



HARPER'S BAZAAR

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Introduction

Welcome to the fourth issue of **HARPer's Bazaar**. I hope that you enjoy the things that I have for you this time.

Normally, I work up the articles in my spare time in between issues, but for this issue, most of this has been written in just the past few weeks, as getting **Cyradon** finished and released as really eaten up my time.

For those of you to whom I promised specific articles, I am sorry if I could not provide them in this issue. I will try to get them done before December rolls around.

For those of you who might be interested, I will shortly be compiling the first four issues of **HARPer's Bazaar** along with **Hack & Slash**, and **ICE** will be making the compilation available as a print product.

Well, that is all I really have to say at the moment, so until next time, I hope you have lots of fun!

WARNING! All Items in this PDF should be considered optional and completely unofficial.

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New Races

PHRENALI

With oversized eyes that glisten like liquid gemstones, and a look that seemingly penetrates to the very soul, many people find the Phrenali to be very intimidating despite their smaller stature. Their pale skins, along with their eyes, herald their subterranean origins, but these quiet people are peaceful agrarian. Many different cultures like to hire Phrenali as negotiators or ambassadors as they can command a great presence even with their short stature.

DEMEANOR: Phrenali are one of the calmest races around. Nothing ever seems to ruffle their feathers, not even the effects of a fear spell can get them to lose their cool. The Phrenali are not without emotion, nor do they have problems expressing it. They just do not show extremes of emotions.

APPEARANCE: They stand between 4 and 5 feet tall on average. Neither Phrenali men nor women have hair on their heads, not even eyebrows, though some of the men of this race may grow a mustache. Their noses are extremely flattened in nature and barely protrude. While most Phrenali have large jet black eyes with no pupils, a dark lavender eye color is occasionally found. Phrenali have pale skin tones due to the fact that they originally evolved underground and later moved to the surface because of some threat.

LIFESPAN: Phrenali live an average of 200 years.

CULTURE: While the Phrenali may be found in almost any culture, they most often prefer the culture known as the Nali culture.

SPECIAL ABILITIES:

Visual Acuity – The Phrenali have superb vision.

They are able to see twice as far as other races.

This is what grants them Enhancements to their Night Vision, making it more powerful than that possessed by other races. This also grants them a +5 to all vision related Perception maneuvers.

Unnerving Stare – The stare of a Phrenali is very unnerving to those of other races.

When a character notices that a Phrenali is staring at them, they are required to make a Will-based RR (150) or they will be unnerved, doubling the fumble range for any action performed while the Phrenali continues to stare at them and for 1 minute afterwards. This ability only

Additional Phrenali Information

Race	Base Height	Base Weight	Weight Modifier
Male	4'6"	95	3
Female	4'3"	80	2

Adulthood	Lifespan	Increment
35	200	4

Additional Drogosi Information

Race	Base Height	Base Weight	Weight Modifier
Male	5'3"	130	3
Female	5'1"	110	2

Adulthood	Lifespan	Increment
23	130	3

works on sentient beings, and will not work on animals, undead, or other creatures.

Enhanced Night Vision – Phrenali can clearly see up to 200' easily on a starlit night. By the light of a full moon they can see up to 1,000' as if in broad daylight. In total darkness they are able to see up to 20' without problems. Without the Visual Acuity ability, this would be restricted to normal Night Vision.



Racial Information

Race	Racial Stat Modifiers								Power Endurance Points	Resistance Bonuses			
	St	Co	Ag	Qu	SD	Re	In	Pr		Stamina	Will	Magic	
Phrenali	+0	+2	+2	+3	+4	+0	+0	+0	+40	+20	+10	+15	+5
Drogosi	+3	+3	+0	+0	+3	+0	+2	+0	+30	+30	+10	+10	+10



DROGOSI

Living in the deep forests and jungles far from the centers of civilization, the Drogosi, also known as the Tree Wraiths to some, strive simply to survive against the creatures that they share their home with. Many cultures whose lands border those of the Drogosi are very distrustful of them and think of them as thieves, just as the Drogosi are often distrustful of others.



