



The Tome of the Ancient and Esoteric Mysteries of the Phantasms of Lyahvi.

Lyahvi is the magic of the air, of the insubstantial, the invisible, the ethereal, and the illusory. Lyahvian mages are manipulates of light: reflection, refraction, and confusion, with effects faster than the eye and difficult to describe. They are masters of air and other gases, or sound (which travels on the air), and they can summon Asiri and other ethereal to their benefit.

Since trappings the true element within opaque containers has the wrong kind of meaning, surrogate materials are chosen for their relationship with the Lyahvi element. Transparent or translucent material such as gems and glass, and substances able to manipulate light such as mirrors, prisms, or lenses are favored. Red is the hue of choice, so rubies and other red gems are desirable, preferably cut and polished to a sparkling, multi-faceted finish.

The Lyahvi nemesis is earth, represented by the convocation of Fyvria. The essence of Lyahvi is bright, sterile, and unliving. No organic material should be included in a Lyahvian focus.

NOTE: When a mage of any convocation attempts to use a Lyahvi spell to **enchant** a non-Lyahvi elemental object his EML is penalized:

- 10 Secondary (Peleahn/Savorya) elements
- 15 Neutral elements (GM discretion)
- 20 Tertiary (Jmorvi/Odivshe) elements
- 30 Diametric (Fyvria) elements

All animals are Fyvrian elemental objects, and a Shek-Pvar is *also* deemed to be an elemental object of his *own* convocation.

Level Determination for Lyhavi Spells

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Principals of Lyahvi

1. Detection, Elemental
2. Duplication
3. Elementals
4. Invulnerability, Elemental
5. Manipulation, elemental
6. "Electricity"
7. Armour, elemental
8. Confusion, Through illusion
9. Etherealness
10. Flight
11. Flying
12. Gas
13. Ghost
14. Hypnotism
15. Illumination
16. Illusion
17. Levitation
18. Light
19. Lightning
20. Noise
21. Reflection
22. Refraction
23. Sound
24. Steam
25. Twilight
26. Vapour
27. Voice
28. Whirlwind
29. Wind
30. Color, Changing/illusion
31. Hallucination, Illusion
32. Invisibility, Bends Light
33. Odourlessness, Illusion
34. Shadow, Illusion

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Tomb of Lyhavi

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.

With CS or improved mastery, the effect improves, until at ML76+ shouting is inaudible (etc.).

The white noise is itself detectable by normal senses: Test 5xHearing (against MS casting) or 3X Hearing (CS casting).

The Field is centered on the caster's head or focus, and is mobile with the root object. The caster is not immune to the effect.

Bonus Effects

ML66+ Field is harder to detect. Test 4x\2x hearing (with MS\CS)

ML76+ Field blankets loud noises such as shouting, battle noise, etc.

ML86+ Field is even harder to detect. Test 3x\1x Hearing (with MS\CS)

ML91+ Field may be rooted to an inanimate object other than the caster's head\focus.

ML96+ Field blankets all noise short of major explosions.

Fatigue: (15-SI) x 1.5

Time: (15-SI) x 10 seconds

Range: MS: ML feet\CS: ML x3 feet

Duration: MS: SI x 10 s\CS: SI x 30 s.

Aeric's Whisper (I)

The spell allows the caster to speak a message that a remote, single, caster-designated individual can/will hear. To the recipient, the message will sound as if someone were whispering in his ear. The recipient must be in range. Communication is unidirectional (one-way). The message may be as long as the caster can manage in *duration*.

With the basic spell, the recipient must be in clear line of sight, and the caster must speak the message out loud (although softly).

Bonus Effects

ML71+ Caster need not speak the message out loud (thinking it suffices).

ML81+ Recipient no longer needs to be in Line of Sight. Range = SI leagues

ML91+ Up to SI recipients may be designated: all receive the same message.

Fatigue: (15-SI) x 0.5

Time: (20-SI) seconds

Range: Line of sight / (ML91+ see above)

Duration: MS: ML secs./CS: SI mins.



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Beacon Of Isala (I)

Turns an everyday objet into a soft, cool light source capable of illuminating a sphere up to ML feet in radius. The spell enchants an elemental object, and the caster requires a spark or other light source as a seed.

Bonus Effects

ML51+ Caster can terminate effect at any time (but cannot turn the light back on again without recasting).

ML71+ Light may be dimmed or brightened, or turned on/off at the caster's command during *Duration*.

ML76+ Spark/Light source seed no longer required

ML91+ Touch no longer required. Range to the illuminating object = ML feet.

Fatigue: (15-SI) x 0.5

Time: 20-SI seconds

Range: Touch (**ML91+** see above)

Duration: MS:ML mins./CS: ML x3 mins.

*Fire Of Geniorm (I)

(Author/Contributor: Mikael Hegardt) (revised)

This spell creates the illusion of a small fire, which crackles, dances, illuminates and warms. The fire will neither spread or burn, and apparent fuel source must actually exist (e.g., a collection of sticks might become an illusory camp fire). Viewers may test against Willx5 to avoid being deceived. Any person who attempts to touch the flame automatically detects the illusion when his hand remains unscorched.

Bonus Effects

ML71+ Mage need not touch apparent fuel source. Range is SI yards.

Fatigue: (15-SI)x1.5

Time: (15-SI)x2

Range: Touch(**ML71+**, SI yards (line-of-sight))

Duration: MS:ML minutes/CS: MLx3 minutes



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*Pheydore's Deceitful Hands (I)

(BY Blair Wettlaufer brand@INTERLYNX.NET)

This spell allows a single small object held by the caster, no larger than 1 lb. to not as likely be noticed by others by making other aspects of the caster attract their attention (the sparkle in his eyes, the unique weave of his tunic, the brilliant colour of his hose, etc.).

The object can only be detected by a successful 5x Eyesight roll, and the caster must not draw direct attention to that hand, otherwise it will be automatically noticed. Please note that it is not the object being enchanted, rather the individual who holds it. A useful spell for "magic shows".

Special Bonus: Any caster with Legerdemain may add its SI to Deceitful Hands' EML.

Bonus Effects

ML 51+ Observers now roll 3x Eyesight.

ML 71+ Observers must now make a 1x Eyesight roll.

ML 91+ The caster now may wave the object liberally in front of his target, and the observer will still swear his hand is empty. No Eyesight roll.

ML 101+ The caster may now place the enchantment upon another, up to ML feet away.

Fatigue: (15-SI) x 0.5 FP
Time: (15-SI) seconds
Range: Self (ML101+ ML feet)
Duration: MS:ML minutes /CS: ML x 3 minutes

*Pheydore's Glamour (I)

(BY Blair Wettlaufer brand@INTERLYNX.NET)

An illusion that once laid upon an unenchanted, translucent or transparent gem, will make the object appear more or less valuable, at the caster's discretion.

This will alter the assessed value of the gem by + or - 1d6 xSI% (x2 SI% with CS). The gem must be held during casting.

Bonus Effects

ML 66+ The caster may now lay the spell on a gem within line of sight up to ML feet away.

Fatigue: (15-SI) x 1.0
Time: (15-SI) x 3 seconds
Range: Touch /ML66+ ML feet (line of sight)
Duration: MS: ML minutes /CS: ML x 3 minutes



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*Pheydore's Mantle (I)

(BY Blair Wettlaufer brand@INTERLYNX.NET)

A basic spell of refracting light around the caster, so that he or she can manipulate his or her shadow. The basic spell allows to merely increase or reduce one's shadow by about 50%.

Bonus Effects

ML 61+ The caster may now completely eliminate his shadow, and cause himself to leave no reflection.

ML 81+ The caster may now lay this spell on others by Touch.

ML 91+ When Prism of Gethan is cast after this spell, the caster can manipulate the shadow or reflection into any shape or image he chooses. The effect is completely convincing.

ML 101+ The caster may cast this spell on others SI feet away.

Fatigue: (15-SI) x 0.5
Time: (15-SI) seconds
Range: Self
Duration: **MS:** SI minutes /**CS:** SI x 3 Minutes

*Scarlet Eye(I)

(BY Blair Wettlaufer brand@INTERLYNX.NET)

This is an all-purpose divination spell, used to allow the caster to "see" the air currents and detect changes or patterns in air pressure, and divine the weather for the next SI/2 watches.

Bonus Effects

ML 61+ This spell also allows the caster to see any Asiri within the spell's range

ML 81+ The caster may see any invisible or ethereal creature within range.

ML 101+ The caster may see any Lyhavian Sanctums.

Fatigue: (15-SI) x 0.5
Time: (15-SI) minutes
Range: ML yards
Duration: None



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Aeric's Silken Voice (II)

A spell that temporarily enhances the quality of a caster's voice. The spell improves the EML of all voice-based skills, determined by the success achieved and the specific skill.

