

HÂRNMASTER

TOME OF THE
SHEK-PVAR

MAGIC™

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Welcome to *HårnMaster Magic*.

Our goals in writing this book were to develop a magic system which is enjoyable, flexible, and playable while also including arcane detail. Since preferences can vary a good deal from one group to another, we have provided a base set of rules which are much faster than before. A number of optional rules are also included. Each option has a checkbox which

can be marked if the rule is included. The GM and players can discuss their preferences and include only the optional rules they want.

This book is part of the *HårnMaster* rules system. The books in the series are:

- ***HårnMaster Core Rules***: Rules for character creation, skill use, combat, healing, running a campaign, and generating treasure hoards. These form the base rules and information needed to play the game; a foundation to build upon.
- ***HårnMaster Magic***: This is the book you are currently reading. It includes rules for creating and running a Shek-Pvar (mage), and a wide selection of spells for each convocation.
- ***HårnMaster Religion***: Rules and information about the ten major deities worshiped on Hårn. Separate articles describe the history, organization, regalia, and rituals of each church.
- ***HårnMaster Bestiary***: A comprehensive collection of creatures, some unique to Hårn. Each creature has a page dedicated to it. On the front of the page is a full-color illustration; this is what the GM shows to the players when they encounter the creature. The back of the page contains detailed information about the creature's habits, behavior, etc.
- ***HårnMaster Military***: Rules for Mounted Combat, Weaponcraft, Chivalry, and Tournaments are included. The life of a common soldier, and the options available for advancement are also detailed.

Organization of *HårnMaster*

HårnMaster is organized into articles, each covering a different subject that is identified by a unique colored heading. The pages are punched for insertion into a three-ring binder in any order desired. This format allows everyone to organize and expand these rules to suit their taste.

Players' Introduction

HårnMaster is a fantasy role-playing game in which players assume the identities of characters who explore and experience a fantasy world. A role-playing group consists of a Gamemaster and the players. The Gamemaster (GM) is separated from the players by a screen, behind which the GM's secrets are hid: maps, lists, special rules, and other data to which neither the players nor their characters are privy. Players should not look on the GM's side of the screen. The idea of the game is to discover secrets and unravel mysteries by intelligent play, not by cheating.

Each player generates a "player-character", or PC, a unique persona who lives in the fantasy world. Players should not confuse themselves with their characters; the PC will have its own traits and peculiarities. The ideal is for players to play a role, to submerge their own personalities and assume those of the character they play. In this, the role-playing game is more akin to theater than traditional games.

The Gamemaster (GM)

The Gamemaster (GM) is apart from the players and functions much like a referee at a sports event. The GM controls, among other things, a world's weather and climate, and societies and institutions. The GM stands between the fantasy world and the players, describing and explaining it, and operating the denizens that hinder and obstruct the PCs' lives. The GM also operates *Non-Player Characters (NPCs)* who can befriend and assist PCs.

The nature of fantasy role-playing is that all rules are optional. Gamemasters may add, delete, or change rules to fit their notions of rightness. The players may appeal decisions and make proposals for change, and a good GM will consider these concerns and try to explain rulings. Ultimately, however, the GM is the supreme authority, and may claim "executive privilege", for there is always some information the players should not know.

It is best if players do not overly concern themselves with the rules; that's the GM's job. Players should develop an understanding of how things work, use common sense, and expect the world to unfold properly. The players' challenge is to explore the fantasy world, meet it on its own terms, and succeed according to the goals they set for *themselves*.

CHANGES FROM PREVIOUS EDITIONS

Convocation ML: *HårnMaster* Magic treats each convocation as a separate skill. This greatly simplifies character generation and skill development. All references to a spell's ML, SI, or SB, are now CML, CSI, or CSB of the spell's convocation.

Fatigue: The game mechanics for accruing spellcasting fatigue have been simplified. Fatigue is no longer based on spell complexity, but is instead dependent on casting success or failure.

Common and Multi Level Spells: These types of spells have been amalgamated into the other convocations, most often as Neutral spells.

Spell Research & Design: Esoteric Knowledge Factor (EKF) has been eliminated and replaced with an easier routine.

Converting Shek-Pvar Characters from First Edition

The method below converts a character to the Second Edition. We recommend you read the Shek-Pvar article before converting a character.

- First convert the character's attributes and skills to the Second Edition as described in *HårnMaster Core Rules*.
- Characters who know at least one (1) spell of a convocation are deemed to be attuned to the convocation. Calculate and record the CSB for each attuned convocation using the tables on Shek-Pvar 6.
- Determine the CML for each convocation (and neutrality) as being equal to the average of the MLs of all open spells for that convocation. That is, if a character has four Lyahvi spells (ML56, ML60, ML85, and ML92) the average ML is 73. Hence, Lyahvi CML is 73.
- Record the name and level of each open spell on the Character Profile. The EML (CML – 5x Complexity Level) for each spell may be recorded, or calculated on the fly.

□ Convocational Attunement Conversion Option

Only characters who know six (6) or more spells of a convocation are considered attuned to the convocation. Those with five (5) or less spells must replace them with a magical item in which the spell is stored. The number of charges is equal to the spell's SI.





HårnWorld is far from being “Magic-Weak.” Although uncommon, accomplished mages with awesome powers do exist. Characters with the interest and natural ability to practice the “hidden arts” have the option to enter an elite vocation that demands skill and dedication to prosper.

ORIGINS OF THE SHEK-PVAR

The Guild of Arcane Lore is a loose association of alchemists, astrologers, mages, psionicists, runemasters, etc. The *Shek-Pvar* is a suborganization (actually six separate suborganizations) within the guild.

Shek-Pvar subscribe to a doctrine called *Pvarism*. This doctrine perceives and describes Kelestia (everything that exists) in terms of six key elemental principles: *Air, Fire, Metal, Earth, Water, and Spirit*. Because manipulation of these elements imposed unique demands upon the mind and body, six schools of arcane lore evolved, each stressing one of the elements. The earliest schools predate the founding of Melderyn by at least a thousand years.

The first Pvarists believed that everything was literally composed of one or more of the six basic elements. This simplistic belief evolved over the centuries and most Shek-Pvar now view the six elements as *mental templates* which enable the mind to grasp and manipulate complex magical forces. For example, when referring to “earth”, Fyvrian Shek-Pvar now mean far more than the dirt beneath people’s feet; they include all natural cycles of birth and growth, death and decay.

An Ancient Order

The practice of magic is an ancient lore. The Earthmasters had knowledge of the arcane arts long before their enigmatic disappearance nearly 16,000 years ago. The Sindarin were magic-users when they came to Kethira more than ten millennia ago. The Khuzdul learned the arts as early as 6,000 BT by solving (they say) clues in the artifacts and architecture left behind by the Earthmasters. Even human knowledge of magic has a venerable history because some chapters of the *Shek-Pvar* have existed for at least two thousand years.

The Elder Folk

Most Sindarin favor the Fyvrian discipline, the magic of nature, but elven mages exist in all convocations. The Sindarin have the requisite high Aura and, because of their immortality, the time to excel at magic.

The Khuzdul have the patience to study and excel at magic, but nature has not blessed them with a high Aura. Dwarves with the natural talent to practice magic tend to favor the Jmorvi convocation, the magic of artifice.



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CONVOICATIONS

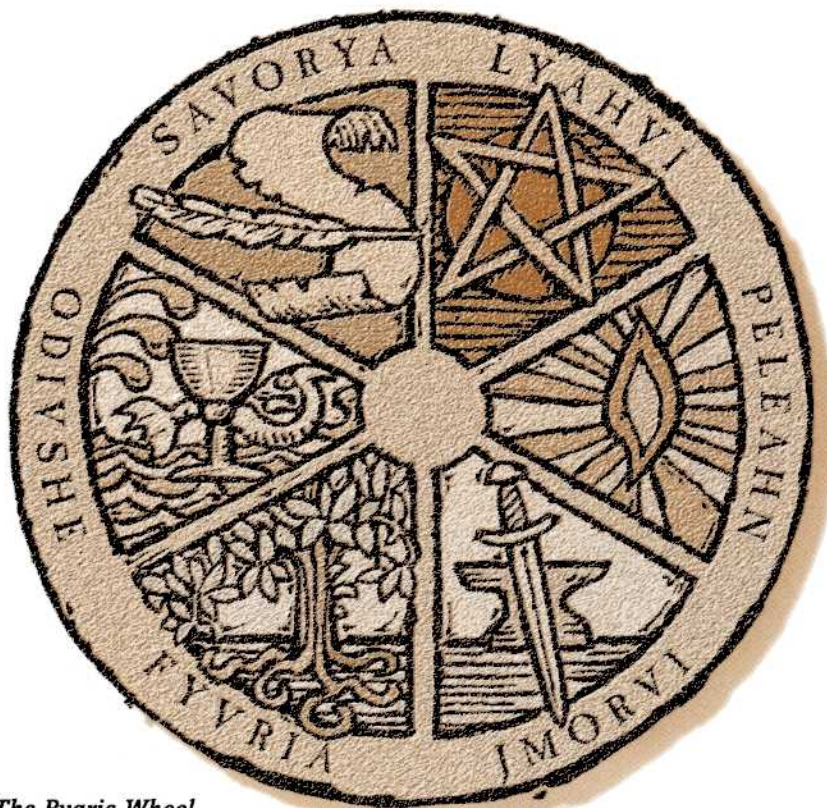
The Shek-Pvar are divided into six sub orders called convocations. Each employs its own element/principles to achieve a unique variety of magic. The convocations, their symbolic hues, natural elements, and driving forces are:

Convocation	Hue	Element	Essence
Lyahvi	Red	Air	Light/Illusion/Etherealness
Peleahn	Orange	Fire	Heat/Action/Dryness
Jmorvi	Yellow	Metal	Metals/Minerals/Artifice
Fyvria	Green	Earth	Birth/Growth/Death/Decay
Odivshe	Blue	Water	Cold/Darkness/Moisture
Savorya	Violet	Spirit	Knowledge/Mind/Meaning/Psionic

A Shek-Pvar first attunes to a *Primary Convocation* and learns *Primary Spells*. Adjacent to this are the *Secondary* convocations and spells. Those two removed are *Tertiary*. The convocation opposite the Primary is the *Diametric*. These relationships are symbolized by the *Pvaric Wheel*.

Example: A mage who first attunes to *Savorya* is forever called a *Savoryan*. The secondary convocations of *Savorya* are *Lyahvi* and *Odivshe*; *Peleahn* and *Fyvria* are the *Tertiaries*; *Jmorvi* is the *Diametric*.

Mages first learn spells of their Primary Convocation, but can later learn those of other convocations. There are also spells which use *Neutral* magic, the hub of the Pvaric Wheel, which mages of any convocation can employ.



The Pvaric Wheel

The wheel reflects the unity of Pvarism, and shows how each convocation is in harmony with its neighbors.

THE CONVOICATIONS

Lyahvi (Lee-AH-vee)

Lyahvi is the magic of the insubstantial, invisible, ethereal, and illusory. Lyahvi mages manipulate light to illuminate, confuse, or hypnotize. The essence of Lyahvi is bright, sterile, and unliving. Gems, mirrors, and other items which reflect/refract light are used as foci.

Peleahn (Peh-lay-ANN)

Peleahn is the most active, destructive, and least thoughtful school of magic. The Peleahn manipulate heat, smoke, and fire to produce pyrotechnic effects. They also deal in *Ethereal Fire*, which requires no mundane seed, but is somewhat less dangerous than mundane fire. Peleahn foci include firepots, flint and steel, and other fire-making tools.

Jmorvi (Jeh-MORE-vee)

The element of the Jmorvi is metal. Their magic runs in a slower vein and includes the construction and manipulation of metallic locks, tools, weapons, etc. Jmorvi favor metallic objects as foci.

Fyvria (FIV-ree-ah)

Fyvria is the magic of the green and growing, the pale and dying—essentially the cycles of growth and decay that underlie the natural world. The base of Fyvria is fertile earth where life swarms. Fyvrian mages use organic objects as foci, including petrified wood, bags of earth, even living plants and animals.

Odivshe (Oh-DIV-shay)

Odivshe is the magic of slow, cool darkness, the opposite of fire and action. Odivshe mages study and manipulate water, ice, darkness, and cold to achieve their ends. They also make use of *Ethereal Water*, the counterpart of *Ethereal Fire*. Odivshe incorporate water, snow, or ice in their foci.

Savorya (Sah-VOY-ya)

The Savorians deal in knowledge, thought, and concept, all of which, they believe, stand above the other elements. Their foci incorporate illustrations, runes, or the written word.

SHEK-PVAR: Organization and Ranks

While it is not necessary to join the Shek-Pvar to practice magic, most *human* mages are members. The criteria required for promotion from one rank to another is not uniform, although the Guild of Arcane Lore prohibits a promotion from being unreasonably delayed. The following ranks denote **status** within the Shek-Pvar; they do not necessarily indicate expertise.

MAVARI (Apprentice)

Mavari are adopted into a convocation and chantry by resident masters. Each *Mavari* takes an oath to obey their convocation's laws, conserve its secrets, and to serve and obey their master. The master agrees only to "teach what is deserved".

Mavari perform menial tasks, assist with research, run errands, and so on. Most of what they learn is from watching and listening to their masters. Those who earn their master's favor will eventually learn some spells.

Some *Mavari* lose a master due to death, misfire, etc. Every attempt to place the "orphan" with another master is made, but moving to a new chantry may be required. If the *Mavari* is a marginal talent or disagreeable personality, an apprenticeship may terminate, often with some bitterness.

SATIA-MAVARI (Journeyman)

When *Mavari* reach a certain level of competence, generally after five to seven years of service, they are released from the bond of apprenticeship and sent into the world as one of the *Satia-Mavari*. It is hoped *Satia-Mavari* will test and refine their art by observing how magic manifests itself in the world outside a chantry. *Satia-Mavari* are also expected to gather treasures: items of value and esoteric interest to the chantry and its members. The prevailing custom is to submit three items of value and three "original arts", meaning spells the former master does not know how to cast.

If a *Satia-Mavari* fails to return, so be it; the custom is intended to weed out the weak and incompetent. *Satia-Mavari* who survive in the outside world for at *least* a year and a day (most actually take three to five years) and gift their chantry with the customary treasures and spells, may apply for promotion to *Shenava* rank.

SHENAVA (Master)

The highest rank attained by most Shek-Pvar, *Shenava* generally reside in a chantry, engaged in never-ending research, but some travel far and wide in pursuit of original knowledge. *Mavari* are generally indentured to resident *Shenava*. Mendicant masters are less inclined to take on *Mavari*, although apprentices with talent and wanderlust are always in demand.

VIRAN (Grandmaster)

Only the most accomplished *Shenava* achieve the rank of *Viran*. The only way to reach this exalted rank is to earn the respect and recognition of six other *Virana*. If impressed with a *Shenava*'s achievements, a *Viran* will circulate a *Petition of Excellence* among other *Virana*. This document praises the *Shenava* and suggests elevation to the rank of *Viran*. If five other *Virana* sign it, the *Shenava* is summoned to a nearby chantry and presented with the *Petition* in a solemn, but simple, ceremony. Copies are filed at all chantries in the region, and the new *Viran* keeps the original as proof of status.

The path to knowledge is long and hard. First shall the Mavari learn the noble ways of Concentration, and this shall engage him for several years. Many who try shall fail. Then shall the Mavari be taught to focus his very being upon his Element, to feel, to know, to be the Principle from which all power is drawn. Only then shall the true ways of magick be taught...

Genin, *On Learning the Art*

The Return of Korben

A *Satia-Mavari* known as Korben returned to his *Peleahn* chantry at *Shostim* after an absence of almost five years. He was presented to the mistress he had apprenticed with, and sought her approval to be made *Shenava*.

As was the custom, Korben donated three magical artifacts to the Chantry: a lantern which always stayed lit, even when underwater; a *Fyvrian* artifact to reduce the severity of burns; and a silver lockbox that could be well sealed by a silver key of *Jmorvi* enchantment.

Korben then demonstrated three original spells for his mistress: one to quickly awaken people who were asleep; one to convert a mundane fire almost completely into smoke; and, his masterpiece, a spell to extinguish very large fires by creating a magical vortex to devour them, after which the vortex would devour itself.

Korben's mistress felt these artifacts and spells were worthy gifts, and promised she would seek the rank of *Shenava* for him. Two other resident *Virana* agreed with her assessment. Korben was officially granted the promotion in four months and proudly moved into the chantry as a resident *Shenava*.

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Some Virana inform a candidate they are the subject of a Petition of Excellence; others do not. Shenava who are aware a Petition is circulating have been known to help Virana make up their minds by becoming demonstrative. Left to itself, a Petition can circulate for years before enough Virana are suitably impressed. Sometimes the Shenava dies while the Petition is still circulating. On the other hand, a Viran may sign on the advice of a respected colleague without ever having met the Shenava candidate.

Virana are accorded great respect by those aware of their status. Only Virana who violate the *Pvaric Code* can lose this rank and status. Some Virana, especially if infirm, will take on a Mavari. However, most Viran have learned how little they really know; they typically ignore mundane affairs and spend their time seeking to perfect their art.

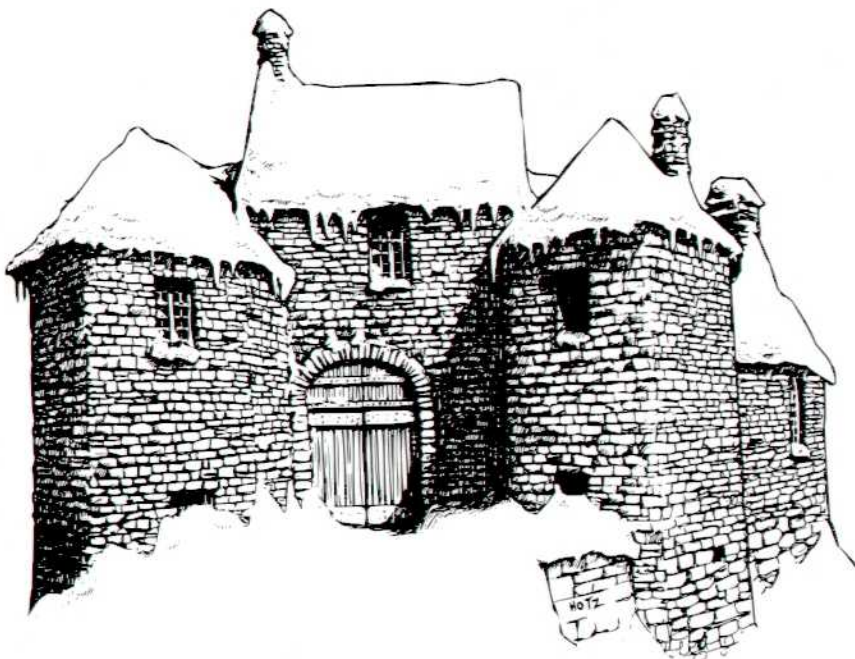
CHANTRIES

Each convocation has its own *chantries* where members may study, learn, and practice magic. Each chantry is governed by a Council of Mages, but administered by a seneschal, perhaps a Shenava but often not a mage at all. The seneschal's staff consists of apprentices, those who wish to be apprentices, and perhaps a few servants who lack the superstitious fear to avoid the place.

Chantries house a combination of masters and apprentices. *Shenava* pay rent, typically 12–24d per month, but can vacate (or be evicted) on short notice, generally 30 days. Some may reside at the same chantry for a dozen or more years, while others travel constantly from house to house. The elite *Viran* do not pay rent, but are expected to make "regular donations" to support their chantry. Most chantries also offer visiting members daily rates of 1d.

THE METAPHYSICS OF MAGIC

The energy used to drive the spells of the Shek-Pvar are ethereal powers released by a mage from the fundament of Kelestia. Some Shek-Pvar believe the powers come from elemental planes in "the void between worlds" where one briefly exists during interworld travel. Another theory suggests the powers are drawn from the *First Gods*, since the principles involved are analogues of these ambiguous entities. A linking theory claims both are right since the void between worlds is a likely home of the First Gods.



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SPELLFIRE TIMING

The *HårnMaster* combat system is a crisis management system into which the operation of magic fits easily. A mage begins spellcasting by choosing **Esoteric Option** during a normal 10-second Combat Round.

The Combat System runs on Initiative Ratings (IR). Characters have a skill called **Initiative** which expresses how quickly they react. However, regardless of IR, all actions undertaken by characters are assumed to *begin* in the first second of the Round. Initiative determines who gets the first chance to act within that first second of Gametime. An action that takes one second or more of Gametime, like spellcasting, will not be completed until everyone else has begun their own action options.

THE SPELLFIRE ROUND

Spells with a Time to cast of 1–9 seconds “fire” at the **end** of the same Combat Round. Spells with a Time to cast of 10–19 seconds fire at the **end** of the next Combat Round, and so on. To determine the *Spellfire Round*, divide the Time by 10, *round down*, and add the result to the present Round.

Examples: if this is “Round 4,” a spell with a 24-second casting time fires at the end of Round 6, and one with a 38-second casting time fires at the end of Round 7.

Competing Spellfires

When two or more Spellfires occur at the end of the same Round, it may be necessary to determine which spell fires first. Ties are broken as follows:

- [1] The spell with the shortest casting time fires first.
- [2] If still tied, the caster with the higher *success level* gets first Spellfire.
- [3] If still tied, the caster with the higher *IR* gets first Spellfire.
- [4] If still tied, break ties randomly.

Instant Spellfire

Spells that are stored or delayed by special spells often have a Time to cast *under* one (1) second. Such spells are cast on the Mage's normal Turn and, if successful, fire instantly. A Tactical Advantage may be earned for persons close to any victims, but rarely (GM discretion) by the caster.

INTERRUPTIONS

Spellcasting demands great concentration. A mage must concentrate from the moment casting begins until the moment the spell “fires.” If a mage is interrupted during this time, adverse results may occur. Each case is evaluated at GM discretion.

Minor Interruptions might include a near miss by an arrow, witnessing the demise of a companion, a loud noise to the rear, etc. These have little chance of terminating the casting, but a penalty of 5–30 is assessed at GM discretion. The mage may terminate voluntarily.

Severe Interruptions always terminate the spellcasting. These include most forms of physical abuse from having an arm severed to simply being knocked down. No other penalty is normally involved.

Enchantments

A spell placed on an animate or inanimate object, generally with a Duration of Indefinite or Permanent, but sometimes only Temporary. When an enchantment is laid on an *animate* object, an unwilling target is allowed a “saving throw” with a test against a multiple of *Will*, modified at GM discretion for circumstances. If the target of the enchantment is an artifact with artificial personality, its Ego is used in place of the Will attribute.

Sanctums

Most Shek-Pvar maintain a sanctum, namely a secure room whose walls and furnishings incorporate appropriate elemental materials. Within a sanctum, elementally-aligned energy helps the mage research and cast spells. A few mages maintain multiple sanctums, each aligned with a different convocation.

Some environments have a sufficiently strong convocation residue to be “natural sanctums”. The GM may assign such places a value. Few places have an elemental value comparable to a mage-made sanctum; the heart of a volcano, or a wreck 50 fathoms down would be two exceptions. Generally, 1–5 points of elemental enhancement are the most that can be expected on Kethira.

