

13 The College of Binding and Animating Magics (Ver 1.1)

This College is a probationary College. This means that this College is under trial for two years (as of April 1999). All characters that join this College do so under the understanding that if this College is deemed unplayable, it may be withdrawn or radically changed. At that point, all such characters may have the EP and time spent in this College refunded, to be re-spent freely in another College as if that College had been their original choice.

Members of the College of Binding and Animating Magics specialise in the binding, manipulation and animation of non-living matter; they are commonly known as Binders. Binders tend to be less concerned with the theory and philosophy of magic than members of the other Thaumaturgical Colleges, and are usually more inclined to tinker around until something works. Binders are often accused of lacking empathy, because of the amount of time they spend associating with inanimate objects. However, many Binders cultivate an impish sense of humour, which their College gives ample opportunity to develop. The College has been cloistered until relatively recently, and it is not well known. Much of the Binders' knowledge was lost during the Fall. They are found almost exclusively in highly developed and civilised areas.

Most Colleges are scornful of Binders, due to their reputations as tricksters and their lack of direct combat magics. They are also mocked for their strong association with the artisan trades, such as Carpentry, Sculpting and Smithing. Many Binders possess at least one such skill, Mechanician, or Philosopher specialising in engineering, architecture and the like, as all of these abilities complement the College's mechanistic style of magic

Traditional Colours

Binders do not have traditional colours, but tend to wear practical work clothes, usually with a leather apron anchored in place, and bedecked with tools.

Traditional Symbols

The College's traditional symbol is that of many cog-wheels, each turning others, in an endless chain. However, the populace generally associates the College with the Rag and String Golems that many Binders use as followers and helpers.

13.1 Restrictions

A Magical Aptitude of 17 is required to join the College. Members of the College of Binding and Animating Magics may operate without restriction.

13.2 Base Chance Modifiers

The following modifiers are cumulative with all other modifiers (including those specified in §7.4).

Rituals: Per 10% extra spent on Ritual materials	+1
Spells: Per hour of Ritual Spell Preparation	+1
Per Rank in Mechanician or Philosopher	+1

Note: Rank in Mechanician OR Philosopher may be applied, not both.

13.3 Definitions

Assistants An assistant may be used to provide skills or abilities which the Binder does not possess. The assistant must be present throughout the entire ritual. If using an assistant's skill to craft a golem, the assistant's rank may affect the PB of the golem but not the base chance of performing the ritual.

Construction Time Each golem type has a base construction time. This is multiplied by the height of the golem in feet (round up). This assumes that the adept has the requisite quantity of materials on hand and the tools or ability to shape the material.

Crafting Golems To perform a Shaping Golem ritual the binder must have all of the materials on hand.

They must also have the tools and skill to shape the material, or an assistant with the appropriate tools and skills.

Magical Materials The following statistics are for golems made of non-magical materials. Golems made of magical, enchanted or formerly enchanted materials are less predictable. A Binder attempting to use enchanted materials should exercise the utmost caution. Some golems may turn out fine, possibly even with beneficial side-effects, others may be actively inimical.

Material Costs This is the cost for magical materials to perform the ritual. The cost of materials for the golem itself is additional to this.

Upgrades When an Adept increases their rank in a golem ritual they may upgrade existing golems to their new rank. This requires the performance of the ritual. The time required is the base time for the golem (no matter how big it is).

Weathering / Deterioration When a golem is crafted or animated, the magic involved does not provide any sort of protection from normal weathering (i.e. Clay will dry and crumble, cloth will get torn, wood will rot, iron will rust, etc). Separate preservation magics may be cast on a golem to reduce or prevent normal weathering.

13.4 Attuning Golems

When constructing a golem, it may be attuned to certain skills or magics. The adept may attune the golem with 1 ability (+1/Rank). Each skill, language, weapon, talent (racial or college), spell, or ritual counts as 1 ability. What a golem has been attuned to cannot be changed but it can be increased when a golem is upgraded.

13.5 Golems in Combat

Bleeding Golems don't bleed.

Damaged Golems Golems cannot be healed, instead they must be repaired. A golem must have positive Endurance to be activated.

Dead Golems A golem which has been killed cannot be re-activated until the damage is repaired and the appropriate shaping ritual is performed, as if doing an upgrade.

Fatigue Recovery Golems always have full fatigue on activation. They also recover 1 FT per hour while activated.

Sleep and Charm Golems do not sleep and cannot be charmed. However, if the Binder is possessing a golem, they can be slept or charmed by targeting the golem.