Skill	MS	CS
Acting	+10	+20
Animalcraft	+10	+20
Lovecraft	+10	+20
Oratory	+10	+20
Rhetoric	+10	+20
Ritual	+20	+40
Singing	+20	+40

Misfire (CF) Table

Roll 1d20

- 01-15 Subject loses his voice completely (cannot speak) for 1d20 hours.
- 16-19 Subject loses his voice completely (cannot speak) for 1d10 days.
- 20 As above, plus subject permanently loses one point from his VOICE attribute.

Bonus Effect

ML56+ The enchantment may be laid on someone other than the caster.

*Archade's Eye(II)

(BY Blair Wettlaufer brand@INTERLYNX.NET)

A minor enchantment that may be placed upon an unenchanted missile weapon. The spell lies dormant until the weapon is shot/thrown, and then activates. It causes the item to glow red, and strike with greater accuracy (+SI%). The spell works by causing the item to move through the air more easily and with little interference. Once Duration expires, or the missile is shot, the spell terminates.

Bonus Effects (None)

Fatigue: (15-SI) x 1
Time: 20-SI seconds
Range: Touch
Duration: MS: SI x2mins., CS: SI x5 mins.

Fatigue: (15-SI) x 1.0
Time: (15-SI) x 4 minutes
Range: Touch
Duration: MS: SI days /CS: SI months



Tomb of Lyhavi

*Crimson Proxy (II)

(Author: Christine Fossing and Klaus Ole Kristiansen)

(Contributor: Klaus Ole Kristiansen)

This spell creates a red, hazy, wraith-like image of the caster. The image appears next to the caster and may be made to move up to 50 feet per round in any direction, as long as it remains within ML feet and line-of-sight of the caster. It has no substance, and is not hindered by any kind of barrier. It does not need a surface to support it.

The caster's spells may originate from the image. With the basic spell, the caster must be able to see the target of any spell cast through the image.

Bonus Effects

ML51+ The caster may see through the eyes of the image. Spells may be cast at targets not directly visible to the caster if the target can be seen through the image.

Fatigue: (15-SI)x2
Time: (15-SI)x2 seconds
Range: ML feet
Duration: MS:SI rounds/CS:SIx3 rounds

Crimson Rune (II)

Enchants an elemental object to glow softly where touched by the caster (the caster can paint in light with his hands). Crimson Rune may be used to leave messages. The glow is faint, normally visible for about ten feet. The caster is able to write for about ML seconds (MS) and ML x3 seconds (CS). The enchantment (writing) remains in place for *duration*. A spark of other light source is needed as a seed.

Bonus Effect

ML51+ The glow may be made invisible to all but mages, or to those who know this spell.

ML61+ The glow may be made invisible except in certain caster-designated lighting conditions (e.g. moonlight). GM discretion will determine what specifications are reasonable.

ML81+ No spark/seed is required.

ML91+ The glow may be made invisible to all but caster designated person(s).

Fatigue: (15-SI) x 0.5
Time: 15-SI seconds
Range: Touch
Duration: MS:ML days\CS:Indefinite.



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Cloak Of Kalaerin (II)

A quasi-invisibility spell that can be used to cloak a single *inanimate* object. The spell is useful of, for example, the caster wishes his focus to escape the notice of a search. Generally, the spell 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 of the enchantment to expire before he too can see the item. With a greater mastery, however, the effect can be made tactile and the caster can make himself, and others, immune to the effect.

Bonus Effect

ML76+ Caster is immune to the effect and can see the object normally.

ML86+ Caster may make all other persons he can touch (while casting the spell) immune to the effect(s).

ML91+ Effect can be made tactile as well as visual.

ML96+ Touch no longer required to enchant object.
Range = SI yards (line of sight).

Fatigue: (15-SI) x 1.5
Time: (15-SI) x 4 Seconds
Range: Touch (ML96+ SI yards)
Duration: MS:SI mins\CS:SIx3 mins.

Hlandor's Flash (II)

The spell causes a belonging flash to radiate from an appropriate *elemental* object held by the caster. All persons within SI yards (looking at the flash source) are blinded, and those within ML yards (looking at the object) are half blinded.

Blindness lasts 10/20 seconds (MS/CS) and then turns into half-blindness, which lasts for a similar period. Those blinded must select an *Ignore* defense and their MLs are halved (at least) for sight related tasks. Those half-blinded sustain a *Special Penalty* equal to their *Eyesight* for all sight related tasks. Effects described presume that the spell is cast in dim/dark lighting conditions (i.e. underground or at night); halve effects in bright light/full daylight. The spell is (at GM discretion) twice as effective against nocturnal creatures.

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

Bonus Effects

ML86+ Flash may be made to emanate from an elemental object in good line of sight within ML yards.

Fatigue: (15-SI) x 1.5
Time: (15-SI) seconds
Range: SI yards/ML yards
Duration: Fraction of a second.



Tomb of Lyhavi

Lens Of Ikara (II)

Manipulates existing lighting phenomena. This spell may be used to make a single object seem larger or smaller, or of different shape, or make it seem more/less opaque. In other words, the spell affects a visual attribute of a single object. It may not be used to create illusions from nothing and the enchanted object must preserve a fair proportion of its normal appearance. *Lens* might make a puddle look like a pool, or a pool look like a small lake. Shadows might be made deeper, gemstones larger, etc. All effects must be with caster's line of sight; the illusion fades as soon as this is no longer true. the effects are fixed in space and the illusion created has no texture or tactile dimension.

Bonus Effects

ML61+ The illusion may include up to SI objects at GM discretion

ML81+ Illusion continues to *Duration* even when the caster is no longer in line of sight.

Fatigue: (15-SI) x2

Time: (30-SI) seconds

Range: Line of Sight

Duration: MS: SI minutes\CS: SI x3 minutes

*Loris' Glowing Globe (II)

Creates a globe of light which is under the caster's control, and which may be maintained up to ML feet away. The caster must maintain minor concentration for the entire duration of the spell, or it will fade away. The glow illuminates up to a (SI x 5) foot radius, and moves at a maximum rate of 1 foot/second. The Globe fades if the caster loses sight of the illumination provided by the Globe (not necessarily the Globe itself, otherwise it would fade when it drifts over the caster's head - see ML 41+).

Bonus Effects:

ML 41+ The globe remains if the caster's concentration lapses. By default, it drifts to a position directly above the caster's head.

ML 81+ The caster may direct the globe's movement in advance, without having to continue concentrating as it moves. The globe no longer drifts, except to remain within ML feet.

Fatigue: (15-SI) x 2

Time: (15-SI) x 10 seconds

Range: ML feet

Duration: MS:SI x 2 minutes\CS: SI x 5 minutes



Tomb of Lyhavi

*Marcus' Marvelous Missiles (II)

(Taken from Randy's HårnPage)

With the basic spell, the caster fires from one to $(SI+1)/2$ missiles from his hand at one or more target(s). The missiles appear as slow moving balls of white light (about 2" in diameter), and may be dodged or blocked (use the Missile Attack Table with the spellcasting success roll replacing the attack roll). Upon successful casting, on any M* result the missiles will strike their intended target(s) with a burn impact of $1d4+1$. Hit location is determined as for normal strikes. Armour provides it's normal protection, so the basic spell is of limited use against armoured opponents. If the missile misses its intended target, it blinks out of existence.

Bonus Effects:

ML 51+ Three smaller missiles may be combined into a larger missile doing $2d4+2$ impact.

ML 71+ Four smaller missiles may be combined into a larger missile doing $3d4+3$ impact.

ML 91+ Five smaller missiles may be combined into a large missile doing $4d4+4$ impact.

ML 111+ Six smaller missiles may be combined into one large missile doing $5d4+5$ impact.

Fatigue: $(15-SI) \times 2.0$

Time: 15-SI seconds

Range: ML feet

Duration: Instantaneous

*Pheydore's Thunderclap (II)

(BY Blair Wettlaufer brand@INTERLYNX.NET)

This spell creates a tremendous crash of thunder, which can be heard up to SI leagues away. However, anyone within SI yards not taking appropriate precautions shall be deafened for SI minutes, and must make a morale check of Will $\times 5$. Astrophobiacs beware.

Bonus Effects

ML 41+ The spell may be cast at range, up to ML feet away.

ML 61+ Any within SI yards shall take SI points of damage from the sound (or their Hearing score, whichever is less), and shall make a morale check of Will $\times 3$.

ML 81+ All unprepared targets must also make a $3d6$ stumble roll.

