapple Critical.

The scaling option, *Web Line*, turns the bolt of webbing into a line of webbing, with only the tip of the line being sticky. This line will be of a length equal to the range of the spell, and the caster will automatically have a hold on the near end as the line shoots forth. The sticky end can be used to grab items, if the caster's aim is good enough, or to attach to something providing a makeshift rope to climb or swing on. The line can support 500 lbs at 50' in length, with each length extension, via scaling options, reducing this capacity by 100 lbs. This line will dissolve to a fine gray powder after an amount of time equal to 2 rounds for each rank that the caster has in this spell.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Critical** (per size increase) | +4 PP |
| **Increase Range** (per +50') | +1 PP |
| **Web Line** | +3 PP |

## MYSTIC CIRCLE

### ANALYSIS

**PP COST:** 3
**RANGE:** Touch
**DURATION:** —
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Thaumaturge, Mystic
**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** | +3 PP |
| (in terms of time and place) | |
| **Identify construction** | +3 PP |
| (how an object was made or substance worked) | |
| **Identify magical abilities** | +4 PP |
| (only what spells or spell-like abilities) | |
| **Identify powers** | +6 PP |
| (full details on spell scaling, curses, etc.) | |
| **Increase Range** (to 10') | +1 PP |

### BARRIER SIGHT

**PP COST:** 5
**RANGE:** Self
**DURATION:** 2 rounds/rank
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Mage, Mystic
**DESCRIPTION:** With this spell, the caster is able to see through physical barriers . The base form of this spell enables the caster may see through 1" of wood for every spell rank.

Several of the scaling options listed below allow the character to see through other substances of the same thickness. Metal Sight allows the caster to see through any non-enchanted metal, Wall Sight allows the caster to see through any non-enchanted substance, and Enchanted Sight allows the caster to see through enchanted substances.
**SCALING OPTIONS:**

| | |
|---|---|
| **Stone Sight** | +4 PP |
| **Iron Sight** | +6 PP |
| **Metal Sight** | +8 PP |
| **Wall Sight** | +10 PP |
| **Enchanted Sight** | +6 PP |
| **Increase Sight Depth** (6" per rank) | +4 PP |
| **Increase Duration** (5 rnds/rnk) | +4 PP |
| **Increase Duration** (10 rnds/rnk) | +6 PP |



## BLADETURN*

**PP COST:** 5
**RANGE:** Self
**DURATION:** —
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Mage, Mystic, Warrior Mage
**DESCRIPTION:** Caster may deflect any one melee attack that he is aware of. This attack receives a -20 modifier.
**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Modifier** (-50) | +2 PP |
| **Increase Modifier** (-100) | +4 PP |
| **Increase Range** (any visible attack within 100') | +4 PP |
| **Increase Range** (any visible attack within 300') | +6 PP |
| **Increase Range** (any visible attack within 500') | +7 PP |

### CHANGING WAYS

**PP COST:** 8 (6 in **HARP** Core Rules)
**RANGE:** 10'
**DURATION:** 10 rounds/rank
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Harper, Mage, Mystic, Shadowblade
**DESCRIPTION:** Caster can alter the target's form to that of another race from 50% to 200% of the target's natural form. This spell cannot cause the target to appear as a specific person. The target does not gain any racial abilities (i.e. night vision) of the race whose form he took.
**SCALING OPTIONS:**

| | |
|---|---|
| **Take form of specific person** (studied using Study Target) +3 PP | |
| **Gain racial abilities of form taken** | +5 PP |
| **Alter form by concentrating for one round** | +3 PP |

### CLOUD SCRYING

**PP COST:** 5
**RANGE:** Touch
**DURATION:** 5 rounds/rank
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Mystic
**DESCRIPTION:** For the duration of this spell, one being or item can be protected from magical and mental scrying and divinations such as *Intuitions*, *Finding*, *Divinations,* and *Past Visions* spells. Any such spell, which has the protected target as its subject, will fail to provide any information. The caster of any such spell must have a result of 120 or higher on their casting roll or they will get no information about the protected target, the target being invisible to such spells. This will not stop such spells from working; only give them

a blind spot regarding the target. The scaling option, *Increase Block*, can be used to increase the difficulty from 120 to a higher number.

**SCALING OPTIONS:**

| | |
|---|---|
| **False Divinations** | +5 PP |
| (divinatory magic will give false information about the subject if the RR is failed) | |
| **Increase Duration** (10 rounds/rank) | +6 PP |
| **Increase Duration** (1 minute/rank) | +8 PP |
| **Increase Duration** (10 minutes/rank) | +9 PP |
| **Increase Targets** (per extra target) | +4 PP |
| **Increase Block** (per +10 to opposing target) | |

## COMMAND

**PP COST:** 10
**RANGE:** 50'
**DURATION:** 1 minute
**SPELL TYPE:** Attack
**RR:** Will
**SPHERES:** Mystic
**DESCRIPTION:** The target will follow a single act suggested by the caster. The target must be able to hear and understand the suggestion for it to be able to work. The act must not be completely alien to the target (e.g. no suicide suggestions, no blinding himself suggestions, etc.) and the target must be able to complete the act within the duration of the spell. Should the spell effect end prior to the completion of the suggested act, the target will immediate stop performing the action. The scaling option, Forget Suggestion, will make the target think that performing the suggested action was his choice.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Duration** (to 10 minutes) | +4 PP |
| **Increase Duration** (per additional 10 minutes) | +4 PP |
| **Increase Range** (per +50') | +1 PP |
| **Increase Targets** (per extra target) | +4 PP |
| **Forget Suggestions** | +5 PP |
| **Multiple Suggestions** (per additional suggestion) | +4 PP |

## DEFLECTIONS*

**PP COST:** 7
**RANGE:** 100'
**DURATION:** —
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Mage, Mystic, Warrior Mage
**DESCRIPTION:** Caster may deflect one missile that he sees within range, causing 20 to be subtracted from its attack.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Deflection** (-50 to the missile attack) | +3 PP |
| **Increase Deflection** (-100 to the missile attack) | +5 PP |
| **Unaim True** (missile automatically misses target) | +7 PP |
| **Mass Deflection** (affect one missile per rank) | +10 PP |

## DISTRACTIONS

**PP COST:** 5
**RANGE:** 100'
**DURATION:** 2 rounds/rank
**SPELL TYPE:** Attack
**RR:** Will
**SPHERES:** Adventurer, Harper, Mage, Mystic
**DESCRIPTION:** Target receives a -20 to all actions for duration if he fails his Resistance Roll.

**SCALING OPTIONS:**

| | |
|---|---|
| Increase Distraction (per additional -10) | +2 PP |
| Increase Range (per +50') | +1 PP |
| Increase Targets (per additional target) | +4 PP |

## DIVINATIONS

**PP COST:** 3
**RANGE:** Self
**DURATION:** 5 rounds
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Mystic
**DESCRIPTION:** Caster is able to make a prediction concerning a person, place, or thing. The subject of the prediction must have been previously studied using the spell, *Study Target*. The prediction will be accurate 25% of the time plus 1% per rank known in this spell (otherwise, the results are random) up to a maximum of 50%. The prediction may not concern events further than one hour into the future. The prediction will be general, ambiguous, and enigmatic. The interpretation is left entirely to the caster.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Interval** (1 day maximum): | +3 PP |
| **Increase Interval** (1 week maximum): | +6 PP |
| **Increase Interval** (1 month maximum): | +9 PP |
| **Increase Accuracy** (to 50% + ranks; 75% max): | +6 PP |

## FEAR

**PP COST:** 4
**RANGE:** 50'
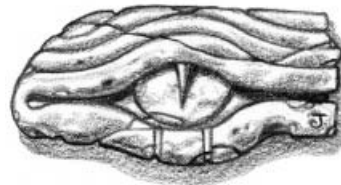**DURATION:** 2 rounds/rank
**SPELL TYPE:** Attack
**RR:** Will
**SPHERES:** Harper, Mage, Mystic
**DESCRIPTION:** Target fears the caster and flees with all possible haste for the duration of the spell.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Range** (per +50') | +1 PP |
| **Increase Targets** (per additional target) | +4 PP |

## Finding

**PP Cost:** 4
**Range:** Self
**Duration:** —
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage
**Description:** When used, this spell allows the caster to determine the general direction of stored mind which the caster has memorized using the *Mind Store* spell. The caster does not know how far away the stored mind is or any other information about the stored mind.

Once the stored mind is within 10 miles of the caster, the caster may use the *Determine Distance* scaling option to determine how far away the stored mind is. If the stored mind is outside of this radius, then the caster will not receive any information other than what is given in the base form of the spell.

If the scaling option, *Find Unstored,* is used, it allows the caster to determine the direction of a person who is not mind stored, but it requires that the caster have an item that has an important emotional significance to the lost person to be used as a focus. Without that item, this spell cannot be used to find a person who has not been mind stored.

In all cases, the caster will not be able to locate a person whose mind or location are shielded.

**Scaling Options:**

| | |
|---|---|
| Determine Distance | +4 PP |
| Find Unstored | +10 PP |

## Fire Nerves

**PP Cost:** 4
**Range:** 50'
**Duration:** 2 rounds/rank
**Spell Type:** Attack
**RR:** Stamina
**Spheres:** Mage, Mystic
**Description:** Target feels intense pain and his current Concussion Hits are reduced by 25% for the duration of the spell. Target also receives a -25 modifier to all actions from the pain. At the end of the duration, the lost Hits return and the modifier is removed.

**Scaling Options:**

| | |
|---|---|
| Increase Pain (-50 to actions & Hits reduced 50%) | +3 PP |
| Increase Pain (-75 to actions & Hits reduced 75%) | +6 PP |
| Increase Range (per +50') | +1 PP |
| Increase Targets (per each additional target) | +4 PP |



## Hypnotic Globe

**PP Cost:** 5
**Range:** 50'
**Duration:** 2 rounds/rank
**Spell Type:** Attack
**RR:** Will
**Spheres:** Mage
**Description:** This spell creates a 6" ball of glowing light, whose surface is covered with coruscating colors. The ball floats at the point it is created. All creatures within a 10'radius must make a Will-based Resistance Roll (RR) against this spell or be so fascinated with the ball that they will stop and stare at it for the duration. Targets engaged in combat gain a +50 to their Resistance Roll. Anybody entering the radius of the spell while it is active will also have to make a Will-based RR or be affected. Should the target take any damage, it will immediately be freed from the effects of the spell. Other things like loud noises or shaking or slapping will allow the target to make another RR with a +10 for every round of disturbance.

**Scaling Options:**

| | |
|---|---|
| Increase Range (per +50') | +1 PP |
| Increase Radius (per +10' radius) | +2 PP |
| Increase Duration (5 rounds/rank) | +4 PP |
| Increase Duration (10 rounds/rank) | +6 PP |

## INVISIBILITY

**PP Cost:** 4
**Range:** 10'
**Duration:** 5 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Mystic
**Description:** A single object or person (no equipment or clothing included) is made invisible until the duration expires or until the object makes a violent move (i.e. attack or casts a spell of any type) or receives a violent blow (i.e. being struck by a weapon, falling etc). For invisibility radius scaling options, all items that fit fully within the radius at the time of casting become invisible. If any item leaves the radius it becomes visible. If a portion of an item leaves the radius that portion becomes visible. Items entering the radius after this spell has been cast do not turn invisible.
**Scaling Options:**

| | |
|---|---|
| **Invisibility Radius** (1' radius around target) | +3 PP |
| **Invisibility Radius** (10' radius around target | +6 PP |

## LONG DOOR

**PP Cost:** 4
**Range:** 10'
**Duration:** —
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Mystic
**Description:** Target teleports to a location of his choice up to 100' away from his current position. He cannot teleport through intervening barriers (a closed door is a barrier, a pit is not). If the distance that the target wants to teleport to is further away than the distance allowed by the spell, then the target will travel the maximum distance allowed by the spell in the proper direction. If the location that the target wishes to teleport to is occupied, the target will reappear in the closest available open space that is within the range of the teleport.
**Scaling Options:**

| | |
|---|---|
| **Teleport** (target may teleport through barriers) | +2 PP |
| **Increased Distance** (100'/rank) | +4 PP |
| **Increased Distance** (1 mile/rank) | +8 PP |
| **Increased Distance** (10 miles/rank) | +16 PP |

## LONG EAR

**PP Cost:** 6
**Range:** Self
**Duration:** 5 rounds per rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Ranger, Warrior Mage
**Description:** Caster's point of hearing may be moved independently up to 50' way (moves at 5' per round); if he is physically able to go there (i.e. he could not send his point of hearing through walls or closed doors. The caster must concentrate fully (no other actions allowed) to move his point of hearing, but need not concentrate to use the sense from its new location.