A Sanctum, whether natural or mage-made, modifies the EML of spells that are researched or cast within it. Mages who are unaware of these effects may get a nasty surprise.

Ten-Second Spellfire

A spell with a Time to cast exactly divisible by 10 (e.g., 10, 20, 30 seconds) fires just before the caster's turn in the appropriate Round. The caster then takes a normal turn.

RENEGADES

Although Shek-Pvar are unified by a common belief in Pvarism and the practice of magic, there are good and evil members in every convocation. Although the Shek-Pvar have few universal rules, *The Pvaric Code* is rigidly enforced.

The Pvaric Code

I

Bring not the scorn of the Kvikir upon thy brothers, nor make with thine art a place for thyself above them

II

Keep sacred, and free from harm, thy House of Lore and make tithes to thy House a portion of thine arcane treasure.

III

Spread not thy lore, even among thy brothers, without sanction of thy peers.

IV

Succor not a renegade of the art, but strike him down with thy power, else summon brothers to thine aid.

A mage who uses magic to harm the *Kvikir* (ordinary folk) or who brings a House of Lore (chantry) into disrepute, will be opposed by other Shek-Pvar, either because they are ethically hostile, or because they believe the organization is threatened by too much visibility.

If six or more masters agree, a mage can be declared Renegade. An infringement may prompt only a warning from a master, group of masters, or chantry; this varies from chantry to chantry and convocation to convocation.

It is the duty of all Shek-Pvar, regardless of convocation, to oppose a renegade. Shek-Pvar are not expected to commit suicide to oppose a powerful renegade. It is enough to quickly report any encounter or knowledge of a renegade's location to the nearest chantry or independent master.

Regardless of the outcome, the Shek-Pvar will try to rectify a renegade's actions. The masters

who declared the mage a renegade have the primary responsibility to perform this task. This complex process may require the memory of the renegade to be removed from the minds of dozens of Kvikir.

The Tale of Kadrol & Mordan

In 703 TR, the following note was sent to Kadrol of Aest, a Peleahn mage.

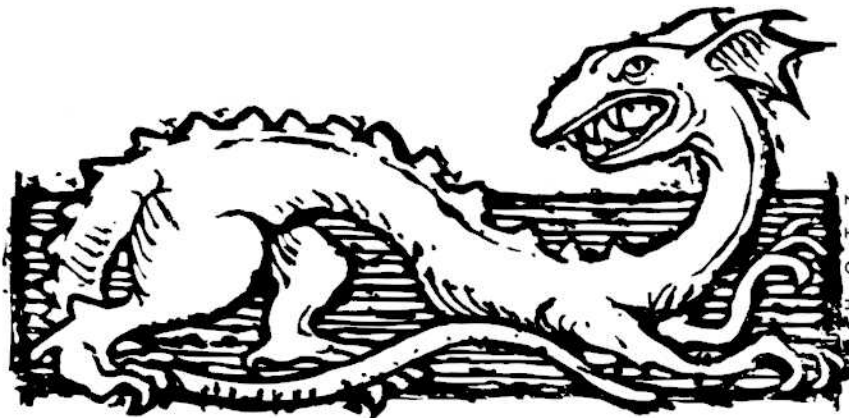
"Thy brothers and sisters have learned thou hast taught the art of thy convocation unto Mordan of Gexel, a brother not of thy convocation, without consent and without making unto thy chantry such gifts as are customary. Therefore, it is the duty of the governors of thy chantry to advise thee that, unless thou ceaseth such action and make unto thy chantry such gifts and acts of contrition as are prescribed, thy name shall be added to the Roll of Renegades and made known to Shek-Pvar in all the seven worlds."

Although the main onus is on a student to get the necessary permissions, Kadrol was sufficiently impressed by this threat to gift his chantry half of his collection of 12 enchanted artifacts and to appear before the assembled chantry council and beg forgiveness. The council voted to accept his apology, provided he served in the chantry's kitchen for three months and this was done.

Mordan, a Fyvrian Shenava, was prouder than his mentor. He was sent two similar letters from the resident masters of his own chantry. The letters informed Mordan that, in order to avoid being declared a renegade, he would have to permit a Savoryan mage to remove from his mind all knowledge of the ways of Peleahn.

Mordan did not reply to either letter, and continued to use Peleahn spells. This forced both chantries to add his name to the Roll of Renegades.

The two chantries dispatched a "team" of three accomplished Shek-Pvar. The first, a Savoryan, used subtle divination spells to hunt Mordan down. The second, a Gray mage who specialized in counter-magic, prevented Mordan from using his spells effectively. The third, a Peleahn, battered down Mordan's defenses and destroyed him. No quarter was asked, nor offered.



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JOINING THE SHEK-PVAR

CHANTRY APPLICATIONS	
Chantry Quality	Chance of Approval
★★★★★	CSB x2
★★★★	CSB x3
★★★	CSB x4
★★	CSB x5
★	CSB x6

Characters can become Shek-Pvar by applying to a chantry, although discovering a location may not be easy. Chantries vary in quality and the best of them are difficult to enter. A high *Aura* is required, but most applicants can improve their chance of acceptance if they have the right family connections, sufficient funds to bestow, or an appropriate recommendation.

Convocational Mastery Level (CML)

The ability to cast spells of a particular convocation is treated as a skill in the *HårnMaster* system. There is a separate skill for *each* convocation, and one for neutrality. Each CML has a unique Skill Base (CSB), dominated by *Aura*, but influenced by one other attribute.

CONVOCAIONAL SKILL BASES		
Skill	CSB	Specialties
Lyahvi	AUR AUR EYE	Wind, Magnification, Visual Illusions, Ethereals.
Peleahn	AUR AUR AGL	Fireballs, Volcanos, Movement Enhancement.
Jmorvi	AUR AUR STR	Weapon Creation, Prospecting/Mining, Lockboxes.
Fyvria	AUR AUR SML	Healing, Horticulture, Necromancy, Earthquakes.
Odivshe	AUR AUR DEX	Waves, Precipitation, Movement Reduction.
Savorya	AUR AUR INT	Divination, Written Works, Memory Suppression.
Neutral	AUR AUR WIL	Counter-Magic, Interworld Travel, Energy Storage.

Convocational Sunsign Modifiers

The stars favor different convocations. The astrological modifier to CSB is given below. For a character born on a cusp (the first two or last two days of a sunsign), use the more advantageous modifier.

CONVOCAIONAL SUNSIGN MODIFIERS						
SUNSIGN	CONVOCAION					
	Lyahvi	Peleahn	Jmorvi	Fyvria	Odivshe	Savorya
Ulandus	-3	-1	+1	+3	+1	-1
Aralius	-2	+0	+2	+2	+0	-2
Feneri	-1	+1	+3	+1	-1	-3
Ahnu	+0	+2	+2	+0	-2	-2
Angberelius	+1	+3	+1	-1	-3	-1
Nadai	+2	+2	+0	-2	-2	+0
Hirin	+3	+1	-1	-3	-1	+1
Tarael	+2	+0	-2	-2	+0	+2
Tai	+1	-1	-3	-1	+1	+3
Skorus	+0	-2	-2	+0	+2	+2
Masara	-1	-3	-1	+1	+3	+1
Lado	-2	-2	+0	+2	+2	+0

NOTE: A gifted Mavari will sometimes join a convocation in opposition to his Sunsign. This gives him an advantage when learning spells of other convocations in the future, although it will impede his early career.

Chantry Application (Example)

Caswalon has wanted to be a Fyvrian ever since a mage healed him of the plague at the age of eight. Caswalon applies at Gelimo a ★★★★★ Fyvrian chantry (See: SHEK-PVAR 18) in Melderyn where he knows his benefactor is now a Shenava. The benefactor explains he already has an apprentice, but recommends him to another master. With a Fyvrian CSB of 14, Caswalon's base chance of being accepted is $14 \times 3 = 42\%$, but the GM awards a +20 bonus for the recommendation giving a net chance of 62%. The player rolls a 59; Caswalon's application is accepted.

Convocational SBs (Example)

Caswalon's sunsign is Masara, and he has the following attributes:

STR	12	EYE	09	INT	13
STA	11	HRG	10	AUR	16
DEX	13	SML	06	WIL	15
AGL	08	VOI	07		

Masara gives a +3 bonus for Odivshe, a +1 bonus for Fyvria and Savorya, a -1 penalty for Lyahvi and Jmorvi, and a -3 penalty for Peleahn. Caswalon's CSBs are:

Convocation	CSB
Lyahvi	$(16 + 16 + 09) / 3 - 1$ 13
Peleahn	$(16 + 16 + 08) / 3 - 3$ 10
Jmorvi	$(16 + 16 + 12) / 3 - 1$ 14
Fyvria	$(16 + 16 + 06) / 3 + 1$ 14
Odivshe	$(16 + 16 + 13) / 3 + 3$ 18
Savorya	$(16 + 16 + 13) / 3 + 1$ 16
Neutral	$(16 + 16 + 15) / 3$ 16

Convocational Attunement

When Mavari learn how to attune to their element, they are taught to let a small amount of Principle exist within their Aura. Attunement must be done slowly and carefully, and it takes months before sufficient Principle can reside within the Aura to allow spells to be cast. Mages refer to this Aura-resident Principle as their *Foundation*.

A Foundation remains within the Aura until a mage dies when it dissipates and the Principle returns to the elemental plane.

With time and practice, Foundations can be increased in size to accommodate Principle from other convocations.

PREGAME SKILLS

Shek-Pvar PCs begin play as *Satia-Mavari* about to depart from their chantry after five to seven years apprenticeship. Two magic skills (Convocation and Neutral) are automatically opened with CML values (multiples of CSB) that depend on the quality of the chantry.

OPENING CMLs		
Chantry Quality	Convocation	Neutral
★★★★★	CSB4	CSB3
★★★★	CSB3	CSB3
★★★	CSB3	CSB2
★★	CSB2	CSB2
★	CSB2	CSB1

[1] Satia-Mavari Occupational Skills

Satia-Mavari open the three skills in the top row of the table below, and ALL skills for their specific convocation. Each skill is named followed by a number which is the OML that applies during character generation only.

SATIA-MAVARI OCCUPATIONAL SKILLS	
ALL	LOCAL SCRIPT 70+SB2, FOLKLORE/4, MATHEMATICS/2.
LYAHVI	Legerdemain/3, Glassworking/3, Jewelcraft/3.
PELEAHN	Alchemy/3, Cookery/4, Metalcraft/1, Weaponcraft/1.
JMORVI	Metalcraft/3, Lockcraft/3, Mineralogy/2, Weaponcraft/2.
FYVRIA	Herblore/3, Agriculture/3, Animalcraft/2, Embalming/2, Foraging/3, Physician/2, Survival/3, Tracking/2.
ODIVSHE	Swimming/4, Fishing/3, Piloting/2, Seamanship/2, Brewing/2.
SAVORYA	Mental Conflict/5, Drawing/4, Runecraft/3, Tarotry/3.

[2] Optional Skills

Like all characters, Satia-Mavari have five Option Points (5 OPs) to open new skills and improve open skills. The new skills should be chosen from the list below since the OMLs given are one level higher than normal.

Optional Skills: Acting/2, Alchemy/2, Astrology/2, Cookery/4, Dancing/3, Dagger/3, Hideworking/2, Mental Conflict/4, Musician/2, Riding/2, Runecraft/2, Skiing/2, Sling/2, Staff (spear)/4, Survival/3, Swimming/2, Tarotry/2, Unarmed/4, Weatherlore/3.

Each optional skill is opened by expending 1 OP. Any open skill (including any new skills just opened) may be improved 1 SB by expending 1 OP. No skill may be improved more than once in this way.

IMPORTANT: Players can NEVER expend Option Points to improve their two open CMLs, nor to open CMLs for other Convocations.

[3] Satia-Mavari Spells

Satia-Mavari start play with a selection of spells learned during apprenticeship. Only Neutral and Primary Convocation spells are opened in the Pregame.

Spell	OPs
Each Convocational Spell	Spell Level x 1
Each Neutral Spell	Spell Level x 2

Satia-Mavari have **Spell Option Points** equal to *Aura*. Two neutral spells, FOCUS and DISPELL are taught to all Mavari and these are opened **free**. All Convocational spells cost 1OP per level, and all other Neutral spells cost 2OP per level.

Satia-Mavari Equipment

Satia-Mavari usually leave a chantry with little of material value. Apprentices are unpaid and, therefore, have nothing to save. Some might still have possessions they owned before apprenticeship, but most will have bargained away such trifles for knowledge and to meet basic needs. Satia-Mavari typically leave the chantry with a week's food and water, the clothes on their back, a dagger, and 12–36 pence.

Beginning Skills (Example)

Caswalon's Gelimo (★★★★) apprenticeship has been completed. He opens and/or improves the following skills:

- Free Open Fyvrian Magic/3 to CML42
- Free Open Neutral Magic/3 to CML48
- Free Open Lakise to ML94 (70+SB2)
- Free Open Folklore/4 to ML48
- Free Open Mathematics/2 to ML28
- Free Open Herblore/3 to ML36
- Free Open Agriculture/3 to ML48
- Free Open Animalcraft/2 to ML20
- Free Open Embalming/2 to ML18
- Free Open Foraging/3 to ML30
- Free Open Physician/2 to ML28
- Free Open Survival/3 to ML39
- Free Open Tracking/2 to ML16
- 1 OP Open Alchemy/2 to ML28
- 1 OP Open Dagger/3 to ML36
- 1 OP Open Mental Conflict/4 to ML60
- 1 OP Improve Herblore 1 SB to ML48
- 1 OP Improve Physician 1 SB to ML42

Beginning Spells (Example)

Caswalon's *Aura* gives him 16 Spell Option Points. He has been taught the following spells:

- Free Dispell (Neutral/I)
- Free Focus (Neutral/III)
- 4 OP Zyna's Tap (Neutral/II)
- 1 OP Balm of Gresan (Fyvria/I)
- 2 OP Hand of Iliam (Fyvria/II)
- 2 OP Verdant Hand (Fyvria/II)
- 3 OP Learn Power of Sharadorn (Fyvria/III)
- 4 OP Learn Dream of Galega (Fyvria/IV)

Neutral Spell Limits

Masters expect Mavari to spend the majority of their time learning spells of their own convocation. Thus, PCs cannot spend more than **one third** of their spell OPs to learn neutral spells.

SHEK-PVAR 8

SPELL FORMAT

This publication includes a selection of spells as a guide and aid to players and GMs. The main thrust of HårnMaster Magic, once players are familiar with the rules, is to invent original spells, and rules to encourage this are provide later. The published spells are mainly intended to inspire.

Each published spell has a description outlining casting requirements and spell effects. Many spells have effects which are dependent on **CSI**, that is the SI of the convocational magic skill.

CONVOCATION: All spells belong to one of the six convocations or are neutral. The arcane spell symbol indicates the spell's convocation. There are seven such symbols, each illustrated in the sidebar.

NAME: A spell's name is a matter of personal taste, but duplication should be avoided. Record the convocation (or neutrality) and the level of known spells.

COMPLEXITY LEVEL: A spell's complexity level appears in Roman numerals (VII) after the Spell Name. More complex spells will be more difficult to learn and cast.

DESCRIPTION: A guide to what (hopefully) happens if the spell is successfully cast. These effects may vary at GM discretion, and are often modified by Success/Failure levels. The description may also list special casting requirements.

BONUS EFFECTS: As CML increases to certain preset Levels, a mage may have the option to invoke additional (bonus) effects. Even if eligible, a caster may ignore any bonus effect.

IMPORTANT: Note that CML determines which bonus effects are available for a spell, not EML.

TIME: The amount of gametime to cast the spell; effects begin once the caster has "expended" this time. Most spell descriptions express Time as a formula such as "15-CSI seconds" or "25-CSI hours". This kind of formula allows time to decrease as proficiency increases.

RANGE: The maximum distance that a spell's effects can be projected. Range is typically expressed as a function of caster skill, such as "CSI hexes" (1 hex = 5 feet). A Range of *Touch* indicates the caster must establish physical contact with the spell's object *sometime* during the casting time. A Range of *Self* indicates the spell can be laid only upon the caster.

DURATION: The length of time the spell's effects (once they start) will normally continue if not dispelled. The caster may (at GM discretion) opt to cast a spell of shorter Duration. There are three Duration categories:

Temporary effects last for a specified period and then automatically dissipate. Most spells are Temporary. Unless otherwise listed, the noted Duration is *tripled* with a **CS** casting.

Indefinite effects continue until dispelled.

Permanent effects cannot be removed without destroying the enchanted object(s).



Lyahvi



Peleahn



Jmorvi



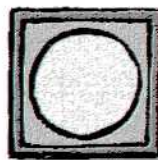
Fyvria



Odivshe



Savorya



Neutral

BONUS EFFECTS (Example)

Caswalon has, with diligent effort, developed his Fyvrian CML to 60. His EML for Power of Sharadorn (Fyvria/III) is 45. He can lay the enchantment on another person (the CML 50+ bonus effect), and can do it from 6 hexes away (the CML60+ bonus effect).

CASTING SPELLS

A *conscious* mage may attempt to cast any *known* spell at any time in the course of play. The following routine is used:

- [1] **Declaration:** The character informs the GM of the intent to cast a spell, *expends* the necessary casting Time, and meets any other requirements.
- [2] **Spell EML:** The base chance to cast a spell is the appropriate CML minus five (5) times the level of the spell. For example, if Odivshe CML is 90, the EML for a II level Odivshe spell is: $90 - (5 \times 2) = 80$.
Like all skills, Spell EML is subject to Universal Penalty, can NEVER exceed 95, and cannot be less than 05 unless the GM deems the circumstances impossible for spellcasting. Spell EML can be further reduced by a Special Penalty if the GM believes optimal requirements for casting have not been met, such as the spellcaster is interrupted. The final EML is determined only after the spellcaster has committed to casting the spell.
- [3] **Success Roll:** Once Spell EML is known, a skill roll is made to determine success. The GM makes the roll secretly if the result might be ambiguous to the caster.
- [4] **Fatigue Accumulation:** Mages expend their own energy (gain fatigue) to control a spell. The Fatigue Levels accumulated depend on the success level achieved when casting the spell:

CS: None MS: F1 MF: F1 CF: F2+

After casting a spell, fatigue received from the current casting is added to total fatigue. A SHOCK roll is required if the total accumulated fatigue is now **F3** or more.

Fatigue from spellcasting is removed at the normal rate; namely, one Fatigue Level per ten (10) minutes of rest. It is impossible to recover fatigue while actively casting or researching spells.

- [5] **Effects:** Spell effects are read from the spell description and may vary according to the success level achieved (and GM discretion).

Form and Principle

When casting a spell, mages use their *Foundation* to create a *Form*. Each spell has a unique Form and knowing how to create this Form is to know how to cast the spell. Even the simplest Forms are very complicated and mages spend a great deal of time designing and testing them to make sure they work properly.

After a Form has been constructed, the spellcaster determines whether it is good (safe), and then summons the Principle. The connection lasts only a brief instant as Principle courses into the Form, where it is channeled to produce the spell's effects. The Form then dissipates back to the Foundation.

Spellcasting Results

CS: The mage creates a perfect Form that causes no fatigue and allows the caster to maximize the effect.

MS: The mage must do some "fine-tuning" to the Form while the connection to the elemental plane is open. This process is fatiguing.

MF: The mage constructs a Form, realizes it is inadequate for the purpose, and then aborts the spell by dissipating the Form before the Principle is summoned. This is also fatiguing.

CF: The Principle is summoned into a faulty Form which cannot be repaired in time to avoid a critical Form failure. This might be fatal. See: *Spell Misfire* table on Shek-Pvar 11.

Spell-Casting Example

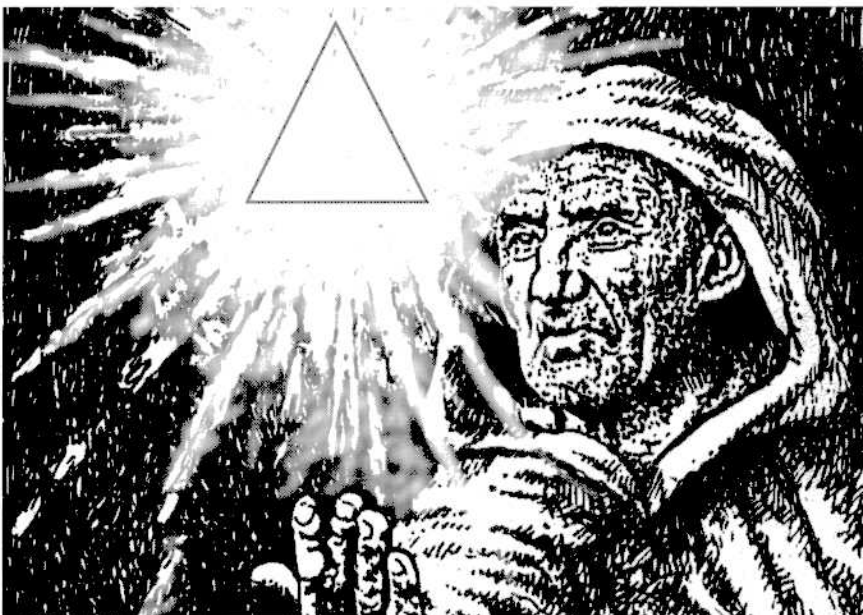
Caswalon attempts to cast Hand of Iliam (Fyvria/II). His Fyvrian CML is 60.

Caswalon's EML for the spell is $CML - (5 \times \text{Level})$, or $60 - (5 \times 2) = 50$.

The time to cast is $25 - \text{CSI}$ seconds. Thus, the time expended is $25 - 6 = 19$ seconds.

While Caswalon is casting the spell, an arrow is shot at him. Caswalon does not see the arrow coming, but is startled when it strikes the ground in front of him. The GM rules this interruption reduces EML by ten to 40.

Caswalon's player rolls a 29, a Marginal Success. The spell is successfully cast, but Caswalon accumulates one Fatigue Level. No shock roll is necessary since Caswalon was not previously fatigued.



MISFIRE (Critical Failure)

A casting attempt that results in Critical Failure (CF) implies a misfire has occurred. Each spell tends to misfire in a unique way. Violent spells have a habit of misfiring violently, while the misfire of a passive spell may pass unnoticed. The *Spell Misfire* table may be used by the GM to generate a range of effects. These are just a guide; be creative and try to avoid giving the same misfire twice in a row. Because of the often ambiguous nature of spell misfire, the GM may wish to make the misfire roll secretly, informing the players of the effects as appropriate.

SPELL MISFIRE TABLE

01–40 Form Failure: The spell's Form was inadequate to hold its Principle; the caster is obliged to expend additional energy to prevent a Total Release. The caster accrues 1d3 additional Fatigue Levels.

41–50 Aural Shock: A small amount of Principle "leaks" from a faulty Form and disrupts the mage's Aura. The caster cannot use Aura-dependent abilities (including spells and psionics) for some time. The caster makes a 1d00 roll every four hours (even if unconscious) against *Aura*; if the roll is equal to or less than *Aura*, the caster's Aural powers are fully restored.