Fatigue: $(15-SI) \times 1.0$

Time: $(20-SI)$ seconds

Range: None (ML 41+ ML Feet)

Duration: Instantaneous



Tomb of Lyhavi

*Pheydore's Wingbane (II)

(BY Blair Wettlaufer brand@INTERLYNX.NET)

This enchantment causes a small bubble of air turbulence and disruption to attach itself to one flying target of no more than SI strength (CS = SI x2), requiring it to make a Dex x5 check or plummet to the ground. Note that this spell only affects flying creatures dependant upon air currents, wind, and air - it will not affect ethereals, and such.

Please note the following chart for falling velocity.

Time	Velocity	Distance
1 sec.	27'	27'
2 sec.	54'	81'
3 sec.	81'	162'
4 sec.	108'	270'
5 sec.	135'	405'
6 sec.	162'	667'
7 sec.	162'	829'
8 sec.	162'	991'
9 sec.	162'	1153'

Bonus Effects

ML 61+ The target must make a Dex x3 check to avoid falling.

ML 81+ The target no longer makes a Dex check, and falls automatically.

Fatigue: (15-SI) x 2.0
Time: (15-SI) seconds
Range: ML yards
Duration: SI seconds

*Sight of Bekla (II)

(Author: Christine Fossing & Klaus Ole Kristiansen

Contributor: Klaus Ole Kristiansen)

A spell to improve the target person's aim. The basic spell works only upon the caster, creating a lens-like deformation in the air covering the caster's eyes. *Sight of Bekla* changes the range categories for weapons to 10, 25, 75, 225, 500, 1000, and 1200 feet, but will not increase the maximum range of any spell or weapon. It doubles medium range for *Beam of Nolar*.

Bonus Effects

ML51+ The spell may be cast on another person. Range is touch.

ML71+ Weapon attacks may use the range modifier for the next lower range category. Example: a spear would have -5 to 5 hexes, -10 to 12 hexes, -15 to 30 hexes, -30 to 60 hexes, and 60 would still be maximum range. Both short and medium range are doubled for *Beam of Nolar*.

Fatigue: (15-SI) x 1
Time: (15-SI)*2 seconds
Range: Self (**ML51+**, Touch)
Duration: **MS:** SI*10 seconds\CS: SI*30 seconds



Tomb of Lyhavi

*Talvae's Distraction (II)

(Author: Jeff T. Barrett) (Contributor: Tim Prestero)

This spell causes the individual designated by the caster to see a strange and fascinating object out of the corner of his eye. If the target turns to look, the object will flicker from the corner of one eye to the opposite corner of the other, as if it were circling rapidly around the back of the target.

The target must roll against Willx3 (MS) or Willx2 (CS) to avoid turning to attempt to get a better look at the illusory object. If the target fails this roll, he will waste ten seconds looking for the object. After this time, the target may attempt another roll at Willx4 (MS) or Willx3 (CS). Each time the target fails the roll, he will waste another ten seconds and then re-roll at one level higher. (Willx5, Willx6, etc.) Once the target makes a successful Will roll, the object disappears from view.

If the target is attacked while distracted in this way, the attack is made versus an Ignore defense and the illusory object immediately vanishes.

Bonus Effects

ML81+ The caster may affect SI number of designated individuals with a +0.5 multiple for Fatigue for each target added.

Fatigue: (15-SI)x1
Time: 15-SI seconds
Range: SI yards
Duration: See above

*Talvae's Silent Steps (II)

(Author: Jeff T. Barrett)
(Contributor: Tim Prestero)

This spell creates a thin layer of cushioning air beneath the caster's feet, thus muffling the sound of his or her footsteps. Listeners are unable to hear any footsteps so long as the caster moves at normal walking pace. If the caster attempts to move more rapidly, listeners may test against Hearingx2 (MS) or Hearing (CS) to hear the sound.

Bonus Effects

ML71+ The caster may bestow the effect on another individual in addition to himself.

ML81+ The caster may bestow the effect on SI/2 others in addition to himself.

Fatigue: (15-SI)x1.5
Time: 15-SI seconds
Range: Self/ML71+, touch
Duration: MS: ML/2 minutes CS: ML minutes



Tomb of Lyhavi

*Targeting (II)

(Author: Christine Fossing and Klaus Ole Kristiansen)
(Contributor: Klaus Ole Kristiansen)

A spell to improve the target person's aim. The basic spell works only upon the caster, creating a lens-like deformation in the air covering the caster's eyes. Targeting changes the range categories for weapons to 10, 25, 75, 225, 500, 1000, and 1200 feet, but will not increase the maximum range of any spell or weapon. It doubles medium range for Beam of Nolar.

Bonus Effects

ML51+ The spell may be cast on another person.
Range is touch.

ML71+ Weapon attacks may use the range modifier for the next lower range category. Example: a spear would have -5 to 5 hexes, -10 to 12 hexes, -15 to 30 hexes, -30 to 60 hexes, and 60 would still be maximum range. Both short and medium range are doubled for Beam of Nolar.

*Therill's Everlight (III)

Creates a lasting light source. This spell must be cast on an appropriate Lyhavi focus (transparent or translucent object), and must have a light source as a seed. The overall brightness of the light will be sufficient to light an 10-foot radius area.

Bonus Effects:

ML 51+ A light source is no longer needed

ML 61+ Brightness can be set (at time of casting) anywhere up to the light produced by a torch.

ML 81+ Light may be varied by the caster after the time of casting, by taking (15-SI) minutes and making a Aura x 5 roll. The caster acquires (15-SI) fatigue in the process, and a CF will negate the spell, if not permanent.

ML 96+ If the spell is cast upon the Lyhavi object as it is being created, the duration is Indefinite (MS)/Permanent (CS)

Fatigue: 15-SI
Time: (15-SI)x2 seconds
Range: Self(ML51+ touch)
Duration: MS:SIx10 seconds/CS:SIx30 seconds

Fatigue: 15-SI) x 2.5
Time: (15-SI) hours
Range: Touch
Duration: ML days/Indefinite (ML 96+ Indef/Perm)



Tomb of Lyhavi

*Blast of Nornis (III)

(Author: Anders Sandberg, Contributor: Magnus LyckÅ)

The spell enchants a small sphere of glass, or other transparent or translucent object. The sphere is activated by an invocation word when in skin contact with the person uttering the word. This person need not be the caster, just someone who knows the proper invocation. The sphere will then explosively shatter three seconds after skin contact is broken, throwing shrapnel SI yards in all directions. The shrapnel has a point Impact of 1d6 per inch of sphere diameter. The maximum diameter for the sphere is SI/2 inches.

Bonus Effects

- ML51+** A delay longer than three seconds, but less than or equal to remaining Duration, may be specified on activation.
- ML61+** The sphere may be caused to explode when a second invocation word is uttered within ML yards.
- ML81+** The spell may be combined with a Lyahvi spell of detection which can also be placed on a Lyahvi elemental object. The detection spell must be cast first, enabling the caster to instruct the sphere to explode when a specified result of the detection occurs.

Fatigue: (15-SI)*2
Time: (15-SI)*10 min
Range: Touch
Duration: MS: SI*5 days\CS: SI*5 days

*Buoyancy Of Shal (III)

(Author/Contributor: Steve Bartlett)

A spell that reduces the weight of the caster so that he assumes neutral buoyancy with the air surrounding him, thus allowing movement through the air as if through water. The basic spell does not affect the caster's possessions, and the caster remains fully visible (and damagable) throughout.

Bonus Effects

- ML61+** effects may be increased to a few inches beyond the caster, including up to a backpack. The excess material is unlikely to be Lyahvi material so that the spell will become more difficult
- ML71+** The spell may be cancelled at will rather than extending to duration. This applies only to the personal use of the spell
- ML81+** It may be placed upon another (willing) person. Once again the spell will probably be more difficult due to the material affected being Fyvrian
- ML91+** The caster has some control over his buoyancy, allowing a vertical drift of SI yards per ten seconds. This applies only to the personal form of the spell
- ML96+** The spell may be cast on an unwilling person, though they do get a chance to resist (<CS> roll against Will, <ms> roll against 3xWill, success indicates resistance)

Note: the casting of this spell in windy areas is not encouraged unless you are looking for a quick method of transportation. Similarly areas with updrafts such as cliffs are to be avoided....

Fatigue: (15-SI) x 3
Time: (15-SI) x 4 seconds
Range: Self (ML81+ Touch)
Duration: MS:ML secs.\CS: SI mins



Tomb of Lyhavi

*Clutch of Marcus (III)

(Taken from Randy's HårnPage)

With this spell, the caster develops an electrical charge to his hands. He then can deliver an electric shock to any touched victim. The caster must touch the victim to deliver the shock. Once the caster has touched a victim (whether he intends to or not), the charge is delivered and the spell dissipates. With Critical Failure, the shock is delivered to the caster. The shock's basic power is $2d6+SI$ with Marginal Success and $4d6+2*SI$ with Critical Success. Treat the shock as a E2 or E4 shock roll. Add SI or $2*SI$ in addition to the victims EI.