This spell may be linked with the *Long Eye* spell, but then both spells are limited to the spell with the lowest rank. Even when combined, each spell is cast individually.
**Scaling Options:**

| | |
|---|---|
| **Increase Duration** (10 rnds/rnk) | +6 PP |
| **Increase Duration** (1 minute/rnk) | +8 PP |
| **Increase Roving Range** (per 50') | +2 PP |
| **Link with Long Eye** | +1 PP |

## LONG EYE

**PP Cost:** 6
**Range:** Self
**Duration:** 5 rounds per rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Ranger, Warrior Mage
**Description:** Caster's point of vision may be moved independently up to 50' way (moves at 5' per round); if he is physically able to go there (i.e. he could not send his point of hearing through walls or closed doors. The caster must concentrate fully (no other actions allowed) to move his point of sight, but need not concentrate to use the sense from its new location.

This spell may be linked with the *Long Eye* spell, but then both spells are limited to the spell with the lowest rank. Even when combined, each spell is cast individually.
**Scaling Options:**

| | |
|---|---|
| **Increase Duration** (10 rnds/rnk) | +6 PP |
| **Increase Duration** (1 minute/rnk) | +8 PP |
| **Increase Roving Range** (per 50') | +2 PP |
| **Link with Long Eye** | +1 PP |

## LONG WHISPER

**PP Cost:** 4
**Range:** self
**Duration:** Concentration
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Ranger, Warrior Mage
**Description:** Caster can whisper and be heard at any specific point within 50' as desired by the caster. The caster can move the point of hearing from one location to another with one round of concentration. This communication is one-way only, from the caster to the recipient.
**Scaling Options:**

| | |
|---|---|
| **Increase Distance** (per 50') | +1 PP |
| **Increase Recipients** (per person) | +4 PP |

## MAGE ARMOR

**PP Cost:** 4
**Range:** Self
**Duration:** 2 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Mystic
**Description:** Caster is surrounded by a slightly glowing nimbus of light that is as protective as Soft Leather armor (+20 DB). Caster is not affected by maneuver penalties or spell casting modifiers associated with the armor. The light is the equivalent to that of a small candle (2' radius).

**Scaling Options:**

| | |
|---|---|
| **Increase Protection** (as Studded Leather, +30 DB) | +4 PP |
| **Increase Protection** (as Chain mail, +40 DB) | +8 PP |
| **Increase Protection** (as Plate/Chain, +50 DB) | +12 PP |
| **Increase Protection** (as Plate, +60 DB) | +16 PP |
| **Increase Duration** (5 rounds/rank) | +4 PP |
| **Increase Duration** (10 rounds/rank) | +6 PP |

## MAGESTAFF

**PP Cost:** 13
**Range:** Touch
**Duration:** Permanent
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Mystic, 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 to +2 PP adder** | +6 PP |
| **Increase from +2 to +3 PP adder** | +12 PP |
| **Increase from +3 to +4 PP adder** | +18 PP |
| **Increase from +4 to +5 PP adder** | +24 PP |
| **Increase from +1 to +2 spell adder** | +6 PP |
| **Increase from +2 to +3 spell adder** | +12 PP |
| **Increase from +3 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 |

## MERGING WAYS

**PP Cost:** 5
**Range:** Self
**Duration:** 5 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Mystic
**Description:** Caster may merge into any inanimate, solid material up to a depth of 2'. The object must be larger than the caster. While merged, the caster may not move or perceive anything. When the caster emerges, he may exit the material from any surface that is within 2' of his merged location. Merging with material does not allow him to "move through" more than his body width plus 2' of material.

**Scaling Options:**

| | |
|---|---|
| **Caster may perceive surroundings** (if within 6" of surface) | +2 PP |
| **Caster may cast spells on self while merged** | +4 PP |
| **Increase Duration** (10 rounds/rank) | +6 PP |

## MIND READING

**PP Cost:** 3
**Range:** 50'
**Duration:** 2 rounds/rank (C)
**Spell Type:** Attack
**RR:** Will
**Spheres:** Mystic
**Description:** Caster can read the surface thoughts of a single target. If the target succeeds in his RR, he realizes that an attempt was made to read his mind. This spell has a few unique scaling options as detailed below.

> **Deep Reading** – Allows the caster to perceive the reasoning and thought patterns behind the surface thoughts.
> **Memory Probe** –The caster can scan the target's conscious memory at a rate of 1 scene per round.
> **Deep probe** – Caster can scan the target's subconscious memories at a rate of 1 scene per round.

When using the scaling options involving the Probes, caster is basically searching through the individual memories of the target looking for a specific memory. A "scene" for the purpose of this spell is a memory associated to a given location and time frame (i.e. yesterday afternoon in the library) and a scene could be anything from a few seconds to an hour or longer in duration. When doing the Probes, the caster only gets the general overview of each scene, however he

can slow the scanning down from 1 scene per round to real time if he likes. Slowing down the scene to almost real time is the only way for the caster to learn all of the details of a given memory.

SCALING OPTIONS:

| | |
|---|---|
| **Deep Reading** | +3 PP |
| **Memory Probe** | +6 PP |
| **Deep Probe** | +9 PP |
| **Increase Duration** (5 rounds/rank (C)) | +2 PP |
| **Increase Duration** (10 rounds/rank (C)) | +3 PP |
| **Increase Range** (per +50') | +1 PP |

## MIND SCAN

**PP COST:** 5
**RANGE:** 50'
**DURATION:** —
**SPELL TYPE:** Attack
**RR:** Will
**SPHERES:** Mystic
**DESCRIPTION:** The caster can determine the race of a person who is first located through the use of the Presence spell. In regards to the scaling option, *Determine Power*, all the caster learns is the relative level compared to the caster (i.e. weaker, stronger, a lot stronger, etc.).

SCALING OPTIONS:

| | |
|---|---|
| **Determine Power** (level) | +3 PP |
| **Determine Profession** | +4 PP |
| **Increase Range** (per 50') | +1 PP |



## MIND SPEECH

**PP COST:** 3
**RANGE:** Self
**DURATION:** —
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Mystic
**DESCRIPTION:** Caster can broadcast thoughts to all within a 10' radius.
**Note:** This spell does not translate the transferred thoughts; they may only be broadcast in a language that the caster can speak, and that he specifies.

SCALING OPTIONS:

| | |
|---|---|
| **Increase Radius** (per +10' radius) | +2 PP |
| **Selective Recipients** (1 person/rank max) | +4 PP |
| **Automatic Translation** (to one language only) | +4 PP |

## MIND STORE

**PP COST:** 4
**RANGE:** Touch
**DURATION:** 2 rounds
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Mystic
**DESCRIPTION:** Over the course of the duration of this spell, the caster stores an imprint of the target's mind. This imprint may later be used to find the target using the *Finding* spell. Caster may have a maximum of one mind stored for each rank that he has in this spell.

SCALING OPTIONS:

| | |
|---|---|
| **Increase Range** (increase to 10') | +2 PP |
| **Increase Range** (from 10' to 50') | +2 PP |
| **Increase Range** (per additional 50') | +1 PP |
| **Unwilling Target** (Magic RR) | +12 PP |

## MIND TONGUE

**PP COST:** 5
**RANGE:** 50'
**DURATION:** 2 rounds per rank
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Mage, Mystic
**DESCRIPTION:** Caster can mentally speak to any 1 thinking being within range. This communication is direct mind-to-mind communication, thus there is no sound exchanged unless one of the participants speaks while he sub-vocalizes his thoughts.
**Note:** This spell does not translate the transferred thoughts; they may only be broadcast in a language that the caster can speak, and that he specifies.

SCALING OPTIONS:

| | |
|---|---|
| **Increase Duration** (5 rnds/rnk) | +4 PP |
| **Increase Duration** (10 rnds/rnk) | +6 PP |
| **Multiple Recipients** (per person) | +4 PP |
| **Automatic Translation** (native tongue of each) | +6 PP |

## Misfeel

**PP Cost:** 4
**Range:** Self
**Duration:** 2 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Shadowblade
**Description:** Caster may appear to be of any race of his choosing to magical and mental detections. The scaling option, *Misfeel Power*, is used to make the caster appear to be between 25% and 2x his normal level.
**Scaling Options:**

| | |
|---|---|
| **Increase Duration** (5 rounds/rank) | +4 PP |
| **Increase Duration** (10 rounds/rank) | +6 PP |
| **Misfeel Calling** (appear to be any profession) | +2 PP |
| **Misfeel Power** | +4 PP |

## Nightvision

**PP Cost:** 5
**Range:** Touch
**Duration:** 5 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Mystic, Necromancer, Shadowblade
**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) | +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 by starlight or 500' + 100'/rank by moonlight) | +4 PP |
| **Improved Vision** (Can see up to 100' in total darkness) | +3 PP |
| **Improved Vision** (Can see up to 100' in magical darkness) | +4 PP |
| **Improved Vision** (Can see up to 100' in Utterdark) | +6 PP |

## Passing

**PP Cost:** 3
**Range:** Self
**Duration:** 2 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Mystic
**Description:** Caster may move through any non-magical inanimate material at a rate of 1' per round.

**Scaling Options:**

| | |
|---|---|
| **Increase Speed** (2' per round) | +2 PP |
| **Increase Speed** (4' per round) | +4 PP |
| **Increase Speed** (8' per round) | +6 PP |
| **Increase Speed** (normal BMR) | +8 PP |
| **Increase Duration** (5 rounds/rank) | +4 PP |

## Past Visions

**PP Cost:** 3
**Range:** Self
**Duration:** Special/ (C)
**Spell Type:** Utility
**RR:** —
**Spheres:** Harper, Mage, Mystic
**Description:** Caster gains a vision of up to 1 hour per rank into the past. He may set the start time of the vision at any point within this range and the vision then proceeds, taking as much time as the original event did. The target of the vision may be any person, place, or thing that the caster is touching when this spell is cast. The caster will only be able to see what could normally be seen if he were in the location of the vision at that time. The vision will last only as long as the caster concentrates.
**Scaling Options:**

| | |
|---|---|
| **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 |

## Presence

**PP Cost:** 4
**Range:** Self
**Duration:** Concentration
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Mystic
**Description:** Caster is aware of all sentient beings within range. He is not aware of specific locations or actions, just that they are within a 20' radius of him.
**Scaling Options:**

| | |
|---|---|
| **Increase Sensing Range** (per additional 20' radius) | +2 PP |
| **Awareness** (sense specific locations) | +4 PP |
| **Awareness True** (sense locations & general actions) | +6 PP |

## Scrying

**PP Cost:** 4
**Range:** Self
**Duration:** Concentration
**Spell Type:** Utility
**RR:** —
**Spheres:** Mystic

**DESCRIPTION:** The caster may view a person, item, or location, seeing what is happening at that very moment at the "scryed" site which must be within a 1 mile radius. The target of the scrying must previously have been studied using the spell, *Study Target*. The caster must have some medium (a crystal ball, mirror, pool, cloudy sky, etc.) in which the scrying vision can appear. Only the caster will see the "vision". If the caster is trying to see a target that has not been previously studied, then he has a 75% (minus 1% per skill rank in this spell) of seeing a similar target rather than the actual target of the spell. All people seen in the vision are seen in a blurred form unless they have also been *Studied*.

**SCALING OPTIONS:**

| | |
|---|---|
| **Target need not be previously Studied** | +6 PP |
| **Add Hearing** (caster can hear from "scryed site") | +4 PP |
| **Reveal Vision** (others can see/hear the vision) | +4 PP |
| **Increase Scrying Range** (per additional mile) | +2 PP |

### SENSORY OVERLOAD

**PP COST:** 5
**RANGE:** 50'
**DURATION:** 2 rounds
**SPELL TYPE:** Attack
**RR:** Magic
**SPHERES:** Mage, Mystic, Vivamancer
**DESCRIPTION:** When cast, this spell inundates the target with an extremely loud noise that only the target can hear, stunning him for the duration of the spell.

If the scaling option, Increase Overload, is used, then the target's sense of sight is also overloaded, causing him to be blinded for the duration. A blinded target receives a -100 to all maneuvers in addition to the modifiers from being stunned.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Duration** (5 rounds) | +2 PP |
| **Increase Duration** (2 rnds/rnk) | +5 PP |
| **Increase Overload** (sight) | +5 PP |

### SHADOW MYSTIC

**PP COST:** 5
**RANGE:** 10'
**DURATION:** 2 rounds/rank
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Mystic
**DESCRIPTION:** Creates an illusionary duplicate of the caster, which appears anywhere within 10' of the caster. The caster may concentrate and direct how the duplicate(s) moves otherwise it/they will move exactly how he moves. With one round of concentration, the Mystic may merge with his duplicate (s) and split away, causing confusion as to which is the real one. The duplicate(s) will always stay within 10' feet of the caster. The illusion is visual only, and may be told as an illusion by using the other senses (hearing, touch, scent, etc.).