DEMEANOR: The Drogosi are a stoic people, not prone to expressing much emotion to outsiders. In combat, they are fierce and will not give quarter to their foes. The Drogosi are distrustful of outsiders. Their legends say that they once lived in quiet peaceful lands until other races started expanding and pushed them into more dangerous territories.

APPEARANCE: The Drogosi look very much like humans in build and stature, having an average height of about 5 1/2 feet. Their noses are turned up, almost like a snout, and their skin has a wrinkled, leathery texture to it. An oversized brow gives their eyes a deep, sunken look.

LIFESPAN: Drogosi live an average of 130 years.

CULTURE: The Drogosi are most often found in a Tribal culture, though Sylvan and Rural cultures are not unheard of for this race.

SPECIAL ABILITIES:

Life Sense – The Drogosi have the unique ability to sense the presence of other life forms. To accomplish this, they must make a successful Medium Mental Focus maneuver. This will allow them to sense the presence of any life form larger than an insect within a 30' radius of their location. For every 10 points above what is needed to use their Life Sense, the radius is extended by another 10'. This ability may not be used while moving, and requires one full minute of concentration to use. A character using this ability will be able to determine direction and distance, and whether the life sensed is an animal or sentient being.

Natural Camouflage — Drogosi have the innate ability to alter the hue of their skin and clothes, so as to closely resemble their surroundings. This camouflage grants a bonus of +25 to all Stalking/Hiding attempts.

Outdoorsmen – The Drogosi are natural outdoorsmen. They gain a bonus of +15 to all Outdoors skills and to Herbcraft.

Blood Talents

PHRENALI BLOOD (LESSER)

The character has a bit of Phrenali blood in his ancestry, marking him with slightly Phrenalic features. The player may select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Visual Acuity
- Unnerving Stare
- Enhanced Night Vision (Without Visual Acuity, this is normal Night Vision only).

Cost: 1

PHRENALI BLOOD (GREATER)

One of the character's parents is a Phrenali, making him a half- Phrenali. His features are heavily marked, denoting his Phrenalic heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Visual Acuity
- Unnerving Stare
- Enhanced Night Vision (Without Visual Acuity, this is normal Night Vision only).
- The character's Phrenalic blood has a strong influence on his strength, physique, and lifespan.
 - Self Discipline: +2
 - Quickness: +1
 - Average the lifespan of both your races. Phrenali have an average lifespan of 200 years.

Cost: 2

DROGOSI BLOOD (LESSER)

The character has a bit of Drogosi blood in his ancestry, marking him with slightly Drogosic features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Life Sense
- Natural Camouflage
- Outdoorsman

Cost: 1

DROGOSI BLOOD (GREATER)

One of the character's parents is a Drogosi, making him a half- Drogosi. His features are heavily marked, denoting his Drogosi heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- Life Sense
- Natural Camouflage
- Outdoorsman
- The character's Volar blood has a strong influence on his speed, dexterity, and lifespan.
 - Strength: +2
 - Constitution or Quickness (select one): +1
 - Average the lifespan of both your races. Drogosi have an average lifespan of 130 years.

Cost: 2



New Cultures

NALI

The Nali follow a very strict social structure which contains many individual nuances that are often difficult for outsiders to understand. This culture thrives on the accumulation of prestige, and many different things may allow an individual to gain prestige and advance themselves. The gaining of prestige cannot be done by causing another to lose prestige, although gaining prestige can cause another to lose prestige. Such are the fine distinctions and subtleties of the Nali culture.

PREFERRED LOCATIONS: Nali cultures can be most often found in quiet river valleys or among rolling hills. Occasionally, this culture may be found tucked away in some hidden valley, cut off from the rest of the world.

CLOTHING & DECORATION: For everyday wear, those of this culture prefer simple, loose trousers and a loose tunic with a short, stiff collar. For more formal situations, those of this culture prefer richly brocaded robes or tunics over a pair of simple black trousers. Jewelry for this culture normally consists of rings and amulets, although small gems or polished stones affixed to the forehead is also possible.

DEMEANOR: Those who live within this culture are normally very calm and sedate especially when dealing with those from other races. They tend to suppress their emotions around others, as showing emotion can often lead to the loss of prestige.