Stun Golems do not stun.

Unconsciousness If a golem's Endurance is reduced below 1 then it deactivates.

Weapon Ranks A golem may wield weapons. If the golem has been attuned to a weapon then it may use that weapon at Rank 0. If that weapon is also built-in to the golem (or unarmed) then it will wield the weapon at Rank (Lower of: (Rank in ritual / 2) or maximum Rank). All other weapons will be wielded as if unranked. Note that a golem will not evade or attempt any special manoeuvre (e.g. trip, disarm) unless possessed by an Adept.

13.6 Golem Intelligence

Golems have an animal level intelligence. Each golem has an animal equivalent to use as a guideline for their intelligence and temperament when their masters' instructions are unclear, incomplete or no longer applicable.

Golems are somewhat different from their animal equivalents. They have a weak survival instinct, and their strongest drive is to follow their masters' instructions.

Golem Animal Equivalents: Clay = Ox; Rag & String = Monkey; Iron = Tiger; Stone = Elephant; Wood = Dog.

13.7 Instructing Golems

Golems must be verbally instructed. Instructing a golem requires active concentration. A golem will only take instructions from its master. A golem will attempt to follow the nature and intent of the Adept's instructions.

13.8 Talents

Activate Golem (T-1)

Effects: This talent requires 1 pulse of active concentration. It costs 2 FT to attempt this talent which activates an inactive golem. If the golem is one which the Adept has constructed then the talent automatically works; otherwise the chance of success is the Adept's chance of creating a golem of that type. This talent may not be ranked. The adept who activates a golem is considered its master.

Detect Enchantment (T-2)

Range: 1. 30 feet (+ 5 / Rank) 2. Touch

Experience Multiple: 50

Base Chance: 1. PC + 3% / Rank 2. PC + 5% / Rank

Effects: This talent determines whether an item, person, or area in line-of-sight and within range is currently under an enchantment or magical effect. The Adept can tell whether the enchantment is a current spell or ritual, a warded, invested, or permanent effect, is contained in a trap or is a curse. A double effect will reveal the general nature of the spell (eg; defensive, summoning, damaging) and the effective Rank or remaining duration of the enchantment. In addition, a triple effect will tell the Adept the exact name of the magic (eg; Wall of Bones, Hellfire), or the College of the spell.

Once the initial, most recent, magical effect has been successfully detected, older enchantments on a target with multiple layers of magic may also be detected. This may be continued while the Adept continues to succeed in detecting Enchantments. However, only one attempt per quarter may be made to detect any given enchantment. If a new enchantment occurs, the Adept may attempt to detect it, though this in no way affects the status of the old layer. If an old, unsuccessfully detected enchantment expires, the Adept may attempt to detect any newly revealed magic beneath it.

If the Adept is in contact with the target then the base chance of this talent is higher.

13.9 General Knowledge Spells

Adhesion (G-1)

Range: 10 feet + 10 / Rank

Duration: 5 minutes + 5 / Rank

Experience Multiple: 175

Base Chance: 35%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Volume

Effects: The surface of a non-living solid, up to 1 cubic foot (+ 2 / Rank), is magically enchanted to adhere to any objects coming into contact with it. Once stuck, an object is released when the spell's duration expires, or the applied PS + D10 exceeds the spell's PS of 10 (+ 2 / Rank), which tears the object free (the durability of some objects may be less than the force required to tear them free from the spell). Several individuals may combine their PS to free an object. Being broken free of the area of the Adhesion, or resisting a particular contact, in no way protects the object from becoming stuck if brought into contact with the affected area again; nor is the spell in any way broken by having an object torn away; the area remains as adhesive as before. Except for the crowding of the area, there is no limit to the number of objects that may be stuck with this spell. The chance of a

person coming into contact with an adhesive portion of a hex is 10% / Rank applied to that hex.

Animating Objects (G-2)

Range: 10 feet + 5 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 300

Base Chance: 20%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Object

Effects: This spell may be used to animate any one object, of up to 10 pounds (+ 10 / Rank) in weight. By taking a pass action the Adept may control the actions of 1 (+ 1 / Rank) previously controlled animates within range. Once set in motion, the animates will attempt to carry out the action until ordered otherwise. The animates will move about in a manner applicable to their shape. Their TMR will not exceed 4.

