



<p style="text-align: center;">The Crook Spell (Advanced)</p>	<p style="text-align: center;">Point Cost: 10</p>
<p><i>(Sp) Crooked Mage-Craft Talent (The Crook Spell gains a+10 Talent bonus on ALL Lore Test used to activate, Wands and Scroll Mage-Craft Items)</i></p> <p><i>(Sp) Crooked Potion Talent (The Crook Spell doubles the duration in rounds of ANY Potion he drinks that does not do an instant effect)</i></p> <p><i>(Sp) Crook Spell Mastery Talent (The Crook Spell is never more injured than DAZED when failing an opposed Drain Test on ANY Crook Spell discipline spell, he also gains (3) Crook Spells from the Crook Spell Discipline of his choice with this Talent. He may purchase any other Crook Spells for 2 build points each)</i></p>	<p>Magic Lore +3</p> <p>Vigor Bonus +2</p>
<p>Prerequisites: (Sp) Quick Strike Talent, Any one (Mind, Savvy or Charm) Caster Talent, Magic Lore 10 ranks and Forbidden Lore 10 ranks</p>	<p>Bonus Gear: none</p>

Crook Spell Discipline spells are a secret discipline guarded by those that know them, so ANY PC other than those with the Crook Spell Advanced Template must have Forbidden Lore 30 Ranks to purchase/ use them. Crook Spells follow all the normal rules for spells in the H/20 Fantasy Guidebook, count as 1st circle spells and may be purchased for 2 build points each.

Crook Spell Magic

Cat's Creep

Cat's Paw

Eel Wiggle

False Bravado

Filcher's Ward

Flee

Ghost Key

Heavy Purse

Liar's Tongue

No Scent (Aura)

Pepper Cloud

Quick Strikers Ward

Springer's Touch

Sticky Fingers

Summon Cat Swarm

Summon Dagger

Thieves Luck (ward)

Trap Eyes

Unseen Ally (Ward)

Zone of Caltrops

Cat's Creep

Casting Action: (S)

Duration: 10 +MRSB in rounds

Range: Personal or touch

Attack Roll/Resist Roll: none

Drain Test: Caster's Vigor opposed by 10+1d20

Game Effect: You gain a +10 Magic bonus to all Stealth Test for duration of Spell.

Description: Through the secret teaching of the Crook Spell Guild you grant yourself or a single touched target a +10 Magic bonus to ALL Stealth test for a duration of 10 + your MRSB in rounds. *Each casting counts as a separate spell for purposes of calculating Drain Modifiers.*

Cat's Paw

Casting Action: (f)

Duration: MRSB in rounds

Range: Personal

Attack Roll/Resist Roll: none

Drain Test: Caster's Vigor opposed by 10+1d20

Game Effect: You gain a +5 Magic bonus to all Attack and Injury rolls made while using the QUICK STRIKE Talent for duration of Spell.

Description: Through the secret teaching of the Crook Spell Guild you grant yourself a +5 Magic bonus to ALL Attack and Injury rolls when using the Quick Strike Talent for a number of rounds equal to your MRSB *Each casting counts as a separate spell for purposes of calculating Drain Modifiers.*

Eel Wiggle

Casting Action: (f)

Duration: Instant

Range: Personal

Attack Roll/Resist Roll: none

Drain Test: Caster's Vigor opposed by 5+1d20

Game Effect: You gain an instant +10 Magic bonus to a single Escape Attempt to escape a Grappled condition

Description: Through the secret teaching of the Crook Spell Guild you grant yourself an instant +10 Magic bonus to a single Escape Attempt made to escape a GRAPPLED Condition. The Escape Attempt must be made the same round the spell is cast.

False Bravado

Casting Action: (f)

Duration: Instant

Range: Personal

Attack Roll/Resist Roll: none

Drain Test: Caster's Vigor opposed by 5+1d20

Game Effect: You gain an instant +10 Magic bonus to a single Intimidate Skill test.

Description: Through the secret teaching of the Crook Spell Guild you grant yourself an instant +10 Magic bonus to a single Intimidate Skill test. The Intimidate Test must be made the same round the spell is cast.