STARTING LANGUAGES: Racial Tongue (S 6/W 5), Common (S 4/W 3)



TRIBAL

Living on the raggedy edge of nowhere, tribal cultures are quite often the last bastion of civilization before true wilderness. Such cultures are more

physically oriented, prizing physical prowess and skill over intellectual pursuits more often than not. Tribal cultures are also heavily clan based, with the head of the clan often being the leader for a given community. It would be rare for more than a single clan to live in the same village.

PREFERRED LOCATIONS: Tribal cultures often prefer secluded and out of the way locations.

CLOTHING & DECORATION: Individuals of this culture often only wear what clothing is required for protection as opposed to ornamentation, such as leather vests and perhaps trousers or kilts. Any clothing that is worn will be very functional in nature, and very tough to withstand the rigors of the environment. This type of culture often has roughly made jewelry such as rings, brooches, and torcs. Any jewelry is usually only worn for special occasions such as religious festivals.

DEMEANOR: Those from a tribal culture have no particular demeanor. They can run the gamut from dour and taciturn to boisterous and jovial. Quite often, the demeanor of those from this culture will be determined by the conditions of their surroundings. The more dangerous the area, the less likely those from this culture are to be boisterous. Those from this culture are often quite suspicious of outsiders, and won't open up to them until enough time has passed to get to know the strangers.

STARTING LANGUAGES: Racial Language (S 6/W 5), Common (S 4/W 3)

Adolescent Skill Ranks

Cultural Skills	Nali	Tribal
Appraisal	1	0
Climbing	1	2
Crafts *	3	0
Endurance	2	2
Herbcraft	3	1
Jumping	1	1
Lore (Local Region)	2	2
Perception	3	2
Stalking & Hiding	0	2
Swimming	1	1
Tracking	0	2
Weapon Skills **	2	3
Weapon Skills***	1	2

*Select one craft skill
 **Select one melee weapon group
 ***Select one missile weapon group



Damage Dice

Recently, I have had somebody ask me for a damage system that is built more like the one found in a certain other game that shall remain nameless. It is the top selling roleplaying game of all time, so that should give you a clue as to which one I am referring to.

The person who made this request loves the flexibility of **HARP**, but doesn't like having to look up combat results on the critical tables. So, he asked me to provide an alternate damage system that is more like the other game that he plays. Thus, we have this article.

Now, sometime last year, Chris Adams, the author of **Martial Law** presented, in the **ICE** forums, an alternate system for determining damage. In this system, he used different sized dice for different attack sizes, and multiple dice for good hits. The system presented in this article is based upon the core idea concepts that Chris detailed in that long ago post.

THE BASIC RULES

The basics of this system are two-fold. The first is that the Damage Die is determined by the size of the attack, and the second is that the number of Damage Dice used is determined by how well the character hit what he was attacking.

SIZE OF DAMAGE DICE

The following table determines the size of the die to be used when rolling damage.

Attack Size	Damage Die
Tiny	d6
Small	d8
Medium	d10
Large	d12
Huge	d20

NUMBER OF DAMAGE DICE

The number of Damage Dice used to determine how much damage was done to the target of an attack is determined by how well the player rolled for the attack by the character.

In making an attack, the player rolls 1d100, and adds in any modifiers, such as skill bonuses or specific modifiers from Combat Actions, etc. He then subtracts the target's DB from this total. This result determines if the character has hit his foe hard enough to hurt him. This result is also what is used to determine how many Damage Dice are rolled when using this system.



If the character has hit the target hard enough to cause damage, he automatically gets to roll one Damage Die. For every 20 points above zero that the attack result is, the character gets to roll an additional Damage Die.

Example: Ben is playing a Fighter who uses a long sword. His character has an OB of 60. His character is fighting a short sword wielding Kobold who has a DB of 50 (Soft Leather and a Full Shield) and an OB of 50. Ben has his character attack the Kobold, who is wisely doing a Full Parry. Ben rolls an 85 for a total attack roll of 145 (60 + 85). From this he subtracts the Kobold's DB of 110 (50 base DB + 50 OB moved to DB + 10 bonus for Full Parry), giving a final result of 35. Ben now gets to roll 2d10 for damage. The first d10 is for hitting hard enough to hurt the Kobold and the second because his result was greater than 20. He uses a long sword which does a Medium sized attack. If Ben had rolled a 90, he would have gotten to roll 3d10 as his final result would have been 40.