Animates have a nominal PS value of 5 (+ 1 / Rank) though this will have limited effect on objects made of flimsy materials. Their strike chance will be no more than 20% (+2% / Rank), with a maximum of D+2 damage. The animate will cease to function if the object is destroyed, or a Binder General Knowledge Counterspell is cast on it. An animate is an object, but may also be targeted as an Entity. If an animate is created through the use of a Ward or Magical Trap, it will receive one command determined when first cast.

Bound Speech (G-3)

Range: 1 foot + 1 / Rank

Duration: 1 day + 1 day / Rank

Experience Multiple: 200

Base Chance: 40%

Resist: Passive

Storage: None

Target: Object, Area of Object

Effects: This spell allows the Adept to record a verbal message in an object, and defines the conditions under which the message will be replayed. This spell operates in most respects similarly to the Ward ritual, except that the range is the range of this spell or touch, and a message is stored instead of a spell. The message is replayed exactly as the Adept recorded it, and may contain any verbalisations that the Adept is capable of. The message may not exceed 5 words (+ 3 words / Rank). Unlike the Ward ritual, the message may be triggered one additional time per two full Ranks.

Durability (G-4)

Range: 10 feet + 5 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 250

Base Chance: 25%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Object

Effects: One object weighing up to 2 pounds (+ 2 / Rank) may be made more resilient and less susceptible to damage. The item becomes almost as strong as steel of the same thickness, without losing any flexibility. The item cannot be broken unless exposed to stresses beyond that which steel could withstand, given the object's size and shape. The strength is improved with rank to a maximum of slightly stronger than steel.

This spell does not protect against soiling, corrosion or fire or any forms of damage other than physical stress.

A weapon treated with this spell allows the wielder to add 2% per Rank of the spell to any roll to save the weapon from breaking. Armour protected by this spell will have 2 extra Protection (+ 1 / 10 full ranks) to a maximum of the equivalent Steel armour. At Rank 20, 1 may be added to this maximum.

Note that the added Protection replaces (rather than adds to) any other Protection bonuses due to a material's strength (eg Armourer bonuses). If the item

is broken, or armour suffers damage from a Specific Grievous, the magic is dispelled.

Mending (G-5)

Range: Touch

Duration: Immediate

Experience Multiple: 150

Base Chance: 40%

Resist: None

Storage: Investment

Target: Parts of an Object, Golem

Effects: Any single object weighing up to 10 pounds (+ 10 / Rank), or one Golem, can be mended. A mended object becomes exactly as it was before it was broken or deformed. Any pieces missing when the spell is cast will remain missing when the object is mended. Mending used to fix objects with an effective Artisan Rank greater than that the Adept possesses will degrade the object's effective rank. Magical items made mundane through breaking will remain mundane even after the use of a Mending. The Spell of Mending may be used on a living creature that has been transformed into stone, and subsequently broken. This requires that the Binder be a Sculptor of at least Rank 8. A Spell of Mending may be used to repair Golems. It may repair either a Specific Grievous injury, or all general Endurance damage.

Modify Aura (G-6)

Range: 5 feet + 5 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 100

Base Chance: 30%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Object, Entity

Effects: This spell allows the Adept to be able to modify the aura strength of any one object or entity. The target object may be up to 20 cubic feet (+ 20 / Rank). The strength of the aura increases or decreases by up to 1 + (1 / 4 Ranks) on the table below. This spell does not alter the target's aura in any other way.

Aura	Equivalent
0	No Aura
1	Magic
2	Formerly living as part of an object
3	Formerly living
4	Living plants
5	Non-sentient Undead / Construct
6	Living animals
7	Sentient plant
8	Sentient Undead / Construct
9	Short-living Sentient
10	Long-living Sentient
15	Avatar

Minor Creation (G-7)

Range: Touch

Duration: 15 minutes + 15 / Rank

Experience Multiple: 250

Base Chance: 40%

Resist: None

Storage: Investment

Target: Object

Effects: The Adept may create a simple, common object from a larger source of its constituent substances by reaching into the source and withdrawing the object. For example, the Adept may reach into a tree and produce a staff. One (+ 1 / 5 full Ranks) different substances may be combined into a single finished object with this spell. The substance sources are in no way damaged or reduced by the spell. The created object will be a common example of its type and may not exceed 1 cubic foot (+ 1 per Rank) in volume, nor 1 lb (+ 1 lb / Rank) in weight. The object is physically real with all normal attributes. The object may not be created enclosed by or enclosing anything. Complicated or fine quality objects may not be created without the appropriate artisan skill. No alchemical, herbal or other quasi-magical objects may be created. Created food provides no sustenance. At the end of its duration the item vanishes. The object is a magical construct and will have a magical aura,

regardless of its constituent materials.

