



HARPER'S GRIMOIRE

Issue #1

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Special Thanks!

This product owes a special thanks to several people. This includes, but is not limited to Nicholas H. M. Caldwell, Chris Adams, and Chris Richardson. ICE would also like to extend a very special thank you to all of our fans who contributed to the Grimoire thread on the ICE forums, you are most certainly an imaginative bunch!

Introduction

Welcome to the first installment of the **HARPer's Grimoire!** Contained within the pages of this tome you shall find a diverse selection of several dozen spells. Spells that have never before been seen in print for **HARPer**.

This project has gone through several different conceptualizations since it was first conceived. At first it was going to be full book, and then we eventually decided to change it to a pdf product about half of the size of the book. We later decided to change it yet again, to the product you now have before. A smaller pdf that we will eventually turn into a periodical release. We may do themed issues, or include additional material related to spells for **HARPer** in the future, but for the nonce, it shall remain a tome of spells for you to use in expanding your game.

Thanks for taking the time to read these small ramblings, and I hope you enjoy this product.

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SPELL DESCRIPTIONS

All of the spells in the HARPer's Grimoire use the same format. They are listed in alphabetical order, according to their basic type (Cantrip, Universal, Spells belonging to a specific Sphere), 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).

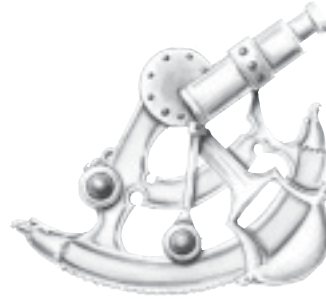
SPHERES: This indicates which sphere(s) the spell is located on.

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

CANTRIPS



COMPASS

PP COST: 1

RANGE: Self

DURATION: —

SPELL TYPE: Utility

RR: —

SPHERES: Cantrip

DESCRIPTION: Caster can determine which way is north.





UNIVERSAL SPELLS

AURA

PP COST: 5
RANGE: Touch
DURATION: 5 rounds/rnk
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

DICTATION

PP COST: 7
RANGE: Touch
DURATION: Concentration
SPELL TYPE: Utility
RR: —
SPHERES: Universal
DESCRIPTION: As the caster dictates, every word will be instantly written down on whatever media the caster designates, such as paper, parchment, a stone wall, etc. The GM will need to decide how much ink is consumed depending on the number of words written. The caster must touch the writing materials while casting the spell.
 This spell will only write words and letters of a written language known by the caster. It cannot draw images or designs.
SCALING OPTIONS:

Draw Images	+5 PP
Cast on Another	+4 PP



LEVITATION*

PP COST: 8
RANGE: 10'
DURATION: 5 rounds/rnk
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

LOCATE LANDMARK

PP COST: 3
RANGE: Self
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Universal
DESCRIPTION: The caster will know what direction and distance they are from a Landmark created using the Create Landmark spell. The caster must select which Landmark he is using when this spell is cast.
 The caster may use the *Maintain Bearing* scaling options to keep a constant knowledge of direction and distance from his landmark. This is very useful in mapping.
 When using the scaling option, *Symbolic Link*, the caster may use this spell to show his current location, in relation to his selected Landmark upon a map as two glowing dots. Both the location of the caster and the Landmark must be represented on the map (not the caster and Landmark themselves, just the location where they can be found), and the map must be at least reasonably accurate for this scaling option to work. This scaling option also requires that *Maintain Bearing* be used at the same time.
 The caster of this spell need not be the caster of the *Create Landmark* spell. He only needs to know of the existence of the magical landmark.

Example: Terris previously cast *Locate Landmark* on the floor while exploring a dungeon. He walks 20 yards north and up some stairs to the next level (10 yards). By casting *Locate Landmark*, he will know that he is 20 yards to the north and 10 yard higher than his landmark. He will also know that he is approximately 22 yards from the point of reference in a direct line.

SCALING OPTIONS:

Maintain Bearing (Concentration)	+3 PP
Symbolic Link	+5 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

TRACTION

PP COST: 4
RANGE: Self
DURATION: 2 rounds/rnk
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:

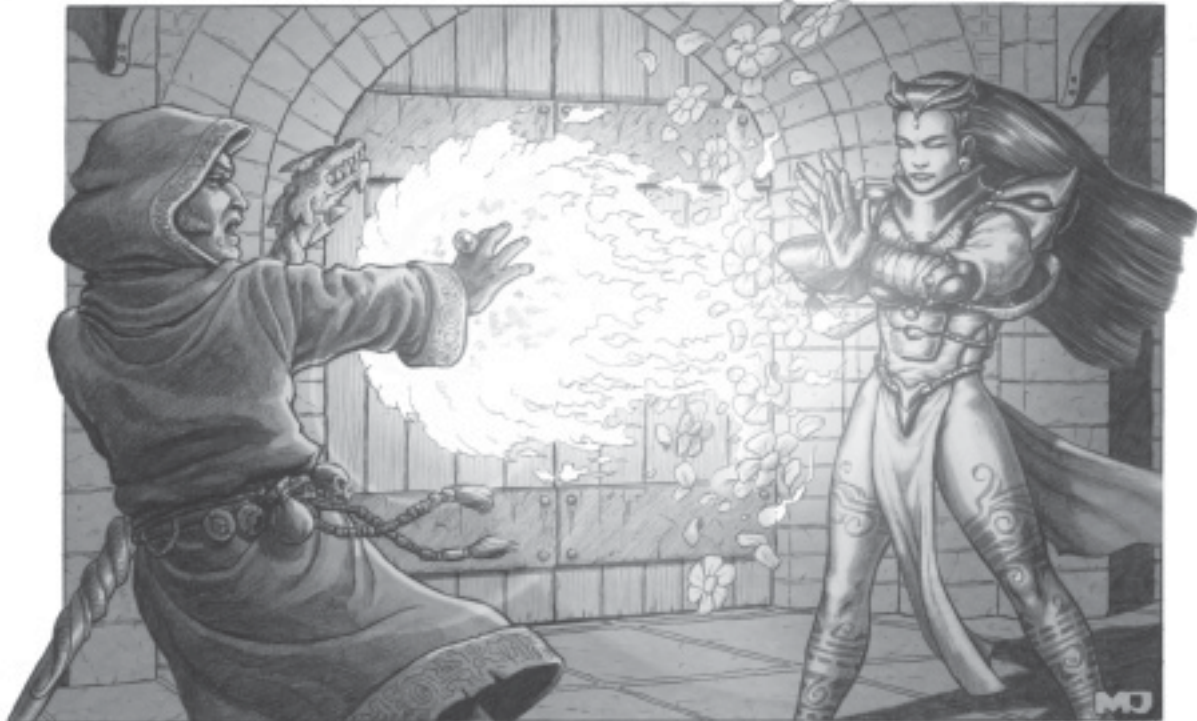
Increase Duration (5 rnds/rnk)	+4 PP
Increase Duration (10 rnds/rnk)	+6 PP
Change Range to Touch	+4 PP
Additional Targets (per target; requires Touch)	+4 PP

TRANSCRIPTION

PP COST: 4
RANGE: Touch
DURATION: 2 rounds/rnk
SPELL TYPE: Utility
RR: —
SPHERES: Universal
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





NEW 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

CLIMATE CONTROL

PP COST: 6
RANGE: Self
DURATION: 5 rounds/rank
SPELL TYPE: Utility
RR: —
SPHERES: Mage, Elementalist, Vivamancer
DESCRIPTION: This spell allows the caster to alter the temperature and humidity in a 2' radius. The caster can raise or lower the temperature in the area by 10° and raise and lower the humidity by 5% for each rank in the spell.
SCALING OPTIONS:

Increase Duration (10 rnds/rnk)	+6 PP
Increase Duration (1 minute/rnk)	+8 PP
Increase Radius (5' radius)	+2 PP
Increase Radius (from 5' to 10')	+2 PP
Increase Radius (per additional 10')	+2 PP
Change Range to Touch	+4 PP

CLINGING

PP COST: 4
RANGE: Self
DURATION: 2 rounds/rank
SPELL TYPE: Utility
RR: —
SPHERES: Mage, Vivamancer
DESCRIPTION: This spell allows the caster 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. 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 *1 Point of Contact* Scaling Option may only be used if the *2 Points of Contact* option is also used.
SCALING OPTIONS:

Increase Duration (5 rnds/rnk)	+4 PP
Increase Duration (10 rnds/rnk)	+6 PP
2 Points of Contact (Move = BMR)	+4 PP
1 Point of Contact (Move = Run)	+4 PP

COMBAT COORDINATION

PP COST: 6
RANGE: 10'
DURATION: 2 rounds/rank (C)
SPELL TYPE: Utility
RR: —
SPHERES: Mage
DESCRIPTION: This spell allows the caster to mentally coordinate the martial efforts of two allies who are within the range of this spell when it is cast. For the duration of the spell, the caster, is aware of the all of the actions of his allies and can communicate mentally with them. All targets of this spell gain the following benefits as long as the caster concentrates:

- +5 Offensive Bonus to all attacks
- +5 Defensive Bonus
- +5 Bonus to Initiative

This spell requires the caster's total concentration. He can take no actions other than maintaining this spell. If the caster is distracted and his concentration is interrupted, then the spell dissipates. The caster must have a line of sight on his allies and the battlefield; he could not coordinate their actions from another room or from behind a wall. If line of sight is lost for more than 1 round, then the spell ends.