Any attacker will have a chance of attacking a duplicate rather than the real caster. That chance is equal to 100 divided by the number of duplicates plus 1 (i.e. 1 duplicate = 50% chance of hitting right target; 100/2=50). Should a duplicate be attacked and hit, it will automatically disappear.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Duplicates** (1 per every 3 ranks) | +4 PP |
| **Increase Duration** (5 rounds/rank) | +4 PP |
| **Increase Duration** (10 rounds/rank) | +6 PP |

### SUGGESTION

**PP COST:** 6
**RANGE:** 10'
**DURATION:** —
**SPELL TYPE:** Utility
**RR:** Will
**SPHERES:** Mage, Mystic, Vivamancer
**DESCRIPTION:** Target will obey a single, simple, plausible suggestion that is not incompatible with his nature or harmful to himself or his interests. This spell has a specific verbal component consisting of the words of the suggestion being made to the target. Since the suggestion cannot be something that would be incompatible with the nature of the target, the target will unlikely realize that a spell has ever been cast on him, and at most may wonder why they acquiesced to the suggestion/request.

Failures in the casting of this spell have been the catalysts for many a barroom brawl.

One unique aspect about this spell is that, unlike other spells, it is almost impossible to tell when it is being cast. It requires a Very Hard Sense Magic Maneuver to notice that this spell is being cast. This spell is listed as having no duration because the suggestion will either be accepted or not, and if it is accepted, the carrying out of the suggestion will happen in whatever amount of normal time it would take to complete.

**Note:** To be effective, this spell should be used thoughtfully and subtly. Suggestion is not a spell of command, but of persuasion. Walking up to a merchant and trying to use a Suggestion spell to gain a 50% discount will quite likely fail. Engaging the merchant in friendly conversation, showing serious interest in her wares, and then using this spell to gain a reasonable discount has a good chance of success. By the same token this spell will fail if the caster uses it to ask an attacker who is winning a fight to surrender or even stop fighting. However, the spell is more likely to succeed if the attacker is losing, and the spell is phrased convincingly: "Surrender and no harm will come to you." However if caster and his allies have a reputation for killing prisoners, then all bets are off.

Targets of this spell gain a +50 to their Resistance Rolls if the "suggestion" is something that is incompatible with his nature or harmful to himself or his interests.

**SCALING OPTIONS:**

| | |
|---|---|
| **Non-subtle Suggestion** | +10 PP |
| **Multiple Targets** (per additional person) | +4 PP |

## TELEKINESIS

**PP Cost:** 4
**Range:** 50'
**Duration:** 2 rounds per rank (C)
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Mystic
**Description:** Caster may move an object of up to 1 lb/rank at a rate equal to one half of the caster's base movement rate. This allows for simple movement only, not fine control such as turning a key in a lock. Objects being moved by this spell may be easily grabbed and pulled out of the grasp of the spell, no maneuver rolls required. The caster is also required to keep the item in sight for the duration of the spell. Should the item be out of his sight for more than a single consecutive round, he will lose control of the item.

Using the scaling option, *Increased Target Awareness*, the caster may lose sight of the object being moved for longer than a single round so long as he has a good idea of the area in which the object is moving. The scaling option, Increased Grip, is used to make it harder to pull an object out of the spell's grip. With this scaling option, the person attempting to remove the object from the grip of the spell must make a Strength based maneuver and the caster must make a Self Discipline based maneuver, the higher result wins the contest.

**Scaling Options:**

| | |
|---|---|
| **Increase Duration** (5 rnds/rnk (C)) | +2 PP |
| **Increase Duration** (10 rnds/rnk (C)) | +3 PP |
| **Increase Weight** (5 lbs/rank) | +5 PP |
| **Increase Weight** (10 lbs/rank) | +10 PP |
| **Increased Control** (fine control allowed) | +4 PP |
| **Increased Target Awareness** | +4 PP |
| **Increased Grip** | +4 PP |

## TRUE SIGHT

**PP Cost:** 5
**Range:** Self
**Duration:** 5 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Mystic
**Description:** This spell allows the caster to see the true nature of things. In its base form, the character can see items and people or creatures that are invisible. To the caster they appear as a translucent form with a slight glow around them.

The scaling option, *Illusion Sight*, allows the caster to see through illusions as well. For the caster, illusions appear as translucent overlays on the real form behind the illusion.

The scaling option, *Hidden Sight*, allows the caster to see through items meant to hide or disguise something else like a secret door or an actor's disguise. The caster sees the through the physical items doing the hiding/disguising as if it were as wisp of smoke being held in a single place.

The scaling option, *Shape Sight*, allows the caster to see the true form of a shape-changed being, item, or creature as an overlay on the target's current form.

**Scaling Options:**

| | |
|---|---|
| **Illusion Sight** | +4 PP |
| **Hidden Sight** | +6 PP |
| **Shape Sight** | +6 PP |
| **Increase Duration** (10 rnds/rnk) | +6 PP |

## TRUTH READING

**PP Cost:** 3
**Range:** Touch
**Duration:** 2 rounds/rank
**Spell Type:** Attack
**RR:** Magic
**Spheres:** Mystic
**Description:** For the duration, the caster knows whenever the target of this spell is lying. The caster has to know the language that the target is speaking for this to work. Caster cannot tell if the target obfuscating the truth, telling half-truths, lying by omission, etc., only if he is telling an outright lie.

If using the scaling option, Deep Truth, the caster will be able to tell if the target is telling the whole truth, or omitting or otherwise obfuscating portions of the truth. The scaling option, Deep Sensing, allows the caster to use this spell on targets whose language he does not understand.

**Scaling Options:**

| | |
|---|---|
| **Increase Range** (to 50') | +2 PP |
| **Deep Truth** | +3 PP |
| **Deep Sensing** | +3 PP |
| **Increase Duration** (5 rounds/rank) | +4 PP |
| **Increase Duration** (10 rounds/rank) | +6 PP |
| **Increase Targets** (per extra target) | +4 PP |
| **Increase Range** (to 10') | +1 PP |
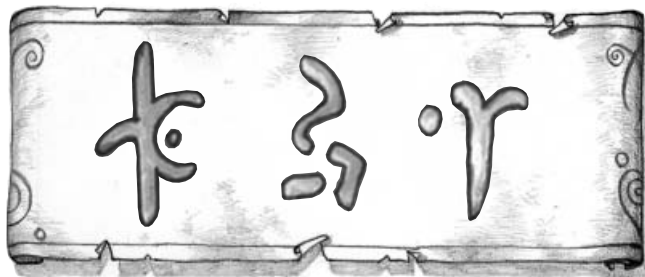
## Shadowblade Sphere

### Changing Ways

**PP Cost:** 8 (6 in **HARP** Core Rules)
**Range:** 10'
**Duration:** 10 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Harper, Mage, Shadowblade
**Description:** Caster can alter the target's form to that of another race from 50% to 200% of the target's natural form. This spell cannot cause the target to appear as a specific person. The target does not gain any racial abilities (i.e. night vision) of the race whose form he took.
**Scaling Options:**

| | |
|---|---|
| **Take form of specific person** (studied using Study Target) +3 PP | |
| **Gain racial abilities of form taken** | +5 PP |
| **Alter form by concentrating for one round** | +3 PP |

### Clinging Shadows

**PP Cost:** 8
**Range:** 50'
**Duration:** 2 rounds/rank
**Spell Type:** Attack
**RR:** Special
**Spheres:** Mage, Shadowblade
**Description:** All shadows within a 10' radius will take on a life of their own to grapple and hold anybody within the area of effect. The Clinging Shadows will have an OB of 25, and they will make one roll on the Percentage column of the Maneuver Table each round for each target within the radius. The target of the attack may make a Strength/Agility maneuver roll on the same column. The target's result is then subtracted from the Shadow's result. The remainder is the amount that the target is grappled and is applied as a negative modifier to all of the actions of the target, except his resisting the Clinging Shadows.
**Scaling Options:**

| | |
|---|---|
| **Increase Grapple OB** (per +5 OB) | +2 PP |
| **Increase Radius** (per +10' radius) | +2 PP |
| **Increase Duration** (5 rnds/rnk) | +4 PP |
| **Increase Duration** (10 rnds/rnk) | +6 PP |
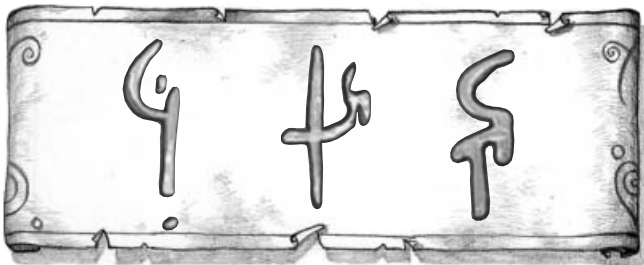
## Deep Trance

**PP Cost:** 4
**Range:** Self
**Duration:** —
**Spell Type:** Utility
**RR:** —
**Spheres:** Shadowblade
**Description:** This spell allows the caster to enter a deep trance-like state for a length equal to 30 minutes for each rank in this spell. The caster must determine the actual length of the trance at the time of the casting. While in the trance, the caster cannot be awakened unless he has set up a trigger condition to bring him out of the trance early. Other than a trigger condition, the only way to bring the caster out of the trance it to cause damage (1 hit or more) to him. However, leaving the trance early for any reason negates all potential effects described below.

A trigger condition is a code word or a word and touch combination that will instantly rouse the caster from the trance.

While in this trance state, the character rests as if he were sleeping, recovering hits and Power Points at double the normal rate. Thus a 4 hour trance would work as if the character received 8 hours of sleep. No matter how long the actual trance, the increased recovery and rest rates will only account for a maximum of 8 hours worth rest and recovery. Any additional time within the trance is treated normally for rest and recovery purposes.
**Scaling Options:**

| | |
|---|---|
| **Increase Trance** (4x rate) | +4 PP |
| **Increase Trance** (8x rate) | + 8 PP |
| **Increase Trance** (16x rate) | +16 PP |
| **Entrance Another** (range: Touch) | +4 PP |
| **Set Trigger Condition** (per condition) | +2 PP |

### Deepen Shadows

**PP Cost:** 6
**Range:** Touch
**Duration:** 5 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Shadowblade
**Description:** This spell creates a 5' radius area of very deep and dark shadows when cast on a specific point. Perception maneuvers into this area of deepened shadows receive a -25 modifier. If cast on a mobile point, the area of deepened shadows will move along with the point.
**Scaling Options:**

| | |
|---|---|
| **Darker Shadows** (per additional -5 modifier) | +2 PP |
| **Increase Duration** (10 rnds/rnk) | +6 PP |

## Deflect*

**PP Cost:** 5
**Range:** Self
**Duration:** —
**Spell Type:** Utility
**RR:** —
**Spheres:** Adventurer, Shadowblade
**Description:** When cast, one melee attack aimed at the caster this round receives a -20 modifier. The caster can only deflect an attack that is aimed at him.
**Scaling Options:**

| | |
|---|---|
| **Increase Deflection** (per -5 to the attack) | +1 PP |
| **Increase Deflects** (per attack affected) | +2 PP |
| **Deflect Missiles** | +2 PP |
| **Deflect Bolt Spells** | +4 PP |

## Far Sense

**PP Cost:** 3
**Range:** Self
**Duration:** 2 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Adventurer, Shadowblade
**Description:** The caster may move one sense up to 50' away. The point of sensing travels 10' per round and the caster must concentrate while moving the sense. The caster loses the use of the moved sense while this spell is active. The caster may move the point of sensing at any time within the duration of this spell just by concentrating. The caster may not make his sense travel through barriers (a pit is not a barrier, a closed door or window is).
**Scaling Options:**

| | |
|---|---|
| **Increase Sensing Range** (per +50') | +1 PP |
| **Extra Sense** (per additional sense) | +2 PP |
| **Through Barriers** | +4 PP |
| **Dual Sensing** (retain local senses) | +5 PP |

## Infravision

**PP Cost:** 5
**Range:** Touch
**Duration:** 5 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Adventurer, Mage, Shadowblade
**Description:** Target is able to see up to 50' in total darkness by perceiving shades of heat and cold. Target is not able to see fine details, but can determine basic shapes and forms.
**Scaling Options:**

| | |
|---|---|
| **Increase Duration** (10 rounds/rank) | +6 PP |
| **Fine Details** | +5 PP |
| **Increase Visual Range** (+50') | +4 PP |
| **Increase Targets** (per additional target) | +4 PP |
| **Increase Range** (to 10') | +2 PP |

## Misfeel

**PP Cost:** 4
**Range:** Self
**Duration:** 2 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Shadowblade
**Description:** Caster may appear to be of any race of his choosing to magical and mental detections. The scaling option, *Misfeel Power*, is used to make the caster appear to be between 25% and 2x his normal level.
**Scaling Options:**

| | |
|---|---|
| **Increase Duration** (5 rounds/rank) | +4 PP |
| **Increase Duration** (10 rounds/rank) | +6 PP |
| **Misfeel Calling** (appear to be any profession) | +2 PP |
| **Misfeel Power** | +4 PP |

## NIGHTVISION

**PP COST:** 5
**RANGE:** Touch
**DURATION:** 5 rounds/rank
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Mystic, Necromancer, Shadowblade
**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) | +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** | +4 PP |
| (See clearly up to 100'/rank by starlight or 500' + 100'/rank by moonlight) | |
| **Improved Vision** | +3 PP |
| (Can see up to 100' in total darkness) | |
| **Improved Vision** | +4 PP |
| (Can see up to 100' in magical darkness) | |
| **Improved Vision** | +6 PP |
| (Can see up to 100' in Utterdark) | |

## POISON EYE

**PP COST:** 8
**RANGE:** Self
**DURATION:** 1 Day
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Shadowblade
**DESCRIPTION:** This spell allows the caster to ingest 1 dose of any poison, which must be one within one minute of the casting of this spell, and to internalize it so that it does him no harm. Then at any time up to 1 day later, the caster may exude the poison back out as a filmy paste through his fingers. The exuded poison is a contact poison with the same properties and effects as the original poison. The exuded poison becomes inert after 1d10 rounds.