Moulding Elements (G-8)

Range: 30 feet + 10 / Rank

Duration: 5 minutes + 5 / Rank

Experience Multiple: 250

Base Chance: 20%

Resist: None

Storage: None

Target: Volume

Effects: A volume of up to 2 cubic feet (+ 2 / Rank) containing one of the four material Elements (air, water, earth, fire) can be moulded by the Adept into any form desired, and will retain that form for the duration of the spell. The Adept must immediately mould the element into the correct shape with their hands. During this time the Adept is protected from the effects of the element, which is as malleable as putty. The time taken to mould the element is dependent on the size and complexity of the object desired, but will be at least a pulse. After the initial moulding, the element will retain its shape, unless something disrupts it, when it will immediately attempt to reform, possibly around or on top of the impedance. The shaped element will have a defined boundary and shape, but will not be rigid (excluding shaped earth). The spell cannot be cast over any entity. The Adept may use applicable artisan skills to shape an object of greater than Rank 0 quality. Once the spell expires the element will act normally according to its substance, shape, and natural laws.

Preservation (G-9)

Range: 5 feet + 1 / Rank

Duration: Special

Experience Multiple: 100

Base Chance: 40%

Resist: Passive

Storage: Ward, Investment, Magical Trap

Target: Volume, a dead / undead Entity

Effects: This spell preserves and protects one animate, dead or undead entity, of up to 100 pounds (+ 100 / Rank) or a collection of small objects of a total weight not greater than 1 pound (+ 1 / Rank) against the effects of time, decay, rust, erosion or wave action. It does not confer any protection against magical attacks. It will not suspend time with regard to resurrection, poisons, curses, etc. Duration is 4 (+ Rank squared) days, but is permanent at Rank 20.

Transparency (G-10)

Range: 10 feet + 5 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 175

Base Chance: 30%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Volume

Effects: This spell causes a volume of non-living solid material to become as transparent as high quality glass, but to otherwise retain its original characteristics. One (+ 1 / Rank) adjacent 1 foot cubes may be affected. The Adept may cause the volume to be transparent from only a single direction, by reducing the BC by 10.

13.10 General Knowledge Rituals

Linking Lifeforce (Q-1)

Duration: Permanent

Experience Multiple: 300

Base Chance: 40% + 4% / Rank

Resist: Passive

Target: Object, entity

Cast Time: 1 hour

Material: Object

Concentration Check: Standard

Effects: This ritual allows the Adept to bind an object to the life-force of an entity. The object will reflect the entity's physical condition. If the entity is well, the object will be in perfect order; if the entity is sick or wounded, the object will appear appropriately damaged; and if the entity dies, the object will seem ruined. There is no limitation on the size or

type of object, but it must remain the entity's possession during the entire ritual. Traditionally, apples, roses, statues, paintings or diamonds are used. The Life-force Link may be broken by destroying the object, or by the object being beyond 100 miles (+ 100 / Rank) from the entity. The death of the entity will not break the Link. If 10,000 (-500 / Rank) is spent on ingredients, the range is unlimited and the entity and object may occupy different planes without breaking the Link.

Petrification (Q-2)

Duration: Permanent
Experience Multiple: 200
Base Chance: 55% + 3% / Rank
Resist: Active & Passive
Target: Entity
Cast Time: 1 hour
Concentration Check: Standard
Effects: This ritual allows the Adept to either change one entity to marble-like stone, or turn one magically petrified entity back to flesh. The entity must be present for the entirety of the Ritual. Any possessions of an entity are (un)petrified with the entity. A petrified entity is not aware of their surroundings, and has time stopped for the purposes of poison, resurrection, curses and ageing. Petrification is not fatal, although a dead entity may still be petrified. If an entity is damaged after petrification, they may be repaired with the Mending Spell if the Adept is a Rank 8 Sculptor. Any damage will be applied when the entity becomes flesh. A petrified entity weighs 3 times their normal weight.