Filcher's Ward

Casting Action: (S)

Duration: 1 hour per MRSB

Range: Personal or touch

Attack Roll/Resist Roll: none

Drain Test: Caster's Vigor opposed by 10+1d20

Game Effect: You gain a +20 Magic bonus to all Observe Test to prevent being the victim of being Filched.

Description: Through the secret teaching of the Crook Spell Guild you grant yourself or a single touched target a +20 Magic bonus to ALL Observe tests to prevent being the victim of someone trying to use the Filch Skill to obtain a small object from your possession. The Filch test must be on the warded Creature or something he is carrying, wearing or wielding. The Ward lasts for a duration of hours equal to the Caster's MRSB or until dismissed. *Each casting counts as a separate spell for purposes of calculating Drain Modifiers. Note: a single Creature may only ever have one WARD in existence at one time.*

Flee

Casting Action: (f)

*Duration: Instant **

Range: Personal

Attack Roll/Resist Roll: none

Drain Test: Caster's Vigor opposed by 15+1d20

Game Effect: You double your base Land Move for 1 Round

Description: Through the secret teaching of the Crook Spell Guild you grant yourself the ability to magically double your base Land Move (example: a Human's Base Land Move is 6" so the Flee Spell Increases it to 12" for a single turn, thus two Me Action taken to just "move" would result in 24" of Movement) for a single round. (* Note the increased Move Stat ends on the End Phase of the Round it was cast, whether the affected Creature takes advantage of the Move or not). Note: just because the name implies it is used to escape, it may be used in any way the affected Character wishes (such as to charge).

Ghost Key

Casting Action: (S)

Duration: Instant

Range: a single Lock within 12" LOS

Attack Roll/Resist Roll: 20 + MRSB + 1d20 vs Lock Difficulty

Drain Test: Caster's Vigor opposed by 15+1d20

Game Effect: You magically Lock or Unlock a Lock from up to 12" away.

Description: Through the secret teaching of the Crook Spell Guild you may attempt to Lock or Unlock a single targeted lock with 12" LOS. You roll 1d20 +20 +MRSB opposed by the Lock Difficulty, just as you were using the Pick Lock skill (see page 87 H/20 Guidebook), except that you use the magic instead of a skill roll and count and it is only a (S) action, ignoring the modifiers for tools. Locking or Unlocking requires the same difficulty.

Heavy Purse

Casting Action: (S)

Duration: Instant

Range: Every Purse or Pouch within 12"

Attack Roll/Resist Roll: none

Drain Test: Caster's Vigor opposed by 5+1d20

Game Effect: You are instantly aware of the pouch or purse that contains the most Blue Coins and Trade Gems within 12" of you.

Description: Through the secret teaching of the Crook Spell Guild as a (S) action you instantly know the location of the pouch or purse within 12" of your location that holds the highest value of Blue Coins and Trade Gems (besides your own). You do not know the exact value or contents of the pouch or purse, only that it exists and where it is located at the moment you cast the spell.

Liar's Tongue

Casting Action: (f)

Duration: Instant

Range: Personal

Attack Roll/Resist Roll: none

Drain Test: Caster's Vigor opposed by 5+1d20

Game Effect: You gain an instant +10 Magic bonus to a single Bluff Skill test.

Description: Through the secret teaching of the Crook Spell Guild you grant yourself an instant +10 Magic bonus to a single Bluff Skill test. The Bluff Tests must be made the same round the spell is cast.

No Scent (Aura)

Casting Action: (S)

Duration: 10 +MRSB in rounds

Range: Personal or touch

Attack Roll/Resist Roll: none

Drain Test: Caster's Vigor opposed by 10+1d20

Game Effect: You gain a magic aura that hinder the use of the SCENT Talent.