51–60 Confusion: The caster has confused the parts of two or more spells. In its simplest form, the mage has cast the wrong spell. The effects can be interesting, and perhaps dangerous.

61–70 Damage: A focus or other magical object used in the casting of the spell is damaged. The object's magical power(s) will be absent or work erratically until it is repaired. If no such object was used, the caster suffers Aural Shock instead.

71–80 Distortion: The spell does not work as intended. The object, location, or direction of the effects are altered, and/or the effects are more or less powerful than intended.

81–90 Summoning: An elemental from an appropriate elemental plane is imported into the caster's world. The elemental is not under the control of the caster. Its reaction to the caster, and subsequent actions, depend on the nature of the spell.

91–99 Wild Spell: The spell is cast, but the caster cannot control it. The effects will depend on the nature of the spell. For example, when attempting to cast a fireball, it may explode prematurely, perhaps even in the mage's hand.

00 Total Release: The most devastating and dangerous variety of misfire occurs when a Form shatters, or otherwise catastrophically fails, and raw Principle gets loose in the mundane world. Some or all of the raw Principle can transform into one or more random types of mundane energy. This can cause unpleasant effects for bystanders, and is often fatal for the spellcaster.

NOTE: A Critical Misfire Roll (one divisible by five) indicates a compound misfire (more than one type of misfire). Roll again.

Total Release Examples

Each Total Release is a combination of one or more driving forces for a convocation. Some *possibilities* follow.

Neutral

An interworld nexus appears (see "Loag's Box" in the Common Knowledge section of *HårnPlayer*). Anything "eaten" by the storm is transported to a randomly-determined location after an actual lapse of 1–20 days, and an apparent lapse of 1–10 very confusing hours.

Lyahvi

Concentrated light and explosive sounds cause partial blindness and deafness to the caster. The caster's EYE and HRG are permanently reduced by 1d6.

Peleahn

The caster suffers 5d6 burn impact to each body area above the waist; armour reduces the impact normally but magic may not. This is often fatal.

Jmorvi

Over the course of 30 seconds, all metal objects on the caster's person become red hot and shatter. This will cause *Burn* and/or *Edge* impact equal to twice the weight of the object(s) in pounds.

Fyvria

The caster is transformed into a plant, tree, animal, pile of dirt, mound of goo, etc. Provided the object stays intact, the mage can be restored to humanoid form by dispelling the effect.

Odivshe

The caster is partially or completely transformed into snow, ice, water, and/or ethereal water. This can be fatal. If it is not, and the caster cannot undo the effect, the mage might be mistaken for a water elemental or some other water-based creature.

Savorya

A large portion of the caster's memories are suppressed or distorted. The caster will forget how to cast some spells, be unable to recognize some old friends, mistake a person the caster does not know as an acquaintance, etc.

Note: If a Total Release is borne (survived), treat the effect as an VIII level spell for the purposes of dispelling, etc.

SHEK-PVAR 12

LEARNING SPELLS

Shek-Pvar may cast spells after they have learned or invented them. Spells that have *already* been invented can be learned from a Mentor or from a Written Work. Mages can also *invent* spells, but only Gray Mages (SHEK-PVAR 17) can invent Neutral spells.

RESEARCH TARGET LEVEL (RTL)

Once the necessary time and other research requirements have been met, success at learning or inventing a spell is decided by a 1d100 roll against a Research Target Level (RTL). If successful, the spell is learned or invented, otherwise not. RTL is determined as follows:

[1] Base RTL

The base RTL for learning a spell is CML minus five times the spell's complexity level.

[2] Environment Penalty

Ideally, the researcher must have a quiet space. Also required are samples of elemental materials upon which the spell is intended to work, and any other equipment, objects, or materials used by the spell. Failure to meet these requirements causes the GM to impose penalties of 5–30 to RTL.

[3] Time Penalty

Two full days per complexity level are required to research a spell. This assumes a mage spends 12 hours a day on spell research, and study is continuous until the research ends. The GM may assess time penalties of 5–30 to RTL for interruptions in the routine. Some interruptions, like illness or a chantry fire, may be so severe that the GM aborts research entirely.

[4] Aural Interference Penalty

Enchantments of *other* Convocations, even if cast by the researcher, interfere with the aural background. All such spells/artifacts should be removed from the laboratory before starting any research, otherwise RTL penalties (see table right) apply. Casting a diametric spell within the research area is an excellent way to sabotage a rival's effort.

[5] Esoteric Aid Bonus

A Focus or Sanctum benefit research just like they help spellcasting. A Cone of Esoteric Insight (see TREASURE 19) reduces Time to one (1) day per Complexity Level) and/or increases RTL by CSB. Other enchantments or artifacts may benefit RTL at GM discretion.

[6] Mentor Bonus

A mage can teach a known spell to a student, provided both are fluent in a shared language. To receive the full benefit, a mentor must be available during all research sessions. The benefit is to increase the student's RTL by the mentor's CSIx2, but not by more than the student's CSB. Two or more mentors may provide cumulative assistance, although their *combined* bonus still cannot exceed the student's CSB. The same mentor can never be used again after a CF result.

SPELL RESEARCH (Example)

Caswalon inherits a treatise from a deceased mage that describes a II level Fyvrian spell. He decides to research the spell. His current Fyvrian CML is 73.

- [1] Caswalon's Base RTL is $73 - 10 = 63$.
- [2] The research is done in his own room. The effects will not extend beyond this room. No Environment penalty applies.
- [3] Caswalon requires 4 continuous days to research a level II spell. On day 3 he accidentally scalds himself with hot tea. The GM assigns a penalty of 10, reducing RTL to 53.
- [4] Caswalon accidentally leaves a Jmorvi artifact (enchanted teaspoon) in the research area. This gives a -10 penalty which reduces RTL to 43.
- [5] Caswalon has a Fyvrian Focus of value 6, and is performing his research in a Fyvrian Sanctum of value 10. Thus, $6 + 10 = 16$ is added to RTL, giving a current total of 59.
- [6] An associate with CML 92 already knows the spell and helps Caswalon diligently. The mentor's CSI $\times 2 = 18$, but the maximum benefit is +14 which is Caswalon's CSB. RTL is now 73.
- [7] The GM advises Caswalon that his *Spell Treatise* gives a bonus of +9, so his final RTL is $73 + 9 = 82$.

Caswalon rolls a 67, a Marginal Success. Thus, he learns the spell, and accrues two Fatigue Levels (F2).

AURAL INTERFERENCE

Convocation	RTL Penalty
Primary	+0
Secondary	-10
Neutral	-15
Tertiary	-20
Diametric	-30

☐ Variable Research Time

Spell Research time varies with the researcher's CSI as follows:

CSI	Days per CL
5/Less	3.0
6	2.5
7	2.0
8	1.5
9/More	1.0

[7] Written Works Bonus

A Written Work is a document which exists in the fantasy world and can be obtained and read by a *character* (as opposed to a player). A Written Work should not, therefore, be confused with a player's Spell Description which cannot be "read" by another character.

Discovering a scroll or tome which describes an "interesting spell" is often the impetus for new research. Obviously, a Written Work in an unknown language and script is *mostly* useless, although good diagrams may convey a general understanding, and a reliable translator may be found.

The *Written Works* table (sidebar) provides the technical name for each type of Written Work and the RTL bonus (a die-roll) each provides. The type of work may already be known, or the GM can generate a chance-found work. The RTL value of each Written Work is always *secretly* generated by the GM. This is not revealed to the player until a commitment has been made to use the work. The RTL value of a written work cannot exceed the Researcher's CSB.

If, by some wild chance, a researcher obtains two or more written works on the same spell, they may be used cumulatively, provided the written works were authored by different mages. However, the *cumulative* RTL values still cannot exceed the Researcher's CSB.

Work Condition: Many found works are old or in poor condition, varying greatly in readability and usefulness. Some are clear, comprehensive, and enhance the Research Roll; others might be booby-trapped. The condition of a Written Work is secretly determined by the GM (TREASURE 8).

Only obvious features such as faded inks, yellow or torn pages, pieces missing, obscure or unique scripts are revealed to someone examining the work. If the Written Work is in *Poor* condition, or has been *Rigged*, it gives a negative effect on spell research. Still, the player will not know the true value of a Written Work until the project terminates with a Research Roll.

THE RESEARCH ROLL

The research roll is the final act of a research project. It is made against the final (modified) RTL, but remember that RTL cannot exceed 95, or five times CSB, whichever is *less*. The success of a research roll is interpreted as follows:

SPELL RESEARCH RESULT TABLE	
Success	Result
CS	Superior Work! Spell is Learned. Fatigue F1
MS	Spell is Learned. Fatigue F2
MF	Research Fails. Fatigue F2
CF	Research Misfire. Fatigue F3+

Research Failure

A character whose research fails may try again, as often as desired, after expending 50% Time (one full day per complexity level) before each new attempt. Critical Failure of a research attempt means a student can *never* learn the spell from the current mentor or written work (if any).

Research Fatigue

At the end of the research attempt, the mage accrues the fatigue noted. Note that the intense physical and mental effort expended in research gives more fatigue than normal spellcasting.

WRITTEN WORKS

01-35 SCHOLIUM (1d6)

A brief, explanatory note, perhaps a small diagram or two, often found in the margin of some larger work. A Scholium is a promptive note used to remind a mage of a spell's salient points. Mages sometimes write scholia on scraps of parchment and discard them later. Some are only ideas for spells the mage intends to develop. Scholia provide only hints.

36-70 SPELL TRACT (2d6)

A short work, usually about a page in length, containing some information. Tracts can be quite useful to the researcher, who only has to fill in the details. Often, however, the absent data are more extensive than the information present. A Tract does not contain enough information to research a neutral spell.

71-95 SPELL TREATISE (3d6)

A medium-length discourse, generally several pages. This kind of document is usually quite useful to the student. If the spell described is neutral, the treatise *does* contain enough information to research the spell.

96-00 DISQUISITION (4d6)

An elaborate document covering all points of the spell, including its metaphysical principles, philosophical foundation, and logical derivation. Such works can be extremely useful to a student able to understand them. Disquisitions contain, if anything, too much detail. The mage Genin pointed out it was possible to write a book about any spell, and some Disquisitions prove it.

For more information on Written Works, see TREASURE 8.



SHEK-PVAR 14

INVENTING SPELLS

Mages can invent spells for any convocation they are attuned to, except only Gray Mages (SHEK-PVAR 17) can invent Neutral spells. The following steps are involved in spell invention.

- [1] The player designs a new spell, prepares a Spell Description in the appropriate format, and submits it to the GM.
- [2] The GM evaluates and decides whether the spell's elemental forces and function are valid. If flaws are detected the spell may be rejected. Optionally, the GM may suggest ways to make the spell acceptable and compatible with the overall system. The final Spell Description may not necessarily resemble the spell the player was trying to invent.
- [3] Once the Spell Description is approved, the GM assigns the spell a Complexity Level, and allows it to be researched. The process culminates with a Research Roll against RTL, calculated like normal, except the RTL cannot include a Mentor or Written Work Bonus.

SPELL DESIGN

The mage should always approach spell design from the convocation's driving forces. To invent a Lyahvi spell a mage must think *light, illusion, etherealness...* What effects can they achieve? Reversibility is a useful approach: *If I can blind a man by preventing light from reaching his eyes, could I also blind him by making too much light reach his eyes?*

The best sources of inspiration are existing spells of the same convocation. However, spells of other convocations *may* reveal effects which can be simulated by the researcher's convocation.

Magic is a subtle art. The least powerful and most elegant spell that can do the job is always best. Such spells are easier to research and cast, and have the best chance of adapting to changing conditions.

GM SPELL EVALUATION

The Shek-Pvar believe there are few universal laws which define what spells can do. Instead, Pvarism teaches that spells define the laws. This viewpoint developed because it often occurs that a spell which worked one way in the past works differently later. Indeed, the malleability of magic appears to be the only constant law of magic. Wise Shek-Pvar stay alert to the nature of the universe and invent spells that work under changing conditions.

A consequence of the above philosophy is that all spells approved by the GM are valid, but subject to change. Each time a spell is added, revised, or deleted, the laws of magic are, necessarily, altered to some degree. In effect, the GM can use spell research as a tool for establishing and controlling the "laws" of magic for a personal version of Kelestia.

Assessing the Element

When a GM evaluates a Spell Description, the first consideration is element. Are true convocational elements used to achieve the effects? Since the elements identified for each convocation are a symbolic selection rather than a definitive list, players might devise spells which contain unique elements, claiming they belong to a convocation. Ultimately, the GM must agree to assign unique elements to a convocation or rule them neutral. If the convocation of a unique

Spell Descriptions

Before a spell can be researched, a *Spell Description* must exist. A Spell Description outlines the requirements and effects of a spell. They are contained in this publication, and can be invented by the players (or the GM).

Varsisa's Mirror

An Example of Spell Design

Susan's PC, Varsisa, is a moderately-competent Lyahvi. Susan wants a fast, low-energy invisibility spell, and submits the following spell description to the GM:

Varsisa's Mirror (Lyahvi/I)

A spell which causes observers to not see the caster. The basic spell requires a seed spark or light, and can only render the caster invisible.

Bonus Effects

CML 60+ Seed spark/light no longer required.

CML 70+ Caster can render other persons invisible (touch required).

CML 90+ Spell may be used to render inanimate objects invisible.

Time: 1 second

Range: Self/Touch at CML70+

Duration: CSI minutes

Susan's spell description does not say *how* the effect is achieved. She claims the spell works by manipulating refraction, a valid Lyahvi approach, and changes the wording to "An enchantment which renders its object invisible by bending light around it."

A similar spell is *Cloak of Kalaerin* (Lyahvi/II). The GM estimates that Varsisa's Mirror at I level actually demands more power because its bonus effects include unlimited objects, and *Cloak of Kalaerin* can affect only one inanimate object regardless of CSI. Varsisa's Mirror simply does too much for a I level spell. The GM thanks Susan for a decent III or IV level spell and rejects the Description.

Susan is unwilling to give up low level, but agrees to dump the two higher bonus effects and increase the casting time to 15-CSI seconds.

(Continued next sidebar)

element is unclear, or it clearly belongs to multiple convocations, or it seems to destroy the essential character of a convocation, or might make its practitioners too "powerful", a ruling of "neutral" is recommended.

Power Effects & Complexity Level

The principal criterion for assessing the Complexity Level of a spell is its *Power Effect*. This is far more than sheer force. Power Effect includes such things as usefulness, subtlety, difficulty of control, etc. The GM must also consider perceived effect. A relatively unnoticeable effect, such as a minor change in the weather, could require huge amounts of energy. Comparing a spell's Power Effect with other spells in the *same* convocation is the GM's best guide.

Ultimately, a spell with too much "oomph" for the Complexity Level desired by a player can be mitigated by including limitations on the effects, adding control problems, etc. In an imperfect world, such complications make magic more realistic, and certainly more interesting.

GM/Player Negotiation

The process of creating a Spell Description is (usually) an enjoyable bargaining session between player and GM. Each time a version is produced the GM identifies what is "wrong" with the spell. Either the player or the GM may suggest trade-offs. The following variables are bargaining points.

SPELL IS TOO EFFECTIVE	SPELL IS TOO INEFFECTIVE
Reduce Area of Effect	Increase Area of Effect
Require Attunement to Object	Remove Attunement Requirement
Reduce Bonus Effects	Add Bonus Effects
Remove Certainty	Increase Certainty
Reduce Class of Objects Enchanted	Increase Object Class
Limit Combination with other spells	Allow Combinations
Require Concentration by Caster	Remove Concentration Requirement
Remove Cumulative Effect	Allow Cumulative Effect
Shorten Duration	Increase Duration
Make Caster Subject to Effect	Make Caster Immune to Effect
Remove Effect Movement	Allow Effect to Move
Reduce Effect Value	Increase Effect Value
Remove Effect Upon Ethereals	Allow Spell to Affect Ethereals
Increase Level of Spell	Reduce Level of Spell
Require Line of Sight to Object	Remove Line of Sight Requirement
Introduce Dangerous Misfire	Remove Dangerous Misfire
Reduce Range	Increase Range
Require Seed	Remove Seed Requirement
Introduce Side Effects	Remove Side Effects
Require Caster to be Stationary	Allow Caster to Move
Make Difficult to Store	Make Able to be Stored Normally
Increase Time to Cast	Reduce Time to Cast
Introduce Victim Attribute Test	Remove Victim Attribute Test

Varsisa's Mirror

An Example of Spell Design (Continued from Shek-Pvar 14)

The GM considers these changes, but maintains the power effect is still too universal for a I level spell. He suggests two fixes. First, an Eyesight test to see if observers are fooled. Second, the effect be downgraded unless a CS casting is achieved. Reluctantly, Susan agrees and writes the following Spell Description:

Varsisa's Mirror (Lyahvi/I)

A self-enchantment which bends and warps light around the caster and (held) possessions. The spell requires a seed spark or light. With CS, the caster is invisible. With MS, the caster is difficult to locate through a hazy flickering zone. Observers may overcome the MS effect by successfully testing Eyesight x4.

Bonus Effects

CML 60+ Seed spark/light no longer required.

Time: 15-CSI seconds

Range: Self

Duration: CSI minutes

After reviewing the description, the GM assigns the spell to II level, but offers to make it I level in exchange for a special misfire, such as blindness for 15-CSI rounds. Susan refuses and agrees to raise the spell to II level. She successfully researches the spell on her first attempt.

Crucible Approach I

The GM ignores the negotiation process, accepts the spell description as written. If the GM believes there is "something wrong" with the spell the Research Roll becomes an automatic misfire. After putting out the fires and paying the physician, the player goes back to the drawing board.

Crucible Approach II

Crucible Approach I is realistic, but some players find it too frustrating and deadly. A kinder approach is to allow players one draft of a Spell Description, and then to "accept" the second draft without further comment as above.

SHEK-PVAR 16

CONVOCATIONAL ATTUNEMENT

To research or cast any spell, a mage must be *attuned* to its convocation. Attunement to a tertiary convocation is impossible until after attunement to the intervening secondary. For example, an *Odivshe* mage cannot attune to Lyahvi until first attuned to Savorya. A mage must be attuned to *both* tertiaries before the diametric convocation can be attempted.

The laws of the Shek-Pvar forbid attunement to a new convocation unless the mage has written permission from three Masters of that convocation. The price of approval varies, but donating an appropriate artifact is the least that each master will expect. Some masters will accept cash, others will demand three month's personal service, if not an arduous quest.

The Attunement Roll (1d100)

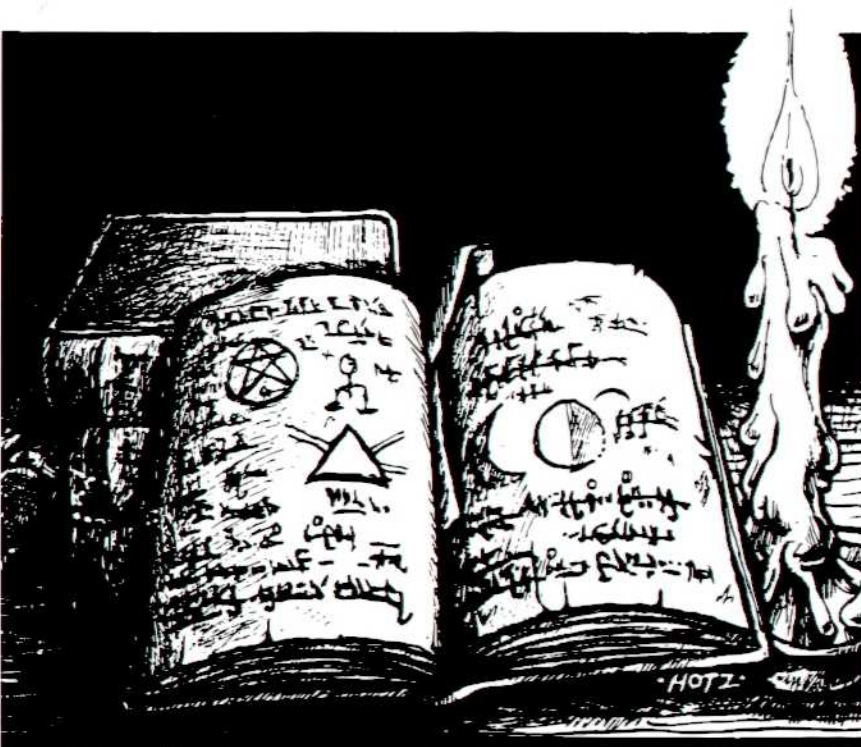
A filled *Jorum* of the appropriate convocation is required. After about thirty days of meditation, *Jorum* principle is imported into the Foundation.

The base chance for Attunement is the mage's **CSB** for the target convocation. The normal spell research values of a Mentor, Written Work, or a *Sanctum* for the target convocation apply. Also see *Astrological Timing* (SHEK-PVAR 23) The result of the attunement attempt is determined as follows:

CONVOCATIONAL ATTUNEMENT TABLE

CS	Attunement Succeeds. Open CML to CSB2; Fatigue F1.
MS	Attunement Succeeds. Open CML to CSB1; Fatigue F2.
MF	Attunement Fails. Fatigue F3.
CF	Attunement Misfires, Aural Shock; Fatigue F4+.

With *MF*, a few days rest will allow another attunement attempt to be made. With *CF* the alien Principle is likely to reek havoc and give the mage Aural Shock.



Convocational Attunement

When attuning to an additional convocation, another Principle must co-exist within the mage's Foundation. This is relatively easy, provided the added Principle is in close harmony with other resident Principle(s). Hence, when attuning to new convocations, a mage must first add a secondary Principle, before adding a tertiary Principle, and so on. In effect, the mage's Foundation begins to resemble the Wheel of the Shek-Pvar, each new Principle in harmony with its neighbor.

Attunement Example

Caswalon, a Fyvrian, can attempt to attune to either *Odivshe* or *Jmorvi*. He elects to seek attunement to *Odivshe*, a convocation for which he feels great affinity. An *Odivshe* master agrees to help in exchange for a cash payment of 200d, provided Caswalon can get the two other necessary permissions.

Caswalon is introduced to two other *Odivshe* masters. Both agree to sponsor his attunement in exchange for an appropriate gift. Caswalon offers cash, but both decline in favor of some "worthy Fyvrian artifact". After four months effort Caswalon is able to obtain two artifacts, a *Fork of Etosha* and a *Spoon of Yavari* which are accepted by the masters. Caswalon is given a filled *Odivshe Jorum* and, with the help of his mentor, undertakes one month of meditation and study to seek and know the ways of *Odivshe*.

Caswalon's base chance of success is his high *Odivshe* CSB 18. During his travels he obtained a five-point *Odivshe* focus. The *Odivshe* mentor, CML 82, has a CSI of 8 giving a bonus of +16. Caswalon attempts the attunement with $RTL\ 18+5+16=39$.

Caswalon's player rolls a 53; a Marginal Failure. He rests for a few days and tries again, this time in an *Odivshe Sanctum* +14 for the attempt. New RTL is:

- +18 *Odivshe* CSB
- +5 *Odivshe* Focus
- +16 Mentor Bonus
- +14 *Odivshe Sanctum*
- 53 RTL**

This time Caswalon rolls a 40 (CS) and opens *Odivshe* to CML36 (SB2).