Shaping Clay Golems (Q-3)

Duration: 3 hours + 3 / Rank
Experience Multiple: 300
Base Chance: 10% + 4% / Rank
Resist: None
Target: Object
Base Construction Time: 2 hours
Material: Clay & Rare Earths
Material Cost: 100 sp
Actions: Sculpting a statue
Concentration Check: None
Effects: Turns a quantity of earth into a golem. Clay golems are susceptible to fire and immersion; exposure to either will cause D10 FT damage to the golem every minute. Fire and water based attacks do double damage. A clay golem will gradually dry out and become immobile if not kept moist. In a temperate climate a golem will lose 1 AG per day if no action is taken to prevent this. A golem which has completely dried out cannot be reactivated. During construction a clay golem may be designed to resemble a humanoid; this requires that the Adept or an assistant has the sculptor skill and is familiar with the humanoid race. The chance of the golem passing visual inspection is 40% (+4/Rank sculptor, +2 / Rank spy). Note that the golem will not pass close inspection — cold, hard skin, lifeless face. Base

Base Materials: Clay or any soft earth. However clay tends to be the material of preference as golems made of more crumbly earth fall apart easily.

Shaping Rag & String Golems (Q-4)

Duration: 2 hours + 2 / Rank
Experience Multiple: 250
Base Chance: 40% + 3% / Rank
Resist: None
Target: Object
Base Construction Time: 3 hours
Material: Cloth, straw & herbs
Material Cost: 50 sp
Actions: Building a golem
Concentration Check: None
Effects: Turns a small mannequin into a golem. Rag & string golems are susceptible to fire; exposure to fire will cause [D - 4] FT damage to the golem every second pulse. Fire based attacks do double damage.

Base Materials: Cloth, string, rope, straw. Flexible, easily manipulable materials.

13.11 Special Knowledge Spells

Bubble of Force (S-1)

Range: 5 feet + 1 / Rank
Duration: 20 minutes + 20 / Rank
Experience Multiple: 450
Base Chance: 15%
Resist: Passive
Storage: Investment, Ward, Magical Trap
Target: Area
Effects: The spell causes an iridescent bubble of force to appear. The substance of the bubble prevents the occupant(s) from interacting with the world outside the bubble other than by sight and sound. The bubble is transparent to low levels of light and sound, but it prevents damaging levels of either passing through it. The bubble is impervious from both sides. It also absorbs physical damage, including that caused by falling. The bubble is impenetrable to magic - it may not be targeted through, and area effects will not pass through the bubble. Inside, it provides a stable, warm and dry environment, with fresh air to breathe. The surface of the bubble is hard to the touch. The bubble may be rolled on a solid surface by an entity within it, by entities outside, or by a very strong wind or similar physical force. It will float on water or mud, lava and similar semi-solid substances, and may be carried by wind or current. At Ranks 0-10, the bubble is 5' in diameter (one hex), at Ranks 11-15, it is 10' across (three hexes), and at Ranks 16-20, it is 15' (seven hexes). All the bubble must appear within range. The bubble may enclose any entities and objects completely within the target hexes, if they fail to resist. Successful resistance will cause the entity to be gently pushed aside by the bubble. If the spell is cast in a gas, the gas is displaced outside the bubble. If cast in a liquid, the liquid is displaced, and the bubble will bob to the surface. The spell may not be cast inside a solid substance, or where there is insufficient room for the bubble to form without having to displace an immovable solid. Thus the whole sphere will always appear above ground. The bubble may be dissipated by anyone casting a Binder Special Knowledge Counterspell of at least equal Rank.

Disintegration (S-2)

Range: 15 feet + 15 / Rank
Duration: Immediate
Experience Multiple: 300
Base Chance: 20%
Resist: Passive
Storage: Investment, Ward, Magical Trap
Target: Object
Effects: The Adept may disintegrate up to 2 cubic feet (+ 2 / Rank) of a non-magical object. If the object has any magical attributes, the spell will fail.

Frictionless Floor (S-3)

Range: 40 feet + 15 / Rank
Duration: 30 seconds + 10 / Rank
Experience Multiple: 300
Base Chance: 20%
Resist: None
Storage: Investment, Ward, Magical Trap
Target: Area
Effects: Up to 20 (+ 10 / Rank) square feet, or 1 (+ 1 / 2 Ranks) hexes, of contiguous surface becomes nearly frictionless, somewhat like wet ice. Footing becomes treacherous, and handholds non-existent. Any entity attempting to move on a frictionless surface must make a 1 × AG check each pulse, or fall prone. If they do fall, a successful AG check is required to regain their feet; and while prone, they will continue in the direction of their last movement until they clear the frictionless surface. The effect is not normally visible.

Instant Golem (S-4)

Range: 10 feet + 5 / Rank
Duration: 5 minutes + 5 / Rank
Experience Multiple: 200
Base Chance: 30%
Resist: None
Storage: Investment, Ward

Target: Object(s)

Effects: This spell is cast to produce a specific type of golem with which the adept is familiar (must be greater than Rank 0 in the appropriate ritual) from materials within their range.

