

Scrolls

Scrolls are a slightly different type of magic from the norm in a sense of they are based around later use. Caster must create more Papyrus for each scroll they wish to create. Created scrolls last 1 day before they expire having been unused. Additional Caster may pay unit cost of scroll at the 24 hour mark to renew the scroll for an additional day. Caster focuses on the papyrus and the magic circles with slowly draw themselves upon the papyrus. The Duration is the time scrolls are good for after used. Activating a scroll is a full action unless caster has a Scroll Vernier which will make activating a scroll a ½ action. While founders of this group are still living the mages guild may not sell any of these prepped, but may teach it when it's made public.

1 – Papyrus		Caster summons Magical paper to empower with elemental energy. Caster must create more paper for each scroll they wish to create. Caster may also finesse twice to make scrolls immune to fire damage and another two finesses to make them immune to water.
Time to Cast:	2 rounds	
Resist Check:	none	
Target:	touch	
Duration:	3 days until use	
Area:	caster's hand	
Effect:	create magical paper	
2 – Light Spirits		Upon activating this scroll a floating light ball appears and follows the caster around for duration. The light ball can move around as caster request to shed light into many dark areas.
Time to Cast:	5 minutes	
Resist Check:	none	
Target:	touch	
Duration:	30 + 10/F minutes	
Area:	scroll	
Effect:	create light	
3 – Scroll of Copy		Upon activating this scroll it will copy images or text from paper upon itself, if book is magically it must make a 5d6 vs. power to resist. Does not copy magical aspects, and can only fit two pages worth of text onto a piece of papyrus, takes five minutes to copy.
Time to Cast:	5 minutes	
Resist Check:	5d6 vs PWR negates	
Target:	touch	
Duration:	instantaneous	
Area:	single piece of paper	
Effect:	copy paper	
4 – Map Scroll		Upon activating this scroll it makes a horizontal magical blast that maps out details of the area, giving details of forest, caves, houses etc. It maps solid objects, but walls/doors it will just map that they exist unless there is a arm sized hole for the magic to pass through. Creatures technically will have a ping but it does not update the movement seeing as it's a single blast. If multiple layers multiple map scrolls will be required. Does no damage, but is very visible. Proper Cartography checks do need to be made to read the map.
Time to Cast:	5 minutes	
Resist Check:	none	
Target:	caster	
Duration:	instantaneous	
Area:	250 + 125/F' radius	
Effect:	create map	
5 – Scroll of Playback		Caster focuses on scroll for amount of time, for every ten minutes user must pay an additional five units. Caster then places this scroll in a location with a trigger condition set, when trigger condition is met the scroll will record everything that happens within 10 + 5/F' radius area. For every ten minutes the caster spent focusing the scroll the scroll can record 30 minutes. Caster then retrieves the scroll and can activate the scroll to replay the events up to 3+1/F times before the scroll breaks.
Time to Cast:	special	
Resist Check:	none	
Target:	touch	
Duration:	special	
Area:	scroll	
Effect:	record events for a playback	
6 – Scroll Copying		Caster may use this spell to copy another scroll they have made, to give them another copy of that scroll, Copies may not be copied and scrolls may only be copied once.
Time to Cast:	2 rounds	
Resist Check:	none	
Target:	touch	
Duration:	Instantaneous	
Area:	single scroll	
Effect:	copy scroll	