CML DEVELOPMENT

CMLs are improved by skill development rolls, and these rolls are gained by expending Skill Maintenance Points (SMPs). See SKILLS 8.

Getting SMPs

SMPs for mages are gained as follows:

- 30 SMPs per month to reflect meditation.
- 1 SMP per four (4) hours of Spell Research. Maximum of three (3) SMPs per day.
- 1 SMP per Complexity Level when a spell is cast in an *adverse* situation (GM discretion).

Skill Development Rolls

At the end of a month, one (1) skill development roll may be made for each ten (10) SMPs. Unspent SMPs at the end of a month are forfeit. Any open skill may be developed. Roll 1d100 + applicable SB. If the sum is **greater** than current ML, increase it by one (1); otherwise, there is no increase.

GRAY MAGES

Gray mages are Shek-Pvar who transcend the normal limitations of convocational magic and work all convocations with equal ability. They are extremely rare. Characters *may* become Gray mages if they:

- [1] Have attuned to *all* six convocations, and
- [2] Their CML in *every* convocation, and in neutral magic, is at least 81, and
- [3] They complete the *Gray Metamorphosis* ritual.

Gray Metamorphosis

Even though a mage has satisfied the prerequisites to become a Gray mage, Gray Power is not automatic. The mage must de-attune from the convocational elements in favor of a broader, grayer perspective. This is done by blending the separate Principles in the mage's Foundation into one (Neutral) unit. This effort is not trivial. In terms of time, effort, and environment, the procedure is equivalent to researching a neutral V level spell.

To perform a Gray Power attunement, the mage must either have a *Disquisition* which explains the attunement process (only a Gray Mage can create such a Written Work) or secure the assistance of a Gray Mage as a Mentor. The research process is then followed normally; if successful, the mage becomes Gray. The metamorphosis cannot be reversed.

Gray Power

A Gray mage treats **all** spells as neutral and the advantages are indeed awesome:

- Neutral CML is used to research and cast any spell.
- Only Gray Mages can **invent** neutral spells.
- Only Gray Mages can teach Gray Power to other mages.

Magic Skill Development

Caswalon wants to improve his Fyvrian CML. He spends a hour each day meditating upon the nature of Fyvria. He also spends 24 days (288 hours) researching Fyvrian spells. Thus, Caswalon gains $30 + (288/4) = 30 + 48 = 78$ Fyvrian SMPs. He expends 70 of the SMPs to get seven skill development rolls to his Fyvrian magic skill, and forfeits the remaining 8 SMPs.

□ Maximum Practice CMLs

Above CML69, SMPs cannot be gained through meditation or spell research. Only spellcasting under adverse circumstances qualifies.

□ Convocational SMPs

Separate SMP totals for each convocation are maintained as applicable. That is, SMPs for Spell Research and Spellcasting must be allocated to their appropriate convocations. SMPs for meditation may be applied as desired.

Gray Mage Status

Shek-Pvar associate the powers of a Gray mage with the highest ranks of their own organization. Therefore, if one wishes to become a Gray mage, one must first attain the lofty rank of Viran.

Freed from the narrow perspectives of convocational magic, Gray mages are a class unto themselves. Acceptance into their ranks is a tacit honor, one that comes gradually, over years, as a Viran earns the respect and approval of those who have already achieved the highest repute. Ironically, the honor only seems to come to those who have achieved so much they no longer care about status.

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MAJOR LYTHIAN CHANTRIES

These tables identify Lythia's most significant chantries. About 100 chantries with less than eight (8) resident masters have been omitted. Also absent are several chantries which keep their existence secret even from other members of the Shek-Pvar. Chantries are located to the nearest major settlement/state, although many are really some distance from the indicated settlement.

Chantry qualities are indicated from Poor (★) to Excellent (★★★★★). Some chantries have a reputation that exceeds their rated quality, and vice-versa. The number in each entry indicates the approximate number of resident masters; most would also have two or three times this number of resident students. All chantries also have some administrative staff and many have armed guards, if only to maintain a public image that they need physical protection.

LYAHVI CHANTRIES		
Ain Chemu/Diramoa	★★★	8
Arlanto/Thonia	★★	8
Berema/Emelrene	★★★★	16
Kotyn/Molkura	★★★★	8
Lekuria/Umel	★★★★★	12
Manquideh/Dalkesh	★★★★	8
Nurisel/Melderyn	★★★	10
Reshana/Azeryan	★★★	12
Tengela/Trierzon	★★★	8
Zerexa/Kaneum	★★★★	8

PELEAHN CHANTRIES		
Ain Rhit/Diramoa	★★★	8
Berema/Emelrene	★★★★	8
Cherafir/Melderyn	★★★	8
Kotyn/Molkura	★★★	10
Lysara/Azeryan	★★★★	12
Shostim/Rethem	★★★	8
Thubeliz/Falana	★★★	8
Zerexa/Kaneum	★★★	10
Zerula/Dalkesh	★★★★★	8

SAVORYAN CHANTRIES		
Ain Dao/Diramoa	★★★★	20
Berema/Emelrene	★★★★	20
Cherafir/Melderyn	★★★★★	16
Gyenku/Pechosu	★★	8
Helas/Karejia	★★★	16
Idepan/Mafan	★★★	8
Kotyn/Molkura	★★★★	12
Meokolis/Azeryan	★★★	24
Ulebed/Kaneum	★★★	8
Xerium/Hepekeria	★★★	8
Zerula/Dalkesh	★★★★	8

JMORVI CHANTRIES		
Bekua/Jankor	★★★	8
Beleka/Ivinia	★★	8
Berema/Emelrene	★★★	10
Berone/Azeryan	★★★	18
Glenoth/Melderyn	★★★★	12
Gwaeryn/Hárn	★★★	12
Kotyn/Molkura	★★★★	12
Mokono/Meluria	★★★	10
Mokora/Chogoro	★★★★	8
Phanosia/Karejia	★★★	12
Silgora/Falana	★★★★★	10
Ydei/Shoju	★★★★	16

ODIVSHE CHANTRIES		
Amurghi/Shoju	★★★	10
Berema/Emelrene	★★★★	8
Chyrefal/Melderyn	★★★★	12
Goris	★★★	16
Gyenku/Pechosu	★★★	8
Idepan/Mafan	★★★	12
Jarehm/Ivinia	★★	8
Kotyn/Molkura	★★★	8
Porosua/Azeryan	★★	8

FYVRIAN CHANTRIES		
Berema/Emelrene	★★★★	8
Dariam/Byria	★★★	10
Denqua/Homora	★★★★★	8
Feslium/Azeryan	★★★	12
Gelimo/Melderyn	★★★★	8
Kolomir/Karejia	★★	8
Kotyn/Molkura	★★★★★	8
Makjin/Diramoa	★★★	12
Orlet/Quarphor	★★★	10

Note the high concentrations of chantries around Hárn, Melderyn, Emelrene, and Molkura. These are regions of unusually high intra-Kethrian phenomena, including a large number of godstones.

Chantries of Arcane Lore are also listed because they are open to members of the Shek-Pvar. There are usually a few mages present at any institution.

ARCANE LORE CHANTRIES		
Abdega/Argola	★★★	8
Ain Dao/Diramoa	★★★	30
Ain Kyamu/Diramoa	★★★	8
Aleath/Kanday	★★★	8
Amlacht/Altland	★★	12
Areshomes/Trierzon	★★★	14
Arketh/Karejia	★★★★	8
Berema/Emelrene	★★★★★	16
Busra/Pechosu	★★★★	16
Cherafir/Melderyn	★★★★★	12
Coranan/Tharda	★★	12
Darbo/Pechosu	★★★	8
Denqua/Homora	★★★	12
Ekyne/Reksyna	★★★	8
Fuhreling/Ivinia	★★★★	8
Hacherdad	★★★	24
Idepan/Mafan	★★★	10
Ifane/Harbaal	★★★	8
Inri/Byria	★★★	12
Isynen/Hepekeria	★★★	24
Jebanta/Kaneum	★★★	12
Karemus/Shorkyne	★★★	12
Kesara/Azeryan	★★★	12
Kotyn/Molkura	★★★★★	36
Lankorium	★★★★	20
Livelis/Karejia	★★★	24
Meokolis/Azeryan	★★★	48
Mokora/Chogoro	★★★★	12
Natha/Dalkesh	★★★	20
Neshaga/Shoju	★★	12
Purimal/Azeryan	★★★	18
Silgora/Falana	★★★	10
Suth/Chomsun	★★★★	8
Ubarian/Trierzon	★★	20
Vitho/Dalanya	★★★	8
Yling/Jankor	★★★★	12

ENRICHED MAGIC

The preceding rules form a complete and versatile fantasy role-playing magic system. *Enriched Magic* contains optional rules to enhance the system. They may be included at GM discretion after the role-playing group understands the basic system.

Enriched Magic expands the system by providing more of the underlying metaphysics. It also provides characters with new spellcasting options, giving them the chance to make more decisions.

This assortment of new variables can generate a vast number of combinations and outcomes. This helps to create a flexible magic system where there is no guarantee the same spell will work the same way twice, but where there is also a good reason for everything that happens.

It is unlikely that any roleplaying group will like *all* of these optional rules; some make spellcasting more difficult, some make it easier. The *Enriched Magic* section should be treated as spice: each group should season to taste.

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*The wise and veteran Mage knoweth
the pursuit of knowledge is infinite,
for the deeper his studies,
the greater his ignorance.*

Genin, *On Learning the Art*

SHEK-PVAR 20

□ CANT

A verbal focus for a spell is called a Cant. It has two parts: *Receptacle* and *Incant*. The first four lines of the sidebar example for *Beam of Nolar* are the Receptacle; the nonsense is the Incant. Each mage has a unique Cant for each spell. These are learned during spell research.

The Receptacle describes the process and its effects, and is a model of the spell's Form. The more complex the spell, the longer and more complex the Receptacle. The Incant is a verbal trigger. Speaking, shouting, chanting, or singing the Incant helps the mage summon the associated Principle.

The caster speaks the Receptacle, creates the Form, utters the Incant, and summons the Principle. If all goes well, the Principle pours into the Form and does as the caster intended.

Upon starting any spell, the caster declares which degree of Cant is being used. The degree provides a modifier for casting EML. The most effective Cants are spoken/sung at high volume, but are easier to detect.

Degree	Cant	EML	Detection
I	Silence	-10	n/a
II	Whispering/Subverbal/Lip Motion	-5	HRG x3
III	Normal Speech	+0	HRG x5
IV	Shouting/Loud Singing/Chanting	+5	HRG x7

□ GESTURE

Each spell also has a pair of gestural routines, one for *Receptacle* and another for *Incant*. These gestures include movements of the fingers, hands, arms, head, legs, and/or whole body. More obvious motion is a greater aid to concentration, giving a bonus for casting, but is far easier to detect. Fourth-Degree Gestures involve a unique form of body movement, similar to an insane fit.

Degree	Gesture	EML	Detection
I	No Movement	-10	n/a
II	Small Hand/Wrist Movement	-5	EYE x3
III	Hand/Arm/Head Movement	+0	EYE x5
IV	Whole Body Movement/Dancing	+5	EYE x7

□ DETECTION

The inclination might be to always use loud Cants and obvious Gestures to increase EMLs, but there are drawbacks. Higher degree Cants and Gestures are easier to detect and interrupt. Another consideration is pride. Mages who always use fourth-degree Cants and Gestures are scorned by more "refined" arcanists. This can cause a serious loss of reputation in a field where the respect of peers is of vital importance.

Each person in line of sight of the caster tests *Eyesight* to detect Gestures and *Hearing* to detect Cants. The Cant/Gesture tables above indicate the target level for Hearing/Eyesight applicable for each degree. Shek-Pvar, or other persons intimate with spellcasting, recognize spellcasting easier and earn a bonus of ten (+10) to detect. All observers subtract their distance (-5 per hex) from their EML.

*By spark in hand and light in mind,
I summon Nolar's brilliance here
Light strong, beam clear & straight to find
its target true to cut and sear.*

Arik-Rhizin-Nemar-Kola-Barasaandras.

A Cant for Beam of Nolar (Lyahvi/IV)

Cant Default

A caster who makes no declaration is presumed to be using a Cant of the Third Degree (+0).

Gesture Default

A caster who makes no declaration is presumed to be using a Gesture of the Third Degree (+0).

Detection Example

Caswalon is casting a spell using Cant II and Gesture IV. There are two enemies in sight who might interfere, so the GM checks whether they detect his actions.

The first enemy is three hexes (15 feet) away and is a mage with Hearing 9 and Eyesight 13. She tests:

$$\text{Cant: } (9 \times 3) + 10 - 15 = 22$$

$$\text{Gestures: } (13 \times 7) + 10 - 15 = 86.$$

The second enemy is a warrior four hexes (20 feet) away with Hearing 12 and Eyesight 11. He tests:

$$\text{Cant: } (12 \times 3) - 20 = 16$$

$$\text{Gestures: } (11 \times 7) - 20 = 57$$



❑ MUSIC AND DANCE

Characters with musical talent can play musical instruments, sing, or dance *instead* of Cant and Gesture. The elves, in particular, favor this more subtle method. Of course, the playing of a lute or the steps involved in a dance are always detected by victims, but they may not realize a spell is involved. A drawback is that using music or dance to cast a spell usually requires at least a few minutes, and casters do not always have that much time to spare.

A character using music or dance as a focus adds the Skill Index (SI) of Musician/Singing/Dancing (whichever is appropriate) to casting EML. Hence, if a character plays a lute at ML79, seven (7) is added to EML.

❑ NOISE

Mundane activities in the environment, such as noise and movement, may affect the caster's ability to concentrate. Background noise is a subtle consideration since it is not just volume that affects EML, but also the content, meaning, and consistency of the noise. A wagon passing nearby is disturbing; the fortieth consecutive wagon is less so. A waterfall is very noisy, but less disturbing than a quiet question asked of the caster. The optimum environment is one of complete silence with no movement or intrusion.

Degree	Noise/Activity Level	EML
I	Silence (Best Environment)	+5
II	Small Noises/Activity (Whispering/etc.)	0
III	Normal Conversation/Movement	-5
IV	Loud Noises/Sudden Actions	-10
V	Very Disturbing (Combat/etc.)	-15

❑ ENCHANTMENT OBJECT ELEMENT

A spell is an enchantment if it places an active or dormant magical effect upon an object. If the caster is enchanting an object, the elemental relationship between the *enchantment and the object* affects EML as noted in the table.

Object Convocation	EML
Primary	+0
Secondary	-10
Neutral	-15
Tertiary	-20
Diametric	-30

Music & Dance

Musician, Singing, and Dancing are *neutral* skills which can be used by members of any convocation to enhance the EML of any spell. Mavari with talent are encouraged to develop these skills.

Enchantment Object Element

Determining the elemental nature of an object can be an interesting challenge. A tree is always a Fyvrian object, but with runes carved on the trunk, it is also a Savoryan object, though less so.

Nearly all objects are multi-convocational, although one element usually dominates, or one component of the object is clearly the target of the enchantment.

The most accurate way of assessing the elemental nature of an object is to consider what property of the object the spell will affect. If a spell was intended to enhance the growth of a tree then the object is clearly Fyvrian. But if the enchantment is intended to modify the runes carved in the tree's bark, it may be considered a Savoryan object.

As a clarification, all animals are Fyvrian objects, although enchantments of the mind are Savoryan. Shek-Pvar are objects of their Primary convocation.

Example: a Fyvrian Shek-Pvar wishes to cast a *Jmorvi* spell to enchant a pool of pure water (*Odivshe* object). The object is tertiary to the spell, hence a -20 penalty applies. The Fyvrian's own convocation is not relevant.

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□ CONVOCATION SCRIPTS

Over the centuries the Shek-Pvar have developed unique glyphic scripts for recording spells. Each script symbol stands for a unique arcane term or idea with roughly the same meaning in most Kethrian languages. Symbol sets are used as a universal substitute for both language *and* script.

Symbol sets are taught to apprentices. All Shek-Pvar open their Primary symbol set (automatic skill) to SB5. Symbol sets of other convocations can be opened at SB1 per month of study, up to a maximum OML of SB4 after four months. It is forbidden to teach a symbol set to anyone who does not have permission to be attuned to a convocation.

□ FORM RISK

Roughly half of casting time is spent creating the Form and the other half inspecting it. Mages have the option to create a Form and then summon the Principle *without* inspection. This *halves* casting time, but the chance of misfire dramatically increases: *MF results are CF*.

□ FORM REPAIR

With an MF result (only) a mage may attempt to immediately repair the Form and cast the spell again. Expend 15–CSI seconds and then make a second casting roll (against the same EML). MF results this time are CF and Fatigue is +1 for all results.

□ SPELLBINDING

Mages are able to describe a known spell in a Written Work. Spells may be written on scrolls, in books, or even painted on cave walls. Most Shek-Pvar spellbind with the appropriate convocational symbol set, but any language or script can be used. Spellbinding is used to create Written Foci, Grimoires, etc.

Each type of Written Work takes a specific amount of time to produce. The time requirements presume a good study environment; minor interruptions during the writing can be ignored.

The RTL value of a Written Work is determined by its type and the author's Spell SI. This value is halved if *either* the Script or Language employed is less than ML60, and halved again if both are below ML 60.

Written Work	Time to Make	Length	RTL Value
Scholium	5 Minutes/Level	Short Note	Spell SI x 0.5
Tract	2 Hours/Level	1–3 Pages	Spell SI x 1.0
Treatise	7 Hours/Level	4–12 Pages	Spell SI x 1.5
Disquisition	12 Hours/Level	13+ Pages	Spell SI x 2.0

□ WRITTEN FOCI

A Written Work may be used as a focus *by its author*, and must be used when casting unmemorized spells. Written foci give a bonus to EML, but increase casting time.

Written Work	EML Bonus	Extra Time
Scholium	One-Half RTL	10 seconds
Tract	One-Third RTL	30 seconds
Treatise	One-Quarter RTL	2 minutes
Disquisition	One-Fifth RTL	10 minutes

CONVOCATIONAL SCRIPTS	
Convocation	Symbol Set
Lyahvi	Anta-Kyri
Peleahn	Mayesi
Jmorvi	Anta-Irdic
Fyvria	Korotanish
Odivshe	Vastienish
Savorya	Chanorian

Spellbinding Example

Caswalon, with Fyvrian CML78, wants to write about a III level Fyvrian spell. His EML is therefore $78 - 15 = 63$, giving a spell SI of 6. He could produce written works with the following RTL values: a Scholium (+3) in 15 minutes, a Tract (+6) in 6 hours, a Treatise (+9) in 21 hours, or a Disquisition (+12) in 36 hours. Since he is using Hárnic at ML65 and Lakise at ML94, there is no reduction (both are above ML60) for language or script used.

Spell SI = the SI of Spell EML. That is, a mage with CML78, casting a III level spell, has a spell EML of $78 - 15 = 63$, hence a Spell SI of 6.

Written Foci

Reading a Spell Treatise is incompatible with a 4th degree Gesture (insane fit) or dancing with wild abandon. These and other incompatible Foci can not be used simultaneously.



□ MEMORIZATION

There are two degrees to which a Shek-Pvar can know a spell: *learned* or *memorized*. Memorized spells are cast normally. Learned spells must be written down somewhere and can *only* be cast after reading this reference.

There is a limit to the number of *Complexity Levels* a mage can *memorize*: namely, Intelligence + Aura + Will. Hence, a character with 12 INT, 17 AUR, and 09 WIL could have up to 38 *levels* (not spells) memorized. When a Shek-Pvar successfully researches a new spell, it can be declared as *memorized* or *learned*. If delayed, memorization takes one hour per level of the spell. Shek-Pvar can instantly “unmemorize” spells.

□ GRIMORES

A grimore is a personal spell repository. It can take any of several forms, from a collection of vellum scraps in a canvas bag to an elaborate leather-bound tome sealed with “Wards of Great Power.” A grimore can contain large numbers of Written Works of all kinds, and can be used as a research aid or written focus.

A Grimore may contain spells the mage knows and spells the mage has copied but not yet learned. Each Shek-Pvar character who decides to keep a Grimore is required to make a list of its contents, clearly identifying which spells are *memorized*, which are *learned*, and which are just *copied* (unlearned).

Note: *unlike a player's binder of Spell Descriptions, a Grimore exists in the fantasy world. It can be lost, stolen, damaged, destroyed, etc. Like a pilot's rutter, a grimore is a valuable tome that some folk will do violence to obtain. Most grimores are sealed and/or booby-trapped with various wards and enchantments.*

□ ASTROLOGICAL TIMING

Astrology has important effects on arcane events, particularly on those that take more than a few hours such as Convocational Attunement and Spell Research. Most mages try to plan these activities for the months when the sunsigns are favorable. Thus, for a mage attuning to Peleahn, or researching Peleahn spells, the most favorable time is the three months when the sun is travelling through the fire signs of Ahnu (+10), Angberelius (+15), and Nadai (+10). Conversely, either of these activities are significantly hampered when the sun is in Skorus (-10), Masara (-15), and Lado (-10).

ASTROLOGICAL SUNSIGN TABLE									
BEGIN	END	SUNSIGN	CONVOCAATION MODIFIER						
			LYA	PEL	JMO	FYV	ODI	SAV	
4 Nuz	3 Peo	Ulandus	-15	-5	+5	+15	+5	-5	
4 Peo	2 Kel	Aralius	-10	+0	+10	+10	+0	-10	
3 Kel	3 Nol	Feneri	-5	+5	+15	+5	-5	-15	
4 Nol	4 Lar	Ahnu	+0	+10	+10	+0	-10	-10	
5 Lar	6 Agr	Angberelius	+5	+15	+5	-5	-15	-5	
7 Agr	5 Azu	Nadai	+10	+10	+0	-10	-10	+0	
6 Azu	4 Hal	Hirin	+15	+5	-5	-15	-5	+5	
5 Hal	3 Sav	Tarael	+10	+0	-10	-10	+0	+10	
4 Sav	2 Ilv	Tai	+5	-5	-15	-5	+5	+15	
3 Ilv	2 Nav	Skorus	+0	-10	-10	+0	+10	+10	
3 Nav	1 Mor	Masara	-5	-15	-5	+5	+15	+5	
2 Mor	3 Nuz	Lado	-10	-10	+0	+10	+10	+0	

Memorized Spells

Adopting this rule almost forces mages to maintain grimores and the like. This adds a lot of interest to the game because mages are naturally paranoid of losing such a valuable work.

Spells that are memorized should be noted with an "M" on the Character Profile.

Savoryan Grimores

Grimores are especially useful for *Savoryan* Shek-Pvar. The meaning of written words is a Savoryan elemental object. Also, Savoryan spell misfires often cause a mage to forget how to cast a spell for awhile, or even to forget that a spell was ever learned. A grimore will be of immeasurable help to recover lost knowledge.



SHEK-PVAR 24

□ INDIVIDUAL SPELL SKILLS

A mage's expertise among the different driving forces of a convocation can be represented by using *Specialties* (see SKILLS 2 and SHEK-PVAR 6). That is, one Lyahvi mage could specialize in Illusion and another in Ethernals.