Bonus Effects (None)

Fatigue: $(15-SI) \times 2.5$
Time: 20-SI seconds
Range: Touch
Duration: SI minutes

Curse Of Bryen (III)

Causes a single victim touched by the caster to suffer a gradual improvement of eyesight, one attribute point per day. The effect (at first) may seem beneficial, but after several days, the victim's eyes will become more and more sensitive. With Eyesight at 26+ he will suffer from constant headaches in full daylight; at 31+ even candle-light will be intolerable; and at 36+ any light (even star-light) will be unbearable.

After *duration*, or if the *Curse of Bryen* is dispelled, Eyesight returns to normal at the rate of 1 attribute point per hour. There are no permanent after-effects.

Bonus Effects

ML76+ Touch no longer required; caster may enchant a single victim within SI yards.

ML96+ Caster can designate SI victims (or less) all of whom must be in range (SI yards).

Fatigue: $(15-SI) \times 2$
Time: $(15-SI) \times 4$ seconds
Range: Touch (**ML76+** see above)
Duration: MS: ML days\CS: Indefinite



Tomb of Lyhavi

*Daelen's Cloak (III)

(BY Blair Wettlaufer brand@INTERLYNX.NET)

An illusionary spell that masks the sounds of the caster, and makes him slightly less noticeable against his surroundings. It effectively adds SI (CS: SI x3) to the caster's Stealth, or subtracts the same amount from detection rolls vs. Hearing.

Bonus Effects

ML 61+ The spell may be cast upon another person.

*Dirchy's Hidden Sigil (III)

(Author/Contributor: Mikael Hegardt)
(revised)

With this spell the caster may hide grooves, marks, writing, runes, etc. Only visible information is hidden, not tactile, so markings may be felt as under normal conditions. The area of writing/markings which may be hidden is SI (MS) or SIx3 (CS) square feet.

Bonus Effects (None)

Fatigue: (15-SI) x 2.5

Time: (20-SI) x 10 seconds

Range: Touch

Duration: MS: SI minutes /CS: SI x 3 Minutes

Fatigue: (15-SI)x2

Time: (15-SI)x5 seconds

Range: Touch.

Duration: MS: ML days /CS: indefinite



Tomb of Lyhavi

Globe Of Setath (III)

Creates a fascinating and confusing, illusory ball of flickering, multicolored light, about one foot in diameter, that hovers one foot over 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 and this determines range and effect. Anyone in line of sight tests vs multiple of Will determined by their distance from the globe's center, and its rating. i.e.: a victim 14 feet from a MS globe, rolls 1d100 against his willx3. Maximum target level = 95

<i>Feet to Globe</i>	<i>MS Globe</i>	<i>CS Globe</i>
0-10	Will x 2	Will x 1
11-20	Will x 3	Will x 2
12-40	Will x 4	Will x 3
41-70	Will x 5	Will x 4
71-100	Will x 6	Will x 5
101+	Will x 7	Will x 6

- CF:** Victim remains stationary, gazing into the sphere until he or it is removed. He may not make any more rolls.
- MF:** Victim gazes helplessly into the globe for 10 seconds at which time he may make another roll to break free.
- MS:** Victims is partially distracted; he suffers a 3d6 special penalty for 10 seconds and may then roll again.
- CS:** Victim is able to ignore the globe. He is unaffected and does not have to make any more rolls.

Effects terminate immediately when the globe dissipates.

Bonus Effects (None)

Fatigue: (15-SI) x2

Time: (15-SI) x 4 seconds

Range: See above

Duration: MS:SIx10 secs.\ CS: SI x 30 secs.

*Marcus' Haberdashery (III)

(Taken from Randy's Hârnpage)

The basic spell allows the caster to present the illusion of a normal robe and sandals. This spell is useful after casting Figure of Aumos or a similar spell. The clothing does nothing to protect the mage from the elements or strikes, but helps to avoid certain embarrassing social situations. With greater proficiency, the variety of clothing that can be created is increased. The clothing is dispelled if removed.

Bonus Effects:

ML 36+ Clothing gives tactile sensation of real clothing, including weight.

ML 51+ Caster can dispell the clothing at anytime.

ML 61+ Caster may create Tunic, hose & shoes instead of Mages robes.

ML 71+ Caster may create any clothing he has seen such as clerical garb, military uniforms, armour, insignia, etc.

Fatigue: (15-SI) x 2.0

Time: 15-SI minutes

Range: Self

Duration: Indefinite



Tomb of Lyhavi

*Newler's Transparency (III)

(Author/Contributor: Mikael Hegardt)
(revised)

This spell makes an inanimate object (such as a wall) transparent. The transparency is equal to that of glass, so one can still tell that the object exists. Up to SI (MS) or SIx5 (CS) cubic feet may be made transparent.

Bonus Effects (None)

*Nolomar's Ray (iii)

(BY Blair Wettlaufer brand@INTERLYNX.NET)

This spell creates a cone of light, SI x5 feet in length, and SI x5 feet in width at the terminus. This cone is very intense light, and shall do half their SI +1d6 damage to all within the cone, and targets must take the damage to all locations of their body (generally though, this will only affect their exposed skin. Due to the general effect of this spell, each area will only take 1d6 injury points for a minor burn, and 2d6 for a serious burn.

Bonus Effects

ML 61+ The caster may now adjust range and width of the cone up to SI x5 feet, but adjusting the ray shall not adjust damage.

Fatigue: (15-SI)x2
Time: (15-SI)x2 seconds
Range: Touch
Duration: MS:SI minutes/CS:SIx10 minutes

Fatigue: (15-SI) x 2.5
Time: (15-SI) seconds
Range: SI x 5 feet
Duration: A few seconds



Tomb of Lyhavi

*Nornis's Distant Eye (III)

(Author: Anders Sandberg, Contributor: Magnus Lyckå)

The spell enchants a transparent or mostly transparent object, a "lens", causing it to split in half. Afterwards, light which enters the exposed face of one of the halves will exit from the other, no matter the distance between them. With CS, sound is also transmitted.

With the basic spell, transmission is one-way. One of the halves becomes a transmitter and the other becomes a receiver. The receiver will only work when held to the forehead of a living person who has Attuned to the lens.

The enchanted object may be of diameter no greater than SI inches. A person using the lens to view distant events will envision them as if the lens was a peephole one inch before his eyes.

Bonus Effects

ML71+ The caster may create two-way communicating halves.

Fatigue: (15-SI)*2.5
Time: (15-SI) hours
Range: Touch
Duration: MS: SI days\CS: indefinite

*Pheydore's Sheath (III)

(BY Blair Wettlaufer brand@INTERLYNX.NET)

This spell surrounds a single, unenchanted object in a thin, form-fitting shell of coherent, burning light. This light will cause SI points of damage to anything that touches it, burn touching surfaces (not stone or metals), and causes the object to appear as a white, glowing object. A handy enchantment to protect books from being read, objects from being handled, and can be used offensively with weapons, the caster's own body, etc.

Bonus Effects (None)

Fatigue: (15-SI) x 1.0
Time: (20-SI) seconds
Range: None (ML 41+ See Above)
Duration: Instantaneous



Tomb of Lyhavi

Prism Of Gethan (III)

Creates and manipulates illusions. Objects 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. the illusions created are not self-illuminating and cannot be seen in the dark.

Note: as a general spell, Prism of Gethan tends to lack the nicety of detail, realist, and quality possible with more specific personal spells. Mages who desire illusions that will work on more senses than eyesight must develop (higher level) full spectrum spells. The most effective illusion spells are designed to create a specific illusion: i.e. the same vision with each casting.

Bonus Effects

- ML46+** Illusions can be made to move, but the caster must remain in line of sight and the effect requires great concentration
- ML66+** Caster can operate simple illusions beyond line of sight, provided he knows the geography.
- ML81+** Caster may enter trance and operate illusions beyond line of sight (this amounts to a kind of clairvoyance).

Fatigue: (15-SI) x 2.5
Time: (15-SI) x 2 seconds
Range: ML yards in line of sight
Duration: MS: SI x 10 secs.\CS: SI x 30 secs.

*Ranan's Disguise (III)

(Author/Contributor: Mikael Hegardt^Ü)

This spell overlays a slight disguise upon a person's appearance. It cannot fool someone who knows the subject well, but acquaintances must test against (Intelligence+Will) ∞ 3 to detect the illusion. People who have never seen the target before must test against Intelligence+Will. The target must be willing.

Bonus Effects

- ML61•** The caster may alter the subject's more seriously, 'molding' his appearance (who must be willing) to whatever he wants to.
- ML91•** The target no longer need be willing. The subject must test against Aura•5 (MS) or Aura•3 (CS) to notice that something strange is happening, and if successful against Will•5 (MS) or Will•3 (CS) to prevent the disguise from being placed.