OPTIONAL RULES

The basic rules for this system only do hit point damage. However, the core **HARP** system allows for other types of damage as well. The following options can be added to this system to allow for including those other types of damage as well.



STUNS

When a character is Stunned, he may not make any attacks. However, he may parry using up to 50% of his OB, and he may perform other actions that require maneuver rolls at a -50. The parry is treated as if it is a Fully Parry, but the character does not gain the additional +10 of a full parry.

Whenever an attack result indicates 1 or more rounds of Stun, the Stuns are not automatically applied. The target of the attack is allowed to make a Resistance Roll against the Stun to see whether or not it will affect them. In order to resist, the target must roll 150 or higher.

When using the Damage Dice system, the target of an attack will receive 1 round of Stun for every 10 points of damage received from Damage Dice.

BLEEDING

Bleeding represents more than just blood loss. It also represents any sort of continuing damage, such as burns, frostbite, internal damage, etc.

When a character takes Bleeding damage that means that his hit point total (i.e. Endurance) is reduced by an amount equal to the amount of Bleeding damage each round until the Bleeding is stopped through the use of magic, herbs, or the use of a successful Healing maneuver roll.

Using the Damage Dice system, the target of an attack will receive 1 point of Bleeding damage for every Damage Die beyond the first for most attacks. Weapons that do Puncture Criticals as their primary critical will do 2 points of Bleeding damage for every Damage Die

beyond the first one. Martial Arts Strikes, Sweeps, and Unbalancing attacks will only do 1 point of Bleeding damage for every 2 Damage Dice beyond the first one.

MANEUVER PENALTIES

When a character is attacked and dealt damage, certain types of attacks will cause Maneuver Penalties. These are negative modifiers that affect all maneuvers that involve Strength, Quickness, or Agility. A maneuver is anything that requires a dice roll for resolution. Certain skills, such as Armor, do not require rolls, so are unaffected by these penalties.

Most attacks will give a -5 Maneuver Penalty for every Damage die where the damage rolled on the die is greater than one half of the total potential damage from the die. In other words, since a long sword used a d10 for a Damage Die, the target of an attack receives a -5 each time that a 6 or higher is rolled on the die. If the attack size is Small, then the -5 is applied each time a 5 or higher is rolled, and so forth for the other attack sizes as well.

If more than one Damage Die is used, the Maneuver Penalty given for an attack will be the total of the penalty given for each die. Thus, if an attack does 3d10, and the rolls for damage are 4, 9, & 7, then the total Maneuver Penalty for that attack is a -10.

Martial Arts Sweeps give a -10 rather than the normal -5 for each penalty.

INCREASED LETHALITY

If you like this system, but find that it isn't quite as lethal as you like, you can easily adjust it. The first such adjustment would be to change the break point for

additional Damage Dice from 20 to 10. Using the example given in the beginning of this article; it would mean that Curtis gets to roll 4d 10 for damage rather than just 2d 10. Since the final result was a 35, he gets one d10 for each of the 10 point breaks, and one for the initial strike.

USE WITH HARP

This system is meant to replace the damage determination portion of the HARP rules. It can easily be dropped in without requiring any additional changes to the way that the Combat Actions or spells work as it reproduces the same types of damage as is given with the critical tables.





New Clerical Orders



NON-HUMAN CLERICAL ORDERS

In **HARP**, when a character becomes a Cleric, he is joining a religious order, and his selectable skill categories and his actual Sphere of spells should be determined by the deity worshipped and by the focus and nature of that deity. The following examples detail a few possible Clerical Orders that a non-human character might join.

THE FIST OF THOROK

Focus: Thorok the Maker, the Protector of the Deeps, the Mountain Lord.

Culture (Temple Locations): Deep Warrens.

Membership: The Fist accepts only Dwarves as members. While not unprecedented, there have only been one or two non-Dwarven members of this order in its entire history.

Benefits of Membership: All members of this order gain the talent, Shield Training, for free.

Restrictions: None.

Symbol: A Dwarven Hammer. Often worn as a cloak pin, or embroidered onto clothing with metal threads.