Description: Through the secret teaching of the Crook Spell Guild you grant yourself or a single touched target a magical aura that negates any use of a creatures Scent Talent (such as guard animals or dogs), The Creature loses his Scent Bonus on all Observe and Survival Test made against any creature under a NO SCENT Spell for a duration of 10 + your MRSB in rounds. *Each casting counts as a separate spell for purposes of calculating Drain Modifiers.*

Pepper Cloud

Casting Action: (S)

Duration: 5 rounds plus caster's MRSB in rounds

Range: 12" LOS

Attack Roll/Resist Roll: - / (see below)

Drain Test: Caster's Vigor opposed by 20 +1d20

Game Effect: Use bring into being a 4" Round AOE cloud of choking pepper

Description: Through the secret teachings of the Crook Spell Guild you bring into being a 4" Round AOE Marker of choking ground pepper. The Cloud does not block LOS any Living creature touched by or entering the cloud must pass a +10 Endurance Test each round or be subject to the SICKENED Condition (See page 187 H/20 Fantasy Guidebook) due to massive amounts of pepper burning their eyes, nose and throat. The Sickened Condition lasts until the creature is no longer touching the AOE marker. The spell has a duration 5 rounds plus the caster's MRSB in rounds or until it is dismissed. Any Living Creature with the Creature Talent SCENT is considered VULNERABLE to this spells effect and only allowed a straight 1d20 to resist the spells effect. Each Casting of this Spell counts as a separate spell for the purposes of calculating drain modifiers.

Note: a Light Wind may dismisses the spell (Treat as Open Flame) (see page 191 H/20 Fantasy Guidebook)

Quick Striker's Ward

Casting Action: (S)

Duration: rounds equal to casters MRSB

Range: Personal

Attack Roll/Resist Roll: none

Drain Test: Caster's Vigor opposed by 15+1d20

Game Effect: You gain an additional 1d20 to any Quick Strike Attack or Injury roll

Description: Through the secret teaching of the Crook Spell Guild you grant yourself and additional 1d20 to ANY attack and Injury roll made while using the Quick Strike Talent (So a Thief would use Agility + weapon +2d20 for attack and injury rolls) The Ward lasts for a duration of hours equal to the Caster's MRSB or until dismissed. *Each casting counts as a separate spell for purposes of calculating Drain Modifiers. Note: a single Creature may only ever have one WARD in existence at one time.*

Springer's Touch

Casting Action: (f)

Duration: Instant

Range: Personal

Attack Roll/Resist Roll: none

Drain Test: Caster's Vigor opposed by 5+1d20

Game Effect: You gain an instant +10 Magic bonus to a single Set/ Remove Trap Skill test.

Description: Through the secret teaching of the Crook Spell Guild you grant yourself an instant +10 Magic bonus to a single Set/ Remove Trap Skill test. The Set/ Remove Trap Test must be made the same round the spell is cast.

Sticky Fingers

Casting Action: (S)

Duration: 10 +MRSB in rounds

Range: Personal or touch

Attack Roll/Resist Roll: none

Drain Test: Caster's Vigor opposed by 10+1d20

Game Effect: You gain a +10 Magic bonus to all Filch Test for duration of Spell.

Description: Through the secret teaching of the Crook Spell Guild you grant yourself or a single touched target a +10 Magic bonus to ALL Filch tests for a duration of 10 + your MRSB in rounds. *Each casting counts as a separate spell for purposes of calculating Drain Modifiers.*

Summon Cat Swarm

Casting Action: (S)*

Duration: 10 Round plus PRSB in rounds

Range: Close (6")

Attack Roll/Resist Roll: -

Drain Test: Caster's Vigor opposed by 15 +1d20

Game Effect: You use secret power to summon a swarm of alley cats.

Description: You call upon the secret powers to summon a Large-Sized Cat Swarm. A mass of many, ill tempered alley cats spills forth to serve you. You control the swarm as a (f) action each round. The swarm follows all rules for swarms and remains in existence for a duration of 10 rounds plus your PRSB, or until dismissed or destroyed. Each casting of this spell counts as a separate spell for the purposes of calculating Drain Modifiers. Note You may only have one Cat Swarm summoned at a time

(110 points) **Large-Sized Cat Swarm (animal): Swarm Rating +10 / Speed 6" land (6" Climb) (3" Swim)**

Skills: Acrobatics +10 (+20) plus swarm rating, Observe +10 plus swarm rating

Talents: Nimble as a Cat (+10 to all Acrobatics, Climb and Jump test), *Night Eyes 12"*, *Natural Climber Talent* (Climb Speed same as Land Speed),(Sp)*Self Gang-Up Talent* (swarm only) (If allowed a Stand & Deliver Combat tactic Swarm Rating is Doubled for attacks and injuries only)

Treasure Rating: Haphazard

Special Attacks and Abilities: Swarm Traits, Self Gang-Up.