Fatigue: (15•SI)•2
Time: (15•SI)•5 seconds
Range: ML yards (line-of-sight)
Duration: MS: ML minutes\CS: SI hours



Tomb of Lyhavi

Sight Of Castranel (III)

An enchantment to enable the caster to view distant objects as if they were close by (telescope spell). The basic spell works only with a good line of sight, and be blocked or greatly hindered by clouds or dust, but this improves with mastery. This spell allows the caster to see any object within MLx3 yards (MS) or ML x10 yards (CS) as if it were within a few inches of his eyes. With MS, visions of objects more than have the *Range* away, may wobble or blur; with CS they are clear. The spell provides no illumination.

Bonus Effects

- ML76+** The enchantment may be laid on a subject other than the caster.
- ML96+** Vision may be projected around corners, but not through opaque objects.

Fatigue: (15-SI) x 1.5
Time: (23-SI) seconds
Range: Touch (to cast)
Duration: MS: SI x 3secs.\CS: ML secs

*Talking Head (III)

(Author/Contributor: Mikael Hegardt)
(revised)

The spell creates an illusion of a human-sized face. The face is able to speak a phrase or sentence spoken by the caster at the time of casting. The image may speak at most twenty words, and it cannot sing. The face will appear at a designated time, within SI (MS) or SIx3 (CS) hours of casting, speak its phrase and disappear.

Bonus Effects

- ML51+** The image may be set to trigger when anybody comes within ML feet (line-of-sight) in a 180 deg arc in front of the image. Duration is indefinite, but the spell terminates once the phrase is spoken.
- ML76+** The image may be set to trigger when a described being enters the area (as described above); e.g., a dwarf with one arm, carrying a bow, etc. Duration is indefinite, but the spell terminates once the phrase is spoken.

Fatigue: (15-SI)x2
Time: 15-SI minutes
Range: Touch
Duration: See above



Tomb of Lyhavi

*Talvae's Alteration (III)

(Author: Jeff T. Barrett)

(Contributor: Tim Prestero)

This spell creates the visual illusion that the caster and all of his or her belongings are either better or worse than they actually are. For individuals, this reflects factors such as cleanliness, posture, lack or abundance of small scars and marks, and overall "scruffiness/pleasantness" of appearance.

For possessions, the changes reflect quality (inferior/average/superior), cleanliness, shininess, apparent smoothness, and related factors. With a MS, the caster may change the appearance of self and possessions by one level (superior to average, or inferior to truly ugly, for example). With CS, a change of two levels is possible. GM's discretion with respect to changes in the appearance of the caster him/herself.

Bonus Effects

ML71+ The caster may bestow the effect on another individual. Range is touch.

ML86+ The caster may bestow the effect on SI/2 others in addition to himself.

Fatigue: (15-SI)x2.5
Time: (15-SI) minutes
Range: Self(ML71+ Touch)
Duration: MS: ML minutes \CS: SI hours

*Talvae's Duplication (III)

(Author: Jeff T. Barrett)

(Contributor: Tim Prestero)

This spell creates an illusionary duplicate of the caster within line of sight and up to a maximum of ML yards away. The illusion looks solid but has no substance. It will duplicate the actions and movements of the caster exactly. This spell may be linked with AericUs Whisper or a similar spell to provide conversational ability.

Bonus Effects

ML76+ The caster may use another individual as the source of the duplicate. The duplicate will then mimic that individual's actions and movements.

Fatigue: (15-SI)x2
Time: (15-SI)x10 seconds
Range: Line of sight. ML yards.
Duration: MS: MLx3 seconds\CS: SI minutes



Tomb of Lyhavi

*Talvae's Enhancement(III)

(Author: Jeff T. Barrett)
(Contributor: Tim Prestero)

This spell prepares the caster for ethereal contact, improving the EML of the caster's psionic ability Medium by SIx2 (MS) or SIx3 (CS). It is cast immediately before Medium is used, and the duration begins once Medium itself has been prepared. Fatigue is postponed until after the Medium session has been terminated.

Bonus Effects (None)

Fatigue: (15-SI)x2
Time: (15-SI)x10 seconds
Range: Self
Duration: MS:SI minutes/CS:SIx2 minutes

*Zedrun's Shield (III)

(Author/Contributor: Tim Prestero)
(revised)

This spell causes the air to form a wall of force as tall as the caster and which protects him from missile weapons coming from a specified 60° arc. The shield protects the caster from any flung or shot solid item but offers no protection from non-solid airborne items, such as magic fireballs, or from non-missile attacks, such as swords and clubs. The shield reduces missile Impact by SIx2 (MS) or SIx3 (CS).

Bonus Effects

ML51+ The shield covers a 120 deg arc.
ML61+ The shield covers a 180 deg arc.
ML71+ The shield covers a 240 deg arc.
ML81+ The shield covers a 300 deg arc.
ML91+ The shield covers a 360 deg arc.

Fatigue: 15-SI
Time: 15-SI seconds
Range: Self
Duration: MS: ML seconds/CS:MLx3 minutes



Tomb of Lyhavi

*Balefires of Archade (IV)

(BY Blair Wettlaufer brand@INTERLYNX.NET)

This illusion spell causes the caster to take on a fell appearance, with burning eyes, smoking tendrils about the feet, witchfires floating about his person, etc. This spell should cause morale checks and a great reaction. The flames of the spell do cast light, illuminating an SI foot radius, but they do not radiate heat.

Bonus Effects

ML 86+ May be cast on another person, as long as they remain in sight up to ML yards away.

Fatigue: (15-SI) x3.0

Time: (15-SI) x2 seconds

Range: Touch

Duration: **MS:** ML seconds /**CS:** ML x3 seconds

Beam Of Nolar (IV)

Causes a beam of blinding, burning, coherent light to issue from the caster's focus in a chosen direction. the diameter of the beam is one inch (CS) or two inches (MS). The caster must declare a specific (spot) target. The accuracy and *Burn* impact vary according to range to target and success level as follows:

RANGE (Max)	CS	MS
Short (SI Yards)	Direct Hit/4d6+SI	1d6 inches/3d6+SI
Med (ML Yards)	1d6 inches/3d6+SI	3d6 inches/2d6+SI
Long (Mlx5 Yds)	3d6 inches/2d6+SI	5d6 inches/1d6+SI

The first entry is the *deviation* (i.e. CS at medium range gives a deviation of 1d6 inches). Deviation is in a randomly generated direction, and may still strike another part of the target. The second entry is the *Burn* impact (i.e. MS at Long Range generates a burn whose impact is 1d6 plus caster's SI).

The beam will be refracted/reflected as would ordinary light, and may be weakened or eliminated by darkness spell(s).

Bonus Effects (None)

Fatigue: (15-SI) x3

Time: (15-SI) x 3 seconds

Range: As above

Duration: Fraction of a second



Tomb of Lyhavi

*Bekla's Warrior (IV)

(Author: Christine Fossing and Klaus Ole Kristiansen)
(Contributor: Klaus Ole Kristiansen)

This spell creates an illusionary warrior who is tall, of heavy frame, and equipped with tower shield, estoc, plate half helm and scale habergeon. This is a full-spectrum illusion affecting all senses but otherwise unable to affect the real world. The warrior can be made to move or speak. It can only move as a real man, that is it can not walk through walls or fly, and it must stay within Range at all times. With the basic spell, the warrior will stand inactive if the caster can not see it.

Bonus Effects

ML61+ The caster can see through the eyes of the warrior, so that the warrior may act even if out of caster's line-of-sight. With CS the caster may employ all of the warrior's senses, though touch will be somewhat limited.

Fatigue: (15-SI)x2.5
Time: (15-SI)x5 seconds
Range: ML yards
Duration: MS:SIx10 seconds/CS:SI minutes

*Cloak Of Bekla (IV)

(Author: Christine Fossing and Klaus Ole Kristiansen) (Contributor: Klaus Ole Kristiansen)
(revised)

The spell target, and anything worn or carried when Cloak of Bekla is cast, can not be seen. Objects will remain invisible only as long as they are kept on the target's person. Very long or bulky objects can not be hidden by this spell.

A person who has witnessed this illusion before (and known that it was an illusion) may test against Eyesightx2 (MS) or Eyesight (CS) to see if he detects the invisible person/objects, but only if he is actively searching for illusions. If successful, he observes a slight distortion outlining the illusion.

Bonus Effects

ML41+ The target can not be detected by smell, though he may be tracked by scent.

ML71+ The spell can be cast on another creature.

ML91+ The spell can be cast on an inanimate object.