Another approach is to track each spell as a *separate skill*, while retaining CML as a general measure of convocational knowledge. The rule sections are modified as follows:

Joining the Shek-Pvar (SHEK-PVAR 6)

The SB for a spell is equal to CSB minus the spell's level. Each spell learned during *apprenticeship* opens to a multiple of SB depending on Chantry quality.

Spell Format (SHEK-PVAR 8)

All references in a spell description to CML, CSI, and CSB should be interpreted as references to the ML, SI, or SB of spell.

Casting Spells (SHEK-PVAR 9)

Do *not* subtract five times the Complexity Level from ML when spell casting. Complexity is factored into SB as noted above.

Learning Spells (SHEK-PVAR 12)

The CML of each convocation is kept as normal, but its primary use is to provide an RTL for Convocational Attunement and Spell Research. Spell Development Rolls (see below) are allocated to develop CMLs as desired. All steps in the research process are unchanged, except replace the **Spell Research Table** with:

SPELL RESEARCH RESULT TABLE FOR INDIVIDUAL SPELL SKILLS	
Success Level	Result
CS	Research Succeeds. Spell OML is SB5.
MS	Research Succeeds. Spell OML is SB3.
MF	Research Fails. Try again?
CF	Research Fails. Misfire.

Convocational Attunement (SHEK-PVAR 16)

A mage must attune to a convocation in order to be able to open a spell of the convocation. The attunement process is unchanged.

Spell Development (SHEK-PVAR 17)

One skill development roll is earned for an individual spell for every 10 hours of meditation upon the spell, and for each casting of the spell in an adverse situation (GM discretion).

Gray Mages (SHEK-PVAR 17)

A mage must know at least seven (7) spells of *each* convocation, two of which must be at ML81+. Gray Mages recalculate each spell's SB as if *Neutral*, but do not recalculate the spell's ML.

Beginning Skills Example

Upon completing his apprenticeship, Caswalon's spells open (OML = SB3) as follows:

Spell	SB	ML
Dispell (Neutral/I)	15	45
Zyna's Tap (Neutral/II)	14	42
Focus (Neutral/III)	13	39
Balm of Gresan (Fyv/I)	13	39
Hand of Iliam (Fyv/II)	12	36
Verdant Hand (Fyv/II)	12	36
Power of Sharadorn (Fyv/III)	11	33
Dream of Galega (Fyv/IV)	10	30

The SBs given are CSBs *Fyvria 14* and *Neutral 16*, minus Spell Complexity.

Casting Spells Example

Caswalon wants to cast *Hand of Iliam* at ML 36, hence an SI of 3. Casting Time is 25-SI seconds, which equals 22 seconds.

Magic Spell Development

Caswalon decides to spend this month trying to improve *Power of Sharadorn*.

Each day, Caswalon spends two hours meditating upon the spell. At the end of the month, he has spent $2 \times 30 = 60$ hours in meditation. This gives him six skill development rolls.

Caswalon also tries each day to cast the spell in less-than-ideal conditions, such as at a crowded inn or while swimming. The GM awards one skill development roll for each day, a total of 30.

Thus, at the end of the month, Caswalon gains 36 skill development rolls to try and improve his *Power of Sharadorn* ML.



NEUTRAL 1



Neutral spells are perhaps the most useful magic, especially *metaspells* which influence other spells. Major artifacts are more powerful than other magical items and these can only be created with Neutral magic. Finally, interworld travel can be attempted only with Neutral magic.

Although Neutral spells can only be invented by Gray Mages, existing spells can be learned by lesser mages from a mentor or from a written work.

Artifact Creation Spells

The three most important spells for creating major artifacts are:

ARTIFACT CREATION SPELLS	
Name	Level
False Soul	Neutral/III
Esten's Mirror	Neutral/IV
Focus	Neutral/III
Jorum	Neutral/II
Soul Stealer	Neutral/V
Store	Neutral/IV

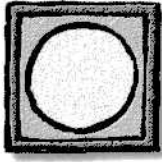
Interworld Travel Spells

The two essential spells for interworld travel are *Eye of Kemdal* and *Gate of Kemdal*. More than one mage has used these spells to locate a friend lost on another world.

INTERWORLD SPELLS	
Name	Level
Eye of Kemdal	Neutral/I
Gate of Kemdal	Neutral/V



NEUTRAL 2



DISPELL (I)

A spell to remove an enchantment. *Dispell* cannot counter a spell currently being cast, only existing magic/effects.

With the basic spell, the caster must be able to cast the target enchantment (or something very similar), and only *Temporary* enchantments can be dispelled.

The success roll is modified by ten (10) times the complexity of the target spell, ward, etc. This is in addition to the normal five (5) point penalty for a first level spell. For example, to remove a third level enchantment, EML is -30 for the target spell and -5 for *Dispel* for a total of -35.

Bonus Effects

CML 60+ Unknown enchantments may be dispelled.

CML 80+ Indefinite enchantments may be dispelled.

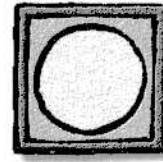
Note 1: *Critical Failure when casting Dispell might make the target enchantment misfire.*

Note 2: *A Permanent enchantment can never be dispelled.*

Time: 25-CSI seconds

Range: CSI hexes to target enchantment

Duration: n/a



EYE OF KEMDAL (I)

A spell permitting the caster to survey the local environment for the nearest spatio-temporal discontinuity. If the nearest discontinuity is within the spell's *Range*, the caster learns the direction in which it lies and also its general type, namely a Barasi Point, Godstone, etc.

With CS, the caster learns the distance to the discontinuity.

Eye of Kemdall is prone to disruption, and cannot work properly when cast within CSI hexes of a *convocational* sanctum, enchanted artifact, active spell, etc. An EML penalty of 10-30 should apply at GM discretion.

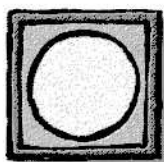
Bonus Effect

CML 70+ Caster may exclude the nearest discontinuity from the survey.

Time: 15-CSI minutes

Range: CSI miles

Duration: n/a



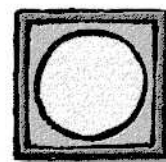
MAINTAIN (I)

A spell to extend the life of a target spell by its original Duration. Only the caster's own spells can be extended and Maintain must be cast before the target spell expires. The source/center of the target spell must be within CSI hexes of the caster.

Bonus Effects

CML 80+ Another mage's spell may be maintained, provided the caster is aware of its nature and knows a reasonably similar spell.

Time: 25-CSI seconds
Range: CSI hexes
Duration: As per Target Spell.



TONGUE OF PVARA (I)

A self-enchantment which enables the caster to communicate with a target person in the absence of a common language. The basic enchantment establishes a special relationship between the caster and the target, and cannot be expanded to include others. This is not true telepathy, and is not subject to psionic interference.

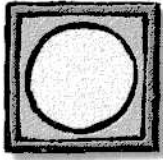
The depth of understanding depends on the success level achieved. MS allows communication roughly at the level of eight-year-olds; understanding with CS is complete. Regardless of success, this enchantment will not make an inarticulate person suddenly articulate, nor does it guarantee an ignorant person will understand what they are hearing or saying.

Bonus Effects

- CML 60+** Enchantment may be laid upon a willing recipient. Touch is required.
- CML 80+** The effect becomes universal—the subject will be able to communicate with any intelligent species in earshot for Duration.
- CML 90+** Limited communication with unintelligent or semi-intelligent creatures is possible (at GM discretion).

Time: 25-CSI seconds
Range: Self/Touch at CML60+
Duration: CSI x10 minutes

NEUTRAL 4



ATTUNE (II)

A spell to create a bond of affinity between the caster and an enchanted artifact. *Attune* helps to control such an artifact, but does not provide “factual” information about it. The spell is not the only way to achieve artifact attunement.

Once attunement is achieved subsequent attempts at manipulating the artifact are enhanced. This is a highly variable effect. See Attunement (TREASURE 12).

Attunement continues until mental linking is broken. Mental linking is facilitated by physical proximity. If the artifact and the attuner are separated over time/distance, the relationship almost certainly terminates.

Bonus Effects

CML 60+ Touch no longer required.

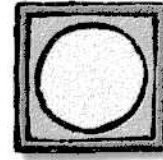
Range is CSI hexes.

CML 90+ Upon attuning, the caster obtains some information about the object.

Time: 15–CSI seconds

Range: Touch/CSI hexes at CML60+

Duration: Indefinite (or until contact is broken).



CHARGE (II)

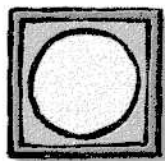
A spell to recharge an enchanted artifact (see: TREASURE 14). The caster must be attuned to the artifact. The caster “installs” one (MS) or two (CS) charges per casting.

Bonus Effects (none)

Time: 15–CSI minutes (Trance)

Range: Touch

Duration: None



JORUM (II)

A major/minor artifact power installed in an object to enable it to hold and store raw Principle. The enchantment creates a *neutral* Jorum which can be filled with the Principle of any convocation to which the caster is attuned. A Jorum holds sufficient Principle to power any one spell of the appropriate convocation.

If installed as a major power, a Jorum "occupies" three (3) points of Ego/Will. If installed as a minor power, it cannot be combined with any other enchantment. Duration is *Permanent* if the power is installed when the artifact is made/grown; otherwise, it is *Indefinite*.

The existence of a Jorum does not mean it actually contains any Principle. To fill a Jorum, a mage simply casts Jorum again, but uses the CML of the convocation to be stored. EML is still modified by Jorum complexity (-10).

A Jorum containing appropriate Principle is required for the attunement process to each new convocation. Another mage from the desired convocation will have to fill the Jorum.

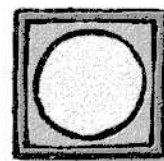
Bonus Effects (none)

Note: Principle stored in a Jorum is normally used to power a spell. It can, however, simply be released into the mundane world. This is very dangerous, but can create an interesting "diversion" provided the caster can effect a quick (preferably simultaneous) departure to avoid the consequences.

Time: 15-CSI hours

Range: Touch

Duration: Indefinite/Permanent (see above)



TALIN'S EYE (II)

A major/minor artifact power installed in an object to detect a *specific* species of entity (must have Aura) within CSI miles. For example, the installed power might detect Gargun (only). Upon detection, the artifact glows and vibrates gently.

If installed as a major artifact power, *Talin's Eye* occupies one (1) point of Ego/Will. If installed as a minor artifact power, it cannot be combined with any other enchantment.

The Duration is *Permanent* if the power is installed as the artifact is first created; otherwise, the Duration is *Indefinite*.

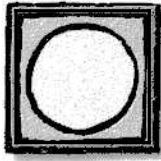
Bonus Effects (none)

Time: 15-CSI hours

Range: Touch (to install power)

Duration: Indefinite/Permanent (see above)

NEUTRAL 6



WARD (II)

Wards protect objects from enchantment, or enchantments from magical interference. The ward must be specific to a chosen convocation to which the caster must be attuned.

If installed as a major power, a Ward occupies one (1) point of Ego/Will. If installed as a minor power, it cannot be combined with any other enchantment. Wards never have *Permanent* Duration; most are *Indefinite*, but the caster may designate a lesser Duration.

The value of a ward depends on casting success and the CSI of the **chosen** convocation:

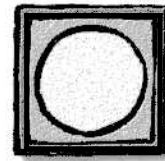
$$\text{MS} = \text{CSI}/2 \quad \text{CS} = \text{CSI}$$

Example: a mage with Neutral CML 50 has a Ward EML of 50-10=40. The 10 point penalty is for the complexity level of Ward. The mage wishes to create a Jmorvi ward. With MS, and a Jmorvi CSI 6, a Jmorvi Ward 3 is created.

A ward is fully effective while in place and must be dispelled to be removed.

Bonus Effects (none)

Time: 15-CSI minutes
Range: Touch
Duration: Indefinite (or less-caster choice)



ZYNA'S TAP (II)

A self-enchantment that postpones the caster's current fatigue. The GM makes a note of the caster's total Fatigue Levels, including any acquired by casting *Zyna's Tap*. Fatigue is then reduced to F0.

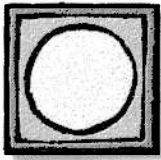
When Duration expires the caster receives *double* the Fatigue Levels postponed and must make an immediate Shock Roll.

Bonus Effects

CML 70+ Enchantment may be laid upon a *willing* recipient. Touch is required.

CML 80+ Enchantment may be laid upon an *unwilling* victim who fails a test against Will x5 (MS casting) or Will x2 (CS casting). Touch is required.

Time: 15-CSI seconds
Range: Self/Touch at CML 70+
Duration: CSI minutes



FALSE SOUL (III)

An enchantment to install an artificial personality (Ego) in a physical object thereby turning it into a major artifact.

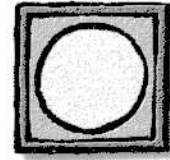
Ego is expressed as a number determined by the success of the *False Soul* casting. With MS, Ego is equal to CSI. With CS, the caster may set Ego at *any value* between one and CSI (inclusive). CF generally destroys the object.

Duration is *Permanent* if the enchantment is laid when the artifact is first created; otherwise, Duration is *Indefinite*.

Bonus Effects

CML 70+ Caster may install a Morality no more than three points higher/lower than his own.

CML 80+ Caster may give the artifact a Purpose. See TREASURE 15 for effect.



FEEL (III)

A spell to detect the presence of *existing* enchantments and spells. A successful casting reveals the existence of all active enchantments, spells, and wards. The basic spell will not identify their convocation or complexity.

Bonus Effects

CML 70+ Convocation of all magic is revealed.

CML 80+ Complexity of all magic is revealed

CML 90+ Caster receives enough information to write a *Spell Tract* for one (caster choice) enchantment/spell.

Note: *Spell Tracts facilitate research; see Shek-Pvar 13.*

Time: 20–CSI hours

Range: Touch

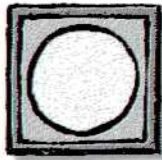
Duration: Indefinite/Permanent (see above)

Time: 25–CSI seconds

Range: CSI hexes

Duration: None

NEUTRAL 8



FOCUS (III)

An enchantment to create a focus artifact of a chosen convocation. The caster must be attuned to that convocation. The caster is instinctively aware of the direction to a focus if separated from it.

Focus installs a major or minor power in an artifact. If installed as a major power, *Focus* occupies three (3) points of Ego/Will. If installed as a minor power, it cannot be combined with any other enchantment. Duration is *Permanent* if the power is installed when the artifact is made/grown; otherwise, it is *Indefinite*.

The value of a focus depends on casting success and the CSI of the **chosen** convocation:

$$MS = CSI \quad CS = CSI \times 2$$

Example: a mage with Neutral CML 50 has a Focus EML of $50-15=35$. The 15 point penalty is for the complexity level of Focus. The mage wishes to create a Jmorvi focus. With MS, and a Jmorvi CSI 6, a Jmorvi Focus +6 is created.

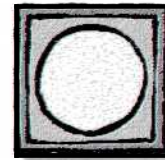
To use a Focus, the caster must be in direct skin contact. A focus adds its value to spell EMLs of the same convocation. That is, a Jmorvi Focus +6 provides a bonus of +6 to all Jmorvi spells.

Mages can re-enchant their foci of Indefinite Duration, raising them to a higher value with a CS casting or when CSI improves. Foci of Permanent Duration cannot be re-enchanted. CF dispells the original enchantment.

Bonus Effect

CML 80+ A caster attuned to all convocations has the option to create a *Rainbow Focus*. This artifact enhances all magic equally. Focus value is $MS=CSI/2$ or $CS=CSI$ (50% normal).

Time: 15-CSI hours
Range: Touch
Duration: Indefinite/Permanent (see above)



WELL OF ANASIRON (III)

A defensive spell to counter a spell being cast by another mage. *Well of Anasiron* works by disrupting the opponent's spell form enough to reduce effects or perhaps cause casting failure. The caster must be familiar with the target spell, and be within CSI hexes of the opposing mage.

If the target spell completes first (see SHEK-PVAR 10) *Well* can have no effect, although it may still misfire. If *Well* is completed *before* the target spell, the success levels of both spells are compared:

- If the target spell is more successful, it is unaffected.
- If the target spell is less successful, its success level is reduced by one: $MS=MF$; $MF=CF$ with a modest misfire; and CF remains CF with a nasty misfire.
- If the target spell and *Well* are cast with equal success, the effects of the target spell are halved.

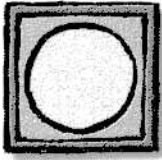
Well of Anasiron cannot be used to counter spells that have already been cast. It can, however, be *Stored* and summoned faster than normal.

Bonus Effects

CML 60+ May be attempted against unidentified spells with an EML penalty of 20.

CML 90+ May be attempted against unidentified spells without an EML penalty.

Time: 15-CSI seconds
Range: CSI hexes
Duration: n/a



ESTEN'S MIRROR (IV)

An enchantment to create a major artifact by "investing" some of the caster's *Will*.

The caster may invest up to CSI points of *Will* in the artifact. The amount must be declared before casting. For *each point* of *Will* invested:

CS: Ego is 1d8 per *Will* point.

MS: Ego is 1d6 per *Will* point.

MF: Spell aborted.

CF: Artifact destroyed; invested *Will* is permanently lost.

Example: if a caster invests three points of *Will*, the artifact has an Ego of 3d6 with *MS*, or 3d8 with *CS*.

If *attuned* to the artifact, the caster's *Will* is normal, but is otherwise at the reduced level. That is, a character with a *Will* of 13, who invests three points, has a *Will* of 13 while *attuned* to the artifact, but a reduced *Will* of 10 if not *attuned*. If the artifact is destroyed, the invested *Will* points are permanently forfeit.

Duration is *Permanent* if the enchantment is laid when the artifact is first created; otherwise, Duration is *Indefinite*.

Bonus Effects

CML 70+ Caster may install a *Morality* no more than three points higher/lower than his own.

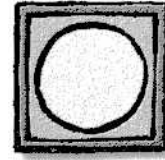
CML 80+ Caster may give the artifact a *Purpose*. See **TREASURE 15** for effect.

CML 90+ If the enchantment is *Indefinite* the caster (only) may terminate *Esten's Mirror* with a successful "recasting," thereby recovering the invested *Will* points. **CF** on this casting gives permanent loss.

Time: 15-CSI hours

Range: Touch

Duration: Indefinite/Permanent (see above)



SANCTUM (IV)

An enchantment which "attunes" an enclosed space to a chosen convocation. The caster must be *attuned* to that convocation. Sanctums have a maximum volume of five thousand cubic feet.

The value of a Sanctum depends on casting success and the CSI of the *chosen* convocation:

$$\text{MS} = \text{CSI} \times 2 \quad \text{CS} = \text{CSI} \times 4$$

Example: a mage with *Neutral CML 50* has a Sanctum *EML* of 50-20=30. The 20 point penalty is for the complexity level of Sanctum. The mage wishes to create a *Jmorvi sanctum*. With *MS*, and a *Jmorvi CSI 6*, a *Jmorvi Sanctum +12* is created.

A Sanctum modifies the *EML* of spells cast within it. The Sanctum's full value is applied as a bonus to *Primary* spells and as a penalty to *Diametric* spells. Half value is applied as a bonus to *Secondary* spells and as a penalty to *Tertiary* spells.

Mages can re-enchant their sanctums, raising them to a higher value with a *CS* casting or when *CSI* improves. This requires a new casting from within the Sanctum. **CF** dispells the original enchantment.

Sanctums can only be dispelled from within. It is possible to encounter abandoned sanctums of, long dead, mages. Sanctums can also occur naturally.

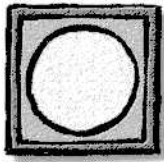
Bonus Effects (none)

Time: 15-CSI days

Range: Within the Sanctum

Duration: Indefinite

NEUTRAL 10



STORE (IV)

An enchantment to install a known spell in a major artifact. Store cannot install a spell in a minor artifact. All stored spells have a casting time less than one second and "fire" instantly on the caster's normal turn.

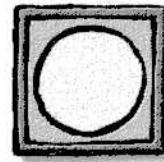
Store must first be successfully cast, followed by a successful casting of the spell to be stored. The stored spell occupies one (1) point of Ego/Will *per complexity level*. That is, a stored VII spell occupies seven points of Ego/Will. Up to CSI spells may be stored in the same artifact, subject to the limits of Ego/Will and spell complexity. Each installation requires a separate casting of *Store*.

At the time of storing, the caster designates a key word or phrase to invoke the stored spell. Thereafter, the spell can be invoked by *anyone* speaking the command word/phrase. To cast a stored spell, the invoker must win or tie a Mental Conflict. See SKILLS 23/24. The time required for this Mental Conflict is negligible.

An invoked spell is no longer stored. A stored spell dissipates harmlessly when Duration expires.

Bonus Effects (none)

Time: 15–CSI minutes
Range: Touch (to store)
Duration: CSI days



WILL OF KIRAT (IV)

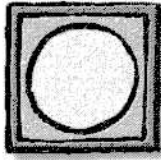
An enchantment to temporarily increase the *Will* of a willing recipient touched by the caster. The subject's Will is increased by 1d4 (MS) or 2d4 (CS). *Will of Kirat* cannot be combined with a similar enchantment, including itself.

The MLs of skills based on Will are raised by five times the attribute increase. If the skill has Will in its SB twice, its ML is increased by ten times the attribute increase. For example, if a one-point enchantment is laid, Lockcraft is increased by 5 and Mental Conflict is increased by 10.

Bonus Effects

CML 80+ Enchantment may be used to *Indefinitely* raise a subject's Will by one. CF *Permanently* reduces Will by one (1).

Time: 15–CSI seconds
Range: Touch
Duration: CSI minutes



GATE OF KEMDAL (V)

A spell which creates a *brief* interworld portal in the form of a hazy ellipse 3–8 feet tall and 2–5 feet wide. It hovers one foot above the ground, behind the caster, and is visible only from the front side. Anyone/anything small enough may pass through the gate.

The caster visualizes a specific destination and *Gate of Kemdal* determines a path there with 13–CSI stops. At each stop, a new casting is made to determine progress with the following results:

CS: Advance two stops along path.

MS: Advance one stop along path.

MF: No progress. Retreat one stop.

CF: No progress. Add one stop to path.

The journey *seems* to take about one minute per stop, but actually takes one day per stop. Fatigue is reduced to zero at each stop.

The final destination is known by the caster, but the path taken is always variable and obscure. The destination cannot be determined by anyone else except with a critically successful divination.

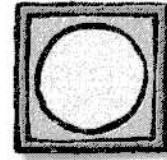
Gate of Kemdal avoids crowds. It almost never materializes travellers where their appearance can be witnessed. However, any number of beings could wander by within seconds.

Bonus Effects (none)

Time: 35–CSI seconds

Range: n/a

Duration: CSI rounds



MASK OF SHINJUR (V)

A self-enchantment to change the shape of the caster. The basic spell can only modify facial features to that of someone well known to the caster.

Transformation actually takes the first 15–CSI minutes of Duration.

Bonus Effects

CML 60+ Caster can enchant other *willing* subjects. Touch is required.

CML 70+ Caster can conjure an appearance from imagination.

CML 80+ Full body transformations may be achieved. Body mass must be preserved within twenty percent (20%).