SCALING OPTIONS:

Increase Duration (5 rnds/rnk (C))	+2 PP
Increase Duration (10 rnds/rnk (C))	+3 PP
Increase OB (per +5)	+2 PP
Increase DB (per +5)	+2 PP
Increase Initiative (per +5)	+2 PP
Additional Allies (per person)	+2 PP





CREATE LANDMARK

PP COST: 8

RANGE: Touch

DURATION: 1 day

SPELL TYPE: Utility

RR: —

SPHERES: Mage, Thaumaturge

DESCRIPTION: Enables the caster create a specific geographical point of reference, such as a building, a boulder a tree, etc. that he or she can use with the *Locate Landmark* spell. The spell can only be cast on a stationary surface. If the surface is destroyed, such as an earthquake destroying a piece of ground, the point of reference is lost. When the spell's duration expires, the point of reference is lost.

SCALING OPTIONS:

Increase Duration (per 1 week)	+8 PP
Mobile Landmark	+6 PP

DOUBLE

PP COST: 8

RANGE: 10'

DURATION: 2 rounds/rnk

SPELL TYPE: Utility

RR: —

SPHERES: Mage

DESCRIPTION: The caster creates an illusionary visual image of himself. This image will move and act independently (under the caster's mental direction). This image cannot affect the physical world, but will appear to be an exact duplicate of the caster. It can appear to cast spells, use weapons, and move about. The image does not make any sound and will disappear once the spell duration expires or it moves more than 10' from the caster.

A Very Hard Perception maneuver is required for anyone to tell the false image apart from the caster.

SCALING OPTIONS:

Increase Duration (5 rnds/rnk)	+4 PP
Increase Duration (10 rnds/rnk)	+6 PP
Additional Double (per each Double)	+6 PP
Add Sounds (per each Double)	+4 PP

ELEMENTAL MISSILE

PP COST: 4

RANGE: Touch

DURATION: 2 rounds/rnk

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/rnk

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





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

GLIDE*

PP COST: 9
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

FORCE BANDS

PP COST: 5
RANGE: 50'
DURATION: 2 rounds/rank
SPELL TYPE: Attack
RR: Magic
SPHERES: Mage, Thaumaturge

DESCRIPTION: When cast, 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 actual damage to the target; only hold him in place. 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

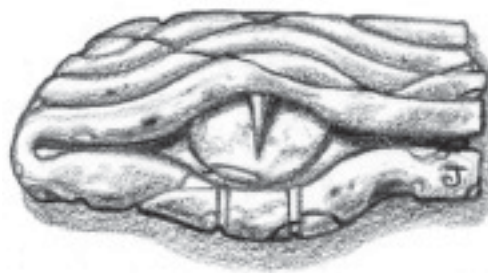
FORCE WAVE*

PP COST: 6
RANGE: Self
DURATION: —
SPELL TYPE: Attack
RR: Magic
SPHERES: Mage

DESCRIPTION: When cast, 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





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



LANDMINE

PP COST: 9
RANGE: 10'
DURATION: 1 hour
SPELL TYPE: Attack
RR: Magic
SPHERES: 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

LONG EAR

PP COST: 6
RANGE: Self
DURATION: 5 rounds/rnk
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

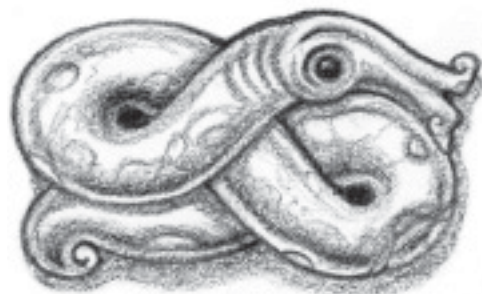
LONG EYE

PP COST: 6
RANGE: Self
DURATION: 5 rounds/rnk
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 Ear* 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



MIND SPEECH

PP COST: 3

RANGE: Self

DURATION: —

SPELL TYPE: Utility

RR: —

SPHERES: Mage

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 TONGUE

PP COST: 5

RANGE: 50'

DURATION: 2 rounds per rank

SPELL TYPE: Utility

RR: —

SPHERES: Mage

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

MINOR LIGHT/SOUND ILLUSION

PP COST: 5

RANGE: 50'

DURATION: 2 rounds/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

PARALYZE

PP COST: 4

RANGE: 50'

DURATION: Concentration

SPELL TYPE: Attack

RR: Magic

SPHERES: Mage

DESCRIPTION: The cast can "paralyze" a single target, freezing the target in place. The caster must concentrate, and the target receives a Resistance Roll against the original Attack Roll to escape every round to escape the paralysis.