Fatigue: (15-SI)x2.5
Time: (15-SI)x3 seconds
Range: Self (ML71+ Touch)
Duration: MS:SIx2 minutes/CS:SIx5 minutes



Tomb of Lyhavi

Entora's Mirror (IV)

A spell that projects an image of an object to a remote location. With the basic spell, the object must be held by the caster and the image must be in good line of sight within SI yards. With MS, the image is perfect, but translucent - this improves with CS/Mastery. The image is a "snapshot" of the object and will not normally change unless the object is destroyed in which case the image vanishes. The spell works best on simple objects/images - more complex items should reduce EML.

Bonus Effects

- ML56+** The image may be made non-translucent (solid looking)
- ML61+** Range to image increase to ML yards (line of sight is still required)
- ML71+** Image remains until *duration* expires, even if the caster is no longer in line of sight.
- ML81+** Line of sight to image no longer required (range to image remains unchanged)
- ML91+** Image can be more closely linked to its object -image will move/be moved as the object moves/is moved, etc.
- ML96+** A single attribute (i.e. Size, color, etc.,) of the image can be varied slightly.

Fatigue: (15-SI) x 2.5

Time: (15-SI) x 3 seconds

Range: Touch (to Object)

Duration: MS: SI minutes, CS: ML Minutes

*Gildrin's Image (IV)

(Author/Contributor: Mikael Hegardt Ü)

This spell alters the appearance of an existing object within Range, in a fashion similar to *Talvae's Alteration*. For example, a warrior in shining armor could be made to appear dirty and battered. Additionally, small displacements in the target's image may be effected; e.g., an open chest could be made to appear closed and so forth. With the basic spell, the caster cannot affect the size of the object.

Bonus Effects

- ML51+** The caster may make the target appear to be up to 10% smaller or larger.
- ML71+** The caster may make the target appear to be up to 25% smaller or larger.
- ML91+** The caster may make the target appear to be up to 50% smaller or larger.

Fatigue: (15•SI)•3

Time: (15•SI)•3 seconds

Range: MS: SI feet (los)\CS: SI yards (los)

Duration: MS: ML minutes\CS: SI hours



Tomb of Lyhavi

Light Of Aestir (IV)

Causes a multicolored, gently shifting light to emit from the caster's focus. The light reveals a hazy image of any ethereal objects within *RANGE*, or objects hidden by arcane means, but the basic spell shows only inanimate objects.

Distinguishing the different types of phenomena and entity detectable by this spell requires practice (and GM discretion. The clarity of the revelation (the *brightness* of the light) depends on the caster's success level.

Bonus Effects

ML86+ Light will reveal animate objects/entities, including otherworldly ethereal.

ML91+ Light will reveal the true form(s) of visible, disguised creatures. Of course, there is usually considerable controversy as to what a creature's *true form* might be. Since Pvaric philosophy holds that flesh is a manifestation of Aura, it follows that the Aura is the true essential form. Therefore, anyone's true form will appear as a somewhat abstract mass of hazy light. With practice, the caster can learn to distinguish different types of entity by the forms of their auras.

ML96+ Light will reveal the true forms of invisible ethereal and/or disguised entities (see *ML91+*).

Fatigue: (15-SI) x 2
Time: (20-SI) x 3 seconds
Range: ML feet
Duration: MS: SI secs.\CS: SI x3 secs.

*Nolar's Flames (IV)

(BY Blair Wettlaufer brand@INTERLYNX.NET)

This minor artifact enchantment allows an object to appear as if it is burning. It does cast light appropriate to torchlight, but does not radiate heat, nor burn anything put in contact with it. The smoke produced also seems to be somewhat diminished to the careful eye.

Bonus Effects

ML 96+ The sound of the flames may now be heard.

Fatigue: (15-SI) x3
Time: (15-SI) x2 minutes
Range: Touch
Duration: MS:SI days /CS: Indefinite



Tomb of Lyhavi

*Nornis's Lightcoat (IV)

(Author: Anders Sandberg, Contributor: Magnus Lyckå)

A spell which warps light around the subject and objects on his person and shifts light emitted/reflected from within into the invisible spectrum. The subject is effectively invisible except for a slight distortion which might be seen along his outline, especially when he moves. Rapid motion causes rainbow-like phenomena. Test Eyesight on the following:

	Active search		Passive search	
<u>Movement</u>	<u>MS</u>	<u>CS</u>	<u>MS</u>	<u>CS</u>
Immobile	Eye	—	—	—
Crawling	Eye*2	Eye/2	—	—
Walking	Eye*3	Eye	Eye	—
Run/fight	Eye*8	Eye*3	Eye*6	Eye

A person fighting the subject suffers a Special Penalty of 30-Eyesight.

Some external light enters the coat, enabling the subject to see. Light from the invisible spectrum may be transformed to the visible, enabling the subject to detect other *Lightcoat* subjects. This chance falls geometrically with the number of coat surfaces through which the light passes.

Bonus Effects

ML51+ Dirt, blood, etc., that strikes the subject during Duration is included in the enchantment.

ML71+ Enchanted objects dropped by the subject remain enchanted.

ML91+ Spell may be cast on another person or object.

Fatigue: (15-SI)*3

Time: (15-SI)*3 seconds

Range: Basic, self (**ML91+** touch)

Duration: **MS:** SI*2 minutes \ **CS:** SI*5 minutes

*Nornis's Windwall (IV)

(Author: Anders Sandberg, Contributor: Magnus Lyckå)

A spell which creates an immobile wall of air (or any other gas present) with a strong suction on one side and a strong pressure on the other. The pressure side is strong enough to bar a man or animal from passing through, but not an object with a high ratio of speed to cross-section (e.g., a thrown spear), although it does lose speed (GM discretion). The pressure side is elastic, and if horizontally oriented forms a comfortable sleeping surface or landing pad, provided one spreads out before falling on it. The wall must be “anchored” to the ground or similar strong surface. The wall dissipates immediately after Duration or if the caster passes from line-of-sight or falls unconscious.

A windwall is one foot thick and SI² square yards or less in area. With the basic spell, it must be flat. It is invisible, but the wind can be heard nearby. The pressure-side has no friction, so it is very difficult to maintain balance when trying to walk on a horizontal wall; test against Agility. Walking through a vertical wall from the suction side will likely cause a fall; test versus Agility*2.

Bonus Effects

ML61+ Caster may “colour” the wall any time during Duration.

ML71+ Caster may shape the wall and can also enclose volumes, locking air or other object within

ML81+ Caster may reshape the wall during Duration.

ML91+ Caster may move the wall, providing it remains anchored to a strong surface, up to SI feet per second at a fatigue cost of 15-SI per ten seconds of motion.

Fatigue: (15-SI)*2.5

Time: (15-SI)*2 seconds

Range: ML feet (line-of-sight)

Duration: 1 hour



Tomb of Lyhavi

*Talvae's Tornado (IV)

(Author: Jeff T. Barrett)

(Contributor: Tim Prestero)

This spell creates a cylindrical whirlwind of air to surround the caster at a radius of SI feet. The high speed of the whirlwind makes it extremely difficult for arrows and other missiles to penetrate (EML penalty of SIx7), and they are instead blown to one side (caster's choice as to clockwise or counter-clockwise upon casting). Melee combat is affected as well, but to a much lesser degree (EML penalty of Six2).

Bonus Effects

ML71+ The caster may create a more complex vortex that blows entering objects in a random direction.

ML86+ The caster may control the vortex more precisely, choosing in which direction to blow each entering object he or she is aware of.

Note that the choices for direction are still clockwise or counter-clockwise. More specific control is not possible with this spell.

Fatigue: (15-SI)x3

Time: (15-SI)x2 seconds

Range: Self. Radius is SI feet.

Duration: MS: MLx3 seconds/CS:SI minutes

Wind Of Sharis (IV)

Used to transmute a volume of gas into another type of gas. Only simple (elemental) gases may be transmuted (i.e. pure oxygen or hydrogen) and the end product must be an *inert* gas (namely one of argon, helium, neon, krypton, or xenon), but these constraints improve with proficiency. The volume affected may not exceed 1,000 cubic feet (MS) or 3,000 cubic feet (CS). Unless cast in an airtight volume of space, the effect will dissipate in no more than five minutes; this depends on wind/air currents.

Note: Perfect use of this spell would require modern Terran knowledge of physics/chemistry which few, if any, casters will possess. Consequently, while the GM should know what kind of transmutation is occurring, the Caster must be less specific. He could say, for example, "I wish to turn the air that nourishes into the air that makes us speak with high voices..." but should not say "Convert Oxygen into Helium."

Bonus Effects

ML66+ The individual components of gaseous compounds (such as oxygen in the air) may be isolated and transmuted.

ML86+ The transmutation may be to any non-inert gas which remains gaseous and stable at the prevailing temperature and pressure.