This spell has a couple of unique scaling options:

**Increase Doses** – This allows the caster to ingest and exude multiple doses of a single poison.
**Increase Poisons** – This allows the caster to ingest and exude multiple poisons. It must be used with *Increase Doses.*
**Poison Spit** – This allows the caster to spit the poison and have it affect the target it hits. It becomes inert just like normally exuded poisons.

**Poison Eye** – This scaling option allows the caster to transmit the poison directly to a target. To do so, the caster must make eye contact, and hold that contact for one full round. At the end of the round, the target must make a Magic-based RR (100) or the poison is transmitted to him. Once transmitted, the target gets to resist against the poison normally.
**Increase Lethality** – This scaling option increases the RR that the target has to make against the poison being transmitted to him via the *Poison Eye* scaling option.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Doses** (per additional dose) | +4 PP |
| **Increase Poisons** (per additional poison) | +4 PP |
| **Poison Spit** | +4 PP |
| **Poison Eye** | +10 PP |
| **Increase Lethality** (per +10 to RR) | +2 PP |

## POISON LORE

**PP COST:** 3
**RANGE:** Self
**DURATION:** —
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Adventurer, Shadowblade
**DESCRIPTION:** This spell allows the caster to know the exact nature and type of a given sample of poison. The caster does not gain the skills or tools required to work with the poison or to prepare the antidote. The caster has to hold his hands within inches of the poison he is attempting to learn about. This spell will only give information on one poison if more than one is present. Nor does this spell tell how many poisons are in the sample being examined.

This spell has several unique scaling options:

**Hidden Sample** – The caster can learn about poisons that may have already been introduced to a target.
**Multiple Poisons** – Allows the caster to learn about an extra poison at the same time he is learning about the primary sample. When this option is used, the poisons learned about are those with the largest concentration in the sample.
**Antidotes** – This tells the caster what antidotes will work against the detected poison or poisons, if the *Multiple Poisons* scaling option is used.

**SCALING OPTIONS:**

| | |
|---|---|
| **Hidden Sample** | +3 PP |
| **Multiple Poisons** (per additional poison) | +4 PP |
| **Antidotes** | +3 PP |

## Shadow Armor

**PP Cost:** 7
**Range:** Self
**Duration:** 5 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Shadowblade
**Description:** For the duration of this spell, the caster, including his clothing and any objects worn or carried, are covered in a layer of darkness that protects the wearer like Soft Leather armor, providing a +20 to DB. This also provides the wearer with a +20 to stalking and hiding in shadowy areas.
**Scaling Options:**

| | |
|---|---|
| **Increase Protection** (as Studded Leather; +30 DB) | +4 PP |
| **Increase Protection** (as Chain Mail, +40 DB) | +8 PP |
| **Increase Protection** (as Plate/Chain, +50 DB) | +12 PP |
| **Increase Protection** (as Plate, +60 DB) | +16 PP |
| **Increase Duration** (10 rounds/rank) | +6 PP |
| **Increase Duration** (1 minute/rank) | +8 PP |

## Shadow Bolt

**PP Cost:** 3
**Range:** 50'
**Duration:** —
**Spell Type:** Attack
**RR:** Magic
**Spheres:** Shadowblade, Mage, Necromancer
Description: The caster shoots a bolt of dark-colored energy at the target. If the target fails his RR, he receives 1 hit of damage for every 10 points that he failed by (i.e. if target has to beat a 130, and only rolls a 115, then he receives 1 point of damage as he failed by more than 10, but less than 20 points).
**Scaling Options:**

| | |
|---|---|
| **Increase Damage** (1 hit per 5 points failure) | +3 PP |
| **Increase Damage** (1 hit per point of failure) | +3 PP |
| **Increase Range** (per +50') | +1 PP |
| **Additional Targets** (per additional target) | +4 PP |

## Shadow Step

**PP Cost:** 4
**Range:** Self
**Duration:** 5 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Shadowblade
**Description:** Caster may move silently so long as he does not cause a sound to originate more than 1' from his body. This spell has a couple of unique scaling options.

**No Tracks** – This scaling option allows the caster to move without leaving any physical signs of his passage in addition to the silent movement.
**No Scent** – As *No Tracks*, but the caster leaves no trace of scent behind either.
**No Sight** – As *No Scent*, but the caster is also invisible as well.
**No Sense** – As *No Sight*, but the caster is also invisible to magical detections as well.
**Scaling Options:**

| | |
|---|---|
| **No Tracks** | +3 PP |
| **No Scent** | +6 PP |
| **No Sight** | +9 PP |
| **No Sense** | +12 PP |
| **Increase Duration** (10 rounds/rank) | +6 PP |
| **Increase Duration** (1 minute/rank) | +8 PP |

## Shadowblade

**PP Cost:** 5
**Range:** Touch
**Duration:** 2 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Shadowblade
**Description:** This spell requires that the caster a specially prepared weapon hilt as its focus. The hilt is just that, a hilt, but where the blade would normally extend from the hilt is instead a piece of polished obsidian. When cast this spell creates a dark blade of solidified magical energy, coruscating with a rainbow of colors, which may be used as a normal blade, so long as the caster is holding the hilt.

The size and shape of the blade are up to the caster and defined by the hilt he has prepared as the focus so long as the blade is a one handed melee weapon, but the Shadow Blade only does a maximum of a Tiny Cold Critical (use the Magic Attack Table if *Hack & Slash* is available) rather than the critical normally associated with the created blade. This blade is treated as magical, but provides no bonus to the caster's attack.

The hilt may be created using the appropriate skills (a Medium maneuver to craft) or may be purchased from an appropriate craftsman for 2gp. The character must use the appropriate weapon skill when wielding this weapon.
**Scaling Options:**

| | |
|---|---|
| **Increase Duration** (5 rnds/rnk) | +4 PP |
| **Increase Duration** (10 rnds/rnk) | +6 PP |
| **Increase Potency** (per attack size increase) | +4 PP |
| **Increase Magical Bonus** (per +5 OB) | +2 PP |
| **Create Blade Without Focus Item** | +6 PP |
| **Two-Handed Blade** | +2 PP |

## SHADOWPORT

**PP COST:** 4
**RANGE:** Self
**DURATION:** —
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Shadowblade
**DESCRIPTION:** Caster is able to teleport from his current location to a point of his choice up to 100' feet away. The caster appears to shimmer out of existence in his starting location and shimmer in at his destination. Barriers are no obstacle for this spell. Should the caster's chosen destination be occupied, he will appear in the nearest unoccupied space.
**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Distance** (100' per rank) | +4 PP |
| **Increase Distance** (1 mile per rank) | +8 PP |
| **Increase Distance** (10 miles per rank) | +12 PP |

## SHADOW'S VEIL

**PP COST:** 5
**RANGE:** Self
**DURATION:** 5 rounds/rank
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Shadowblade
**DESCRIPTION:** All actions performed for the duration of this spell are shrouded from magical and mental divinations and scrying. For example, a spell user who cast Past Visions to look at a room where the Shadow's Veil caster was present with this spell active would only see a blurry figure rather the caster's true form.
**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Veil** (invisible to divinations/scrying) | +5 PP |
| **Increase Duration** (5 rnds/rnk) | +4 PP |
| **Increase Duration** (10 rnds/rnk) | +6 PP |

## SPIDER CLIMB

**PP COST:** 4
**RANGE:** Self
**DURATION:** 2 rounds/rank
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Shadowblade, Mage
**DESCRIPTION:** This spell allows the caster to climb on vertical and inverted surfaces, as long as the caster maintains 3 contact points with a surface. Normal terrain and encumbrance penalties will still affect the caster. Movement is limited to one half of Base Movement Rate (BMR). When using the scaling options to reduce the number of points of contact required, this has the added benefit of increasing the speed at which the character may move. The scaling option, 1 Point of Contact requires that the scaling option, 2 Points of Contact, also be used at the same time.
**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Duration** (5 rounds/rank) | +4 PP |
| **Increase Duration** (10 rounds/rank) | +6 PP |
| **2 Points of Contact** (Move = BMR) | +4 PP |
| **1 Point of Contact** (Move = Run) | +4 PP |

## VENOM BLADE

**PP COST:** 4
**RANGE:** Touch
**DURATION:** 2 rounds/rank
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Shadowblade, Warrior Mage
**DESCRIPTION:** When cast, this spell coats the target weapon in magical venom. If the wielder of that weapon hits a target and does damage, the target has to make a Stamina-based RR(100) or receive a Tiny Internal Poison Critical.
**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Critical** (per size increase) | +4 PP |
| **Increase RR** (per +10 to RR target) | +2 PP |

## Additional Spells

### Anti-Corrosion

**PP Cost:** **11**
**Range:** Touch
**Duration:** 1 week
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Elementalist, Thaumaturge
**Description:** When cast upon a copper or bronze object of 20 lbs or less, this spell prevents all forms of rust and corrosion for the duration of the spell. At higher levels, Anti-Corrosion can prevent rust and corrosion on iron, steel, silver, brass etc.
**Scaling Options:**

| | |
|---|---|
| **Increase Size/Mass** (per 20 lbs) | +4 PP |
| **Increase Duration** (per week) | +8 PP |
| **Protect Iron/Steel** | +5 PP |

### Aura

**PP Cost:** 5
**Range:** Touch
**Duration:** 5 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Universal
**Description:** Creates a dim aura around the target, making it glow. This spell does not create enough light to see by, but the glow is still visible even in natural daylight. Caster chooses the color of the glow at the time of casting.
**Scaling Options:**

| | |
|---|---|
| **Increase Duration** (10 rnds/rnk) | +6 PP |
| **Increase Duration** (1 minute/rnk) | +8 PP |
| **Increase Glow** (Candle bright) | +5 PP |
| **Increase Glow** (Torch bright) | +9 PP |

### Battery

**PP Cost:** 10
**Range:** Touch
**Duration:** 24 Hours
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Thaumaturge
**Description:** The caster can temporarily enchant an item so that can be used to store Power Points for the duration of the spell. While the item is enchanted, the caster, and only the caster, may freely add or withdraw Power Points from the item. Anybody else may add or remove Power Points by making a Hard Attunement maneuver (if *College of Magics* is available, use a Medium Power Projection maneuver), modified by -1 for each Power Point to be transferred either direction. This battery may only hold a maximum of 10 Power Points at any given time. A spell caster must be touching the battery to add or withdraw Power Points from it.
**Scaling Options:**

| | |
|---|---|
| **Increase Duration** (per day) | +6 PP |
| **Increase Storage** (per +5 PP capacity) | +3 PP |

### Burning Touch

**PP Cost:** 5
**Range:** Self
**Duration:** 2 rounds/rank
**Spell Type:** Utility (Elemental)
**RR:** —
**Spheres:** Mage, Elementalist
**Description:** This spell covers the caster's hands in elemental energy. This energy is flame-like in appearance, and the caster may select what color the elemental energy is ('clear' is not a color). Unarmed or Martial Arts striking attacks do an extra Tiny Heat critical in addition to the normal critical dealt. The caster of this spell is completely immune to the effects of this spell, and the elemental energy will not affect anything else unless the caster strikes (makes an attack against) it. The size of the extra critical may not be increased above the size of the attack to which it applies.
**Scaling Options:**

| | |
|---|---|
| **Increase Duration** (5 rnds/rnk) | +4 PP |
| **Increase Duration** (10 rnds/rnk) | +6 PP |
| **Include Feet** | +1 PP |
| **Change Elemental Type** | +1 PP |
| **Increase Potency** (increase extra crit size by 1) | +4 PP |

### Create Drink

**PP Cost:** 4
**Range:** 10'
**Duration:** —
**Spell Type:** Utility
**RR:** —
**Spheres:** Universal
**Description:** This spell creates 1 pint of drinkable water in an appropriate receptacle within the range of the spell. The beverages created by this spell will disappear if not consumed within 24 hours.
**Scaling Options:**

| | |
|---|---|
| **Increase Amount** (per pint) | +3 PP |
| **Create Non-Alcoholic Drink** (caster's choice) | +6 PP |
| **Create Alcoholic Drink** (caster's choice) | +12 PP |