If the caster uses this spell upon more than a single target, he needs to use total concentration. This means that he can perform no other actions while holding the targets paralyzed.

SCALING OPTIONS:

Additional Targets (per target) +4 PP



SLICK

PP COST: 7

RANGE: 10'

DURATION: 5 rounds/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



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.

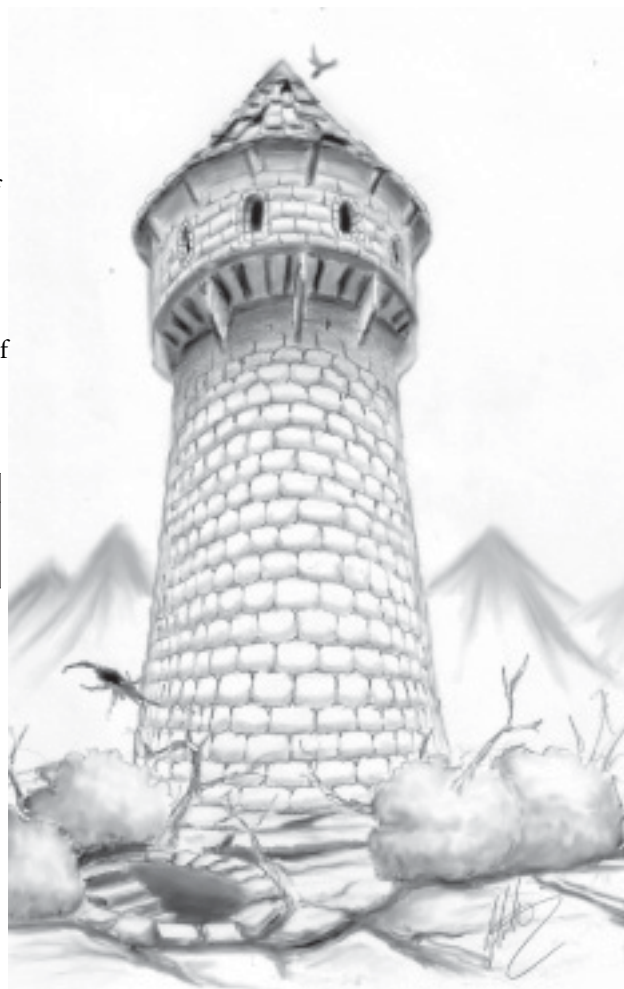
This spell can only be cast once per day on the target—multiple castings will not speed the process of reversing the corrosion. The base spell affects a metal object weighing up to 20 lbs or 20 lbs worth of corroded metal objects—such as a hoard of silver coins. Objects of a larger size or weight may 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





SPELL TRIGGER

PP COST: 16

RANGE: Touch

DURATION: 1 hour/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

SUGGESTION

PP COST: 6

RANGE: 10'

DURATION: —

SPELL TYPE: Utility

RR: Will

SPHERES: Mage, 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.

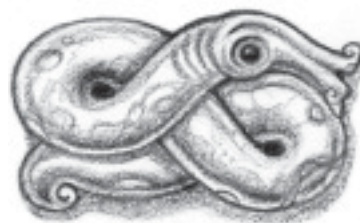
One unique aspect about this spell is that, unlike other spells, it is almost impossible to tell when it is being cast. It requires a Very Hard Sense Magic Maneuver to notice that this spell is being cast. This spell is listed as having no duration because the suggestion will either be accepted or not, 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/rank (C)

SPELL TYPE: Utility

RR: —

SPHERES: Mage

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



THUNDERCLAP

PP COST: 6

RANGE: 50'

DURATION: —

SPELL TYPE: Attack

RR: Magic

SPHERES: Mage, Elementalist

DESCRIPTION: This spell 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).

SCALING OPTIONS:

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

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



WEB

PP COST: 9
RANGE: 50'
DURATION: 5 rounds/rank
SPELL TYPE: Directed Attack
RR: —
SPHERES: 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 a Tiny Heat Critical from the flames. At the end of the duration, the webbing will immediately dissolve into a fine gray powder.

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.

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: 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

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