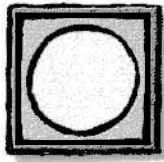
CML 90+ May be cast on an unwilling subject. If successful, the target resists with a Will x5 (MS casting) or a Will x2 (CS casting) morale check.

Time: 15–CSI seconds (casting)

15–CSI minutes (transformation)

Range: Self/Touch at CML60+

Duration: CSI hours



SOUL STEALER (V)

A spell to transfer a *willing* natural or artificial personality from one source body/artifact to a target body/artifact.

The spell is used to give an artifact a personality, or to exorcise an unwanted personality from its present body/artifact. The personality may be unwilling to transfer, and can resist with a Will/Ego x5 (MS casting) or a Will/Ego x2 (CS casting) morale check.

The transferred personality retains all memories and other personality attributes. Any mental skills or talents (such as Psionics) are also retained.

With the basic spell, the source body dies or the artifact self-destructs unless reoccupied within CSI *minutes*.

Bonus Effects

CML 80+ Caster may transfer a personality without destroying its source body/artifact, provided it is reoccupied within CSI *hours*.

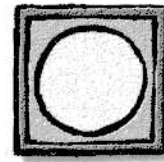
CML 100+ Instead of *moving* the source personality, the caster is able to *copy* it, leaving the source as before (many subjects prefer this approach).

Note: *Disposing of souls is considered witchcraft and is punishable by death in most jurisdictions. Indiscriminate use of this spell is never wise.*

Time: 15–CSI days

Range: Touch (both source and target)

Duration: Permanent



ARWYN'S BUBBLE (V)

A spherical zone within which magical effects are halted. The sphere, centered on the caster, extends CSI hexes in all directions. With the basic spell, the caster cannot move more than a foot in each direction for Duration (the Bubble is non-mobile).

Indefinite and Permanent spells are suspended within the sphere; they resume normally when the bubble “pops”. Temporary enchantments are also suspended, but resume only if they have Duration remaining.

While the Bubble is in place, magic (including the caster's) cannot operate within nor penetrate from the outside.

Bonus Effects

CML 70+ Caster may expand/contract the Bubble within its maximum extent.

CML 80+ Caster may move normally although the Bubble remains centered and attached.

Time: 25–CSI seconds

Range: Self

Duration: CSI rounds



Lyahvi is the magic of air and of the insubstantial, invisible, ethereal, and illusory. Lyahvi mages are manipulators of light, often making use of reflection and refraction. Their effects are faster than the eye and difficult to describe. They are masters of all gases, of sound (which travels on the air), and can summon Asiri and other ethereals to their benefit. The essence of Lyahvi is bright, sterile, and unliving.

The Lyahvi nemesis is earth, represented by the convocation of Fyvria. Lyahvi enchantments are difficult to lay upon organic materials or lifeforms.

A Lyahvi focus consists of transparent or translucent materials like gems and glass, and substances able to manipulate light, such as mirrors, prisms, and lenses. Red is the hue of choice, so rubies and other red gems are most desirable, preferably cut and polished to a sparkling, multi-faceted finish. A Lyahvi focus cannot include organic material.





ABLARIN'S FIELD (I)

A spell to generate semi-audible (white) noise to muffle or blanket other noises. The basic spell will prevent anyone within its field from hearing quiet noises, such as normal footsteps or subdued conversation.

The white noise is itself detectable by normal senses: test Hearing x5 (MS casting) or Hearing x3 (CS casting).

The field is sphere centered on the caster's head or focus, CSI hexes in radius. The field is mobile with the root object. The caster is not immune to the effect.

Bonus Effects

CML 50+ Field is harder to detect. Test Hearing x4 (MS) or Hearing x2 (CS).

CML 60+ Field blankets loud noises such as shouting, battle noise, etc.

CML 80+ Field may be rooted to an inanimate object instead of the caster's head/focus.

CML 90+ Field blankets all noise short of major explosions.

Time: 15-CSI rounds
Range: Sphere, CSI hexes radius
Duration: CSI rounds



AERIC'S WHISPER (I)

A spell which allows the caster to speak a message which a remote, single, caster-designated individual can/will hear. The message will sound as if someone were whispering in the recipient's ear.

Communication is unidirectional (one-way). The message may be as long as the caster can manage in Duration. The recipient must be in Range.

With the basic spell, the caster must speak the message out loud (although softly).

Bonus Effects

CML 70+ Caster need not speak the message out loud (thinking it suffices).

CML 80+ Range is CSI miles.

CML 90+ Up to CSI recipients may be designated; all receive the same message.

Time: 15-CSI seconds
Range: Line of Sight/CSI miles at CML80+
Duration: CSI rounds



CLOAK OF KALAERIN (II)

A quasi-invisibility enchantment laid upon a single Lyahvi elemental object. The enchantment is useful if, for example, the caster wishes a focus to escape the notice of a search. Generally, the enchantment works by bending light about the object. The object's tactile sensibility is unaffected.

The caster is not immune to the effect and must wait for the enchantment to expire before the item is visible.

Bonus Effects

- CML 60+** Caster is immune to the effect and can see the object normally.
- CML 70+** Caster may make all persons touched (while casting the enchantment) immune to the effect(s).
- CML 80+** Effect may be made tactile as well as visual.
- CML 90+** Touch no longer required.
Range is CSI hexes.

Time: 35–CSI seconds
Range: Touch/CSI hexes at CML90+
Duration: CSI minutes



H LANDOR'S FLASH (II)

A spell which causes a blinding flash to radiate from a Lyahvi elemental object held by the caster. All persons (looking at the flash source) within CSI hexes are blinded, and those within CSI x 5 hexes are half-blinded.

***Note:** in a purely random situation, each person has a 10% chance of looking at the flash source at the critical instant. This chance can be modified at GM discretion according to the situation.*

Blindness lasts 10 seconds (MS) or 30 seconds (CS), and then turns into half-blindness, which lasts for a similar period. Blinded individuals suffer a Special Penalty of 20 for all skills (GM discretion). Individuals half-blinded suffer a Special Penalty of 10 for all skills (GM discretion).

The effects described assume the spell is cast in dim/dark lighting conditions (e.g., underground or at night); halve the above effects if the flash occurs in bright light/full daylight. The spell is (at GM discretion) twice as effective against nocturnal creatures.

Bonus Effects

- CML 80+** Flash may be made to emanate from a Lyahvi elemental object in good line of sight within CSI hexes.
- CML 90+** Caster may exclude up to CSI designated individuals from the effect.

Time: 15–CSI seconds
Range: CSI hexes (blind); CSI x5 hexes (half-blind)
Duration: Blindness lasts 10 seconds

LYAHVI 4



GLOBE OF SETATH (III)

A spell which creates a fascinating, confusing, illusory ball of flickering, multi-colored light. The globe, about one foot in diameter, hovers one foot above the caster's head. Alternately, it may be attached to a Lyahvi elemental object. The globe remains stationary in relation to its root object.

The globe is Marginal or Critical, depending on the caster's success. Anyone in line of sight within CSI hexes of the Globe tests a multiple of Will.

CS Globe: Test *Will* x2

MS Globe: Test *Will* x4

The effect for each victim depends on the success level generated by the Will test. Effects terminate immediately when the Globe dissipates.

Result	Effect on Victim
CF	Victim remains stationary, gazing into the globe until the victim or the globe is removed. The victim cannot make any more rolls.
MF	Victim gazes helplessly into the globe for 10 seconds, at which time another roll to break free can be made.
MS	Victim is partially distracted for 10 seconds. An engaged opponent earns a tactical advantage. The victim suffers a -10 Special Penalty to all skills and repeats the Will test each 10 seconds as necessary.
CS	Victim ignores the globe and does not have to make any (more) rolls.

Bonus Effects (none)

Note: The ability to see color is essential for the spell to achieve its effect. It has no effect upon people with *Monochromasia* (see *CHARACTER 9*).

Time: 35-CSI seconds

Range: Line of Sight, CSI hexes

Duration: CSI rounds



PRISM OF GETHAN (III)

A spell to create and manipulate illusions. Images may be made visible which exist only in the imagination of the caster; but, unless CS is achieved, the illusions seem insubstantial and tend to flicker in and out of existence. Normally, effects are stationary and must be in clear view of the caster. The illusions are purely visual. They are not self-illuminating and cannot be seen in the dark.

Bonus Effects

CML 50+ Illusions may be made to move, but the caster must remain in line of sight and the effect requires great concentration.

CML 60+ Caster may operate simple illusions beyond line of sight, provided the caster knows the geography.

CML 80+ Caster may enter a trance and operate illusions beyond line of sight (this amounts to a kind of clairvoyance).

Note: General illusion spells, such as *Prism of Gethan*, lack the nicety of detail, realism, and quality possible with a specific illusion spell which creates the same image with each casting. Mages who desire a better illusion with a MS casting need to research a specific illusion spell.

Time: 25-CSI seconds

Range: Line of Sight, CSI x5 hexes

Duration: CSI rounds



ENTORA'S MIRROR (IV)

A spell that projects a two-dimensional image of an object to a remote location. The image is a "snapshot" of the object and will not normally change unless the object is destroyed, in which case the image vanishes.

With MS, the image is translucent; with CS, it is sharp and clear. The spell works best on simple objects/images—more complex items should reduce EML.

With the basic spell, the object must be held by the caster and the image cannot be projected beyond good line of sight within CSI hexes.

Bonus Effects

- CML 50+** Line of Sight to image no longer required, but Range is still CSI hexes.
- CML 60+** Range increases to CSI miles.
- CML 70+** Image now a 3-dimensional hologram.
- CML 80+** Image may be more closely linked to its object—it will move as the object moves, etc.
- CML 90+** A single image attribute, such as size or color, may be varied slightly.

Time: 35-CSI seconds

Range: Touch (to object)/CSI hexes (to image)

Duration: CSI minutes



BEAM OF NOLAR (IV)

A spell to cause a beam of blinding, burning light to issue from the caster's hand at a specific target within CSI hexes. The beam acts as a *High Velocity* (Dodge 50%) missile weapon with *Fire* impact of:

MS: CSI +1d6

CS: CSI +3d6

The beam will be refracted/reflected as would ordinary light, and may be weakened or eliminated by darkness spells, etc. Armour and clothing reduce fire impact as normal.

Bonus Effects

- CML 60+** Beam may originate from a Lyahvi elemental object within CSI hexes, line of sight.

Time: 15-CSI seconds

Range: CSI hexes

Duration: None

LYAHVI 6



VAPOR OF HIRIN (VI)

An enchantment to dematerialize a living entity including the caster. The enchantment cannot be laid upon an *unwilling* subject.

With a successful casting, the enchantment is laid and may be instantly invoked at any time in Duration by the caster's act of will. If laid on a another subject, invocation requires caster touch.

Upon invocation, the subject evaporates in 15–CSI seconds. Any non-Lyahvi elemental objects on the subject's person are left behind. The caster may choose a place (same world) where recombination will occur. A second roll against *Vapor* EML determines when the subject will rematerialize:

- CS:** 1d6 hours
- MS:** 1d6 days
- MF:** 1d6 months
- CF:** 1d6 years

Upon recombination, non-permanent enchantments on the subject are lost (dispelled). A dematerialized entity has no consciousness; it ceases to exist until recombination.

Bonus Effects

CML 70+ An injured entity may (caster option) heal one Injury Level while dematerialized.

Time: 15–CSI minutes
Range: Self or Touch
Duration: CSI days (Indefinite with CS)



MASLOR'S CHARM (VII)

A spell to find, identify, summon, and control target entities. The basic spell locates and summons the "nearest" ethereal. If the caster wins or ties a Mental Conflict (*SKILLS* 23), or has achieved CS in casting, the ethereal is controlled for Duration; otherwise the ethereal controls the caster.

If uncontrolled, an ethereal acts at GM discretion, either departing (50% chance) or indulging in wanton destruction.

A controlled ethereal may be returned to the ethereal plane by commanding it to depart. If this is not done before Duration expires, the ethereal will be free in the caster's world and do as it pleases.

Bonus Effects

CML 70+ Caster may locate and identify up to CSI ethereals. Any *one* can be summoned.

CML 90+ Caster gains a good idea of the strength, morality, and nature of the identified ethereals. Any or all of them can be summoned, but each requires a successful (win or tie) Mental Conflict to be controlled.

Time: 35–CSI seconds
Range: Nearest Ethereal (GM discretion)
Duration: CSI x10 minutes



eleahn is the most active, destructive, and least thoughtful school of magic. The essence of Peleahn is heat and action which are used to produce and manipulate fire, smoke, and pyrotechnic effects. They can also increase metabolic processes.

The Peleahn abhor darkness, quiescence, and water, elements of the diametric Odivshe convocation.

Because the element itself is difficult to grasp, firepots, flint and steel, and other fire-making tools are used as foci. A complete Peleahn focus should include both flammable and fireproof materials; it should be able to retain heat and must be kept dry. However, it acts as a focus *only* when it is lit.

Ethereal Fire

The Peleahn also deal in Ethereal Fire, which differs significantly from mundane fire. Ethereal Fire is safer and easier to manipulate than mundane fire.

Ethereal fire does not require mundane fuel; its fuel is extra-dimensional. It tends to be more transparent and less active. In the mundane world, ethereal fire can affect only conscious creatures; it has no effect on inanimate objects and is, therefore, unaffected by armour.

To a mundane creature, an Ethereal Burn is a Shock Roll: if the generated "Fire Impact" exceeds *Endurance*, the victim loses consciousness.

Ethereal fire burns ethereal beings and objects in exactly the same way that mundane fire burns mundane objects. Similarly, mundane fire shocks ethereal beings the same way that ethereal fire shocks mundane beings.





ZYRGIN'S HEAT (I)

An enchantment laid upon an existing *mundane fire* to consume more of its fuel, produce more heat, and leave less residue. The basic enchantment allows the fire to burn up to 50% (MS) or 100% (CS) longer, while leaving far less unburned fuel and ash than normal. The enchantment is dispelled if fuel is added to the fire.

Bonus Effects

- CML 70+** Caster may eliminate smoke from the fire.
- CML 80+** Fuel may be added without terminating the enchantment.
- CML 90+** Fire's consumption may be made complete (i.e., no ashes). The fire cannot, however, be made to burn nonflammable materials.

Time: 15–CSI seconds
Range: CSI feet
Duration: CSI x10 minutes (or until fuel is exhausted)



SPHERE OF SHANAKAR (I)

A self-enchantment which creates a sphere of *ethereal fire*, two inches in diameter, in the caster's hand. The caster cannot release the sphere. The fireball illuminates a spherical area, of radius CSI hexes, with orange/red, gently-flickering light. No seed fire or spark is required.

The sphere is primarily used as a light source, but it will inflict an ethereal burn of CSI+1d6 (MS) or CSI+2d6 (CS) if it touches a mundane or ethereal entity. Generated impact is a burn against ethereals, but a shock roll for mundane creatures. See note below

Bonus Effects

- CML 50+** Caster may terminate the enchantment by releasing the sphere.
- CML 90+** Caster may throw (with throwing skill) the sphere up to CSI hexes. The sphere is a Low Velocity missile and may be dodged as such.

Note: To a mundane creature, an *Ethereal Burn* is a Shock Roll: if the generated "Fire Impact" exceeds Endurance, the victim loses consciousness.

Time: 15–CSI seconds
Range: Self/CSI hexes at CML90+
Duration: CSI rounds



AIDAN'S HASTENING (II)

A self-enchantment to increase the caster's Move attribute (see COMBAT 2 & 6) by 50% (MS) or 100% (CS).

A skill's ML is increased by five times the attribute increase when the skill is being used in a manner which *requires* physical movement. For example, the Jumping skill would be eligible for the ML increase for a *running* jump, but not for a *standing* jump.

Example: *Scrope has an Agility of 12, so his Move is normally 12. He lays Aidan's Hastening upon himself with MS, so his Move increases by 50% to 18. Since the increase in his Move is six, the ML of any skill use requiring physical movement is increased by $6 \times 5 = 30$.*

While enchanted, the caster accrues fatigue (from activities involving physical movement) at *twice* the normal rate.

Bonus Effects

CML 70+ Enchantment may be laid upon a willing recipient. Touch is required.

CML 90+ Subject's fatigue accumulation rate is now normal.

Warning: *This spell achieves its effect by drastically increasing the caster's metabolism. Because of this, the rate at which the caster bleeds, for example, is increased by the same percentage rate as Move.*

Time: 15–CSI seconds

Range: Self/Touch at CML70+

Duration: CSI rounds



SKIN OF LEXESH (II)

A self-enchantment which allows the caster to handle *mundane fire* without being burned. The basic spell enchants only the caster's hands. It halves (MS) or eliminates (CS) Fire Impact. The enchantment prevents or reduces new burns; it cannot heal existing injuries.

Bonus Effects

CML 70+ Enchantment may be laid upon all Head, Arm, and Body parts. .

CML 80+ Enchantment may be laid upon all body parts.

CML 90+ Enchantment may be laid upon an inanimate object, or extended to clothes worn and items carried by the caster.

Time: 35–CSI seconds

Range: Self

Duration: CSI minutes

PELEAHN 4



EYES OF NIYAR (III)

A self-enchantment which causes the caster's eyes to perceive distinctions in heat *instead* of light. The subject perceives gradations in temperature as variations in color. The enchanted eyes cannot see normally, and emit a faint orange glow.

This kind of "infravision" does not allow one to distinguish objects of similar temperature and will not work if the subject is blind visually.

Bonus Effects

CML 80+ Enchantment may be laid upon a willing recipient. Touch is required.

Time: 25-CSI seconds
Range: Self/Touch at CML80+
Duration: CSI minutes



ORB OF ZATARA (III)

A spell which creates, in the caster's hand, a *mundane fireball* that may be directed in a straight line towards a target in line of sight. A spark or other seed fire is required. The fireball is six inches in diameter.

The fireball is accurate, but fairly slow; it may be dodged as a *Low Velocity* missile. Upon touching any solid object or enchantment the fireball explodes. If it intercepts no obstacle during its traverse (CSI x10 hexes) the fireball blinks harmlessly out of existence.

The radius of the explosion, which cannot be dodged, is CSI feet. The impact of the exploding fireball is 1d6 (MS) or 2d6 (CS). This impact is rolled for once, and then applied separately to 1d6 randomly generated body parts for each affected person. Armour and clothing reduce impact normally.

Except in the case of misfire, the caster is immune to the fireball, but not to the explosion.

Bonus Effects

CML 50+ Spark or seed fire no longer required.

CML 70+ Caster may command the fireball to explode at any point along its traverse.

CML 90+ Fireball may be made to originate in a seed fire or focus anywhere within CSI hexes and good line of sight of the caster. Traverse is measured from the seed fire/focus.

Note: *Orb of Zatara is designed to incapacitate opponents rather than killing them. The Fire Impact inflicted is not enough to cause grievous burns, and will not set armour or clothing aflame.*

Time: 15-CSI seconds
Range: CSI x10 hexes
Duration: Until explosion or end of traverse



CHARACHI'S FEVER (IV)

An enchantment which causes one victim to become restless and feverish; a kind of magical disease. The caster must touch the victim in order to lay the enchantment. No seed fire is required.

An unwilling subject gets a resistance test against Will x4 (MS casting) or Will x2 (CS casting). In its early stages, Charachi's Fever may seem beneficial as the victim recovers from fatigue at twice the usual rate. Immediately, however, the victim will be unable to settle comfortably, and will be disposed to frequently exercise by running, lifting weights, moving furniture, swimming, etc. The victim will not sleep well, awakening hourly with an urge to pace.

About 24 hours after becoming enchanted, the victim will have a one degree (Celsius) fever which will climb by one degree per 24 hours (note: normal human body temperature is 37 degrees). When the fever climbs to 40 degrees, the victim tests Endurance x4 to avoid coma. At 41 degrees, the victim tests Endurance x3, and so on. Upon losing consciousness, the victim remains comatose until the enchantment is dispelled or the victim dies.

The fever continues to climb after the victim enters a coma. When the fever reaches 44, the victim tests Endurance x3 to avoid death; at 45, the victim tests Endurance x2; at 46, Endurance x1. A body temperature of 47 kills any human.

As a side effect, the enchantment prevents minor cold damage for Duration; reduce any frost impact by 2d6.

Bonus Effects

CML 70+ Fever acceleration may be halved or doubled at the caster's option.

CML 90+ Caster may delay the onset of fever by up to CSI days.

Time: 15-CSI minutes

Range: Touch

Duration: Indefinite (or until victim dies)



SEA OF FIRE (IV)

An enchantment laid upon a large area to cause it to ignite and burn rapidly with *mundane fire*. The enchantment may be laid upon any fuel, such as dry grass, pool of oil, etc. The quality and amount of fuel may (GM discretion) limit Duration. The fire may spread to adjacent areas. The caster is well advised to take note of the wind and topography.

The ground area of the effect is centered on a pre-designated (in range) spot. The area is circular and has a maximum radius of CSI x5 hexes. The caster is not immune to the fire.

Creatures in the sea of fire are subject (usually from the waist down) to burns of impact 2d6 (with MS) or 3d6 (with CS) per 10 seconds spent in the area. At GM discretion, smoke inhalation may require a shock roll after one minute.

Bonus Effects

CML 70+ Caster may limit the fire to the designated area; it will not spread afterwards unless the caster so allows.

CML 80+ Range increases to CSI x10 hexes. Radius of the *Sea* is unchanged.

Time: 15-CSI seconds

Range: CSI x5 hexes/doubled at CML80+

Duration: CSI rounds (or until fuel is exhausted)

PELEAHN 6



BOLTS OF DAG (V)

A self-enchantment which wreaths the caster's hand or focus in *ethereal flame*. The caster is immune, but the flame inflicts ethereal burns on touched victims.

The enchantment "installs" CSI/2 Capacity Points (CPs). Each time a victim is touched, 1d3 CPs are expended. The enchantment terminates when all CPs are gone, or when Duration expires. A victim suffers a 1d6 ethereal burn to the body part touched for each CP expended (roll 2d6 for a 2CP burn).

Bonus Effects

CML 80+ Caster may project the 1d3 CPs as High Velocity (50% Dodge) ethereal fireballs, aimed at a single target. Range is CSI hexes. Each fireball inflicts 1d6 Fire impact to a random Strike Location.

CML 90+ Caster may control the number of CPs expended with each Touch/Fireball.

Note: To a mundane creature, an *Ethereal Burn* is a Shock Roll: if the generated "Fire Impact" exceeds Endurance, the victim loses consciousness.

Time: 15-CSI seconds

Range: Touch/CSI hexes at CML80+

Duration: CSI minutes



FIEND OF HAZATAI (VI)

An enchantment laid upon a *mundane seed fire* to transform it into a humanoid creature. The *fiend* is unintelligent, and only follows directions given by the caster, who must remain within CSI hexes in good line of sight. The fiend is more of a puppet than a creature, and demands full concentration to operate.

The spell also enchants a designated *control-focus*, usually the caster's focus or some other Peleahn elemental object. If the control-focus is dropped, the fiend collapses and the spell is terminated. With the basic enchantment, passing the control-focus is the same as dropping it.