## CREATE FOOD

**PP COST:** 4
**RANGE:** 10'
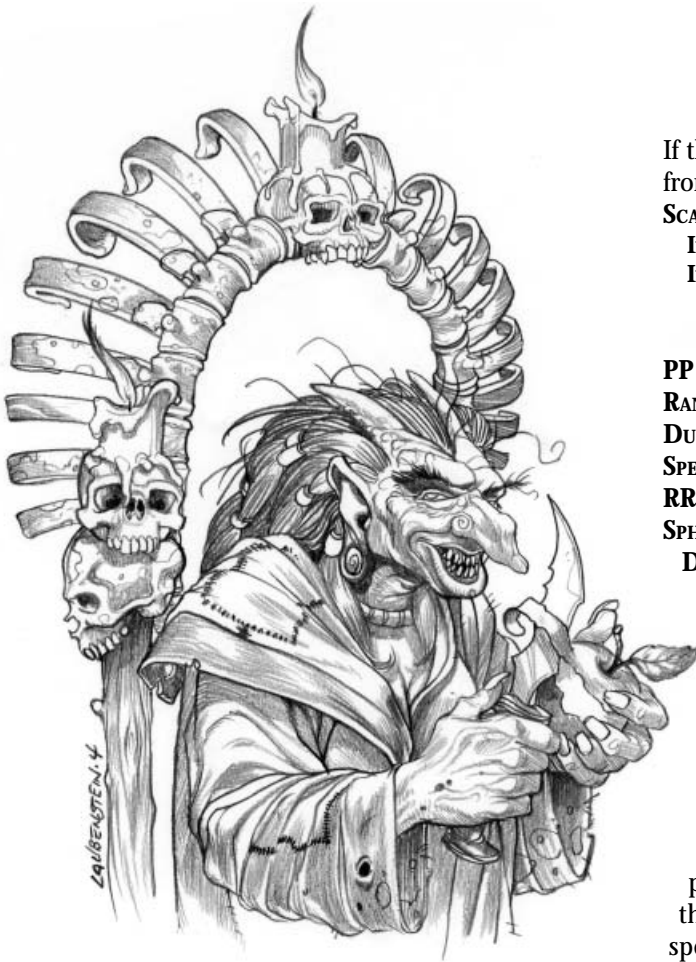**DURATION:** —
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Universal
**DESCRIPTION:** When cast, this spell creates enough trail/iron rations for one meal for one person. While not very tasty, it is at least nutritious.
**SCALING OPTIONS:**

| | |
|---|---|
| Create Simple Meal | +4 PP |
| Create Fancy Meal | +8 PP |
| Create Additional Meals (per meal) | +4 PP |

## ELEMENTAL CONE

**PP COST:** 7
**RANGE:** Self
**DURATION:** —
**SPELL TYPE:** Elemental
**RR:** —
**SPHERES:** Mage, Elementalist
**DESCRIPTION:** Caster must learn a separate version of this spell for each element. Caster shoots a cone of elemental energy from his fingertips. This cone is 2' wide in front of the caster, and is 30' long. The far end of the cone is 10' in diameter. All who are caught in the area of the cone are subject to a Tiny attack of the appropriate elemental type. The caster's skill with this spell is also his OB in using it. Elemental energy of the proper type courses through this cone, but does not fill it completely, thus it is possible, although unlikely, that a person within the cone can avoid being hurt. Each element does a specific type of critical damage as listed below.

| Element | Critical Used |
|---|---|
| Fire | Heat |
| Water | Cold |
| Earth | Impact |
| Air | Electricity |

If the cone is lengthened, its width at the end farthest from the caster also expands by 2' in diameter.
**SCALING OPTIONS:**

| | |
|---|---|
| Increase Potency (per attack size increase | +4 PP |
| Increase Length (per 10' in length) | +3 PP |

## ELEMENTAL LINE

**PP COST:** 6
**RANGE:** Self
**DURATION:** —
**SPELL TYPE:** Elemental
**RR:** —
**SPHERES:** Mage, Elementalist
**DESCRIPTION:** Caster must learn a separate version of this spell for each element. Caster shoots a line of elemental energy from his fingertips. This line is 2.5' in diameter in front of the caster, and is 25' long. All who are caught in the area of the line are subject to a Tiny attack of the appropriate elemental type. The caster's skill with this spell is also his OB in using it. Elemental energy of the proper type courses through this line, but does not fill it completely, thus it is possible, although unlikely, that a person within the line can avoid being hurt. Each element does a specific type of critical damage as listed below.

| Element | Critical Used |
|---|---|
| Fire | Heat |
| Water | Cold |
| Earth | Impact |
| Air | Electricity |

**SCALING OPTIONS:**

| | |
|---|---|
| Increase Potency (per attack size increase | +4 PP |
| Increase Length (per 10' in length) | +3 PP |

## ELEMENTAL MISSILE

**PP COST:** 4
**RANGE:** Touch
**DURATION:** 2 rounds/rank
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Mage, Warrior Mage, Elementalist
**DESCRIPTION:** The caster can temporarily enchant a missile (an arrow, a rock etc.) to deliver an elemental critical when it hits its target. The critical is one attack size smaller than the weapon attack size. The extra critical is determined the same way as the normal critical—no extra attack roll is made. This spell must be learned separately for each element. This spell dissipates at the end of its duration or once it has struck a target.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Duration** (5 rnds/rnk) | +4 PP |
| **Increase Duration** (10 rnds/rnk) | +6 PP |
| **Increase Potency** (critical increased by one size) | +4 PP |

## ELEMENTAL PROTECTIONS

**PP COST:** 4
**RANGE:** Touch
**DURATION:** 2 rounds/rank
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Mage, Elementalist
**DESCRIPTION:** This spell reduces the damage of elemental criticals by -5. This spell must be learned separately for each element.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Duration** (5 rnds/rnk) | +4 PP |
| **Increase Duration** (10 rnds/rnk) | +6 PP |
| **Increase Protection** (per -5) | +4 PP |

## ELEMENTAL TRAP

**PP COST:** 10
**RANGE:** 10'
**DURATION:** 1 Hour
**SPELL TYPE:** Elemental
**RR:** —
**SPHERES:** Mage, Elementalist, Thaumaturge
**DESCRIPTION:** This spell must be learned separately for each element. When cast, this spell temporarily enchants an object so that when a target within 5' of the Elemental Trap sets off the trigger, the item releases a Tiny jet of elemental energy to strike the target. The type of critical done is determined by the element as listed below:

| Element | Critical Used |
|---|---|
| Fire | Heat |
| Water | Cold |
| Earth | Impact |
| Air | Electricity |

The OB for the trap's attack is determined by the size of the attack, as indicated on the table given on page 78 of the **HARP** core rules. When the item is enchanted the caster must select a simple trigger such as stepping on a specific spot, or crossing a specific point (such as a door frame or window sill).

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Potency** (per attack size increase | +4 PP |
| **Area Attack** (trap affects a 5' radius) | +4 PP |
| **Increase Radius** (requires Area Attack – per +5') | +2 PP |
| **Set Additional Triggers** (per trigger) | +4 PP |
| **Set Complex Trigger** | +6 PP |

## ENCHANT KEY

**PP COST:** 11
**RANGE:** Touch
**DURATION:** 1 Day
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Mage, Thaumaturge
**DESCRIPTION:** The caster may imbue an item with a spell matrix capable of holding a spell of up to 5 PP.

The base form of this spell embeds the spell or spell effect into the Key Item being created by the caster. Once complete, the Key Item remains dormant until 24 hours after this spell is again cast on the Key Item using the *Activate Key Item* scaling option. Other scaling options may also be used to set specific targets or trigger effects.

This spell has a number of special scaling options:

**Increase Matrix Potency:** This allows higher-powered spells to be added to Key Items on a 1 for 1 PP basis.
**Activate Key Item:** Cast on a Key Item once it has been installed to make the imbedded spell active. This scaling option is also used to recharge a Key Item, allowing it to work for another year.
**Specific Target:** This spell is cast prior to the activation of the Key Item in order to set a specific target for the spell that is activated when triggered. Without the use of this spell, the target is the person or object that triggered the spell.
**Set Simple Trigger Event:** Unless a Key Item is made using the *Constant Effect* scaling option, it requires a trigger. Use of this scaling option allows the caster to set a simple trigger event. Refer to the spell, Spell Trigger, page 60 for more information on triggers.
**Set Complex Trigger Event:** Unless a Key Item is made using the *Constant Effect* scaling option, it requires a trigger. Use of this scaling option allows the caster to set a complex trigger event. Refer to the spell, Spell Trigger, page 60 for more information on triggers.
**Decrease Recharge Time:** This scaling option allows an imbedded spell to be triggered more often than once per hour.

**Trigger Effect:** This scaling option allows the imbedded spell to be activated every time that the trigger event happens. The imbedded spell also causes the spell to remain active so long as the trigger condition is met. This may not be used with attack spells or spells that do not have a specific duration.

**Constant Effect:** This scaling option allows the imbedded spell effect to remain active all the time. This may not be used with attack spells or spells that do not have a specific duration.

**Universal Key Item:** This scaling option has 2 uses. If used while creating the Key Item, it allows any spell caster who knows this spell to activate, recharge, and set targets and triggers. This scaling option also allows a spell caster to work on Key Items created by another caster who did not use this option.

**Area Effect:** This scaling option allows the caster to have a spell effect work on an area that is 10' x 10' x 10' in size. It can only be used during the creation of the Key Item and cannot be used with attack spells.

**Increase Area:** This scaling requires that the scaling option, Area Effect, be used, and it increases the area covered by the spell by an additional 10' cube to the first one.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Matrix Potency** (per +1 PP) | +1 PP |
| **Activate Key Item** | +1 PP |
| **Specific Target** | +2 PP |
| **Set Simple Trigger Event** (per event) | +2 PP |
| **Set Complex Trigger Event** (per event) | +4 PP |
| **Decrease Recharge Time** (10 minutes) | +2 PP |
| **Decrease Recharge Time** (1 minute) | +4 PP |
| **Decrease Recharge Time** (10 rounds) | +6 PP |
| **Decrease Recharge Time** (5 rounds) | +8 PP |
| **Decrease Recharge Time** (2 rounds) | +10 PP |
| **Trigger Effect** | +10 PP |
| **Constant Effect** | +20 PP |
| **Universal Key Item** | +4 PP |
| **Area Effect** (10' x 10' x 10') | +4 PP |
| **Increase Area** (by an additional 10' cube) | +2 PP |



## ENCHANT TRIGGER

**PP COST:** 9
**RANGE:** Touch
**DURATION:** 10 Minutes
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Mage, Thaumaturge
**DESCRIPTION:** This spell allows the caster to temporarily create a magic item, that he has crafted himself, which makes the wearer/bearer invisible to the effects of one specific Key Item that has also been cast by the same caster. This item is also keyed to a specific user, who must be present at the time of the casting, and it may only be used by that specific user.

**SCALING OPTIONS:**

| | |
|---|---|
| **Bypass Additional Key Item** | +5 PP |
| **Increase Duration** (1 Hour) | +5 PP |
| **Increase Duration** (1 Day) | +6 PP |
| **Unkeyed** (may be used by anyone) | +6 PP |
| **Enchant Existing Non-Magical Item** | +10 PP |
| **Make Permanent** | +10 PP |

## ENERGY WEB

**PP COST:** 9
**RANGE:** 50'
**DURATION:** 5 rounds/rank
**SPELL TYPE:** Attack
**RR:** Magic
**SPHERES:** Mage
**DESCRIPTION:** Caster shoots a net of translucent, glowing force out of the palm of his hand. This Energy Web fills a 5' radius, to a depth of 6", catching all within and impeding their movement. Anybody within the area of webbing, or who enters the area will become trapped unless they can succeed in making a Magic-based Resistance Roll (RR) against the target number supplied by the RR column of the Maneuver Table.

A trapped character may make a RR against the original RR target each round in order to break free.

By using the scaling option, *Web Wall*, the caster makes a wall of energy webs that covers a 10' x 10' x 1' area. This wall must be anchored by at least three opposing points. This works just as the normal Web, only in a wall form rather than spread out over a surface. The webs created by this spell put out enough light to illuminate a 5' radius.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Duration** (10 rnds/rnk) | +6 PP |
| **Increase Duration** (1 minute/rnk) | +8 PP |
| **Web Wall** | +3 PP |
| **Personal Immunity** (to web) | +3 PP |
| **Dark Webs** (non-glowing, non-reflective) | +4 PP |

## FALSE GLAMOUR

**PP Cost:** 9
**Range:** Touch
**Duration:** 5 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage

**Description:** False Glamour is used to foil and mislead magical detection and divination spells. When cast upon an object, the spell creates a set of false information about the object, which will register when magical detections are cast on the object. The false information must be specified when the spell is cast. The spell's duration is triggered when a magical detection or divination spell is cast on the object. If a detect magic is cast on an object with a False Glamour on it prior to the casting of magical detection and divination spells, the object will register inactive magic.

 The False Glamour spell could be used to make an ordinary sword appear to be highly magical, or to disguise a powerful magic item. The spell can also be set to trigger the Detect Traps spell, making an area appear to be trapped when it is not. Note that False Glamour will only work with magical detects—it does not deceive the senses, Perception skills or lore skills.