7 – Scroll of Healing		
Time to Cast:	5 minutes	Upon activating this scroll target magical heals 3d6 which will close any open wounds and fix basic injuries.
Resist Check:	4d6 vs WIL negates	
Target:	LOS 10'	
Duration:	instantaneous	
Area:	single creature	
Effect:	heal	
8 – Bound Scrolls		
Time to Cast:	5 minutes	Caster takes two of the rank ones and links them, when one is written on the text magically appears on the other.
Resist Check:	none	
Target:	touch	
Duration:	permanent	
Area:	two scrolls	
Effect:	create chat	
9 –Seal		
Time to Cast:	5 minutes	Caster sets a trigger condition upon making this scroll, then places it in an area, upon activation the scroll creates a solid yellow barrier around the area and all with in must make a 4D6 Str to remain standing and a 4D6 Wil to be able to leave the area. Creatures within are magically kept alive and will not starve. Checks to get back up are a contested STR the barrier rolls 6 dice. Standard contested rules apply.
Resist Check:	4D6 vs Str/Wil	
Target:	scroll	
Duration:	1 + 1/F Days	
Area:	5 + 5/F' radius	
Effect:	seal creatures	
10 – Hide Magic		
Time to Cast:	5 minutes	Caster creates a scroll that when activated absorbs all magical senses on the object or creature, the scroll itself also does not glow under magical detections, as it just feeds on the residual energy. A 3 die identify spell, in conjunction with the capacity to detect magic can be used to negate this
Resist Check:	none	
Target:	touch	
Duration:	2 + 1/F hours	
Area:	single creature	
Effect:	hide magical output	
11 – Summon Familiar		
Time to Cast:	1 hour	Caster envisions a creature to summon and focuses energy into scroll. Use spends time casting envisioning a creature (max 30) Creature that fails the will check is non-hostile for 1 Hour +1 hour/F, During this time, the caster must make a deal to create a summon scroll to summon the creature, or this spell fails. Creatures that pass the will check act accordingly to their nature. Creatures must be summoned in proper space, IE whales can not be summoned on land. If there is a willing creature present at time of casting, casting only takes 4 rounds and creates the bond with that creature. Scroll last until used.
Resist Check:	6D6 vs WIL negates	
Target:	touch	
Duration:	instantaneous	
Area:	single creature	
Effect:	summon familiar	
12 – Spell Storage		
Time to Cast:	1 minute	Caster creates a scroll with their power then has a another caster channel knowledge of an elemental spell into the scroll (rank up to PWR/2), allowing the user of the scroll to cast the spell out of their own unit pool for the duration of the scroll.
Resist Check:	none	
Target:	touch	
Duration:	6+2/F hours	
Area:	single spell	
Effect:	store spell	
13 – Scroll Vernier		
Time to Cast:	1 hour	Caster focuses some of their life energy into a scroll, upon activating a physical manifest itself becomes the vernier. The Scroll Vernier can attach to armour or people to allow them to activate scrolls as a ½ action. The Vernier weighs 15lb and takes 2 rounds to put on or take off. Vernier can hold 6+1/F Scrolls.
Resist Check:	none	
Target:	touch	
Duration:	permanent	

Area:	single item	
Effect:	create scroll vernier	
14 – Summon Greater Familiar		
Time to Cast:	special	Functions similar to the rank 11 spell, but without a rate cap. Creature must be willing and the scroll will last until it is used.
Resist Check:	willing target	
Target:	touch	
Duration:	permanent	
Area:	single creature	
Effect:	summon familiar	
15 – Force Summon		
Time to Cast:	1 hour	Caster uses this scroll to create a forcibly create a bond with a creature. May summon via the rank 11 rules without a rate cap. Scroll will last until it is used, creature will follow commands for 1 + 1/F days and can be desummoned via standard spell dropping rules.
Resist Check:	6d6 vs WIL negates	
Target:	touch	
Duration:	permanent	
Area:	single creature	
Effect:	forced familiar	
16 – Greater Seal		
Time to Cast:	15 minutes	Caster sets a trigger condition upon making this scroll, then places it in an area, upon activation the scroll creates a solid yellow barrier around the area and all with in must make a 6D6 Str to remain standing and a 6D6 Wil to be able to leave the area. Creatures within are magically kept alive and will not die. Checks to get back up are a contested STR the barrier rolls 10 dice. Standard contested rules apply.
Resist Check:	6d6 vs STR/WIL negates	
Target:	location	
Duration:	1 + 1/F months	
Area:	25 + 10/F' radius	
Effect:	seal creatures	