Fatigue: (15-SI) x3

Time: (15-SI) x 5 seconds

Range: SI x 10 feet (line of sight)

Duration: Permanent



Tomb of Lyhavi

*Archade's Vision (V)

(BY Blair Wettlaufer brand@INTERLYNX.NET)

By casting this spell, a lens of crystal or glass can be used to gain greater clarity of sight to those who use it. Once cast upon the lens, the duration is Indefinite.

It has been known for two such lenses to be made, and perched upon the nose in a frame of wire or wood, one for each eye. Using the lens will raise any user's eyesight score to 10. As this is a major/minor power, any major artifact it occupies uses 3 Ego/Will.

Bonus Effects

ML 66+ Eyesight is now raised to 12.

ML 86+ Eyesight is now raised to 14.

Evardin's Tube (V)

A spell to render an inanimate object temporarily non-corporeal. The caster touches the object and speaks a brief incantation and the object becomes insubstantial. The enchantment may be laid on part of an object. The spell is able to render up to SI x2 cubic feet (MS) and SI x 5 cubic feet (CS) of material non-corporeal such that other solid objects may pass through it. Any attempt to use this spell on secondary, tertiary or diametric *elemental* substances, such as earth, stone, metal, water or ice, involves a special penalty to the caster's ML, as noted in the Lyhavi introduction.

Bonus Effects

ML71+ Volume of material that can be affected is doubled.

ML81+ Touch no longer required: Range is increased to SI yards.

ML96+ Volume of material that can be affected is tripled.

Fatigue: (15-SI) x2.5

Time: (15-SI) x4 hours

Range: Touch

Duration: Indefinite

Fatigue: (15-SI) x 3

Time: (15-SI) x 4 seconds

Range: Touch (ML81+ SI yards)

Duration: MS: SI mins.\CS: SI x 5 mins.



Tomb of Lyhavi

*Leap of Galenos (V)

Author/Contributor: Janne Pönnkälä

An enchantment which transports the caster to a designated place within line of sight by turning him into a beam of light. With the basic spell, the caster is unable to carry along any personal possessions. If the caster is in motion when he casts the spell, then when he resumes his normal form after transport he will be traveling at that speed.

(Note: there is a possibility that CF may result in transportation in a random direction. If this occurs, it might be of use to know that terminal velocity for a falling human is about 200 ft/second, which is attained in about seven seconds.)

Bonus Effects

- ML61+** Caster may carry clothing and/or other personal possessions totalling no more than SI% (MS) or 3•SI% (CS) of his bodyweight.
- ML81+** Spell may be cast on another willing person. Range is touch.

Fatigue: (15-SI)*3.5
Time: (15-SI)*3 seconds
Range: Basic, self (ML81+Touch)
Duration: (Virtually) Instantaneous

Motes Of Aradin (V)

Creates a stream of brightly flashing, dancing motes of light around the caster. The light-storm is centered on the caster's head and extends for (up to) ML yards in all directions. The motes are harmless, but very distracting. Sight-dependent skills used within the light-storm function at 50%/25% ML for MS/CS castings. The basic spell produces pinkish motes, but multicolored light may be produced with greater mastery.

Note: This spell attracts a good deal of attention. Shek Pvar rarely use it in town (or on the battlefield).

Bonus Effects

- ML41+** Caster may produce vari-colored, flashing motes, change colors, etc.
- ML46+** Caster is able to render the motes invisible to himself, this enables him to function normally within the field of effect.
- ML66+** Caster may affix the enchantment to an object or person other than himself. However, if the chosen object is not a Lyahvian elemental object, the normal EML penalties apply.
- ML76+** Caster is able to render persons he touches, in the course of duration, immune to the effect.
- ML91+** Caster is able to render any person within the storm immune to its effect (touch no-longer required).

Fatigue: (15-SI) x 2.5
Time: 15-SI seconds
Range: Touch (ML91+ line of sight)
Duration: MS: SI mins.\CS: SI x 3 mins.



Tomb of Lyhavi

Passage Of Lyah (V)

A spell to render the caster translucent and semi-corporeal (quasi-ethereal). With CS, the caster has the option of invisibility.

The caster-ethereal has difficulty moving. Normal air resists him as if he were underwater (SI yards per 10 secs). The caster can penetrate solid objects, but the process causes discomfort and feels like swimming in molasses (move no more than SI feet per 10 secs). The ethereal-caster is immune to mundane injury, but would feel, for example, a normal sword slashing repeatedly through his form. This is a one-way effect; non corporeal creatures cannot feel the ethereal at all (except sometimes as a chill or shiver, depending on the subject's sensitivity).

The caster's physical body de-manifests, accompanies his ethereal form, and will re-manifest as the spell wears off or is dispelled. This will happen regardless of where the caster is at the time. If this happened to be halfway into a wall, the remanifestation would be fatal for the caster, but does leave an interesting design on/in the wall.

Bonus Effects

ML71+ Spell may be cast on another (willing) person.

ML91+ Spell may be cast on another unwilling person, if the subject fails a test against WILL x3 (MS casting), or WILL x1 (CS casting).

Fatigue: (15-SI) x 3.5

Time: (15-SI) x 4 seconds

Range: Touch (as applicable)

Duration: MS: ML secs.\CS: ML mins.

*Pheydore's Shadow (V)

(BY Blair Wettlaufer brand@INTERLYNX.NET)

This spell allows the caster to detach his shadow/reflection from himself and send it away. The basic spell allows the shadow to act independently, but it will only follow the caster's direct orders, and then return upon completion. Useful for spying. While the shadow is gone, the caster shall not cast a shadow nor reflection. Also, the caster will not gain any information until the shadow returns.

The shadow will only have 1/3 of the caster's Sensory skills and statistics, and will only move at 1/3 the caster's Move, and may not communicate. However, the shadow has 2x the caster's Stealth, cannot be seen at night, and moves with absolute silence. The shadow may vanish, and return to the caster instantly at any moment, and automatically happens at end of Duration.

Bonus Effects

ML 61+The caster is now aware of the shadow's observations and may direct it as he chooses during its absence. The shadow may now speak with 1/3 the caster's Voice.

ML 81+The shadow may now take on substance (this must be decided before casting, and may not be changed during the enchantment). This allows the shadow 1/3 of all the caster's stats, shadowy versions of any objects held (including weapons at 1/3 damage values), but any damage the shadow takes is immediately transferred to the caster (as if the caster himself was struck). In combat, the shadow may only vanish on its own turn. All FP used by the shadow are taken immediately by the caster. The shadow is impeded by 1/3 of the caster's Physical Penalty at any given time. Any object dropped by the shadow vanishes.

ML 101+ The shadow may take on substance or non-corporealism during its action, and the caster may cast spells through the shadow at 1/3 EML. Shadowy objects may be given to others (as long as Duration lasts, and they are usable by others, readable, etc.)

Fatigue: (15-SI) x3.5

Time: 15-SI x4 minutes

Range: Self

Duration: MS: SI hours /CS SI x3 hours



Tomb of Lyhavi

*Talvae's Stairway (V)

(Author: Jeff T. Barrett)

(Contributor: Tim Prestero)

This spell condenses the air beneath the caster's feet to create a series of hazy gelatinous steps. The steps are created as the caster walks upward, and remain behind for the duration of the spell. The steps can be touched and harmed by physical means, and if a lower step is entirely destroyed, the stairway will collapse. Initially the semi-solid steps can only support the caster, and high winds may interfere with step formation and stability.

With higher levels of mastery, the strength of the steps increases, allowing more individuals to be held and providing greater resistance to wind and assault.

Bonus Effects

ML41+ The steps have the strength and consistency of earth.

ML51+ One additional individual may accompany the caster.

ML61+ The steps have the strength and consistency of wood. Two additional individuals may accompany the caster.

ML81+ Lower steps are unimportant and can be removed at the caster's will. Three additional individuals may accompany the caster.

ML91+ The steps have the strength and consistency of stone. Five additional individuals may accompany the caster.

Fatigue: (15-SI)x3

Time: (15-SI)x3 seconds

Range: Touch

Duration: MS: SI minutes\CS: SIx3 minutes

Visions Of Sheridyn (V)

A spell to create powerful, vivid, invisible (subliminal) illusions. This is an extremely subtle spell used to help the caster's Rhetoric.

The spell may be cast immediately prior to, or in the course of a conversation. Thereafter, for the *Duration* the caster may give the single person he is talking to extremely brief illusion-flashes which tend to act directly on the subconscious.

If properly used the subliminal effect can be profound. An experienced caster can convince almost anyone of anything. But in the hands of a novice, the spell is generally quite ineffective. If used to enhance the caster's Rhetoric Skill, the effect is to add 10-100% to the caster's EML. If a plausible argument is made, victims can sometimes be persuaded to act against their better interests.