The fiend's power depends on the size of the seed fire, which is classified by the GM on a 1-5 scale:

Seed Size	STR	END	AGL	Strike
1 Candle	04	06	18	95/2f
2 Torch	07	12	15	85/4f
3 Campfire	10	18	12	75/6f
4 Large Bonfire	13	24	09	65/8f
5 Burning Building	16	30	06	55/10f

Strike is the fiend's Unarmed Combat ML and mundane Fire Impact when it touches a victim.

Example: If a size-three fiend is performing a melee attack and obtains MS, and its opponent tries to block with a shield but rolls CF, the result on the Melee Attack Table is A★2. Thus, the fiend inflicts mundane Fire Impact of 2d6+6f upon its opponent.

The fiend does not fatigue or show wounds. Injuries to the fiend are classified as for mundane creatures: M1, S2, S3, G4, and G5. If the total Injury Levels exceed the fiend's *Endurance*, it collapses and the enchantment is broken.

Bonus Effect

CML 80+ Caster may pass the control-focus to another person. The person may have difficulty controlling the fiend (depending on the amount of practice the person has had).

Time: 25-CSI seconds

Range: CSI hexes (fiend) Touch (control-focus)

Duration: CSI minutes (or until fuel is exhausted)



morvi Shek-Pvar, standing between fire and earth, have an affinity for all minerals, but especially metals. Their element is the solid heart of the world, steel and black iron.

Most Jmorvi are artificers; their magic tends to run in a slower vein than that of other Shek-Pvar. The element and its manipulators are powerful and unyielding, but sometimes brittle, insensitive, brutal, and shallow.

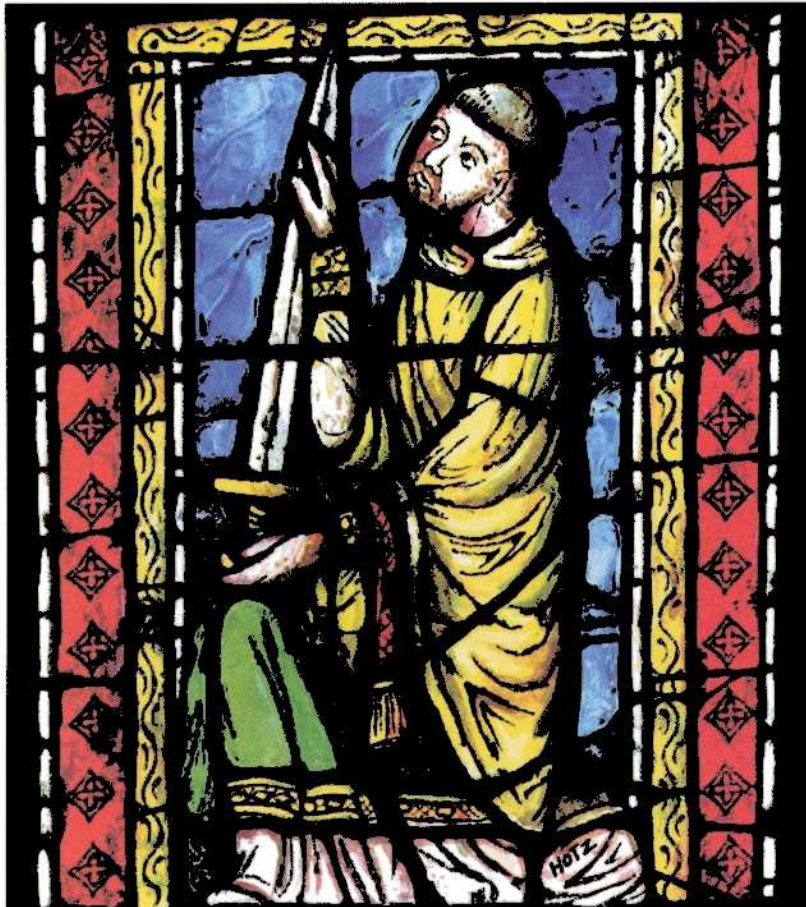
Jmorvi distrust the spiritual believing the soul of humanity to be unpredictable and unreliable. They prefer the sureness and solidity of cold, hard steel.

Jmorvi use the following special definitions:

Wholly Metallic: object at least 90% metal.

Mostly Metallic: object at least 50% metal.

Partly Metallic: object at least 20% metal.



The Ordering of Metals

For proper casting of some Jmorvi spells, it is useful to know which of two or more metals is heavier (denser). Kethrian alchemists and artificers have devised several methods for determining relative weight, but most use specific gravity which they can easily measure with a scale and a bucket of water.

The following metals are known to Lythian alchemists and artificers:

METAL DENSITY TABLE	
Metal	Specific Gravity
Mythral (Platinum)	21.5
Gold	19.3
Gold Coin (Electrum)	17.2
Quicksilver (Mercury)	13.6
Lead	11.3
Silver	10.5
Copper	8.9
Bronze	8.7
Brass	8.5
Iron	7.9
Steel	7.8
Tin	7.3
Zinc	7.1
Antimony	6.7
Arsenic (Gray)	5.7
Arsenic (Yellow)	2.0

Note: Fresh Water has a S.G. of 1.0



SIGHT OF ENELDIR (I)

A spell to detect/identify metallic minerals. The caster declares a specific metallic mineral and learns the direction to the nearest (single) "good source" within CSI x 500 feet. With CS, the caster also learns the distance to the source.

Good sources vary at GM discretion. A small amount of refined metal in close proximity is more noticeable than a large deposit of ore a hundred yards away. Although the spell ignores any Focus through which it is cast, it may detect a companion's sword.

Bonus Effects

CML 70+ Caster may narrow the direction of the search, such as to ignore everything behind the caster, or search only in a cone within 20 degrees of true north, etc.

Note: *This spell has been used more than once to determine the size of a nearby person's moneypurse.*

Time: 15-CSI minutes (Trance)

Range: CSI x500 feet

Duration: None



WARD OF SIRIK (I)

An enchantment to temporarily protect a *wholly* metallic object from physical damage. The enchantment lies dormant until it is invoked *or* its Duration expires. The Ward is invoked by the first event which could cause damage to the object, such as a weapon damage check.

A weapon enchanted with Ward makes at 2d6 (instead of 3d6) damage check when required. Once invoked, the enchantment is dispelled (it only works once). Touch is required to lay the enchantment.

Bonus Effects

CML 50+ Enchantment will work on *mostly* metallic object.

CML 70+ Enchantment is not lost upon its first invocation. The spell gives 3 charges (MS) and 6 charges (CS). It will then work until all charges are expended, or until Duration expires.

Time: 15-CSI rounds

Range: Touch

Duration: CSI minutes



ASPECT OF TARUS (II)

An enchantment which transforms the *surface* of a *wholly* metallic object into another metal. The enchantment is fragile, and, because it only places an extremely thin veneer, "transformed" objects will not pass more than a cursory inspection. Scratching the object, even with a fingernail, removes some of the plating. With CS, adhesion is better, and the observer has to scratch with an object harder than the plating metal to reveal the solid metal underneath.

With the basic enchantment, the transformation can only be to a lower-density metal (e.g., from lead to copper).

Aspect of Tarus cannot be combined with any other enchantment.

The maximum weight of the object is CSI lbs. The caster must have a minimum one-ounce seed of the plating metal, but the seed is unaffected by the enchantment.

Bonus Effects

CML 80+ Transformation may be from any metal to any other metal, meaning lead can be plated to look like gold.

Time: 15-CSI rounds
Range: Touch
Duration: CSI hours



TEMPERING OF PYTAMA (II)

An enchantment to increase the Weapon Quality of a wholly metallic weapon. With success, WQ is increased by one (MS) or two (CS). Tempering of Pytama cannot be combined with any other WQ-increasing spell, and cannot be laid more than once on the same weapon.

The enchantment is a *minor artifact power* and "occupies" no Ego. See: TREASURE 14.

The Duration is *Permanent* if the power is installed when the weapon is forged; otherwise, the Duration is *Indefinite*.

Bonus Effects

CML 70+ Enchantment may be laid upon a *mostly* metallic weapon.

Time: 15-CSI hours
Range: Touch
Duration: Indefinite/Permanent (see above)



SIRIK'S CANT (III)

An enchantment which causes a *wholly* metallic object to resonate and grow warmer. This makes the object difficult to use and justifies an immediate Special Penalty of at least 20. With CS, the caster *may* cause the object to shatter which terminates the enchantment. The object cannot weigh more than CSI lbs.

Bonus Effects

CML 70+ Enchantment may be laid upon a *mostly* metallic object.

Time: 15-CSI seconds

Range: CSI hexes

Duration: CSI minutes



ANVIL OF PYTAMA (III)

A minor artifact power installed in a *wholly* metallic weapon to increase its Impact. It cannot be combined with any other enchantment.

Successful installation increases the weapon's Impact *in all aspects* by one (MS) or two (CS).

The Duration is *Permanent* if the power is installed when the weapon is forged; otherwise, the Duration is *Indefinite*.

Bonus Effect

CML 60+ Enchantment may be laid upon a *mostly* metallic weapon.

Time: 15-CSI hours

Range: Touch

Duration: Indefinite/Permanent (see above)





FIST OF KUHAN (IV)

A self-enchantment which infuses *one* of the caster's hands (or feet) with Jmorvi essence, causing it to have the same impact and toughness as a mace. The impact is determined by the caster's Strength.

Strength	Impact
01-07	5 Blunt
08-13	6 Blunt
14+	8 Blunt

Weapon Quality is equal to the caster's Endurance. If the "mace" fails a weapon damage check the enchantment is dispelled.

The caster's Unarmed Combat ML is used to fight with the "mace." The hand/foot "stiffens" only as it strikes or blocks; the rest of the time it behaves like an ordinary hand/foot. The skin of the hand/foot affected assumes a slight blue-black color while the enchantment is in place.

Note: The martial arts system taught by the Jmorvi makes extensive use of this enchantment. Jmorvi often don leather gloves in a combat situation to disguise the enchantment.

Bonus Effects

- CML 70+** Effect may be extended to both hands, or both feet, or one hand and one foot.
- CML 80+** Enchantment may be laid upon a willing recipient. Touch is required.
- CML 90+** Subject may, by using fingers, achieve Point impact (equal to Blunt Impact).

Time: 25-CSI seconds

Range: Self/Touch at CML 80+

Duration: CSI rounds



FORGE OF OBRAS (IV)

An enchantment to change up to CSI pounds of a source metal into a less dense target metal. This is a long, laborious process. A metalsmith's forge and tools are required to work the metal throughout the casting time.

The target metal must have a *lower* specific gravity than the source metal, and the difference cannot exceed two points. Hence, it is possible to change Steel (7.8) to Tin (7.3), but not Quicksilver (13.6) to Lead (11.3).

Purity of the source and target metals remain constant. If a seed sample of the target metal is unavailable, reduce EML by 30.

Bonus Effects

- CML 50+** Enchantment may be set to dispell at a particular time.
- CML 60+** Enchantment may be used to halve (MS) or eliminate (CS) impurities from a sample (this results in shrinkage).
- CML 90+** The target metal can be *denser* (up to one point) than the source metal.

Time: 15-CSI hours

Range: Touch

Duration: Indefinite

JMORVI 6



THARASIN'S WARD (V)

An enchantment to increase the protective value of *wholly* metallic armour by adding *Enchantment Levels*, each of which reduces the impact of any strike by one. Enchantment Levels on armour must be carefully noted. Tharasin's Ward cannot be combined with another enchantment, and each separate piece of armour requires another casting.

CSI	MS	CS
0-5	+1	+1
6-8	+1	+2
9	+2	+3
10	+2	+4
11	+3	+5
12	+3	+6

The number of Enchantment Levels added to the armour depends on the CSI of the caster and success level achieved.

With MF, no enchantment is gained. With CF, the armour is destroyed.

The Duration is *Permanent* if the enchantment is laid when the armour is forged; otherwise, it is *Indefinite*.

Bonus Effect

CML 70+ Enchantment may be laid upon *mostly* metallic armour.

Time: 15-CSI hours

Range: Touch

Duration: Indefinite/Permanent (see above)



BARL'S CLOAK (VI)

A self-enchantment which toughens the caster's skin to protect like plate armour, except where skin is absent such as the eyes or any open wound. The enchanted skin stiffens as the caster is struck but otherwise retains its normal qualities. The skin assumes a slight blue-black color while the enchantment is in place.

The enchantment is active only when the caster is struck by a weapon and does not allow the wearer to strike with an iron fist.

Bonus Effects

CML 60+ Enchantment may be laid upon a willing subject. Touch is required.

Time: 15-CSI seconds

Range: Self/Touch at CML 60+

Duration: CSI minutes



fyvria is the magic of the fertile earth where life swarms and of the universal cycles of growth and decay that underlie the natural world.

Fyvrian mages employ life symbols as foci, including wooden staves and wands, bags of earth, and living plants or animals. A Fyvrian mage has a respect for life and a profound understanding of the forces of life.

Fyvrians find the sterile and linear forces of Lyahvi to be at odds with their magic. They also find it difficult to affect ethereal creatures.

Fyvrians divide all living entities with a physical body into three, mutually-exclusive categories:

Person: A living entity whose species is capable of self-awareness and feeling (sentient).

Animal: A non-sentient living entity

Plant: A non-sentient living entity composed of vegetable matter.

Some Fyvrian spells can affect Plants and Animals, but cannot affect Persons, and vice versa.



FYVRIA 2



BALM OF GRESAN (I)

Allows a person or animal touched by the caster to heal faster. Balm of Gresan may be used only *once* per injury/ailment. The effect is to immediately provide one Healing roll.

The basic spell cannot restore blood loss, and will not work on infected wounds. The spell does not remove fatigue.

Bonus Effects

CML 60+ Balm now works on infected wounds.

CML 80+ Caster may restore *one* blood loss point.

CML 90+ Touch no longer required.

Range is CSI hexes.

Time: 25-CSI seconds

Range: Touch/CSI hexes at CML90+

Duration: One Healing Roll

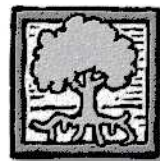


FIGURE OF AESTRAS (I)

An enchantment which causes a single plant to grow in a particular configuration. The enchantment could, for example, be used to shape a tree to look like a person, or, with multiple castings, to make a row of bushes weave themselves into a tight hedge/wall.

The enchantment does not speed growth. The enchantment only works on a plant that is alive. Multiple castings are generally necessary because of the short Duration.

Bonus Effects

CML 60+ Enchantment may be laid upon an animal.

It can only work, however, when the animal is growing. Multiple castings are nearly always necessary to achieve noticeable results.

Time: 15-CSI hours

Range: Touch

Duration: CSI x10 days



VERDANT HAND (II)

Accelerates the *natural* growth of any living thing touched by the caster. The rate of increase is 100 (MS) or 300 (CS) times normal. Mature size does not change, just the time spent growing.

Verdant Hand cannot induce growth in things which are mature (fully grown). Dispelling the enchantment stops the accelerated growth, which then continues as normal.

Bonus Effects

CML 60+ Touch no longer required.
Range is CSI hexes.

Time: 25-CSI seconds
Range: Touch/CSI hexes at CML60+
Duration: CSI days



HAND OF ILIAM (II)

An enchantment which prevents *one* injury/ailment from infection, or from getting worse if already infected. The enchantment does not promote healing, but stabilizes the patient for Duration. Touch is required. The basic enchantment cannot halt blood loss.

Bonus Effects

CML 60+ Enchantment may be used to stop the flow of blood from *one* bleeding wound. After Duration, the bleeding resumes at its previous rate.

CML 80+ Enchantment may be simultaneously laid on all injuries/ailments of a person/animal.

Time: 25-CSI seconds
Range: Touch
Duration: CSI hours

FYVRIA 4



FAVRIN'S BAR (III)

An enchantment which causes wood to temporarily expand, primarily across its grain. The caster may select an amount of expansion from 1% (small) to 10% (large). Touch is required. EML is modified by the Age of Wood:

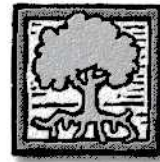
Age of Wood	EML Modifier
Living Wood	0
Green Wood	-10
Seasoned Wood	-20

The enchantment is most often used to seal or open doors, seal leaky hulls, etc. A small expansion jams a door solidly, and a large one can destroy either the door or its frame. When the wood returns to its normal size, it has usually been weakened.

Bonus Effects

CML 50+ Touch no longer required.
Range is CSI hexes.

Time: 25-CSI seconds
Range: Touch/CSI hexes at CML50+
Duration: CSI hours



POWER OF SHARADORN (III)

A self-enchantment to temporarily increase one of the caster's physical attributes (Strength, Stamina, etc.) by one (MS) or three (CS). The enchantment cannot be combined with another attribute-enhancing spell (even itself).

The MLs of skills based on the chosen attribute are raised by five times the attribute increase. If the skill has the attribute in its SB twice, its ML is increased by ten times the attribute increase. For example, if a one-point enchantment is laid upon Agility, Climbing is increased by 5 and Acrobatics is increased by 10.

With CF, the subject rolls 1d10 for aftereffects which are treated as a Fyvrian/III enchantment for the purpose of dispelling, etc.

1d10	Critical Failure Aftereffects
1-2	Reduce chosen attribute by 1 <i>Indefinitely</i> .
3-7	Reduce chosen attribute by 1 for one day.
8-10	Reduce chosen attribute by 1 for one hour.

Bonus Effects

CML 50+ Enchantment may be laid upon a willing recipient. Touch is required.

CML 60+ Touch no longer required.
Range is CSI hexes.

Time: 25-CSI seconds
Range: Touch/CSI hexes at CML60+
Duration: CSI minutes



DREAM OF GALEGA (IV)

Causes a person or animal to fall into a deep slumber that promotes healing. The subject must be touched by the caster in order to lay the enchantment. *Dream of Galega* cannot be a self-enchantment.

If cast successfully, a victim (unwilling subject) tests *Will* x5 to determine the effect of the enchantment. A *willing* subject chooses MF or CF.

Test	Effect on Victim
CF	Falls asleep for 2d6 hours
MF	Falls asleep for 1d6 hours
MS	Drowsy for 1d6 rounds (-10 Special Penalty)
CS	Unaffected.

The subject makes one healing roll for *each* injury/ailment/disease (as applicable) per hour asleep.

The enchantment may *not* be cast on the same subject more than once per day.

Bonus Effects

CML 70+ Touch no longer required.
Range is CSI hexes.

Time: 25-CSI seconds
Range: Touch/CSI hexes at CML70+
Duration: See table above



VINE OF ALGUINAS (IV)

An enchantment which causes rapid, excessive growth in vines touched by the caster. A small plant can grow to a volume of 1,000 cubic feet of tough, tangled vines in the first ten seconds of Duration. The vines rot rapidly after Duration expires, shrinking to one cubic foot of organic compost within one minute.

Bonus Effects

CML 60+ Touch no longer required.
Range is CSI hexes.

Time: 25-CSI seconds
Range: Touch/CSI hexes at CML60+
Duration: CSI minutes

FYVRIA 6



ANIMUS OF NITHRI (V)

An enchantment to restore a small portion of a dead creature's animus, which can, to a limited degree, be controlled by the caster. This is a kind of necromancy to produce a zombie. Touch is required.

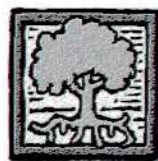
The basic enchantment activates the corpse's metabolism to a small degree (perhaps the vocal chords and memory of a dead human), but it is not possible to make the cadaver move under its own power. With the example given, the corpse could be asked questions and made to talk about its past life or events in its "view," but corpses are not very intelligent and will not volunteer information.

The effects depend on the condition of the corpse (the more recently dead, the better).

Bonus Effects

CML 70+ Zombie may be ordered to move within reasonable limits for body condition. For example, a just-slain body may be made to fight, but a skeleton cannot perform any activity requiring muscles. Control requires ongoing concentration and cannot be attempted beyond line of sight.

Time: 15-CSI minutes
Range: Touch (cast); Line of Sight (control)
Duration: CSI minutes



PASSAGE OF CHABAR (VI)

A self-enchantment to allow the caster to "ooze" through stone, earth, or wood, but not forged metal or enchanted objects. With the basic enchantment, only the caster's naked body is affected.

Speed of penetration varies according to the substance, and is expressed as a percentage of the caster's Move attribute:

Earth 50% Move
Wood 25% Move
Stone 10% Move

The obstacle must be traversed before Duration expires or else a character may be buried alive. Entities undergoing Passage of Chabar are often unnerved by the experience.

Bonus Effects

CML 50+ Enchantment may include organic materials (such as clothes) within one foot of the caster's skin.
CML 70+ Enchantment may include up to CSI living entities in physical contact with the caster.

Time: 15-CSI minutes
Range: Self/Touch CSI subjects at CML70+
Duration: CSI rounds



divshe is the magic of water and darkness, the opposite of fire and action. Odivshe mages are sometimes called the wizards of gloom.

An Odivshe focus is a bowl, cup, or other item which can hold water and/or ice. However, it acts as a focus *only* when filled with its element.

The Odivshe also manipulate *Ethereal Water* which is easier to manipulate than mundane water.

Ethereal Water

This "substance" takes a variety of forms, but is thinner than mundane water, and sometimes invisible. Ethereal water has been described as an "icy pallor that robs away the breath and drowns the very spirit with its dark, clinging gloom." It takes about twice as long to drown in ethereal water, although this is small comfort to those who have the experience. Ethereal water is easier to walk through, but more difficult to swim in (double fatigue). Ethereal water affects ethereal creatures in the same way that mundane water affects mundane creatures. Ethereal water will also quench ethereal fire.



ODIVSHE 2



AZURE HAND (I)

An enchantment to *gently* reduce the temperature of an object. It works best on objects with high proportions of water such as organic creatures. *Azure Hand* is a good treatment for sunstroke and can deaden pain. Touch is required.

Effects vary according to the subject's health and condition. In general, *Azure Hand* allows an *immediate* bonus Healing Roll (see: PHYSICIAN 2).

Bonus Effects

CML 70+ Victim may be made to suffer frostbite of impact: 1d6 (MS) or 3d6 (CS) to the body part touched. Impact is reduced by armour or clothing.

Time: 15-CSI seconds
Range: Touch
Duration: None



POWER OF VALDAN (I)

An enchantment to increase the buoyancy of any living entity touched by the caster that works by making its subject partially ethereal.

The effect is to double *Swimming ML* for Duration. With the basic enchantment, the subject's weight cannot exceed that of the caster.

Bonus Effects

CML 50+ Touch no longer required.

Range is CSI hexes.

CML 70+ Subject can be up to two (2) times the caster's weight.

CML 90+ Subject can be up to CSI times the caster's weight.

Time: 15-CSI seconds
Range: Touch/CSI hexes at CML50+
Duration: CSI x10 minutes



CHALSA'S SPONGE (II)

A self-enchancement to retain moisture. *Chalsa's Sponge* inhibits the loss of bodily fluids such as sweat, tears, and urine.

Sponge reduces the need for water by half, but does not affect thirst. Thus, it can be used to help traverse a desert, but not comfortably.

The effect increases or decreases by environment at GM discretion. A subject in the hot sun requires more water than one in the cool shade.