Dress: Adherents of this order wear brown robes embroidered with the symbol of the Thorok in silver for ceremonies. At other times they wear normal clothing or armor as required, though all such clothing will have the Hammer of Thorok embroidered upon it.

Structure: Each temple has its own hierarchy, which quite often resembles that of a military order. Young priests are often sent out into the world to learn its ways, and to look for potential threats against Dwarves and Dwarven interests.





Philosophy/Purpose: The Fist of Thorok are foremost the protectors of Dwarves and Dwarven interests. They quite often travel the lands to look for such threats, such as the massing of evil creatures, the desecration of Dwarven tombs, or any other potential threats.

Activities: These Clerics will often join with adventuring groups to make sure that they do not inadvertently disturb any Dwarven tombs, and because such groups are exactly the type to run into trouble that might require the attention of the Dwarven people. The Fists will always render aid to any Dwarf who asks, but being a proud people, other Dwarves will rarely ask for it.

Favored Categories: Clerics of this order place one of their selected Categories in Combat and the other in Mystical, gaining an additional 3 ranks in each.

Spells: The Fists of Thorok have the following spells as their sphere. They gain access to all of the spells listed under Fist Sphere and may select any 8 spells from the Selectable list to bring the total for their sphere up to 20 spells.

Fist Sphere	Selectable Spells
Bless*	Earth Tunnel***
Control Undead*	Earth Wall***
Divine Hammer*	Earthen Transmutations**
Dreams*	Fissure***
Guidance*	Rune Mastery**
Holy Symbol*	Stoneskin***
Intuitions*	Spikes**
Major Healing*	Tremors***
Merging Ways**	Trench***
Neutralize Poison*	Turn Undead*
Passing**	Wards****
Restoration*	
* = Spells from the Cleric Sphere	
** = Spells from the Mage Sphere	
*** = Spells from the Elementalist Sphere (CoM)	
**** = Spells from the Thaumaturge Sphere (CoM)	

THE SENTINELS OF THE WEALD

Focus: Cerrus, the Green Man, the Horned One, the Forest Lord.

Culture (Temple Locations): The Sentinels build no temples. At most, they may create a small shrine in a secluded grove, deep within a forest. Any shrine so built will be made of natural materials found within the area. Rocks, downed trees and branches, and other natural items are all that are ever used.

Membership: While the Sentinels will welcome anybody who wishes to join their order, the membership is predominantly composed of those of Elvish descent.

Benefits of Membership: Sentinels are a very self-sufficient lot. They gain a +10 to any outdoor related craft skill, and gain a +20 to Foraging and Survival skills related to forests.

Restrictions: Members of this order are not allowed to cut down a tree without the permission of their god, nor may they allow others to do so. Sentinels are also not allowed to kill animals for sport, only for sustenance.

Symbol: A curled horn like that of a large ram. This emblem is often carved from wood and worn as an amulet. This is often enchanted using the Holy Symbol spell.

Dress: The Sentinels wear sturdy clothing in forest colors and patterns.. They also sometimes wear leather armor, also in forest colors and patterns.

Structure: The Sentinels have no structured order or formality. They tend to know one another's strengths and weaknesses and to quickly select the proper person to lead in a given situation.

Philosophy/Purpose: The Sentinels believe that it is their duty to protect the forests. They will fight any who try to harvest trees or destroy portions of the forest. They also serve to protect the creatures that live within the forest as well. Killing animals for food is allowed, but not killing for sport.





Activities: These Clerics spend the majority of their time patrolling the perimeter of the forest which houses their order. Some A few members act as emissaries to the outside world. A few will even join adventuring groups, to better acquire funds and equipment for the order to use, so long as that acquisition does not run counter to the precepts of the order.

Favored Categories: Clerics of this order place one of the Favored Categories (3 ranks) in Combat, and the other in the Outdoor category (3 ranks).

Spells: The Sentinels have the following spells as their sphere. They gain access to all of the spells listed under the Sentinel Sphere and may select any 7 spells from the Selectable list to bring the total for their sphere up to 20 spells.