Bonus Effects

ML46+ The spell may be used to inject effects into conversations in which the caster is not participating (i.e. to help a friend persuade someone). Eye contact no longer required. Range = SI yards.

ML86+ The spell can be cast on an audience (broadcast) instead of a single person. This enhances the *Oratory* skill instead of the Rhetoric skill. The range is increased to ML yards.

Fatigue: (15-SI) x 2.5

Time: (15-SI) x 2 seconds

Range: Eye contact(ML46+ SI yards)

Duration: MS: SI mins.\CS: SI x 3 mins.



Tomb of Lyhavi

*Lightning Bolt (VI)

(Taken from Randy's HårnPage)

With this spell, the caster delivers a powerful electric shock to a single specified target within ML yards. The target must be in a direct line of sight with the caster. The bolt is considered fired for dodge/defence considerations.

If the target dodges, the bolt will continue until it contacts any solid object or magical effect, at which point it will deliver basic shock (treat as burn) impact equal to SI_d6.

The bolt will disappear if it fails to contact any solid object within range.

Bonus Effects (None)

Fatigue: (15-SI) x 4.0
Time: 30-SI seconds
Range: ML yards
Duration: Instantaneous

Maslor's Charm (VI)

A spell to find/summon ethereal. The basic spell will locate the *nearest* ethereal entity, but give the caster only a vague idea of its nature, and then only with CS. With improved mastery, the caster is able to identify, summon and more easily control the target entity(ies). The basic spell only allows the caster to scan the ethereal landscape.

A controlled ethereal may be returned whence it came by commanding it to depart. This command takes *time* (same as to cast the spell), but no additional fatigue. IF the caster does not return a controlled ethereal before *duration* expires, it will be free (in the caster's world) and will do as it pleases. Some ethereal, in order to avoid Mental Conflict or punishment, are prepared to negotiate for their favors. This varies greatly from one entity to another and is largely a matter of GM discretion.

Bonus Effects

ML56+ Caster will gain a good idea of the ethereal's strength, morality and nature.

ML66+ Caster may seek out a second ethereal.

ML76+ Caster may find/identify up to SI/2 ethereal.

ML86+ Caster can summon any identified ethereal if he can win a Mental Conflict with it.

ML96+ Caster can control any ethereal he summons if he wins a Mental Conflict.

Fatigue: (15-SI) x3
Time: (15-SI) x 4 seconds
Range: n/a
Duration: MS: ML mins.\CS: ML x 5 mins.



Tomb of Lyhavi

Wind Of Aradian (VI)

A spell which allows the caster to increase or decrease the windforce in his immediate vicinity. The effect is extremely localized and, while it can be used to drive a single ship the caster is on, it has no effect beyond that on the local weather. It could not, for example, be used to sail a fleet.

The caster declares to the GM before casting where he wishes to increase or decrease the windforce. With MS/CS he achieves his intent. With CF, the wind may be randomly affected, and/or the caster will suffer the normal effects of a misfire at GM discretion.

The spell cannot be used cumulatively; The caster could not, for example, raise the windforce from 0 to 1 with one casting and then raise it to force 2 with a second.

The spell needs a significant volume of space for air circulation. While in theory the spell can be cast indoors, few interior chambers are large enough. Reduce effect at GM discretion.

Bonus Effects (none)

Fatigue: (15-SI) x 4.5
Time: (15-SI) x 4 seconds
Range: n/a
Duration: MS: SI mins\CS: SI x 5 mins

Figure Of Aestir (VII)

A spell that renders the caster translucent and non-corporeal -- ethereal. In this form he is immune to physical damage, but remains susceptible to enchantment.

With the basic spell, the caster cannot achieve full ethereality. He can still feel events in the material world, but cannot affect them. He is not immune to physical harm, but injuries sustained leave no wounds and have their equivalent *injury* points translated into equal quantities of *fatigue* points as they are acquired. This improves with mastery.

The effect co-extends with the caster's Aura, several inches beyond his skin in all directions, and can be further extended (with practice) to include a backpack, weapons, etc.

Bonus Effects

ML66+ Injury Points sustained while non-corporeal are halved before converting to Fatigue points.

ML86+ Caster can achieve full ethereal state wherein he is immune to physical harm. Injury points sustained in this state are no longer translated into Fatigue Points.

ML96+ Caster may, upon casting, designate a single item he is touching (such as a weapon) as a link. The link item has substance, but can still be touched by the caster. If the caster fumbles/drops a link item, it can be used against him.

Fatigue: (15-SI) x 4.5
Time: (15-SI) x 4 seconds
Range: n/a
Duration: MS: SI mins\CS: SI x 5 mins.



Tomb of Lyhavi

*Reflection of Marcus (VII)

(Taken from Randy's HårnPage)

With this powerful spell, the caster creates SI/2 mirror images of himself. The basic spell only produces a visual image that "reflects" the caster.

The images appear to do the same thing as the caster. With the basic spell, the reflections are only visual. No auditory/tactile or olfactory traits will be produced.

Any successful combat strike or hostile spell will dispel the image it strikes. Note that with the basic spell, entities with sensitive noses are most able to detect the false nature of the image. The images must all remain within ML feet of the caster.

Bonus Effects:

ML 41+The reflections are solid to the touch, but will still be dispelled by a successful combat strike/spell.

ML 56+The caster can mimic basic sounds (footsteps, rustling of clothing, etc.)

ML 69+The caster can speak through the images.

ML 81+The caster can mimic any olfactory traits.

ML 96+The caster can control the images independently of himself (i.e. the images can act independantly).

Fatigue: (15-SI) x 5.0
Time: 15-SI minutes
Range: ML feet.
Duration: SI minutes

Vapour Of Hirin (VII)

An enchantment to protect an object/entity against harm by dematerializing it. CF on casting causes instant dematerialization (perhaps of the caster) and random rematerialization at GM discretion. With MS/CS the enchantment is laid and may be instantly invoked at any time during *duration* by the caster's touch.

On invocation, the object/entity evaporated in 20-SI seconds, and recombines after a minimum of 24-SI hours and a maximum of SI days. The caster may declare any time/place (on the same world) when/where recombination will occur within the min/max range. The more distant in space-time the recombination point, the grater the margin of error additional rolls may be required (GM discretion) to determine accuracy. On recombination, non-permanent enchantments on the object/entity are lost (dispelled). A dematerialized entity has no consciousness; it cease to exist until recombination.

Bonus Effects

ML66+ Touch no longer required. Range to target object is now ML feet.

ML96+ An injured entity may (Caster option) heal one *injury point* per 24 hours while dematerialized.

Fatigue: (15-SI) x 4.5
Time: (15-SI) x 5 minutes
Range: Touch(**ML66+** ML feet)
Duration: **MS:** ML hours\CS: Indefinite



Tomb of Lyhavi

*Break Darkness (ML)

Author/Contributor: Klaus Ole Kristiansen

This spell dispells a magical darkness effect of up to one level above its own level. This effect is instantaneous; the target spell is gone. The basic spell will not work on effects of permanent or indefinite Duration.

Bonus Effects

ML31+ *Break Darkness* may suspend a spell of lower level of permanent or indefinite duration for SI minutes.

ML41+ A spell of lower level of indefinite Duration may be dispelled.

Fatigue: (15-SI)*(CL/2)

Time: (15-SI) seconds

Range: SI feet

Duration: See above

*Shujoi's Transformation (ML)

(Author/Contributor: Mikael Hegardt)

(revised)

This spell destroys any illusion of lower Complexity Level. The spell works in one of two ways: (1) it removes an illusion created with a lower success level (e.g., MS with Shujoi's Transformation removes an illusion achieved with MF), or (2) it lowers the success level of an illusion (e.g., it would lower an illusion achieved with MS to MF). The latter option does not reduce the quality of the illusion, but just makes it easier to destroy with a subsequent casting of Transformation. Thus, if a caster attempts to destroy a CS illusion, he must cast Shujoi's Transformation at least twice, once to lower the success level and at least once to destroy it. Shujoi's Transformation will not work on illusions of permanent Duration.

FP cost is determined by Object Enchantment Complexity Level (OECL) and caster's SI with Transformation. Hence, a mage with Transformation SI 7 removing a CL III illusion would expend $(15-7) \times 3 = 24$ FP. It is quite possible for the caster to not know the FP cost of casting Shujoi's Transformation.

CF with Transformation may cause the object illusion to misfire at GM discretion, but only if it is of lower CL than Transformation.

Bonus Effects

ML90+ The caster may instead improve the success level of the object illusion by one step if he achieves a higher success level with Transformation.

Fatigue: (15-SI) x OECL

Time: 15-SI minutes

Range: Touch

Duration: n/a



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