 With the *Multiple Glamour* scaling option, the caster may set up several different sets of false information that can be discovered through this spell. The False Glamour will rotate through these in the order that they were set, unless the *Randomize Glamour* scaling option were also used.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Duration** (10 rnds/rnk) | +6 PP |
| **Increase Duration** (1 minute/rnk) | +8 PP |
| **Increase Duration** (10 minutes /rnk) | +9 PP |
| **Increase Duration** (1 hour/rnk) | +10 PP |
| **Multiple Glamour** (extra set of falsehoods) | +7 PP |
| **Randomize Glamours** (requires Multiple) | +3 PP |

## FATE'S NUDGE

**PP Cost:** 3
**Range:** Self
**Duration:** —
**Spell Type:** Utility
**RR:** —
**Spheres:** Universal

**Description:** The caster is required to cast this spell along with some method of divination (throwing bones, dice, or other divination method). The caster must also have a specific question in mind when using this spell. That question must have only 2 possible choices for an answer. This spell will bias the divination by 10% in favor of the correct choice (GM rolls 1d100, 1-40 wrong answer, 41-100 right answer).

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Choices** (per additional choice) | +3 PP |
| **Increase Nudge** (per +5% chance of right answer) | +2 PP |

## FIERY FORGE

**PP Cost:** 8
**Range:** 50'
**Duration:** 1 hour
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Elementalist, Thaumaturge

**Description:** When cast upon a normal, non-magical fire, it allows the fire to burn more efficiently. The fire burns 50% hotter and longer than a normal fire would when using the same fuel. Such a fire will also leave 50% less residue afterwards.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Efficiency** (per +5% increase) | +2 PP |
| **Increase Duration** (per +1 Hour) | +5 PP |
| **Additional Fires** (per additional fire) | +4 PP |

## FIRE FIEND

**PP Cost:** 5
**Range:** 50'
**Duration:** 10 rounds/rank (C)
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Elementalist
**Description:** The caster can shape a normal fire into a humanoid form, and then make it move at a rate of up to 10' per round. This spell requires that there be a fire (at least of campfire or fireplace size) within range at the time of the casting, as the Fire Fiend is created from that flame. The base spell creates a Fire Fiend that is 2' tall. Refer to page 55 for more information on Elemental Fiends.

The Fire Fiend must remain within 50' of the caster all times. The caster is required to concentrate to control the Fire Fiend. Should he drop the concentration, the Fire Fiend will just dissipate.

The scaling option, *No Concentration*, allows the caster to give the Fire Fiend simple verbal commands that the Fiend will follow. With the scaling option, Mental Control (requires the *No Concentration* scaling option), allows the caster to give the simple commands without speaking.

**Scaling Options:**

| | |
|---|---|
| **Increase Fiend Size** (per size increase) | +4 PP |
| **Increase Range** (per +50') | +1 PP |
| **No Concentration** | +5 PP |
| **Mental Control** | +4 PP |
| **Create Flame** (no external source needed) | +4 PP |

## FRESHEN CHARM

**PP Cost:** 11
**Range:** Touch
**Duration:** 1 month
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Thaumaturge
**Description:** When cast upon a charm before its 1 month life is over, this spell will revitalize the ingredients of the charm so that its life is extended by another month.

**Scaling Options:**

| | |
|---|---|
| **Increase Range** (to 10') | +2 PP |
| **Increase Duration** (to 1 year) | +9 PP |

## FRESHEN POTION

**PP Cost:** 11
**Range:** Touch
**Duration:** 1 Month
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Thaumaturge

**Description:** When cast upon a potion before its 1 month life is over, this spell will revitalize it and keep it usable for another month. Unlike Stabilize Elixir (*College of Magics*, page 97), this spell will work on any potion no matter how many Power Points the potion is imbued with.

**Scaling Options:**

| | |
|---|---|
| **Increase Range** (to 10') | +2 PP |
| **Increase Duration** (to 1 year) | +9 PP |

## FRESHEN SPELL

**PP Cost:** 4
**Range:** 10'
**Duration:** —
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Thaumaturge
**Description:** By using this spell, a caster may extend one of his own existing spells by its original duration. This may only be used on spells whose durations have not yet expired.

**Scaling Options:**

| | |
|---|---|
| **Extend Another's Spells** | +6 PP |
| **Double Original Duration** | +6 PP |

## FRESHEN WARDS

**PP Cost:** 12
**Range:** 10'
**Duration:** 1 year
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Thaumaturge
**Description:** When cast upon a set of Mobile Wards (refer to page 57), this spell will recharge their vitality making them usable for another year.

**Scaling Options:**

| | |
|---|---|
| **Increase Duration** (per additional year) | +9 PP |

## GLIDE*

**PP Cost:** 11
**Range:** 50'
**Duration:** 5 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage
**Description:** Adjusts the speed of a falling object or target to 10' per second. If the spell is still active when the target reaches the ground, the Glide also ensures a safe, soft landing.

Should the spell expire before the target of the spell reaches the ground, the target will fall as normal from the height at which he was when the spell expired.

**Scaling Options:**

| | |
|---|---|
| **Increase Duration** (10 rnds/rnk) | +6 PP |
| **Increase Duration** (1 minute/rnk) | +8 PP |
| **Each Additional Target** | +4 PP |

## Hidden Pocket

**PP Cost:** 13
**Range:** Touch
**Duration:** 1 Week
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage
**Description:** This spell enchants a given item like a pouch or an individual pocket on a larger item so that it holds much more than it normally would. This spell creates an extra-dimensional pocket of space on the ethereal plane. Anything placed in this pocked must be able to fit through the container's opening, but its size and shape are of no matter. All items placed into a Hidden Pocket will weigh one tenth of their normal weight, and the Hidden Pocket can hold up to 25 pounds of material maximum. If more than that is placed in the pocket, it will tear and all of its contents will be lost on the ethereal plane. At the expiration of the spell, all contents of the pocket will appear on the ground next to the container/object containing the Hidden Pocket. There is no air in the pocket. When the caster goes to remove items from the pocket, he will immediately be able to grab the proper item on the first try, no matter how many items are in the Hidden Pocket.

**Scaling Options:**

| | |
|---|---|
| **Increase Weight** (per +25 lbs) | +2 PP |
| **Preserving Pocket** (things don't go bad) | +6 PP |

## Illusionary Spell

**PP Cost:** 7
**Range:** Self
**Duration:** Concentration
**Spell Type:** Attack
**RR:** Magic
**Spheres:** Mage
**Description:** This spell allows the caster to appear as if he is casting a spell that he has studied using the spell, Study Target. While being cast, this spell will appear as the Studied Spell. After being cast, any visual effects of the Studied Spell will also be visible. All who view the spell will see the illusionary effects of the spell. If the target fails his Resistance Roll, he receives 1d10 hits that will last as long as the caster concentrates.

The scaling option, *Unique Effects*, allows the caster to create his own illusionary spell effects. These may be a combination of spells that have been studied or a wholly unique visual effect that the caster has created on his. The caster may have 1 Unique Effects option for every 5 ranks that he has in the *Crafts: Painting* skill.

**Scaling Options:**

| | |
|---|---|
| **Increase Damage** (per 1d10) | +4 PP |
| **Increase Damage** (per -5 modifier) | +4 PP |
| **Static Duration** (2 rnds/rnk) | +3 PP |
| **Static Duration** (5 rnds/rnk) | +5 PP |
| **Unique Effects** | +5 PP |

## Levitation*

**PP Cost:** 8
**Range:** 10'
**Duration:** 5 rounds per rank
**RR:** —
**Spheres:** Universal
**Description:** Allows target to move up and down vertically 5'/round; the target can only move horizontally with some form of assistance, such as pulling himself along a rope, or using a vertical surface for support.

**Scaling Options:**

| | |
|---|---|
| **Increase Duration** (5 rnds/rnk) | +4 PP |
| **Increase Duration** (10 rnds/rnk) | +6 PP |
| **Each Additional Target** | +4 PP |

## Magic Darts

**PP Cost:** 3
**Range:** 50'
**Duration:** —
**Spell Type:** Directed Attack
**RR:** —
**Spheres:** Universal
**Description:** This spell creates and shoots 10 tiny darts at a single target. The target gets his DB, and the caster's skill with this spell is his OB. Should a hit be indicated, a 1d10 is rolled to see how many of the darts hit. Each specific dart does 1 point of damage to the target. For every 5 hits done in a single attack, the target begins bleeding at a rate of 1 hit per round. If used against multiple targets, the total number of darts is divided equally between each target.

**Scaling Options:**

| | |
|---|---|
| **Increase Darts** (per +10 darts) | +2 PP |
| **Increase Dart Size** (per +1 hit per dart) | +3 PP |
| **Increase Range** (per +50') | +1 PP |
| **Increase Targets** (per additional target) | +4 PP |
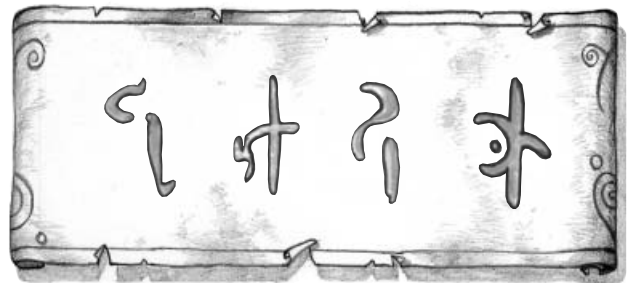
## Minor Light/Sound Illusion

**PP Cost:** 5
**Range:** 50'
**Duration:** 2 rounds per rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage
**Description:** Caster can create simple visual or auditory illusions of sounds and sights that he or she has studied using Study Target. These illusions can be created anywhere with the 5' radius of the spell.

**Scaling Options:**

| | |
|---|---|
| Increase Duration (5 rnds/rnk) | +4 PP |
| Increase Duration (10 rnds/rnk) | +6 PP |
| Increase Range (per +50') | +1 PP |
| Complex Sounds (as in speech) | +3 PP |

## Mobile Wards

**PP Cost:** 12
**Range:** Touch
**Duration:** 1 Day
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Thaumaturge
**Description:** Caster is able to imbue a set of 4 items with a complex matrix that will work together to create a specific effect when all four items are properly placed. This matrix can hold a spell or effect of up to 5 Power Points.

The caster has to craft the items to be used by the wards, and then cast this spell every day for 7 days. At the end of this time, the wards will then be ready to be used. After 1 year, the Mobile Wards will cease to function until they are recharged. Any spell-caster who knows this spell may recharge a set of wards.

Once used, a set of wards will work up to 1 day. At that point, they will need to recharge for at least 1 full hour for each hour that they had been used before they will work again.

To activate a set of wards, the wards items must be placed in a circle. This circle has a maximum diameter of 20' (it can be made smaller if the user likes), and the ward items must be placed on or near the cardinal direction points of the circle (North, East, South, & West). When this is done, the imbued effect will cover the entire area of the circle formed.

This spell has a number of special scaling options:

**Increase Matrix Potency:** This allows higher-powered spells to be added to Key Items on a 1 for 1 PP basis.

**Recharge Wards:** This scaling option is also used to recharge a set of wards, allowing them to work for another year.

**Set Secondary Trigger:** This scaling option allows the caster to set a secondary trigger. This means that the wards will not automatically worked when placed, but require the command word, which is often engraved on all four items (part of the command word on each ward item).

**Decrease Recharge Time:** This scaling option allows for a shorter recharge time once the wards have been deactivated.

**No Recharge Time:** This scaling option allows a set of wards to work whenever they are activated, with no need for a recharge time.

**Universal Item:** This scaling option allows a set of wards to work no matter what their orientation. Lining up each ward item with one of the cardinal compass points is no longer required.

**Increase Area:** This scaling increases the area covered by the wards by an additional 10' diameter.

**Scaling Options:**

| | |
|---|---|
| Increase Matrix Potency (per +1 PP) | +1 PP |
| Recharge Wards | +1 PP |
| Set Secondary Trigger | +2 PP |
| Decrease Recharge Time (10 minutes per hour) | +2 PP |
| Decrease Recharge Time (1 minute per hour) | +4 PP |
| Decrease Recharge Time (10 rounds per hour) | +6 PP |
| Decrease Recharge Time (5 rounds per hour) | +8 PP |
| Decrease Recharge Time (2 rounds per hour) | +10 PP |
| No Recharge Time | +15 PP |
| Universal | +4 PP |
| Increase Area (by an additional 10' diameter) | +2 PP |

## Purify Substance

**PP Cost:** 17
**Range:** 10'
**Duration:** —
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Thaumaturge
**Description:** Transform up to 5 cubic feet of material, neutralizing and negating any toxic or harmful substances in the material. Thus, while contaminated water will still be dirty, it will at least be drinkable. The scaling option, Separate Components, allows the caster to separate a substance into a number of components, removing toxic and harmful substances and placing them in containers designated by the caster rather than transmuting them into something more harmful.