Sentinel Sphere	Selectable Spells
Bless*	Animal Forms*
Calm*	Control Animal*
Divine Hammer*	Find Shelter**
Dreams*	Locate Food**
Guidance*	Natural Trap**
Herbal Enhancements*	Nature's Strength*
Holy Symbol*	Nature's Tongues*
Intuitions*	Path Lore**
Plant Disguise*	Plant Growth***
Traceless Passing**	Plant Healing***
Tree Door*	Plant Transformations***
Tree Merge*	Share Animal Sense***
Tree Skin*	Summon Animal*
* = Spells from the Cleric Sphere	
** = Spells from the Ranger Sphere	
*** = Spells from the Vivamancer Sphere (CoM)	



THE SEEKERS OF VALORN

Focus: Ogmion, Lord of Mystery, the Keeper of Secrets.

Culture (Temple Locations): Temples to Ogmion can often be found anyplace that Gnomes tend to be located. Actually finding the temple itself is something else entirely. The secretive nature of this order usually means that temples are often disguised as something else.

Membership: The Seekers will accept anybody into their order, if the person can prove themselves worthy by actually finding a temple. The vast majority of members happen to be Gnomes.

Benefits of Membership: Seekers gain the talent, Scholar, for free upon joining this order.

Restrictions: A Seeker is prohibited from revealing any information about the order. He is also prohibited from telling a known falsehood. However, he is allowed to obfuscate the truth so that it requires a person to seek out the true meaning of what the Seeker has said.

Symbol: The Seekers use an interlaced knot as their symbol (note: this looks much like a Celtic knot). This is often embroidered into their clothing in a prominent location.

Dress: The Seekers wear normal, everyday clothing, except for important ceremonies where they wear special robes. In either case, the Seeker will always prominently display the symbol of his faith.

Structure: The Seekers select the leader of a given temple "when the signs are right", and an individual could serve as the leader of that temple for almost any length of time. The Seekers tend to be vague on this point, just as with all other information about their order.

Philosophy/Purpose: The Seekers believe that knowledge must be earned and should not just be given to a person. To this end they seek out and find as much knowledge as possible. They also believe that information in the wrong hands can be a very dangerous thing.

Activities: The Seekers main goal is to search for and find hidden lore. They gather this lore in their temples, but are almost loathe to share any of this information with others. While Seekers are prohibited from telling a known falsehood, they are allowed to obfuscate the truth through riddles and verbal wordplays. It is usually almost impossible to get a straight answer out of a Seeker.

Favored Categories: Clerics of this order place one of the Favored Categories (3 ranks) in the Influence category and the other in the Mystical Arts category (3 ranks).

Spells: Members of the Seekers have the following spells as their sphere. They gain access to all of the spells listed under the Seeker Sphere and may select any 8 spells from the Selectable list to bring the total for their sphere up to 20 spells.

Seeker Sphere	Selectable Spells
Bless*	Changing Ways**
Calm*	Cure Disease*
Charm**	Divine Hammer*
Confusion**	Fear***
Darkness***	Harm*
Distractions**	Invisibility***
Dreams*	Major Healing*
Guidance*	Merging Ways***
Holy Symbol*	Neutralize Poison*
Intuitions*	Phantasm**
Past Visions**	Quiet Ways**
Tongues**	Restoration*
* = Spells from the Cleric Sphere	
** = Spells from the Bard Sphere	
*** = Spells from the Mage Sphere	



CASTING TRADITIONS

In the **HARP** core rules, the mechanics for spells users of all types, in regards to how spells are cast, are identical. The core rulebook offers a few very minor suggestions on how to customize your spell casters for your setting, but these are very general in nature. These are expanded slightly in **College of Magics**, but that product does not really go into any detail either.

This article provides you with several different Casting Traditions. A Casting Tradition is, simply put, the methods used by a spell caster in order to cast his spells. Different groups of mages will have their own Casting Traditions and these can actually be used to identify where the mage came from, and quite possibly who taught him how to cast spells.

Each tradition will have its own benefits and drawbacks. Not only can each spell using profession in HARP have its own tradition, but you can have different groups of the same type of spell user with differing traditions.

Although one caster may have a different tradition than another, there are a few underlying commonalities. Just as two different races might use different musical instruments to create songs, so too do different casters use some of the same building blocks in casting spells. This allows casters from one tradition to recognize what spell a mage from another tradition is casting. The shape and form may be different, but the basic building blocks are the same.