If a sufficient quantity of materials is not within the Adept's range the spell will automatically fail.

When cast the materials within range will animate and draw together at the point where the majority of the materials are coming from. A golem will form in 20 seconds (-1 / Rank). In the pulse after it has finished forming the golem will be ready to carry out its master's commands.

The effective rank of the golem is the rank which the adept has in the appropriate ritual.

The duration of the golem is the duration of this spell. At the end of the duration the golem will collapse and its component materials will re-animate and attempt to return to their previous location and state.

Note for Investment: When Invested, the effective rank of the golem is the rank that the investing adept had in the appropriate ritual at the time of investment. The type of golem is set at the time of investment. The created golem will consider the triggerer to be its master.

Note for Ward: The type and effective rank of the golem are set at the time of warding. The Adept may also instill a basic instinct into the golem at the time of warding (e.g. kill, serve, assist, guard, dig, eat, etc.); the actions of the golem will be governed by this instinct. The instinct is always simple and indiscriminate (e.g. kill: the golem will attempt to kill anyone or anything that it perceives). The golem's master is the warding adept.

Instant Petrification (S-5)

Range: 10 feet + 5 / Rank
Duration: Special
Experience Multiple: 500
Base Chance: 1%
Resist: Active, Passive
Storage: Investment, Ward, Magical Trap
Target: Entity
Effects: This spell immediately starts to petrify the target. For the next 5 seconds, all the target's percentage chances and D10 rolls are halved. At the end of this time, they must make their resistance check. If they succeed, they may resume normal activities, otherwise the petrification runs its course, leaving the target as marble-like stone.

As with Ritual Petrification, any possessions of the target are petrified with the target. A petrified entity is not aware of their surroundings, and has time stopped for the purposes of poison, resurrection, curses and ageing. Petrification is not fatal, although a dead entity may still be petrified.

Instilling Flight (S-6)

Range: Touch
Duration: Concentration: Maximum 30 minutes + 30 / Rank
Experience Multiple: 350
Base Chance: 20%
Resist: None
Storage: None
Target: Object
Effects: This spell enables the Adept to instil a possession of up to 5 lbs (+5 / Rank) with the power of flight. The spell will dissipate if the object stops being a possession of the Adept, the Adept loses concentration, or if the object is broken. The Adept may cause the object to fly at 20 miles per hour (+ 2 / Rank). It will take off and accelerate up to full speed, or halt and land, in a single pulse. The object may support 150 lbs (+ 50 / Rank) in addition to its own weight. Naturally flexible or fragile items gain sufficient strength and rigidity to support the load. Any object or entity that falls from the flying object will move off in a random direction. If the object is about to crash into a surface, it will attempt to land, although some surfaces may be inappropriate for this (lava, sheer walls, etc.).

Itemisation (S-7)*Range:* Touch*Duration:* 1 day + 1 / Rank*Experience Multiple:* 300*Base Chance:* 25%*Resist:* None*Storage:* None*Target:* Object

Effects: One object is transformed into a representative figurine of itself. This spell will fail if the target is not free-standing or if the target does not fit within a 5 foot (+ 1 / Rank) cube. The figurine will look like the original item but have the structural strength of soft wood and will have no moving parts. The figurine will be 1/12th of the size (min 1 inch in its longest dimension) and 1/10th the weight of the original. Any items contained within the target will not be affected, and may destroy the item as it shrinks. The figurine will revert to normal when the spell expires or the figurine is broken.

Making (S-8)*Range:* Self*Duration:* Concentration: maximum 1 hour + 1 / Rank*Experience Multiple:* 200*Base Chance:* 20%*Resist:* None*Storage:* Potion*Target:* Self

Effects: This spell enables the Adept to use their hands as if they were common tools. The hands do not change appearance. The Adept may freely change from the mimicry of one tool to another without re-casting the spell. This spell does not affect the damage done by Unarmed Combat. This spell does not enhance the Adept's craftsmanship, nor protect them while they work (except for the protective properties of the tools they are emulating). The tools that may be mimicked must be reasonably simple, and include: adze, auger, chisel, crowbar, hammer, hatchet, level, pickaxe, plane, pliers, plumb-bob, rock drill, saw, shovel, sickle, spokeshave, square, tongs and mallet.