Summon Dagger

Casting Action: (S)*

Duration: 10 Round plus MRSB in rounds or until the end phase of the round which it leaves the caster's hand

Range: Personal

Attack Roll/Resist Roll: -

Drain Test: Caster's Vigor opposed by 15 +1d20

Game Effect: You use secret teaching of the Crook spell guild power to summon a dagger made entirely of magical energy.

Description: Through the secret teachings of the Crook Spell guild you summon a single enchanted Dagger (counts as a magic melee weapon of appropriate size for the caster) made entirely of magic. This blue dagger gives off light (2" AOE marker), has all the qualities of a dagger and may be fought with or thrown. If thrown the dagger disappears on the End Phase of the round it is thrown. The dagger remains until dismissed or 10 rounds plus Caster's MRSB expires or on the End Phase of any round it leaves the caster's hand. *Each casting counts as a separate spell for purposes of calculating Drain Modifiers.*

Thieves Luck (Ward)

Casting Action: (S)

Duration: 10 rounds plus MRSB in rounds or until used

Range: Personal

Attack Roll/Resist Roll: none

Drain Test: Caster's Vigor opposed by 20+1d20 or until used.

Game Effect: You gain an additional 1d20 to any single Luck test.

Description: Through the secret teaching of the Crook Spell Guild you grant yourself and additional 1d20 to ANY single Luck test you make. You may choose to roll this extra 1d20 even after you see the result of your normal Luck test and add its result to your roll, even if you rolled a natural "1" on the first 1d20 roll. The spell lasts *10 rounds plus MRSB in rounds or until used*. Note: a single Creature may only ever have one WARD in existence at one time.

Trap Eyes

Casting Action: (f)

Duration: Instant

Range: Personal

Attack Roll/Resist Roll: none

Drain Test: Caster's Vigor opposed by 10+1d20

Game Effect: You gain an instant +20 Magic bonus to a single Observe Skill test to locate Traps.

Description: Through the secret teaching of the Crook Spell Guild you grant yourself an instant +20 Magic bonus to a single Observe Skill test when looking for traps. The Observe Test must be made the same round the spell is cast. Any Traps located this way glow with a red outline to your eyes.

Unseen Ally (Ward)

Casting Action: (Me)

Duration: 10 rounds plus MRSB in rounds

Range: Personal

Attack Roll/Resist Roll: none

Drain Test: Caster's Vigor opposed by 10+1d20 or until used.

Game Effect: You count as always having someone else in combat with you and any base to base opponent so that you may always use your (Sp) Quickstrike Talent.

Description: Through the secret teaching of the Crook Spell Guild you grant yourself a ward that makes you count as having another ally in any hand to hand combat you are in for the duration of the spell, allowing you to use you (Sp) Quickstrike Talent even if detected. The spell lasts *10 rounds plus MRSB*. Note: a single Creature may only ever have one WARD in existence at one time.

Zone of Caltrops

Casting Action: (S)*

Duration: 10 Round plus MRSB in rounds

Range: 12" LOS

Attack Roll/Resist Roll: -

Drain Test: Caster's Vigor opposed by 10 +1d20

Game Effect: You use the secret teachings of the Crook Spell guild to summon a small area of magical caltrops to make one area of ground to become VERY DIFFICULT Ground for the duration of the spell.

Description: You call upon the secret teachings of The Crook Spell Guild to summon a 2" Round AOE Marker of magical caltrops that cause a Targeted area of ground to become VERY DIFFICULT LAND BASED TERRAIN (1" through it requires 3" of Land Movement). Note if the spell is cast on an area of ground that is already considered Difficult or Very Difficult Then the area becomes IMPASSABLE to all Land Based Movement for the duration of the spell. Once placed the area cannot be moved. The effect remains in existence for a duration of 10 rounds plus your MRSB, or until dismissed. Each casting of this spell counts as a separate spell for the purposes of calculating Drain Modifiers.