**Scaling Options:**

| | |
|---|---|
| Increase Amount (per +1 cubic feet) | +1 PP |
| Separate Components | +3 PP |

## Repel Pests

**PP Cost:** 9
**Range:** 10'
**Duration:** 1 hour
**Spell Type:** Utility
**RR:** —
**Spheres:** Universal
**Description:** Repels all normal insects and vermin such as mice, rats, squirrels within a 10' radius of the target point. The spell also works against leeches, and other unwholesome creepy crawlies. It does not affect monsters—so it would not repel giant ants or giant rats.
**Scaling Options:**

| | |
|---|---|
| **Increase Duration** (1 day) | +6 PP |
| **Increase Duration** (1 week) | +8 PP |
| **Increase Radius** (per +10' radius) | +2 PP |

## Reverse Corrosion

**PP Cost:** 11
**Range:** Touch
**Duration:** 24 hours
**Spell Type:** Utility
**RR:** Magic
**Spheres:** Mage, Elementalist, Thaumaturge
**Description:** Gradually and permanently reverses the effects of corrosion or rust, restoring an item to its original state. The base spell affects 20 lbs of metal that is lightly corroded. The duration of the spell is the amount of time it takes for rust and corrosion to be removed from the object.

This spell can only be cast once per day on the target—multiple castings will not speed the process of reversing the corrosion. The base spell affects a metal object weighing up to 20 lbs or 20 lbs worth of corroded metal objects—such as a hoard of silver coins. Objects of a larger size or weight may be the target of this spell, but only through the use of Scaling Options. Depending on the amount of corrosion or the size of the object, it may be necessary to cast this spell several times to restore the object to its original condition. To calculate the number of times that the spell must be cast multiply the size of the object times the amount of the corrosion, using the table below as a guideline.

| Object Size | Amount of Corrosion |
|---|---|
| 1—20 lbs of metal (Size I) | 1—light speckling |
| 10—1 ton (Size II * 10) | 5—heavy coat of corrosion |
| 20—40 tons (Size III * 20) | 9—falling to pieces |

Using the guidelines above the GM and players can determine how often the spell must be cast and how long the de-corrosion process will take. To restore a broadsword that is falling to pieces to new would take (1 x 9) 9 castings, or 9 days. Restoring a heavily tarnished

1 ton silver statue would take (10 x 5) or 50 days.
**Scaling Options:**

| | |
|---|---|
| **Increase Object Size I** (per +20 lb) | +3 PP |
| **Increase Object Size II** (per +200 lb) | +6 PP |
| **Increase Object Size III** (per +2,000 lb) | +12 PP |
| **Portion of Object** (affects part of larger object) | +4 PP |

## Reverse Phantasm

**PP Cost:** 6
**Range:** 10'
**Duration:** 5 rounds/rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage
**Description:** A Phantasm spell allows the caster to create the image and other sensory data for something that isn't really there. This spell allows the caster to remove sensory data so that something that is there can be made to seem like it isn't. This spell can be used to "erase" one object or person from a scene, so long as that object will fit within a 5' radius sphere. This erased object or person cannot move without disrupting the spell. Reverse Phantasms with the sense of touch removed will do no damage to targets struck with or by the item.
**Scaling Options:**

| | |
|---|---|
| **Remove Sense** (per sense removed) | +4 PP |
| **Moving Reverse Phantasm** (5' per round) | +4 PP |
| **Increase Range** (50' range) | +2 PP |
| **Increase Area** (to 10' radius) | +2 PP |
| **Increase Area** (per additional +10' radius) | +2 PP |

## Sanctuary

**PP Cost:** 14
**Range:** Touch
**Duration:** 1 Day
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage
**Description:** When cast, this spell created a magical, glowing doorway into an extra-dimensional space formed by this spell. This space is an empty circular room 20' in diameter, with a 10' high ceiling. Once inside, the caster may close the doorway to the room, but the doorway cannot be closed if anybody but the caster is inside. If the doorway is closed while the caster is outside, the spell ends, and anything left inside is scattered upon the ethereal plane.

While inside, the caster can close the door to the material plane, and all within the room will be unreachable from the material plane. The caster can re-open the doorway at any time, along any point of the created room (up to 20' from the original doorway). At the end of the expiration of the spell, the doorway will auto-

matically re-open, and the room will begin shrinking, which will push the contents of the room out upon the ground. While inside the sanctuary, those inside will have no idea of the conditions outside.

The inside of the sanctuary is lit by a soft glow that anybody within the sanctuary may adjust, up to daylight bright or down to no light at all, with but a round of concentration. The inside maintains a comfortable temperature, no matter what the outside temperature is, and the air supply is constantly refreshed

This spell has a few unique scaling options:

**Increase Sanctuary** – This allows the caster to make the sanctuary larger by adding 10' to the radius.

**Shape Sanctuary** – This allows the caster to shape the sanctuary into any shape (rectangular room, hall with cubicles, etc.) so long as there is enough space available.

**Mobile Sanctuary** – This allows the caster to temporarily enchant an item, any item, to be the focus of the spell. The sanctuary is centered upon this item, and will travel with it. It allows the doorway to be closed by the item holder or by anybody inside the sanctuary. Those inside may also re-open the doorway at any time.

**View Window** – This creates a window at one point of the sanctuary wall that allows those inside to view the outside, as if they were really looking out of a window.

**Furnish Sanctuary** – This scaling option allows the caster to create furniture for the sanctuary, as simple or as fancy as the caster likes, though this decision affects all furniture created (no making a fancy bed for oneself and just plain pallets for everybody else).

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Sanctuary** (per +10' radius) | +2 PP |
| **Shape Sanctuary** | +3 PP |
| **Mobile Sanctuary** | +10 PP |
| **View Window** (per window) | +2 PP |
| **Furnish Sanctuary** | +6 PP |
| **Increase Duration** (per additional day) | +6 PP |
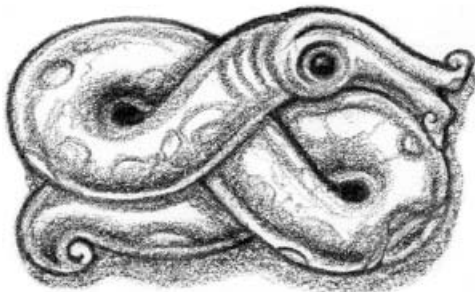


## SLICK

**PP COST:** 7
**RANGE:** 10'
**DURATION:** 5 rounds per rank
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Mage
**DESCRIPTION:** Creates a 5' radius area of slick, slippery smoothness. The Slick takes 3 rounds to form, allowing anybody within the radius time enough to exit without being affected by the spell. Any being entering the area must make a Very Hard Agility Maneuver (or a Hard Acrobatics Maneuver) to move normally or they will fall. Regaining footing requires an Extremely Hard Agility Maneuver (or a Very Hard Acrobatics Maneuver). A person may negate the effects of the Slick spell on himself by using the *Traction* spell.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Duration** (10 rnds/rnk) | +6 PP |
| **Increase Radius** (to 10' radius) | +2 PP |
| **Increase Radius** (per +10' radius) | +2 PP |
| **Increase Slickness** (increases difficulties by 1) | +4 PP |

## SMOKE FIEND

**PP COST:** 5
**RANGE:** 50'
**DURATION:** 10 rounds/rank (C)
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Mage, Elementalist
**DESCRIPTION:** The caster can to shape normal smoke into a humanoid form, and then make it move at a rate of up to 10' per round. This spell requires that there be a smoking fire (at least of campfire or fireplace size) within range at the time of the casting, as the Smoke Fiend is created from the smoke of the fire. The base spell creates a Smoke Fiend that is 2' tall. Refer to page 63 for more information on Elemental Fiends.

The Smoke Fiend must remain within 50' of the caster all times. The caster is required to concentrate to control the Smoke Fiend. Should he drop the concentration, the Smoke Fiend will just dissipate.

The scaling option, *No Concentration*, allows the caster to give the Smoke Fiend simple verbal commands that the Fiend will follow. With the scaling option, Mental Control (requires the *No Concentration* scaling option), allows the caster to give the simple commands without speaking.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Fiend Size** (per size increase) | +4 PP |
| **Increase Range** (per +50') | +1 PP |
| **No Concentration** | +5 PP |
| **Mental Control** | +4 PP |
| **Create Smoke** (no external source needed) | +4 PP |

## Spell Trigger

**PP Cost:** 16
**Range:** Touch
**Duration:** 1 hour per rank
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Thaumaturge
**Description:** Using this spell the caster may temporarily imbed a spell into a small movable item or on a small non-movable area (of up to a 6" radius) with the imbedded spell being set to activate upon a certain simple trigger. First the caster must cast this spell on the item or area where the spell will be imbedded. He must then cast the spell to imbed within 1 minute of the completion of this spell.

When casting this spell, the caster must also select a specific Trigger to activate the imbedded spell. Area effect spells will be centered upon the Trigger, while targeted spells, such as bolts or spells that affect an individual target will target the one who sets off the trigger.

The base Trigger is the Time Trigger; this and the other types of Triggers are described below. If the Trigger is not activated within the duration of this spell; the energy of both this and the imbedded spell will dissipate harmlessly.

**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 or combination of sounds, such as a command word, happens.
**Target Trigger:** the spell takes effect when a target (previously studied using Study Target) gets within 5' of the Spell Trigger.
**Event Trigger:** the spell takes effect when a specific event occurs, such as the opening of a door or the Trigger object being moved.
**Multiple Triggers:** the spell takes effect when any one of several preset Triggers takes effect. The PP cost for each Trigger must also be paid.
**Complex Trigger:** this allows the caster to set up a trigger with built-in conditional arguments allowing for special case exceptions to activating the Trigger. The PP cost of the original Trigger must still be paid as well.

**Scaling Options:**

| | |
|---|---|
| **Increase Duration** (1 day/rnk) | +12 PP |
| **Increase Duration** (1 week/rnk) | +15 PP |
| **Movement Trigger** | +2 PP |
| **Sound Trigger** | +3 PP |
| **Target Trigger** | +4 PP |
| **Event Trigger** | +5 PP |
| **Multiple Triggers** (per each trigger) | +1 PP |
| **Complex Triggers** (per each special condition) | +4 PP |

## Stone Fiend

**PP Cost:** 5
**Range:** 50'
**Duration:** 10 rounds/rank (C)
**Spell Type:** Utility
**RR:** —
**Spheres:** Mage, Elementalist
**Description:** The caster can shape a normal fire into a humanoid form, and then make it move at a rate of up to 10' per round. This spell requires that there be plenty of stones (at least enough to form the fiend) within range at the time of the casting, as the Stone Fiend is created from those stones. The base spell creates a Stone Fiend that is 2' tall. Refer to page 63 for more information on Elemental Fiends.

The Stone Fiend must remain within 50' of the caster all times. The caster is required to concentrate to control the Stone Fiend. Should he drop the concentration, the Stone Fiend will just dissipate.

The scaling option, *No Concentration*, allows the caster to give the Stone Fiend simple verbal commands that the Fiend will follow. With the scaling option, Mental Control (requires the *No Concentration* scaling option), allows the caster to give the simple commands without speaking.

**Scaling Options:**

| | |
|---|---|
| **Increase Fiend Size** (per size increase) | +4 PP |
| **Increase Range** (per +50') | +1 PP |
| **No Concentration** | +5 PP |
| **Mental Control** | +4 PP |
| **Create Stones** (no external source needed) | +4 PP |

## Sustain Self

**PP Cost:** 9
**Range:** Self
**Duration:** 24 Hours
**Spell Type:** Utility
**RR:** —
**Spheres:** Universal
**Description:** Provides the caster's body with all the nutrients needed for 1 full day. The target needs no food or water for the duration. However, once the duration has expired, the caster will be required to consume twice his normal amount of sustenance each day for as many days as he was under the effects of this spell or he will be at -50 for two days for each day that he was under the effects of the spell.