Matter Transmutation (S-9)*Range:* 2 feet + 2 / Rank*Duration:* 30 seconds + 30 / Rank*Experience Multiple:* 400*Base Chance:* 20%*Resist:* Passive*Storage:* Investment, Ward, Magical Trap*Target:* Volume

Effects: The Adept may transmute a volume of 2 cubic feet (+ 2 / Rank) of non-living matter into any other matter. The matter must retain its elemental state — solid to solid, liquid to liquid, gas to gas. The transmuted matter will retain its original size and shape, but assumes all other physical characteristics of the resulting matter. The Adept must have some familiarity with the resulting matter.

Possess Golem (S-10)*Range:* 10 feet*Duration:* 10 minutes + 10 / Rank*Experience Multiple:* 250*Base Chance:* 35%*Resist:* Passive*Storage:* Potion*Target:* Self and Controlled Golem

Effects: The Adept's body goes into a coma and the Adept's mind goes into the body of the target golem. The Willpower, Magical Aptitude, Perception and Magic Resistance of the golem are replaced by those of the Adept. The Adept may only use ranks in abilities which they have, and the golem has been attuned to.

During the possession the Adept uses the golem's senses. The Adept may also speak through the golem's mouth.

The Adept may cast while possessing any non-iron golem, however: The FT cost of the magic is applied to the Adept's body and the host golem; The Adept

cannot cast if the host golem has no FT; Backfires affect the Adept's body and the host golem (if applicable).

If the host golem takes Endurance damage then the adept's body takes half of that amount as FT damage. If the host golem is knocked unconscious or killed then the adept must make a Willpower check or fall unconscious for D10 minutes; the multiple is $\times 2$ for unconsciousness or $\times 1$ for death.

Unfastening (S-11)*Range:* 10 feet + 10 / Rank*Duration:* Immediate*Experience Multiple:* 250*Base Chance:* 30%*Resist:* Passive*Storage:* Investment, Ward, Magical Trap*Target:* Entity or Object

Effects: This spell unfastens, opens or unties all closures, buckles, straps, ties, knots, locks and other fastenings on the target (causing most armour, clothes, and packs to fall off). This will not undo stitching or weaving, and it will not cause any damage to the target. If targeted on an entity then all of their possessions will be affected by the spell.

Wall of Dust and Sand (S-12)*Range:* 20 feet + 10 / Rank*Duration:* 10 minutes + 10 / Rank*Experience Multiple:* 150*Base Chance:* 20%*Resist:* None*Storage:* Investment, Ward, Magical Trap*Target:* Area

Effects: This spell summons and binds together particles of dust and sand to create a wall with the strength and solidity of sandstone. The wall may be 15' tall 20' long 1' thick; or a ring 10' high with a 10' diameter; or a pillar 15' high with a 4' diameter. The Adept may increase any dimension by 1' / Rank. The Adept determines the position and orientation of the wall, but at least one edge must be affixed to a solid surface. The fixed edge of the wall will bind fast to the adjacent surface, and can support the rest of the wall. Any entity that is in the area of the wall when it is cast will be ejected to the closest point outside the wall - if this is impossible, the wall will not appear. The wall may be destroyed by inflicting 100 points of damage, or a 5' \times 5' \times 5' hole may be caused by inflicting 50 points of damage.

Wall Walking (S-13)*Range:* Self*Duration:* 10 seconds + 10 / Rank*Experience Multiple:* 450*Base Chance:* 10%*Resist:* None*Storage:* Potion*Target:* Self

Effects: This spell allows the Adept to pass through solid matter by becoming insubstantial. However, they may not pass through cold iron. The Adept has a TMR of 1 while within solid matter, and may move in any direction, including up and down. The Adept gains no ability to see through solid matter, but may breathe in it. While under the effects of this spell, the Adept is virtually immune to physical damage except that inflicted by cold iron, but conversely cannot harm anyone in melee unless they use cold iron in return. If the Adept is caught in a solid object when the spell expires, they lose the ability to breathe in solid matter, and are trapped.

13.12 Special Knowledge Rituals**Binding Permanency (R-1)***Duration:* Permanent*Experience Multiple:* 400*Base Chance:* 20% + 4% / Rank*Resist:* None*Target:* Spell*Cast Time:* 1 hour*Material:* Special*Concentration Check:* Standard

Effects: This ritual enhances the duration of one of the Adept's spells or rituals belonging to the College of Binding and Animating Magics. The magic must have been cast previously, and have sufficient duration to last through the performance of this ritual. This ritual may not be used with any magics with concentration-based or indefinite, condition-based duration. A spell that has been enhanced by this ritual may not be counter-spelled, but may still be dissipated. Material costs for this ritual are 10,000 sp (- 400 / Rank) for General Knowledge Spells, 20,000 sp (- 800 / Rank) for Special Knowledge Spells, and 30,000 sp (- 1200 / Rank) for Rituals.