Option: A GM could require the successful use of the skill, Arcane Lore (Spells), as a free action before allowing a mage to attempt to Counterspell a spell being cast by a mage from another tradition.

The talent, Arcane Power, is redefined as learning a new Casting Tradition as well as gaining access to another sphere of spells. At the end of this article, I have also included a new talent that allows a caster to learn a new Casting Tradition without giving access to a new Sphere of spells.

A caster may only cast a spell in the tradition in which he learned how to cast it. Should the caster know two separate traditions that share a spell, he may cast that particular spell using either tradition.

TOTEM CASTING

Totem Casting is the casting of spells using an item, or totem that represents some aspect of the spell, or some portion of the result to be gained by the casting of the spell. The caster must craft his own totems for use with his spells. A single totem may be used for multiple spells only if those spells share some aspect, such as the Elemental Bolt and Elemental Ball spells of the same element.





Totems are normally from 1" to 6" in size and a caster must create his own totems, he cannot use the totems crafted by another caster. Totems can be made from any material, but the material should be related to the spell being cast. For instance, a bit of red quartz would work for fire related spells, and so would rubies, but rubies would be more powerful as they are rarer than red quartz.

One common effect of using a totem is that the visual aspects of a spell are changed to reflect the totem when appropriate. The actual visual effects are determined by the nature of the caster and the totem actually used.

Example 1: *A Necromancer knows the spell Mage Armor. For his totem, he carves a tiny suit of armor, 3" tall, from the bone of some creature. When he casts the spell Mage Armor using this totem, he is covered in armor made from bony plates that do not hinder him in any way, rather than the translucent energy field that the spell normally creates.*

Totems come in three varieties, Common, Rare, and Very Rare. Common totems are those made from common materials and are by far the most prevalent type of totem. Many spell casters of this tradition will go adventuring just to be able to find or afford rarer materials to make totems. Rare and Very Rare totems are more coveted because they grant bonuses to the casting of spells, or even better, allow the caster to cast a spell as if it had been scaled in some manner without having to actually scale the spell. The effects of the types of totems are as follows:

Casting without a totem – Any spell cast without using a totem costs an additional 2 Power Points. These additional Power Points are considered part of the base cost in casting the spell, though they do not require additional skill ranks, nor generate a negative modifier to the casting maneuver.

Casting with a Common totem – Spells cast using common totems are cast normally.

Casting with a Rare totem – The spell user gains a generic+10 to the casting of any spell usable with the totem, or the spell may be cast with either its range, duration, or number of targets scaled up by one increment (+50' of range, 2 rounds per rank to 5 rounds per rank, etc.) with no additional PP cost for the caster. However, once the bonus ability of the totem is set, it cannot be changed and if the totem is used for a spell that normally does not have that scaling option, then no other bonus is gained, and the totem is considered a Common totem for that particular spell.

Casting with a Very Rare totem – Totems made of very rare materials must be specifically crafted for a single spell, and the totem may not be used for casting any spell other than the one it is crafted for. When the totem is crafted, it will automatically allow the spell user to cast the spell with one scaling option enabled for no additional PP cost. This option is selected at the time the totem is crafted, and it is subject to GM approval. However, the scaling option imbued by the totem cannot require the use of other scaling option. For example, a Very Rare totem may automatically increase the base attack size of a Elemental Ball (Fire) spell by one size, from Tiny to Small, but it cannot make it a Large or Huge fireball as that requires the scaling option to be used multiple times.

A spell user may also have multiple totems that can be used with an individual spell, with each totem providing a different benefit, if they are Rare or Very Rare. However, only one totem may be used in casting a given spell at a time.

Casting a spell using a totem requires that the character be holding the totem during the casting process. If the caster is not already holding the proper totem when he goes to cast a spell, it will take him one additional round to cast the spell.

DIVINE CASTING

The Casting Tradition of Divine Casting is a widely used by many Clerics, even those from different religions. Spell users belonging to a religious order will craft a Divine Insignia (named such so as not to confuse it with the item created via the Holy Symbol spell) from various materials. Quite often a Cleric's Divine Insignia and his Holy Symbol will be the same item.