Bonus Effects

CML 60+ Enchantment may be laid upon a willing recipient. Touch is required.

CML 80+ Caster has the option to eliminate thirst.

Time: 35-CSI seconds

Range: Self/Touch at CML60+

Duration: CSI days



SHADOW OF YANAR (II)

A spell to create a sphere of darkness centered on the caster's head or focus. The darkness is mobile and will move with the caster.

The spell creates total darkness only where there is already poor illumination. In full daylight, the spell only creates a slight gloom. The intensity increases with CS.

The radius of the sphere is CSI hexes. The caster is able to see perfectly in the darkness. This spell can be used to neutralize an equivalent light-producing spell.

Bonus Effects

CML 60+ The sphere may be fixed in space, allowing the caster to move outside its radius.

CML 80+ The sphere may be rooted on a subject within CSI hexes. The subject is affected by the darkness/gloom.

Time: 35-CSI seconds

Range: Self/CSI hexes at CML80+

Duration: CSI minutes

ODIVSHE 4



BREATH OF DHIVU (III)

Causes a cone of cold air to emanate forward from the caster (who is unaffected). The affected area is an equilateral, sixty degree cone. The Frost Impact of the blast is determined by distance. The following table shows Frost Impact with MS. Add 1d6 for CS.

Target Range	Distance	MS Impact
Short	CSI ÷ 2 hexes	CSI +3d6
Medium	CSI hexes	CSI +2d6
Long	CSI x 2 hexes	CSI +1d6

Example: A caster with Odivshe CSI 8 has effective ranges of Short 1-4 hexes, Medium 5-8 hexes, and Long 9-16 hexes. Achieving MS on a target at range 5 hexes (Medium Range) gives Frost Impact of 8+2d6 (8+3d6 with CS). This impact applies to 1d6 randomly generated body parts.

The effect is achieved by using ethereal ice to rapidly condense atmospheric moisture. If the air is very humid, this can produce spectacular visual effects. Since the spell condenses almost all the moisture in the air, it has little effect if used the same day in the same vicinity.

Bonus Effects (None)

Time: 25-CSI seconds
Range: See Table above
Duration: Negligible



MOUTH OF LATHAL (III)

A self-enchantment which enables the caster to breathe water, but not air.

Bonus Effects

- CML 60+** Enchantment may be laid upon a *willing* recipient. Touch is required.
- CML 80+** Subject may breathe both air and water.

Time: 15-CSI minutes
Range: Self/Touch at CML60+
Duration: CSI hours



PALL OF VESHEL (IV)

Causes a dark, icy fog to rise from the caster's mouth. The cloud extends CSI hexes horizontally from the caster and is CSI feet deep. Within the cloud, visibility is zero, except the caster is unaffected.

The cloud drains energy from those it touches, inflicting Fatigue and causing a shock roll. For each round of exposure, a victim tests Endurance; the test-multiple depends on casting success and the victim's Immersion. A victim whose mouth/nose are within the cloud for (most of) a round is Fully Immersed. This is determined by comparing the victim's height with the depth of the Pall.

Pall demands concentration for Duration; the caster must remain still. On termination, the cloud dissipates in two rounds.

Pall Success	Fully Immersed	Partly Immersed
MS	Test END x2	Test END x4
CS	Test END x1	Test END x2

Test	Effect on Victim
CF	Victim accrues two Fatigue Levels and then makes a shock roll.
MF	Victim accrues one Fatigue Level and then makes a shock roll.
MS	Victim unaffected.
CS	Victim unaffected.

Bonus Effects

CML 50+ Caster may move up to two (2) hexes per round. The cloud moves with the caster.

CML 60+ Caster may move the cloud by itself up to 2 hexes per round in line of sight; it must adhere to the surface.

Time: 35-CSI seconds

Range: CSI Hexes

Duration: CSI rounds



CURSE OF BALRIN (IV)

A spell which engulfs an area in *ethereal* water. The water, centered on the caster, has a *maximum* volume of CSI x100 cubic feet. Hence, at CSI 5, the maximum volume is 500 cubic feet. Within the volume limits, the caster controls the amount of water.

The caster, who is immune to the effects, can move/swim away, but the ethereal water remains fixed in space for Duration, then flows away (regardless of drainage) in about ten (10) seconds.

Bonus Effects

CML 70+ Caster and up to CSI other living entities (touched) may be excluded from the effects of the ethereal water.

CML 80+ The volume may be centered on any *Odivshe* object within a Range of CSI hexes.

CML 90+ The volume is no longer fixed in space, but can (if desired) now move with the caster, or with the object on which it is centered.

Time: 15-CSI rounds

Range: Self/CSI hexes at CML80+

Duration: CSI rounds



FIGURE OF AUMOS (V)

A self-enchantment which causes the caster to turn to water and flow away. The conversion to water takes the first ten seconds of Duration. While enchanted, the caster is unconscious, and acts as normal water except the entire volume remains contiguous.

The caster reassembles after 6d6 days (MS) or 2d6 days (CS) most often in a lake or sea. The caster's possessions and clothing are left behind.

Bonus Effects

CML 70+ Enchantment may be laid upon a willing recipient. Touch is required.

CML 80+ Enchantment may be laid upon an unwilling victim who fails a test against Will x4 (MS casting) or Will x2 (CS casting). Touch is required.

Time: 35-CSI seconds

Range: Self/Touch at CML70+

Duration: 6d6 days (CS: 2d6 days)



FIEND OF ALSAI-DOM (VI)

A spell which creates an elemental fiend in a body of water within CSI hexes. The size of the fiend is CML cubic feet (or the volume of the water, whichever is less). Each fiend is unique and its capabilities are left to GM discretion. Usually the spell summons a water elemental from the Odivshe elemental plane.

The fiend is semi-intelligent (INT: 1d4, AUR: 3d4, WIL: 3d6) and capable of following simple orders. It is controllable by the caster with a CS casting or by winning or tying a Mental Conflict. If uncontrolled, it will act at GM discretion, either departing (50% chance) or indulging in wanton destruction. Control demands concentration on the part of the caster.

The fiend is able to leave its parent body of water and move slowly (MOV: 1d6). It can smash against solid objects with a *blunt* impact of 1d6 per CSI (CSI 7 = 7d6). If the fiend strikes a living entity, this impact is allocated to 1d6 randomly generated body parts. Armour/clothing reduce Impact.

After Duration, the fiend loses cohesion over a few minutes, becomes ethereal, and flows away.

Bonus Effects (none)

Time: 15-CSI rounds

Range: CSI hexes

Duration: CSI minutes



avorya is the magic of mind and spirit, the most esoteric of the convocations. Savoryans deal with intelligence, meaning, knowledge, and psionics. They believe their convocation is the most important of the Shek-Pvar because knowledge, they claim, is the greatest of all weapons.

Savoryan foci include inkpots, quills, runestones, scrolls, and tarot cards. Paintings, drawings, or embroidered tapestries also serve as foci. Their foci cannot incorporate metals and Savoryan spells are difficult to cast when dealing with elements of the Jmorvi convocation.



Written Works

Many Savoryan spells deal with written matter. EML can be affected by the condition of a written work.

WRITTEN WORK CONDITION TABLE	
Condition	EML
Perfect	+10
Good	+05
Fair	+0
Poor	-05
Very Poor	-10
Rigged	-20

If a written work is Rigged, such as cursed or encoded, the GM divulges only the work's apparent condition. Casting a Savoryan spell on a Rigged work can (GM discretion) result in an automatic misfire.

Self-Enchantments

Misfires with Savoryan self-enchantments are particularly dangerous. Tampering with a mind which is itself involved in spellcasting tends to promote the wildest form failures. Of course, Savoryan spells can also produce some interesting misfires for an antagonist who is engaged in spellcasting.

SAVORYA 2



PERFECTION OF SIF (I)

A self enchantment to increase the effectiveness of Eyesight, Hearing, or Smell. The caster selects *one* sensory attribute and then casts the spell. MS increases the chosen attribute by 1d6, CS by 2d6.

The MLs of skills based on the chosen attribute are raised by five times (5x) the attribute increase. If the skill has the attribute in its SB twice, its ML is increased by ten times (10x) the attribute increase. For example, if a +4 enchantment is laid upon Smell, *Tracking* is increased by 20 and *Brewing* is increased by 40.

These sensory benefits exist for *Duration*. Each time the spell is cast (or maintained) the subject rolls 1d6 for aftereffects. Any attribute changes are permanent (cannot be dispelled).

1d6	Sensory Attribute Aftereffects
1-2	Reduce chosen attribute by one (-1)
3-5	No aftereffects
6	Increase chosen attribute by one (+1)

Bonus Effects

CML 60+ Enchantment may be laid upon the mind of a willing recipient. Touch is required.

CML 80+ Enchantment may be laid on *Aura*.

Time: 35-CSI seconds

Range: Self/Touch at CML60+

Duration: CSI hours



VIOLET EYE (I)

A self-enchantment for divination. The enchantment allows the caster to ask *one* yes/no question of the GM (simulating the character has divined the answer). The enchantment never reveals arcane secrets, and cannot predict the future.

The success roll is always made secretly by the GM. With MS, one piece of good information is learned. With CS; more detail is provided. CF causes the GM to mislead the caster, but does not normally cause misfire.

Bonus Effect

CML 60+ Caster may ask the GM a more complex question such as, "Where's the nearest town?"

Time: 15-CSI minutes (Trance)

Range: Self

Duration: One Question



ARON'S THOUGHT (II)

An enchantment which inserts one idea/thought into the mind of a subject touched by the caster. EML is modified according to the caster's familiarity with the subject as follows:

Close Friend: +0
 Acquaintance: -5
 Stranger: -10

The effect of the enchantment depends on the caster's success and the subject's *Will* test to resist. Although it is probably impossible to convince someone to kiss a fire dragon, it may well be possible to convince someone that the best way to escape a pack of hungry Vlasta is to stare them down.

With a successful casting of *Aron's Thought*, the subject tests Will x5 (MS) and Will x2 (CS). Results of the test are:

- CS:** Subject rejects the idea and suspects the attempt at mind persuasion.
- MS:** Subject is uncomfortable and rejects the notion as a "dumb idea".
- MF:** Subject accepts the idea, provided it is not obviously stupid or life threatening.
- CF:** Subject believes the idea to be completely original and clever.

Special Bonus 1: A caster with *Telepathy* adds that psionic talent's SI to EML.

Special Bonus 2: A subject with *Sensitivity* may test that talent instead of Will.

Bonus Effect

CML 60+ Touch no longer required.
 Range is CSI hexes.

Time: 25-CSI seconds

Range: Touch/CSI hexes at CML 60+

Duration: Inserting one idea



GALRA'S ENHANCEMENT (II)

A self-enchantment laid upon the mind to increase (for Duration) the EML of a designated psionic talent by 25% (MS) or 50% (CS). The basic enchantment cannot be used to stimulate a dormant psionic talent.

Although most psionic talents are Savoryan in nature, three require a convocation modifier to EML:

Psionic Talent	Convocation	EML
Disembodiment	Lyahvi	-10
Healing	Fyvria	-20
Pyrokinesis	Peleahn	-20

Bonus Effects

CML 50+ Enchantment may be laid upon the mind of a *willing* recipient. Touch is required.

CML 70+ Enchantment reveals any *dormant* psionic talent(s). This enables the caster/subject to subsequently use and develop the talent.

CML 90+ Enchantment may be used to *permanently* stimulate a designated psionic talent. The effect is to give bonus Skill Development Rolls:

MS = 1 bonus roll

CS = 3 bonus rolls

Each bonus roll inflicts one (1) fatigue level on the benefactor, regardless of success or failure.

Time: 15-CSI minutes

Range: Self/Touch at CML50+

Duration: CSI minutes

SAVORYA 4



LOTH'S KEY (III)

A self-enchantment which allows the caster to read a document written in unknown languages/scripts. With the basic enchantment, the caster must know the script. EML is affected by the condition of the document (see SAVORYA 1).

The spell creates a special relationship between the caster and one written work; this relationship cannot be extended to include other written works or readers. A separate casting is required for each written work.

Each page is presumed to take one minute to read. The caster cannot talk or write (translate) while reading.

Special Bonus: A caster with *Psychometry* adds that psionic talent's SI to EML.

Bonus Effects

CML 70+ Caster may write/speak a translation of the work.

CML 80+ Caster need not know the Script to read the document.

CML 90+ Duration is extended to allow the caster to read the entire document.

Time: 15-CSI minutes

Range: Touch (written work)

Duration: CSI minutes (pages)



ORDEAL OF FRIDA (III)

An enchantment which stimulates a phobia, mania, or any psyche complex in a subject who must be touched sometime during the casting.

With success, the subject's most acute psyche attribute (if any) may be stimulated. This depends on the success of the caster, and the subject's *Will*:

Caster Success	Subject Will Test
MS	Will x5
CS	Will x2

If the subject rolls **MF** on the Will test, the effect is to increase (for Duration) the severity of an *existing* disorder by one level, such as from *Dormant to Mild*, or *Mild to Moderate*. A victim with Moderate cynophobia, for example, may now see wild dogs where only cute puppies exist.

Any Will test resulting in **CF** *also* gives the subject a *permanent*, dormant, randomly-generated psyche attribute using the **Mental Disorder** table (CHARACTER 11). Any misfire on *Ordeal* may give the caster a Mental Disorder.

The enchantment does not identify or confirm a subject's Psyche attribute. Only the victim is aware of the stimulation.

Special Bonus: A caster with *Telepathy* adds that psionic talent's SI to EML.

Bonus Effects

CML 50+ Touch no longer required.
Range is CSI hexes.

CML 70+ Spell may be broadcast to include everyone within CSI hexes of the caster.
The caster is immune to the effect.

CML 80+ Caster may exclude (by touch) up to CSI individuals from the effect.

Time: 15-CSI minutes

Range: Touch/CSI hexes at CML 50+.

Duration: CSI minutes



SPIRIT BLOCK (IV)

An enchantment intended to force a live animal/person to obey the caster's orders. If the casting is successful, the victim tests Will x4 (MS casting) or Will x2 (CS casting). Touch is required.

Spirit Block creates a psychic bond between the subject and the caster. The caster can read surface thoughts and emotions, direct the subject's physical actions, and ask questions. Non-sentient creatures cannot answer questions. Questions must be very simple and specific; controlled entities do not volunteer information. The subject must remain in plain view of the caster, and cannot be directed to perform strenuous or complex physical activities.

An intense psychic bond is created between the caster and all affected living entities. Any pain received by an affected victim also applies to the caster at GM discretion. The victim has a "vague" recollection of the intrusion after the enchantment expires.

Special Bonus: A caster with *Sensitivity* or *Telepathy* adds the higher talent's SI to EML.

Bonus Effects

CML 60+ Touch not required. Range is CSI hexes.

CML 80+ Caster may attempt to repress the subject's memory of the intrusion. This requires another successful casting of *Spirit Block* before Duration expires:

CS: Intrusion forgotten *permanently*.

MS: Intrusion forgotten *indefinitely*.

MF: Repression fails. Intrusion recalled.

CF: Repression fails. Intrusion recalled. *Both* parties acquire F3 fatigue.

Time: 25-CSI seconds

Range: Touch/CSI hexes at CML60+

Duration: CSI minutes



JERILA'S ZONE (V)

A spell to create confusion in the minds of living entities within CSI hexes of the caster, who must remain stationary throughout Duration.

Each affected entity tests Will x5 (MS) or Will x2 (CS) to avoid the effect. Those who succumb lose volition, and stand around helplessly until the spell terminates or is dispelled. The caster is immune to the effect.

An intense psychic bond is created between the caster and all affected living entities. Any pain received by an affected victim also applies to the caster at GM discretion.

Special Bonus: A caster with *Telepathy* adds that psionic talent's SI to EML.

Bonus Effects

CML 50+ Caster may release individuals from the effect by touching them.

CML 70+ The zone may be centered on a Savoryan object. The caster may move *within* the zone which itself is immobile.

CML 80+ Zone may move with the caster.

Time: 15-CSI seconds

Range: CSI hexes

Duration: CSI rounds

SAVORYA 6



VEIL OF IROS (VI)

A self-enchantment which causes observers to perceive the caster as a benign entity or thing of the normal environment. Veil of Iros is sometimes referred to as an invisibility spell, but acts on the mind of observers not on their eyes. The success of the enchantment determines the chance of each observer perceiving the truth. If one observer gives the alarm, all others retest with a +10 bonus to see if they now perceive the veiled caster.

Casting	Observer Test
MS	Aura x2 or Sensitivity ML
CS	Aura x1 or Sensitivity ML ÷ 2

Any action by the veiled caster that would be considered hostile or inappropriate causes the *nearest* observer to re-test. Other observers retest if the alarm is given.

Bonus Effects

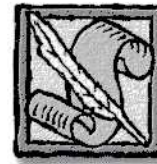
CML 50+ Enchantment may be laid upon a *willing* subject. Touch is required.

CML 70+ Subject may, within reason, interact with observers. A guard might, for example, perceive the veiled subject as an ordinary person, such as a serf or a fellow guard. With a CS casting, the subject may be perceived as a superior officer.

Time: 15-CSI rounds

Range: Touch

Duration: CSI minutes



CARAK'S WARD (VI)

A spell to protect a designated secret from discovery by divining spells and psionic talents. *Carak's Ward* cannot prevent knowledge being gained by mundane means, nor remove information from someone's memory. A ward is rated at CSI (MS) or CSI +3 (CS) levels.

Ward level should be modified according to the number of people who *know* the secret. This modification is *dynamic* and may fluctuate. Hence, if a secret is known by three persons a Ward is modified -1. If one of them tells a

People Knowing	Ward Level Modifier
1	+0
2+	-1
4+	-2
8+	-3
16+	-4
32+	-5
64+	-6
128+	N/A

friend, the Ward is modified -2. If one of the four kills the other three, the Ward is now modified back to +0. The GM is advised to keep track of the Ward level and the number of persons who know the secret (at least in general). Facts known by more than 128 people are not secrets and cannot be warded.

A warded secret cannot be discovered by arcane means (divination) until the Ward is removed. Anyone who knows of a Ward's existence may attempt to dispell it. The original caster is immediately aware of a dispelled ward.

Bonus Effects (none)

Time: 15-CSI hours

Range: n/a

Duration: Indefinite

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CHARACTER

- 16: (Correction) The guild badge shown for the College of Heraldry is incorrect. The correct badge is shown in the sidebar (right).
- 18: (Correction) The Soldier (Legionnaire) occupation should list Heraldry/1 instead of Heraldry/2.
- 18: (Omission) The Mercantylor occupation should include Law/2.
- 20: (Correction) The ranges for the RANDOM ARMOUR table are incorrect. The correct ranges are shown in the table in the sidebar (right).
- 23: (Correction) The CP cost for a scant frame should be -3 instead of -5, and the CP cost for a massive frame should be +3 instead of +5.
- 23: (Clarification) If the point-based character system is expanded, a player will have a single pool of 50 CPs to spend on a character; not two separate pools of 30 CPs and 20 CPs.



SKILLS

- 3-4: (Omission) The skills listed entirely in capital letters are the automatic skills.
- 5: (Clarification) Skill Zones are determined by splitting the success and failure die ranges in half. See the examples in the sidebar (right).
- 6: (Clarification) The formula given for the Encumbrance Penalty is intended for humanoid creatures only. The Encumbrance Penalty for steeds will be detailed in a future *HårnMaster* publication.
- 9: (Correction) In the *Grabbing* section of the Climbing rules, the success of the grabbing attempt is determined by testing DEX x 5.

PSIONICS

- 6: (Correction) The *Mental Bolt* psionic talent should have a fatigue cost of F1.
- 8: (Omission) The *Charm* psionic talent refers to a table that is missing from the text. The applicable table is:

CHARM EFFECT TABLE	
Test	Effect on Victim
CF	Victim is frozen in place for 10 seconds, and must choose the Ignore defense if attacked.
MF	Victim is frozen in place for 10 seconds, but may defend normally if attacked.
MS	Victim is not affected.
CS	Victim is not affected.

RANDOM ARMOUR TABLE

Roll 1d10. Knights/Officers +8.

01-05	Leather
06-07	Kurbul
08-09	Ring
10-11	Scale
12-15	Mail & Half-Helm
16-18	Mail & Full Helm

Skill Zones (Examples)

Example One: When testing an EML of 80, the Skill Zones are:

- 01-40 Substantial Success
- 41-80 Marginal Success
- 81-90 Marginal Failure
- 91-00 Substantial Failure

Example Two: When testing an EML of 60, the Skill Zones are:

- 01-30 Substantial Success
- 31-60 Marginal Success
- 61-80 Marginal Failure
- 81-00 Substantial Failure

Example Three: When testing an EML of 75, the Skill Zones are:

- 01-38 Substantial Success
- 39-75 Marginal Success
- 76-88 Marginal Failure
- 89-00 Substantial Failure

COMBAT

- 3:(Correction) The weight of a Knight Shield should be five (5) lbs.
- 4:(Correction) The body parts covered by a Quilt Cowl should be: Sk Nk.
- 13:(Correction) The second sentence describing the Flammable Armour optional rule should read: *If Armour is ignited, the victim takes a M1 (Cloth) or S2 (Quilt) burn injury for the next three Combat Turns, unless the fire is extinguished.*
- 14:(Omission) The effects of striking limbs other than arms or legs is determined as follows:

Wing strikes are treated the same as elbow strikes.

Tail strikes are treated the same as calf strikes, except that a stumble roll is not required for most creatures (GM discretion).

Tentacle strikes are treated the same as forearm strikes.

If the *Limb Injuries* optional rule is in use, a wing/tail/tentacle is rendered unusable if it receives a previous injury.

PHYSICIAN

- 3:(Clarification) Neither the Universal Penalty nor the Physical Penalty are applied to rolls made on the Healing Tables.
- 3:(Correction) Bleeder: If total Bloodloss BPs *exceed* (not equal) END, the victim dies.

CAMPAIGN

No Changes.

TREASURE

- 4:(Correction) The third sentence in the description of *Kargele* (a healing potion/elixir) should be replaced with: *A patient who eats the leaves and seeds will fall into a deep sleep for 20–50 hours. While asleep, the patient receives a 20 point bonus to Healing rolls for all injuries.*

BESTIARY

- 2:(Correction) The INT AUR WIL for a Gargu-viasal should be 11 07 11.
- 2:(Correction) The INT Attribute for dogs should be (•).

INDEX

- 4:(Correction) The *Shock Effects* and *Shock Recovery* entries should refer the reader to SKILLS 22 instead of COMBAT 14.

CHARACTER SHEET

(Omission) The character profile should have the automatic Communication skill *Intrigue* listed.

Wing, Tail, and Tentacle Injuries (Example)

Seven points of blunt impact to a creature's wing causes an S2 injury and a fumble roll (if the wing is able to carry something).

The same impact to the creature's tail causes an M1 injury. A stumble roll is made at GM discretion: some creatures depend on their tail for balance, at least partially. An example would be a *Vlasta*.

The same impact to the creature's tentacle causes an M1 injury and a fumble roll (if the tentacle was holding something).

Our thanks to *J. Patrick McDonald* and *Denis Ricard* for their extensive help in assembling this errata.