Investment (R-2)

Effects: Except as noted below, this ritual is identical to the ritual of the same name in the College Magic - Investment section (§10.4). Adepts of this College learn this Ritual of Investment instead of the standard version. The Adept may invest either a spell of their own or that of a willing Mage who participates in the full ritual. If the spell being invested is contributed by another Mage, the maximum number of charges stored is half the Rank in the ritual. The maximum investable rank of the spell is Spell Rank - [(20 - Ritual Rank) / 2]. A spell whose maximum investable rank is reduced below Rank 0 may not be invested. The Adept may not have any assistance in creating scrolls.

Item Divination (R-3)*Duration:* Immediate*Experience Multiple:* 150*Base Chance:* 2 \times MA + 3% / Rank*Resist:* None*Target:* Object*Cast Time:* 1 hour*Material:* 500sp (-25 / Rank)*Concentration Check:* Standard

Effects: Through this ritual, the Adept discovers the exact nature of all enchantments, mechanisms, curses, side-effects, etc. placed on an item. If an item has been imbued with an Individual True Name, the name will not be revealed, but its existence will be. This ritual cannot backfire.

Major Creation (R-4)*Duration:* 1 day + 1 / Rank*Experience Multiple:* 250*Base Chance:* 40 + 3% / Rank*Resist:* None*Target:* Object*Cast Time:* 1 hour*Material:* None*Concentration Check:* Standard

Effects: The Adept may create an object from a larger source of its constituent substances by drawing forth the materials from the source. All constituent materials must be within 5 feet (+ 5 / Rank). Any number of different substances may be combined into a single finished object with this ritual. The substance sources are in no way damaged or reduced by the ritual. The created object may be any object which the adept can see or has studied and may not exceed 10 cubic feet (+ 10 per Rank) in volume, nor 50 lbs (+ 50 / Rank) in weight. The object is physically real with all normal attributes. The object may not be created enclosed by or enclosing anything. Complicated or fine quality objects may not be created without the appropriate artisan skill. No alchemical, herbal or other quasi-magical objects may be created. Created food provides no sustenance. At the end of its duration the item vanishes. The object is a magical construct and will have a magical aura, regardless of its constituent materials.

Shaping Iron Golems (R-5)*Duration:* 6 hours + 6 / Rank*Experience Multiple:* 350*Base Chance:* 20% + 4% / Rank*Resist:* None*Target:* Object*Base Construction Time:* 4 days*Material:* Forgeable metal & Rare Earths

Material Cost: 1,000 sp

Actions: Forging a golem

Concentration Check: None

Effects: Turns a quantity of metal into a golem. When activated an iron golem radiates a faint glow, especially its eyes, and is warm to the touch.

Base Materials: All metals which are normally solid at room temperature.

Shaping Stone Golems (R-6)

Duration: 5 hours + 5 / Rank

Experience Multiple: 350

Base Chance: 20% + 4% / Rank

Resist: None

Target: Object

Base Construction Time: 4 days

Material: Stone & Rare Earths

Material Cost: 500 sp

Actions: Carving a golem

Concentration Check: None

Effects: Turns a quantity of stone into a golem. Stone golems are the heaviest of all golems. Stone golems cannot be stealthy, they grind as they move. A Stone Golem can usually be heard coming from 100 yards away.

Base Materials: All types of stone or rock which are normally solid.

Shaping Wood Golems (R-7)

Duration: 4 hours + 4 / Rank

Experience Multiple: 250

Base Chance: 40% + 3% / Rank

Resist: None

Target: Object

Base Construction Time: 2 days

Material Cost: 100 sp

Actions: Carving a Golem

Concentration Check: None

Effects: Turns a quantity of wood into a golem. Wood golems are susceptible to fire; exposure to fire will cause D10 FT Damage to the Golem every 30 seconds. Fire based attacks do double damage. During construction a wood golem may be designed to resemble a tree, this requires that the Adept or an assistant has the Herbalist skill. The chance of the golem passing casual inspection is 40% (+ 5 / Rank Herbalist). Note that the disguise will only work if the golem is not moving.

Base Materials: All wood types, including wicker, cane and bamboo, but excluding fossilised woods and grasses. GMs may rule that unusual wood types have different properties (e.g. An iron wood golem might have +1 NA, +1 PS, + 2 EN, -2 TMR, -4 AG).