The Insignia acts as a conduit between the Cleric and his deity. This allows him to more easily draw and manipulate the mana provided by his god. It also acts as a focus, around which the Cleric builds sigil used in the casting of a spell. The strength and abilities of the Insignia are based on the rarity of the materials used in its construction. Divine Insignia will only work for Clerics of the deity to which it is associated.

To be used, the Insignia must be held during the casting process. Many Clerics therefore elect to wear their Insignia as an amulet so that it can be quickly and easily grasped when they need to cast a spell. The effects and uses of the Insignia are as follows:

Casting without an Insignia – When a Cleric casts a spell without his Insignia; he does so with a -10 modifier to his casting maneuver.

Casting with a Common Insignia – When casting spells with Divine Insignia made of Common materials, the Cleric is able to cast a spell normally.



Casting with a Rare Insignia - Casting a spell with a Divine Insignia crafted of Rare materials, the Cleric gains a benefit. The Insignia acts in one of two methods, as determined when it is crafted. It either provides a +10 to the casting maneuver of any spell from the Sphere of spells associated with the Cleric's deity or it reduces the casting penalty for wearing armor by up to 2 points, to a minimum of 1. All other spells, such as spells from the Universal Sphere, are unaffected by these bonuses.

Casting with a Very Rare Insignia - When a Cleric has a Divine Insignia made from Very Rare materials, he gains to major benefits. First off, all spells from the Sphere of spells associated with his deity gain a +20 to their casting maneuver. Secondly, the Cleric's casting penalty for wearing armor is reduced by 2 points, to a minimum penalty of 1, whenever using the Insignia for casting spells. Neither bonus applies to any other spells that the Cleric may know, such as those from the Universal Sphere, only those spells from the Sphere of spells associated with the deity.

WAND CASTING

While many spell users need only to perform the proper movements and say the proper incantations to cast a spell, there is a group that has trained themselves to cast spells using a wand as an aide in casting. They have found that the use of a good wand helps them to focus and direct the magical energies utilized in casting a spell.

The quality of a wand is very important to a Wand Caster. There three different types of wands, determined by the materials of their construction, with the more powerful wands being made of rarer materials. Wands can be either ornate or plain, but this has no effect upon their utility. The most powerful wands often are very plain in appearance, yet have some magical substance embedded within its body. The three types of wands and their effects are listed below:

Casting without a wand - Those of this tradition who attempt to cast a spell without using their wand receive a -10 to their spell casting maneuver. The fumble ranges of such spells are also doubled, so that the caster will fumble on an unmodified roll of 01-10.

Casting with a Common Wand - Spell users who attempt to cast when using a Common wand gain a reduced fumble range for their spells. While a spell will normally fumble on an unmodified 01-05, casters of this tradition will only fumble on an unmodified 01-03.

Casting with a Rare Wand - Those of this tradition who cast spells with a Rare wand gain the reduced

fumble range as described above. They also gain a +10 to all spell casting maneuvers. However, this bonus is only applied to offset the casting penalties acquired from scaling up a spell.

Casting with a Very Rare Wand - Those of this tradition who cast spells with a Very Rare wand gain the reduced fumble range as described above. They also gain a +25 to all spell casting maneuvers. However, this bonus is only applied to offset the casting penalties acquired from scaling up a spell.

NOTES ABOUT MATERIAL RARITY

As the three example Casting Traditions above note, there can be different rarities of the materials used in constructing the focus items used for these traditions. It is left to the Game Master (GM) to determine what constitutes Rare and Very Rare materials in his campaign setting. However, it is recommended that the acquisition of such materials require an adventure or quest for the spell user to obtain them. He should not be able to simply purchase such materials in the local market.

NEW TALENT

The following new talent is recommended for inclusion when a GM has decided to add Casting Traditions to his game. As noted above, the talent, *Additional Profession*, will automatically include any new tradition associated with a given type or profession of spell user. The Casting Tradition learned in this manner is only usable for spells learned from the profession which granted the Casting Tradition.

ADDITIONAL TRADITION

When gained, the character learns a new Casting Tradition, different from any Casting Tradition that he already knows. The character may then utilize this new Casting Tradition with any spell that he already knows or learns later on. He may freely decide which tradition he will use when casting a spell.

Cost: 15