**Scaling Options:**

| | |
|---|---|
| **Increase Duration** (per day) | +6 PP |
| **Sustain Breath** (no need to breath) | +5 PP |

## TEAR CLOUD

**PP COST:** 5
**RANGE:** 50'
**DURATION:** 5 rounds
**SPELL TYPE:** Attack
**RR:** Magic
**SPHERES:** Mage, Thaumaturge, Vivamancer
**DESCRIPTION:** Ceates a 5'radius cloud of noxious gas that will affect all within its radius that fail their Resistance Roll. All who are affected receive a -10 to all actions from tearing eyes and nausea for the duration. Targets must make a Resistance Roll for each round that they are within the cloud, and all durations are cumulative. The Tear Cloud will move with the wind, but will not dissipate until its duration has ended.
**SCALING OPTIONS:**
　　**Increase Duration** (10 rounds) +3 PP
　　**Increase Duration** (1 minute) +4 PP
　　**Increase Potency** (per -10) +4 PP

## TRACTION

**PP COST:** 4
**RANGE:** Self
**DURATION:** 2 rounds/rank
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Universal
**DESCRIPTION:** Caster can run on uneven, unstable surfaces (sand, ice, etc.) as if he or she were on normal ground. Use of this spell also negates the effects of the spell, Slick, in relation to the target of this spell.
**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Duration** (5 rnds/rnk) | +4 PP |
| **Increase Duration** (10 rnds/rnk) | +6 PP |
| **Change Range to Touch** | +4 PP |
| **Additional Targets** (per target; requires Touch) | +4 PP |
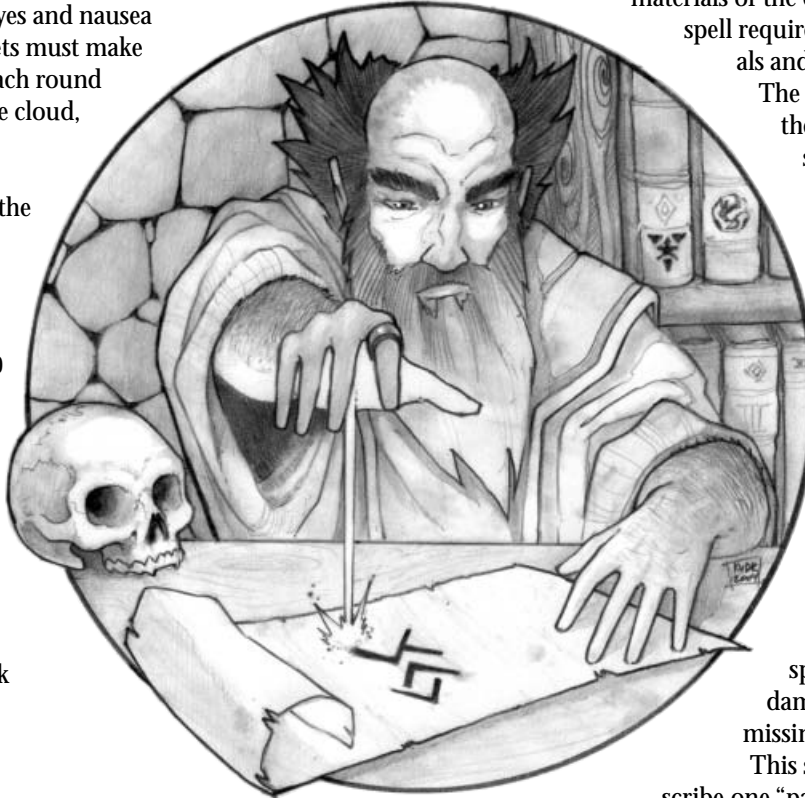
## TRANSCRIPTION

**PP COST:** 4
**RANGE:** Touch
**DURATION:** 2 rounds per rank
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:**
**DESCRIPTION:** Magically and accurately transcribes text and images from one source to writing materials of the caster's choice. The spell requires writing materials and a writing surface. The caster must specify the transcription source, which must be within sight and touch the writing materials and writing surface while casting the spell. Transcription is 100% accurate—and will transcribe source material as it is written—including mistakes. The spell will not fill in damaged text or missing words.

This spell will transcribe one "page" worth of material per round for the duration of this spell. The caster must also be able to see the entire item to be transcribed at the time of casting, be it a book, inscriptions on an obelisk, or even a massive wall fresco. Items, such as books that are on another person gain a Magic-based RR against this spell. The item gains the RR bonus of the person who has possession of the item.
**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Duration** (5 rnds/rnk) | +4 PP |
| **Increase Duration** (10 rnds/rnk) | +6 PP |
| **Increase Transcription Rate** (2 pages/round) | +3 PP |
| **Increase Transcription Rate** (5 pages/round) | +6 PP |
| **Increase Transcription Rate** (10 pages/round) | +9 PP |

## WIZARD'S MARK

**PP COST:** 10
**RANGE:** Touch
**DURATION:** 24 Hours
**SPELL TYPE:** Utility
**RR:** —
**SPHERES:** Mage
**DESCRIPTION:** When cast, this spell imprints an item with a unique mark or signature of the caster. Any character attempting to attune to the item will immediately know that the item is the possession of the caster of this spell. This spell also doubles as a "Landmark" for the spell *Locate Landmark*, but only the caster of this spell may use it in this way. This spell has a number of unique scaling options available to it. These scaling options make this spell much more versatile overall. Each is described below:

> **Impart Mark Information:** Using this scaling option, no attunement is required to know who the item belongs to. Just touching the item will automatically impart the name of the owner of the item to the person touching it.
> **Visible Mark:** This scaling option makes the Wizard's Mark into a visible design that is placed somewhere upon the item.
> **Mark for Others:** This scaling option allows the caster to imprint an item with a Mark for somebody other than himself.
> **Remove Mark:** This scaling option allows a mage to remove a permanent Wizard's Mark from an item. This is especially useful for when the mage is selling a marked item.

**SCALING OPTIONS:**

| | |
|---|---|
| **Increase Duration** (1 week) | +7 PP |
| **Increase Duration** (1 month) | +8 PP |
| **Impart Mark Information** | +2 PP |
| **Visible Mark** | +2 PP |
| **Mark for Others** | +4 PP |
| **Remove Mark** | +5 PP |
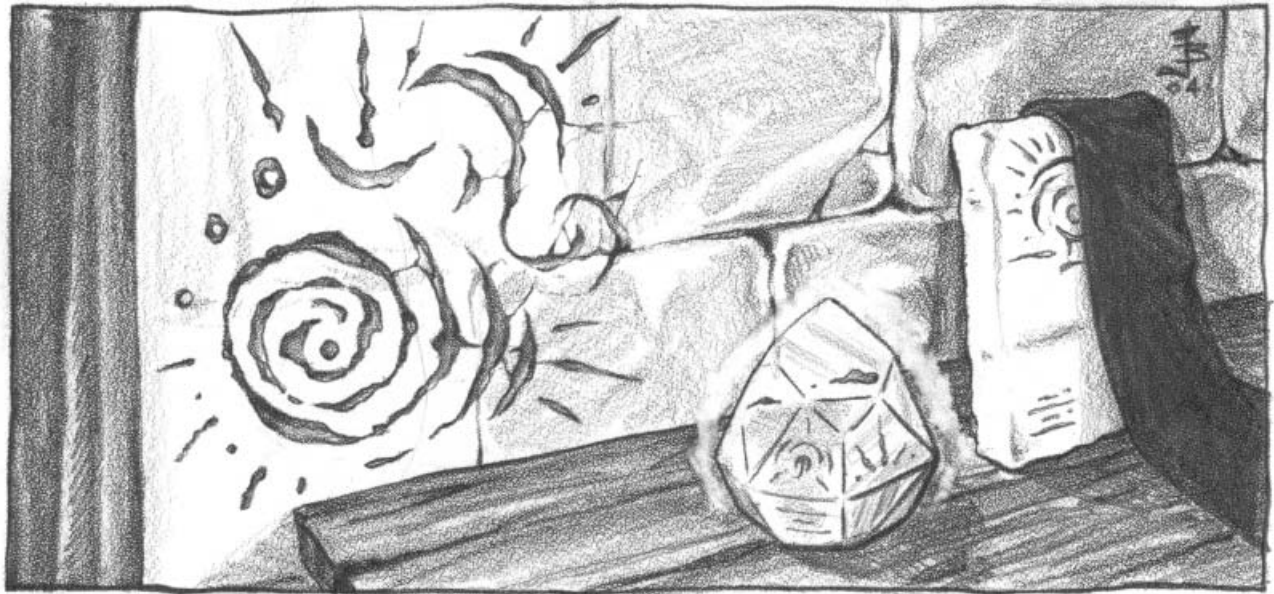
# ELEMENTAL FIENDS

This product introduces several spells that allow a spell user to create artificial creatures out of elemental substances. These creatures are not intelligent or sentient in any manner and are controlled completely by their caster.

All Elemental Fiends start out being only 2' tall and doing Tiny Criticals of the appropriate type. Scaling options may be used to increase them up to Huge in size. For each size increase, the amount of elemental substance required to create the Fiend doubles, and the Fiend is another 2' taller. Thus a Medium Fiend would be 6' tall and do Medium Criticals.

All Elemental Fiends have the same stats when it comes to combat, as shown by the table below. The Fiends do not have a bonus for Will-based Resistance Rolls because they have no mind that can be affected by spells requiring rolls of that type.

The spell, Mist Phantom works like the Elemental Fiends, except that it has a Will RR bonus equal to that of the other RR bonuses as it is animated by a magically created spirit rather than just plain force. Like the Elemental Fiends, it starts off doing Tiny Criticals and that can be scaled up. However, unlike the Elemental Fiends, the Mist Phantom is human sized and shaped no matter what size critical it is doing. The Mist Phantom is limited to moving no more than 10' per round just as the Elemental Fiends are.

Elemental Fiends are not treated like other monsters. Basically, they have bodies made of elemental material being held together by magical force. Normal weapons will only do half of the normal amount of concussion damage while magical weapons will work normally. Elemental Fiends are also immune to all effects of criticals except the hits. Each type of Fiend does a specific type of critical and takes special damage from its opposing element as listed below.

**Fire Fiend –** The Fire Fiend deals Heat Criticals. Water-based elemental attacks will do double normal damage to the Fire Fiend. Non-magical attacks made with normal water can affect the Fire Fiend where other mundane weapons can barely scratch it. A waterskin filled with water would be considered to be a Small attack against it, while a bucket of water would be at least a Medium attack. Attacks made with non-magical water would use the Impact Critical tables.

**Smoke Fiend –** The Smoke Fiend deals Impact Criticals. Earth-based elemental attacks will do double normal damage to the Smoke Fiend. Non-magical attacks with normal earth or stone can affect the Smoke Fiend where other mundane weapons can barely scratch it. The size of an attack made with stones and dirt will be based upon the amount used. A regular stone would be a Tiny attack, while a fist-sized rock would be small, and anything larger would be at least a Medium attack.

**Stone Fiend –** When making attacks, the Stone Fiend deals Crush Criticals. Air-based elemental attacks, of the will do double normal damage to the Stone Fiend.

**Water Fiend –** The Fire Fiend deals Impact Criticals. Fire-based elemental attacks will do double normal damage to the Water Fiend. Non-magical attacks with normal fire can affect the Water Fiend where other mundane weapons can barely scratch it. A normal torch would be considered a Small attack.

**Mist Phantom –** The Mist Phantom deals Cold Criticals. Fire or Earth-based elemental attacks will do double normal damage to the Water Fiend. Non-magical attacks with normal fire or stones and rocks can affect the Water Fiend where other mundane weapons can barely scratch it. A normal torch would be considered a Small attack. The size of an attack made with stones and dirt will be based upon the amount used. A regular stone would be a Tiny attack, while a fist-sized rock would be small, and anything larger would be at least a Medium attack.

| Elemental Fiend Combat Stats | | | | | | | |
|---|---|---|---|---|---|---|---|
| Size | Init | Hits | DB | OB | Stamina RR | Will RR | Magic RR |
| Tiny Fiend | 5 | 30 | 40 | 40 | 20 | Ñ | 20 |
| Small Fiend | 10 | 60 | 60 | 60 | 30 | Ñ | 30 |
| Medium Fiend | 15 | 90 | 80 | 80 | 40 | Ñ | 40 |
| Large Fiend | 20 | 120 | 100 | 100 | 50 | Ñ | 50 |
| Huge Fiend | 25 | 150 | 120 | 120 | 60 | Ñ | 60 |

# HARP

# The Codex

"Aye," the bartender agreed, "I know of da magics you'll need to confront such a beast, and I know of one that can teach them to ya as well. Just head nort' out of town and about a mile or so along you'll come to a trail 'tween a couple of fields, headin' to the west. Go on down that trail and you'll soon see a small cottage, all fenced in right prettily. Announce yerself loudly before you even think o' climbing Myrhal's fence. He doesn't take kindly to trespassers and if you cross dat fence without permission, I doubt you'll need to worry about that beast no more. Anyways, when he answers your hail, make sure to let him know that you was sent by a Friend of Otto, and he'll give you the aid you seek. Don't ferget now, make sure to mention that you was sent by a Friend of Otto, else wise you are likely to be in a world of hurt."

With those words, the bartender turned back to his work, refusing to answer any more of the group's questions, not even how he knew about the beast that they needed to confront in their search for the Codex.

The *HARP* Codex is a book of magic. In its pages you will find lots of magic that can be used to expand the depth and breadth of magic within your game. You get dozens and dozens of all new spells along with rules for allowing players to learn spells through membership in Guilds rather than fixed professions.

Additionally, the Codex brings you 4 all new professions, to allow you to expand your game in all new directions:

∞Adventurer – a jack-of-all-trades, able to round out any group and provide solid support.

∞Druid – a nature priest who incorporates all aspects of nature; animal, vegetable, and even a bit of the elemental.

∞Mystic – he is the epitome of mental control, for both his own mind, and the minds of others.

∞Shadowblade – a true night person, the darkness is his element.

ICE